

THE THIRD IMPERIUM



TRIPWIRE

TRAVELLER

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Tripwire

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CONTENTS

INTRODUCTION	2
JEWELL	3
PASSENGER	8
DATA	16
CONSPIRACIES	30
KEYSTONE	49
TRIPWIRE	63
CODA	76
APPENDIX	73
INDEX	93

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INTRODUCTION

Tripwire is a *Traveller* campaign set in the Jewell subsector of the Spinward Marches. The story takes the players to all of the worlds in Jewell as they attempt to uncover a conspiracy. Every system that they visit has at least one scenario or encounter. Additional encounters can also be found in the Appendix, which can be used throughout the campaign. The Appendix also contains a number of generic NPCs that you can use as required and equipment from the new races detailed in this book.

To run the Tripwire campaign, you will need the *Traveller Core Rulebook*. *The Spinward Marches* is also recommended for additional background material and is referenced several times during this book.

THE PLAYERS

The players should be part of an established group, such as free traders or mercenaries, with some loyalty to the Imperium. The party will need a variety of skills including combat, negotiation and stealth. A pilot will also be required and an engineer is also recommended. There are no restrictions on race, as long as most of the players are Imperial citizens and they have a good reason for being together.

The party must also have their own Jump 2 capable ship with a fuel scoop. This is important as it restricts where they can travel, forcing them to take specific routes. As the campaign progresses the players will acquire a new ship that can travel further distances, giving them access to more worlds in the Jewell subsector.

The campaign starts with the party located on the Zhodani world of Farreach. They will most likely have visited there to trade but you can use any reason that fits in with their backgrounds or group activities.

Most of the party should already know each other but some can join the group on Farreach if required, which can make for some interesting roleplaying if their loyalties are called into question. Additional party members can either be recruited or start out as passengers who get caught up in the events of the story.

PROLOGUE

The Jewell subsector is in a state of political change and unrest. The Federation of Arden has become a power in its own right, albeit a minor one, and are increasing their sphere of influence in the Rimward region of the subsector. Coreward of the Jewell Cluster, the Zhodani maintain a strong military presence and continue to sponsor an anti-Imperial sentiment that has now evolved into a separatist movement.

With the Imperial region of Jewell being threatened from both sides as well as within, a duke is to be appointed to oversee Imperial interests and maintain control of their territories. The duke will be stationed on Jewell but no date has been given and the new duke has yet to be chosen.

This move has caused political friction with the Zhodani who have since embargoed all Imperial Megacorporations. With rumours that an archduke will be also be selected to govern the Deneb system, the Zhodani fear the Imperium's motives and now threaten to cut diplomatic relations altogether.

Imperial agents suspect that the Zhodani now plan to deploy a new super weapon, forcing the Imperium to strengthen their borders and military outposts. With tensions running high, only the bravest travellers remain in business and demand higher fees for their services.

CAMPAIGN OVERVIEW

Making the most of the current trade opportunities, the players take on a passenger who pays them a handsome fee for their services. After being stopped by a Zhodani patrol the passenger reveals himself to be an Imperial agent. As he disembarks at his destination, he is shot by unknown assailants and the players must get him to safety.

A second attempt on the agent's life is successful and to the players' dismay they are framed for the murder. Now fugitives, the players are plunged into a Universe of conspiracy and danger. Following the trail from one world to the next, the players unravel the mystery of their dead passenger as a deeper plot begins to reveal itself.

JEWELL

The Jewell subsector is divided into three areas. The coreward region is ruled by the Zhodani, the central region is under Imperial control and the rimward region is neutral territory.

The Zhodani have a strong military presence in the six systems that they occupy in Jewell. Although access for Imperial Megacorps is currently restricted, independent traders and travellers are free to visit as usual. The Zhodani like to maintain their influence over the neutral worlds in their territory and Imperial access to these has always been limited. However, trade is the lifeblood of so many worlds that most traders are granted access.

The Imperial region consists of eight systems, five of which are known as the Jewell Cluster (Jewell, Emerald, Ruby, Mongo and Lysen). The region is currently under the control of the Duke of Regina but the Imperium is in the process of appointing a duke to the Jewell subsector. The 212th Fleet maintains strong border patrols, especially around the Jewell Cluster.

The rimward region consists mainly of neutral systems, many of which are becoming of strong interest to the Federation of Arden (see page 33). Utoland and Zircon have already fallen under the Federation's influence.

All of the information listed in this chapter (except the timeline) is known to most travellers so the players should have full access to the descriptions listed here. Further details of each system and world are presented later in the book at the appropriate point in the campaign.

THE WORLDS OF JEWELL

For your convenience and reference, all of the worlds in the Jewell subsector are listed with the Universal World Profile and a brief description. Further information on each system is detailed later in the campaign and page references are included.

Details of the Universal World Profile (UWP) can be found on page 170 of the *Traveller Core Rulebook*, with additional information on page 57 of *The Spinward Marches*.

871-438 **0710 E700000-0** **Ba NI G**

This barren world has little of interest but its location and presence of a gas giant has made it popular with pirates and smugglers. The Imperium is reluctant to dedicate resources to patrolling this backwater world because the pirates simply go elsewhere. Full details can be found on page 34 (Conspiracies).

Aqua **0210 D389324-7** **Po Na NI Wa G**
Aqua is a water world in the Zenopit system. Its small population exists solely to provide purified water to the parent colony on the desert world of Zenopit. Full details can be found on page 43 (Conspiracies).

Ao-dai **0401 E410644-6** **Z NA NI G**
Ao-dai is a world very similar to Mars. It was ignored for centuries until the Zhodani discovered several rich deposits of lanthanum. It was not long after this that the Consulate established a small colony here and built several mining facilities. Full details can be found on page 9 (Passenger).

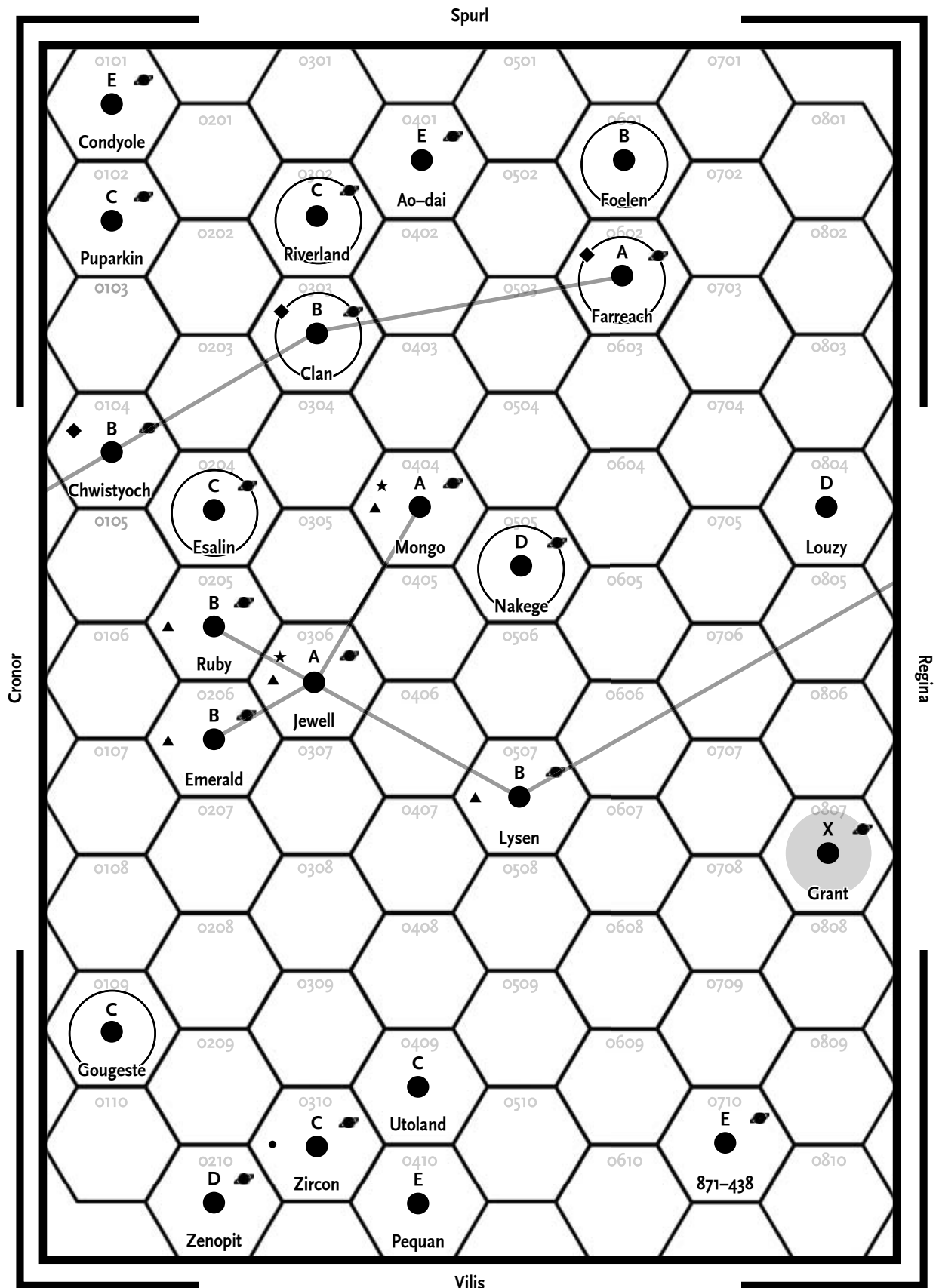
Clan **0303 B672899** **A Z Z G**
Clan was the first world in Jewell to be colonised by the Zhodani, who wanted to establish their borders within the Jewell subsector. Although the planet is not abundant with exportable goods, the land and wildlife is sufficient to sustain its population of nearly half a billion people. Clan serves as a hub to the other Zhodani outposts in this subsector. Full details can be found on page 11 (Passenger).

Chwistyoch **0104 B766766-A Z** **Z Ri Ag Ga G**
This verdant world was colonised by the Zhodani shortly after they settled on Clan. Chwistyoch has become a rich world from both its agricultural and mineral exports. Most offworlders prefer to visit the Vexx settlement even though the Zhodani discourage this activity. Full details can be found on page 63 (Tripwire).

Condyle **0101 E7A1522-8** **FI NI G**
Condyle is an independent world located in Zhodani territory. The planet is inhabited by an indigenous species known as the Vexx; one of the many human cultures seeded by the Ancients. Full details can be found on page 57 (Keystone).

Emerald **0206 B766555-B S** **I Ag Ga NI G**
Emerald forms part of the Jewell Cluster. The fertile lands produce abundant crops much of which is shipped to Jewell to support the population there. Emerald is vital to the success of lanthanum on Jewell and is also an important trade hub in its own right. Full details can be found on page 55 (Keystone).

Esalin **0204 C565673-8** **Z Ag Ga G**
Located between the Imperial and Zhodani borders, Esalin was originally an Imperial world but at the beginning of the Fourth Frontier War it was occupied by the Zhodani. Although Esalin has a Zhodani government, it is now officially neutral territory and enjoys good relations between the two cultures. Full details can be found on page 13 (Passenger).





Farreach **0602 A200400-B Z** **Z NI G**
Farreach is named for being the furthest Zhodani base from their homeworld of Zhdant. The base has one of the most extensive starports in the sector but access for Imperial citizens is not always granted. Full details can be found on page 8 (Passenger).

Foelen **0601 B638665-8** **Z NI**
The indigenous population of this ocean world are an aquatic race, resulting from the genetic manipulation of dolphins by the Ancients. The Zhodani occupied Foelen when they discovered that this species, the Chokari (literally meaning 'water people'), had strong Psionic abilities that warranted further study. Full details can be found on page 69 (Tripwire).

Gougeste **0109 C372510-A** **NA**
This small, dry, world is home to a minor outpost of the Arkesh Spacers. Reports of pirate activity have led the Imperium to classify the system as an amber zone. Full details can be found on page 35 (Conspiracies).

Grant **0807 X664100-0** **I Lo NI G**
The Imperium has designated Grant a red zone world and a small naval fleet prevents any unauthorised access to the planet. Rumours as to why it is a red zone world range from protecting a developing civilisation to secret military installations. Full details can be found on page 71 (Tripwire).

Jewell **0306 A777999-C 2** **I Hi Ht In G**
Discoveries of lanthanum deposits lead to rapid industrialisation and with rising tensions against the Zhodani, military bases were also built to defend against any possible incursion. Jewell is the primary planet in the Jewell Cluster and is both heavily industrialised and militarised. Full details can be found on page 51 (Keystone).

Louzy **0804 D322A88-8** **I Hi Po NA NI**
Louzy lives up to its name due to the tainted, thin, atmosphere and lack of water but due to the rich mineral deposits it enjoyed rapid colonisation and industrialisation. Less than 100 years later, the demand for the resources had dropped and many mineral deposits were mined out. Louzy is now an overpopulated world with a continuing decline in money and resources. Full details can be found on page 30 (Conspiracies).

Louzy II **0804 E493551-6** **FI Po NA NI**
Often referred to as 'Louzy Too', this world was colonised during the Third Frontier War by refugees who were refused entry to Louzy due to overpopulation. The population live in five separate domed settlements, each specialising in particular crops and produce to ensure the colony's survival. Full details can be found on page 30 (Conspiracies).

Lysen **0507 B592655-A S** **I NI G**
Lysen is the outermost system of the Jewell Cluster. Its location along the communication route has made it the trade and economical hub between the Jewell and the Regina subsectors. The planet is divided into regions, each specialising in areas of farming or mining and ruled by a noble. Full details can be found on page 25 (Data).

Mongo **0404 A368685-A 2** **I Ri NI G**
Mongo is the smallest planet in the Jewell Cluster. The MagnetoDynamics corporation have a strong presence here, providing the technology to extract rare minerals from the vast oceans that cover much of the world. The importance of the produce, coupled with the strategic location of Mongo, made it necessary for the Imperium to build a number of naval and scout bases in the system. Full details can be found on page 19 (Data).

Nakege **0505 D591314-2** **I Lo NI Lt**
Nakege is populated by an indigenous race of xenophobes and under the protection of Spinward Salvage LIC, who have salvage rights to the wreckages left behind after the Third Frontier War. Full details can be found on page 24 (Data).

Nakege II **0505 C333313-A** **Lo NI**
Spinward Salvage LIC claimed Nakege II when they obtained salvage rights to Nakege. A small colony was settled here with a modest starport and a sizable salvage yard where wreckages are transported from Nakege. Full details can be found on page 25 (Data).

Pequan **0410 E5656B9-4** **Ag Ga NI Lt**
Pequan is a lush and fertile world where the people live an agrarian lifestyle. Despite interest from the Imperium and the Federation of Arden, Pequan has remained an independent world. Full details can be found on page 49 (Keystone).

Puparkin **0102 C7B3386-9** **FI Lo NI G**
Puparkin has oceans of molten lava, which emit poisonous gasses into the atmosphere. It is an unpleasant world with very little going for it. During the Third Frontier War a number of Vargr refugees settled here but due to the hostile conditions their colony has not expanded. Why they remain at all is something of a mystery. Full details can be found on page 73 (Tripwire).

Riverland **0302 C566A99-9** **Z Hi G**
So called for the extensive river network that weaves through the main continent, Riverland is an overpopulated world of bureaucrats who administer Zhodani interests in Jewell. Riverland also has a large number of re-education centres to service the needs of its people in this subsector. Full details can be found on page 74 (Tripwire).

Ruby **0205 B400445-B S** **I NI G**
Part of the Jewell Cluster, Ruby is a small desert world without an atmosphere. The small colony lives in a single city consisting of four



pressure domes. Ruby is a friendly colony that thrives on visitors and trade. Full details can be found on page 16 (Data).

Utoland 0409 C473464-7 NI

The world of Utoland became independent world from the Imperium shortly after the Third Frontier War but has recently been taken over by the Federation of Arden. Although the Imperium has classed the world as non-industrial, the Federation has increased production by a staggering rate by bringing in their own people and technology to increase efficiency. Full details can be found on page 40 (Conspiracies).

Zenopit 0210 D130546-7 Po NI G

Zenopit is a small planet on the rimward edge of the subsector. What used to be a thriving mining colony has been reduced to only two mining facilities that trade with neighbouring systems for food and other essential supplies. Full details can be found on page 42 (Conspiracies).

Zircon 0310 C791668-9 M I NI G

Zircon is governed by House Mallor, who have their own private army operating out of the military base. However, the Federation of Arden have begun to invest in mining facilities to raise their influence on this world. Full details can be found on page 46 (Conspiracies).

TIMELINE

The chronology of events that have taken place or had influence on Jewell subsector are listed below.

DATE	EVENT
c-300,000	The Ancients seed a group of terrans on Condyle who will later become known as the Vexx.
	The Ancients create a race called the Chokari, genetically engineered from dolphins and seeded on Foelen.
	A faction within the Ancients build the Tripwire network, installing a Tripwire device on seven of their border worlds.
101	Etienne Rasa leads a group of colonists who settle on Pequán.
134	The Zhodani travel to Condyle and meet the Vexx.
189	The Zhodani discover the Chokari and assume them to be a primitive race of little interest to the Zhodani Consulate.
207	Condyle suffers a cataclysm as a result of nuclear meltdown in several of the Vexx facilities.
	Vexx refugees settle on Chwistych.
308	The Ecannis family settle on Emerald.
318	The Imperium colonise Jewell.
320	The Zhodani colonise Clan.
333	Zhodani colonists settle on Chwistych and impose their rule over the Vexx.
339	The Imperium establishes a mining colony on Ruby.
362	Rich lanthanum deposits are found on Jewell.
	Colonists abandon Ruby.
347	Zhodani colonists settle on Riverland.
503	Lysen is colonised by the Imperium.
589	First Frontier War begins.
	The Imperium declares martial law on Emerald and many Ecannis nobles are incarcerated on Jewell.
592	The Zhodani occupy Jewell.
	Zhodani forces occupy Emerald.
	Zhodani forces occupy Ruby.
603	The Imperium regains control of Jewell.
	Zhodani forces leave Emerald.
604	First Frontier War ends.
	Zhodani forces leave Ruby.
	Civil War begins.
606	The Ecannis family are allowed to return to Emerald.
615	Second Frontier War begins.
617	Smugglers build a starport on 871-438.
	Zhodani forces occupy Ruby.
618	Vargr refugees settle on Mongo.



620	Second Frontier War ends. Zhodani forces leave Ruby. The Imperium claims ownership of Mongo. The Imperium establish a refugee colony on Utoland.
622	Civil War ends.
624	Xboat system established. Louzy is colonised by the Imperium.
634	Papaieie Sawaiu establishes a small colony on Ruby.
660	The Zhodani discover lanthanum deposits on Ao-dai and colonise the planet.
705	Mineral prices begin to drop.
707	Economical decline begins on Louzy due to strip mining and declining ore markets.
719	Xboat system completed.
739	The people of Louzy form a new government.
782	Zenopit is colonised.
783	The Zenopians create a small colony on Aqua.
811	The Imperium discovers the Tripwire device on Grant and declare the system a red zone.
833	The Zhodani discover the Tripwire device on Farreach and colonise the planet.
835	Imperial colonists settle on Esalin.
852	The Zhodani discover that the Chokari are not only intelligent but also have strong psionic abilities.
853	The Zhodani colonise Foelen to facilitate the study of the Chokari.
892	The Arkesh Spacers colonise Gougeste.
893	Zenopit mines are depleted forcing many people to leave the world.
900	Emerald becomes a major grain supplier to Jewell.
979	Third Frontier War begins. The Zhodani upgrade the starport on Farreach to class A and expand the military base.
980	The Zhodani occupy Mongo. Refugees from Mongo settle on Nakege. The Zhodani occupy Emerald.
981	Refugees settle on Louzy II.
982	Imperial forces occupy Nakege. The Imperium regains control of Emerald.
983	Vargr refugees settle on Puparkin.
984	The Imperium regains control of Mongo.
986	Third Frontier War ends.
987	Utoland declares itself an independent world.
988	Nakege agree to give Spinward Salvage LIC salvage rights in return for their protection. Spinward Salvage LIC occupy Nakege II.
989	Magneto Dynamics and other corporations rebuild mining facilities on Mongo.
1006	Settlers from Arden colonise Zircon.
1082	Fourth Frontier War begins. The Zhodani occupy Esalin.
1083	Admiral Vincent Mallor distinguishes himself by defending Emerald against a superior Zhodani fleet. House Mallor establishes a military base on Zircon and the Imperium claims ownership of the system.
1084	Fourth Frontier War ends.
1090	The Zhodani discover the Tripwire keystone and begin their search for other devices.
1097	The Tripwire device on Esalin is moved to Chwistyoch. The Tripwire device on Foelen is relocated to Riverland.
1098	Esalin is declared neutral territory.
1099	Unkah discovers Tripwire device on Condyole.
1100	The Imperium declares Gougeste an amber zone world.
1104	The Federation of Arden takes control of Utoland. The Federation of Arden embargo Zenopit.
1105	Agent Forbes discovers Tripwire device on Farreach and flees by booking passage on an independent ship.

PASSENGER

FARREACH SYSTEM

The Farreach system has five planets, three of which are gas giants. The fourth planet, Farreach, is the only inhabited planet. The outermost planet is much smaller and no attempt to colonise it has been made.

Farreach 0602 A200400-B ZZ NI G

The planet is named for being the furthest Zhodani base from their homeworld of Zhdant. This inhospitable planet has a small population, all of whom live and work in the base.

The colony was established in 833 and functioned as a simple outpost until 979 when the Zhodani upgraded the starport to class A and expanded the military base. A small colony was settled here to run and maintain the facility but the colony did not grow beyond the needs of the starport. There is no industry here and little in the way of farming, most food and supplies are shipped in from Clan.

Although the base is a moderate military installation, Farreach has one of the most extensive starports in the sector. Civilian access is very limited on Farreach and the starport comprises of a number of security zones, with Zone 0 being the only region access is granted to travellers and traders. Zone 1 provides facilities for the starport employees. Zone 2 encloses the military base and is restricted to military personnel only.

Farreach is something of a mystery, not just to the Imperium but to many Zhodani citizens as well. Why have the Consulate built such a starport on their furthest outpost, which has no facilities other than the base? It is this question that has motivated numerous Imperial agents to infiltrate Farreach but none have ever returned.

ATTITUDES

The people of Farreach are well known throughout the subsector for being unfriendly and rude to anyone not of their race. The Zhodani are wary of anyone visiting the starport, especially those that ask too many questions. To most people, this attitude seems strange even for Zhodani as Farreach is so dependant on trade for its survival.

LAWS

All travellers are permitted to land on the planet but are subject to cargo searches. Although Farreach has been designated as law level 0, the Zhodani have recently declared that all weapons and explosives are considered contraband on Farreach, except for personal arms, visitors must keep on their ships.

PLACES OF INTEREST

As far as most people know, Farreach consists only of the starport and military base. However, a secret known to only a few Zhodani is

the existence of an underground research laboratory. The laboratory was built several hundred years ago when the Zhodani discovered some ancient technology buried underground. The base was originally built to hide and protect the site whilst the ancient device was excavated.

During the Third Frontier War, the base was upgraded to its current military status. The underground laboratory has slowly expanded as the scientists continue their work on the ancient device. The work was painstakingly slow. Due to the hard rock surface, it took decades just to expose the huge device in its entirety before it could be studied. The Zhodani were persistent with their studies but a breakthrough was only made 60 years ago when they discovered the keystone (see page 55) to activate it.

The device is a black tetrahedron (three sided pyramid) standing 300ft high. When activated with the correct keystone the device emits a low humming sound audible to anyone within 30ft. Prolonged exposure to the activated device results in a severe brain haemorrhage. It is these effects that have made it so hard to study and several Zhodani have been killed trying to discover its secrets. Further details on this device are given later in the campaign on page 52.

Since the discovery of the device, others have been found on neighbouring planets in the Jewell subsector. The Zhodani have also found keystones for each device and have now begun to understand the full potential of the technology as a defensive weapon.

A New Job

The players are currently at the Farreach starport making preparations to leave. If any new characters are joining the group then this should be concluded before Forbes approaches them. You can also add any random encounters from the Appendix as required.

At a suitable time, Forbes will approach the players as they have the only ship run by Imperial citizens. He will introduce himself as James Forbes, leaving out any mention that he is an agent in the service of the Imperium. He will offer Cr. 50,000 for immediate passage to Esalin. This will most likely be a much higher rate than the players would expect for passage on their ship but if the players decline Forbes will raise the price up to Cr. 100,000.

If asked, Forbes will say that he has a business meeting to attend and if he is late it could cost him the deal. This is actually true, from a certain perspective, so despite not revealing all of the facts no deception can be detected. If the players question him further, he will simply explain that the nature of the business is confidential, which is also true.



Agent Forbes

James Forbes is an Imperial agent whose mandate is to investigate any potential threat from the Zhodani Consulate. Forbes' investigations took him to Farreach where he surpassed his predecessors. He found out about the secret laboratory and confirmed that the Zhodani are working on a super weapon, codenamed 'Tripwire'.

Forbes has not seen the ancient device but he knows enough to report back to his superiors. Concerned that his ship is being observed by Zhodani agents, Forbes must secure passage on a ship to take him to Esalin where he can report his findings. He has also heard rumours that the separatists, under direction from Zhodani agents, are planning some sort of terrorist attack to destabilise the Jewell subsector. Both of these threats are related in some way but he is not sure how.

Forbes is a serious man, dedicated to his career and the Imperium. He is not known for his conversation and when he does speak, he gets straight to point. He has no distinguishing features and blends well in a crowd.

Like many Imperial agents, Forces spends most of his time in the field and is usually under cover. For this reason he rarely makes direct contact with his superiors but leaves encrypted messages with trusted contacts who pass them on to Imperial couriers.

JAMES FORBES	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 37	Agent (4)	7 (0)	11 (+1)	9 (+1)	10 (+1)	7 (0)	8 (0)
Carouse 0, Comms 0, Computers 1, Deception 2, Gun Combat (Energy Pistol) 1, Investigate 2, Persuade 2, Recon 1, Stealth 1, Streetwise 0							
Laser Pistol (3d6+3), Flak Jacket (4), Reflec armour (0/10)							

To get to Esalin in their Jump 2 ship, the players must go via Ao-dai and Clan. Once the party are ready, they will be given permission by the port authority to leave and the ship can make the first jump.

Ao-DAI SYSTEM

The Ao-dai system has a planetoid belt, a gas giant and the planet of Ao-dai which is the furthest from the sun.

Ao-dai 0401 E410644-6 Z N A N I G

Ao-dai is very similar to Mars in its size and surface conditions. It was of little importance to the Zhodani for centuries until they discovered deposits of lanthanum in 660. With this discovery, the Consulate established a small colony and built a number of mining facilities to extract and process the ore.

Most of the ore has since been mined out but many of the colonists remain. The few mining facilities that are still operational bring in enough credits to help support the dwindling population. Ao-dai is now of little strategic or economic value, so Zhodani patrols in this region are few and infrequent.

The habitat domes have all been built in craters that are the result of an orbital bombardment. Many people speculate that the craters were created by the Ancients, either the results of a failed experiment or the remnants of a terrible war.

ATTITUDES

As one would expect with the Zhodani, most of the population are content with their lives on Ao-dai. They are indifferent to the few visitors that travel here; neither welcoming or hostile.

LAWS

Anyone is permitted to land but travellers must notify the port authorities upon entering the Ao-dai system and must land at the starport. Personal weapons are allowed but automatic and heavier weapons are illegal, as are all narcotics.

PLACES OF INTEREST

Ao-dai is an uninspiring world. Apart from the craters, which provide a topic of conversation, there is nothing else to bring travellers here other than a place to rest and refuel.

There are typical establishments as found in most Zhodani settlements but none are particularly memorable or noteworthy. To most travellers, Ao-dai is a boring backwater world where only the Zhodani would be content to live.

Random Encounters

The players will have no need to land on the planet as it has no refuelling capabilities and Forbes will insist that they waste as little time as possible. However, if the party does land here (perhaps at the



request of another passenger) then you can use the encounters listed in the Appendix.

Zhodani Patrol

Whilst the ship is refuelling at the gas giant, a Zhodani ship will approach demanding to board and inspect the players' ship. The players are not in a position to fight or run, so they must allow the Zhodani ship to dock.

Before the Zhodani dock, Forbes will speak to whichever player is in charge. He will request that they speak in private and will reveal the following:

'I find I am in a situation where I must place my trust in you. I am an Imperial agent and those Zhodani are most likely looking for me. It is vital I complete my mission and I can not let the Zhodani capture me, for there is much at stake.'

I do not think they know what I look like, so they will want to question everyone on board to find out who is part of the crew and who are passengers.'

The player may want to bring the rest of the crew in on this but it is their choice. They must then discuss how to handle the situation with Forbes. He will only use force as a last resort but will kill the Zhodani if no other choices remain. The players will not have long to discuss their options as the Zhodani Scout ship closes in (see page 91 for ship statistics).

If all of the crew are in on the plan, they can attempt to lie to the Zhodani and hope they do not have any psionic abilities that will see through the deception. If the players suggest hiding Forbes they could still be vulnerable to the same abilities.

If any other passengers boarded the ship at Farreach then the situation will be even more interesting as trust issues will arise. Other passengers might not wish to deceive and potentially fight the Zhodani or they could even be a Zhodani agent.

BOARDED

The party will not have long to prepare before the Zhodani ship docks and three Zhodani will board the players' ship. The Zhodani are indeed looking for Forbes but they do not know his identity, only that an Imperial agent has left Farreach with classified information.

The Zhodani leader is an agent. He is accompanied by a pilot and a psion. The psion will use Lie Detection and Probe to see what the players know and if the Imperial agent is onboard the ship. Unless the players have been particularly clever, it will not take the Zhodani long to discover the truth.



The players can either let Forbes be taken captive (which could bring a rather abrupt end to the campaign) or a fight will ensue. If the players are reluctant to get involved then Forbes will force the issue by firing at the Zhodani when he has the best opportunity.

If the Zhodani are losing the fight, they will attempt to return to their ship where they can disable the players' ship and call for reinforcements. If the Zhodani are unable to get to their own ship, they will attempt to take control of the players' ship instead.

VICTORY

If the Zhodani are defeated, the players will need to leave the area as quickly as possible. If any of the Zhodani are alive, the players must decide what to do with them. If questioned, the Zhodani will remain silent but if stronger measures are used they will state that Forbes is a spy and an enemy of the Zhodani Consulate.

The players may also be tempted to take the Zhodani ship but they still have to pass through Zhodani space. If they are caught in possession of the ship they will immediately be taken prisoner and interrogated by Zhodani officials. If the players search the ship, they will find some small arms but little else of interest.



ZHODANI AGENT	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 31	Agent (3)	8 (o)	10 (+1)	10 (+1)	9 (+1)	8 (o)	7 (o)
Comms o, Computers o, Deception 1, Gun Combat (Energy Pistol) 1, Investigate 1, Persuade o, Recon o, Stealth 1 Laser Pistol (3d6+3), Cloth armour (5)							

ZHODANI PILOT	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 33	Pilot (3)	7 (o)	10 (+1)	8 (o)	10 (+1)	7 (o)	7 (o)
Astrogation 1, Comms 1, Computers o, Drive o, Gun Combat o, Gunner o, Pilot (Spacecraft) 1, Recon o, Sensors 1, Zero-G o Laser Carbine (4d6+3), Flak Jacket (6)							

ZHODANI PSION	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 30	Psion (3)	7 (o)	7 (o)	8 (o)	8 (o)	7 (o)	10 (+1)
Psi 10, Telekinesis 2, Telepathy 2, Computers o, Gun Combat o, Persuade 1							

There is a good chance that other Zhodani vessels will come here to investigate so the players must finish refuelling and jump to the Clan system to continue their journey.

FAILURE

If the players were not successful then Forbes will be taken prisoner (if he has not been killed). If the party tried to help him in any way, the Zhodani will arrest everyone on the ship who is still alive. If the Zhodani made it to their ship then they will fire on the players' ship to disable it and then call for reinforcements to help capture the prisoners.

If the players manage to escape then the Zhodani will pursue and send out fugitive alerts. However, once they jump, the players should be safe for a short while until the Zhodani and fugitive alerts catch up with them.

If the players have failed to protect agent Forbes and things have gone badly, Forbes will try to tell the players about the data wafer that he has and that it must get to his contact at the Redway Hotel on Esalin (detailed later in this chapter).

If the players are captured you can use the Arrested scenario detailed in the Appendix on page 88.

CLAN SYSTEM

The Clan system comprises of five planets, one of which is a gas giant. Clan is the fourth planet from the sun. The three remaining planets are small, lifeless and have no available resources.

Clan 0303 B672899-A Z Z G

Clan was the first world in the Jewell subsector to be colonised by the Zhodani in 320. Witnessing the expansion of the Imperium, the Consulate saw the benefit in establishing their borders before the Imperium dominated the subsector.

Many colonists settled on Clan to help establish the Zhodani presence in Jewell. Clan is not a world abundant with water, so agricultural areas are limited. There is also little in the way of minerals and other resources but the population of half a billion people have always managed to sustain themselves. Once the Zhodani had established additional colonies in neighbouring systems, the economy on Clan began to thrive as it became the centre for Zhodani trade and commerce in Jewell.

Using Clan as a staging point, the Zhodani spread out to neighbouring systems to control the coreward region of the subsector. Being both a border world and central to Zhodani systems in Jewell, Clan has become a hub world for trade and military deployment. Clan has the largest Zhodani base in Jewell, which was built to serve as a nexus to the other Zhodani outposts in this subsector.

ATTITUDES

Clan is the Zhodani centre of trade in the Jewell subsector, so the people here are more tolerant of other races than is typical of their race. Imperial citizens are sometimes viewed with some suspicion but the economy of Clan thrives on commerce so any trade is welcomed.

LAWS

Zhodani travellers are permitted to land anywhere on Clan. Access to all other races is restricted but traders can request permission from the port authorities. Ships granted access are only permitted to land at the starport and are subject to cargo searches.

All weapons and explosives are considered contraband on Clan and any personal arms must be kept on the ship. All non-medical drugs and offworld data are also illegal on Clan.



PLACES OF INTEREST

Clandra: The capital city of Clan is situated near the starport. Clandra is a bustling city offering a wide variety of goods and services. Most non-Zhodani conduct their business here so there is always a good mix of races bartering and dealing with the locals. Few visitors have reason to leave the capital, which is most suited to providing for the needs of travellers and traders.

Refuelling

As before, the players will need to make their stop here as brief as possible. Refuelling at the starport is the quickest method but they

D66	ENCOUNTER
11–16	No event
21–23	Ally
24–34	Followed
35–36	Contact
41–46	Robbed
51–56	Mugged
61–63	Questioned
64–66	Framed

can also refuel at the gas giant if preferred. If the players decide to explore Clan, Forbes will remain on the ship.

Clan will have an obvious military presence and regular patrols. However, news of the players' previous activities has not reached here yet, so they should be safe as long as they do not violate any local laws.

Random Encounters

Whilst the players are visiting this world, a number of optional encounters can happen. These will most likely take place in the capital city of Clandra. Pick or roll on the table below. Use NPC statistics from the Appendix found on page 89.

ALLY

A human who frequents the region will approach the players saying that he has information for them but it has a price of Cr. 200. The man will not negotiate but if the players pay he will tell them that they are being followed. He is not sure why but he can point out the person or group.

With knowledge that they are now being followed, the players can either elude their stalkers or ambush them to find out more

1D6	STALKERS	ENCOUNTER
1	False alarm	None
2	Agent	Contact
3	Thief	Robbed
4	Muggers	Mugged
5	Zhodani Agent	Questioned
6	Criminals	Framed

details. Refer to the next encounter for details of who is following the players.

FOLLOWED

The players are being followed by one or more people. Roll on the table to determine who they are and which encounter this leads to (if any).

CONTACT

A freelance agent called Gant will attempt to contact the players in secret. Agent Gant knows that Forbes is a passenger on the players' ship. He will explain that Zhodani agents have been pursuing Forbes from Farreach and now suspect the players' ship is involved. If the players ask why Gant is helping them, he will simply say he is loyal to the Imperium.

Gant was on Ao-dai when the players encountered the Zhodani patrol. More agents turned up shortly after the players left to investigate the situation. Gant avoided any suspicion and travelled here (it is the only logical place that they could have jumped to) hoping to find the players and warn them to leave as soon as possible.

Once the players leave Clan agent Gant will also leave, making it unlikely that the players will see him again. However, if the players are in trouble, maybe Gant will make another appearance?

ROBBED

One or more of the players are robbed by a thief who will attempt to steal something without the players realising. He might even try to sneak aboard their ship while the players are exploring the city but there is a chance Forbes or anyone else onboard might catch the thief in the act.

MUGGED

One or more of the players are confronted by a group of 1d6 muggers. Assuming they are not outnumbered, the muggers will demand any valuables from the players. If the players refuse to comply, the muggers will attempt to beat them down and then take what they want.

If this encounter results in a fight then there is also a chance that the police might get involved, which is something that the players will want to avoid.

1D6	CRIMINALS	CRIME
1–2	Smugglers	Contraband
3–4	Separatists	Inciting riot
5	Pirates	Piracy
6	Terrorists	Terrorism



QUESTIONED

A Zhodani agent, accompanied by 1d6 bodyguards, has been following the players. The agent is simply checking out new arrivals and he has no knowledge of Forbes or the players' previous activities.

However, if the players are acting suspiciously, the Zhodani might confront them to ask some questions. Why are they on Clan? Where have they come from? Where are they going? Unless the players say something revealing there will be no consequences but the encounter should serve to increase their paranoia.

FRAMED

A group of 1d6 criminals who are under suspicion by local law enforcement frame the players for the crime. Details of the criminals and their crime can be determined by rolling on the table below:

The method of framing the players will depend on the crime but can include any of the following:

- Planting evidence.
- Bribing witnesses.
- Falsifying documents.

Once the players have been framed, they will be arrested as detailed on page 88 of the Appendix. There may be evidence against the players but they do have truth on their side so convincing the authorities of their innocence should be within their capabilities.

If the party has been split up, then some players might have eluded capture. Any party members free to do so can investigate the situation and expose the real criminals.

ESALIN SYSTEM

Of the eight planets in this solar system, four are gas giants. Esalin is the seventh planet from the sun and is the only colonised world in the system.

Esalin 0204 C565673-8 Z Ag Ga G

Esalin was first settled by Imperial colonists in 835 and was occupied by the Zhodani at the beginning of the Fourth Frontier War in 1082. Its location between the Imperial and Zhodani borders has made it a key factor in many diplomatic negotiations.

Esalin has always been known for its fertile lands and rich harvests. The planetary conditions and varied climates have also allowed for a wide variety of crops to be grown, from tropical fruits to exotic vegetables.

Even during the Zhodani occupation, the Imperial farmers were allowed to continue their work unhindered. The rich harvests of this

world have been a benefit to both Zhodani and Imperials alike. In 1098, a treaty was signed declaring Esalin as neutral territory but the Zhodani government remained to administer its inhabitants.

ATTITUDES

The last few years have seen an increasing cooperation and understanding between the Imperial and Zhodani citizens. Although both cultures remain amicable, recent events in the Jewell subsector have damaged the good relations fostered by the situation here on Esalin.

LAWS

All travellers are permitted to land at the Esalin starport or other authorised landing sites. Heavy weapons, high-level technology, addictive narcotics and combat drugs are all illegal on Esalin.

PLACES OF INTEREST

Due to the variety and abundance of food grown on Esalin, most towns and cities will have a range of fine quality restaurants and affordable eating establishments. As the saying goes, 'No-one ever goes hungry on Esalin'.

Assassination

Two Zhodani agents from Farreach had already suspected Forbes as being a spy but Forbes eluded them. These two agents dispatched the Zhodani Scout ship that the players encountered at Ao-dai, whilst the agents continued their investigations on Farreach. Hearing reports of the incident at Ao-dai, the two agents guessed that Esalin would be a logical place to stop or refuel. The agents were able to get here and wait for the players' ship, which was seen leaving Farreach.

Once the players land at the starport, Forbes will thank them and disembark. As he walks down the ramp he is hit by several shots fired from laser pistols. The shots hit him squarely in the chest and he staggers back into the ship and collapses. If any of the players watched this happen, they will see two unidentifiable figures run into the shadows. There is no local law enforcement in the immediate vicinity and anyone who witnessed the event has left the area. Apart from the bleeding body in the ship, it is as if the incident never happened.

Forbes is bleeding badly. He can barely speak and beckons one of the players over. He whispers in their ear 'Redway. Get me to... Redway', before falling unconscious. A successful Medic check will stabilise Forbes but his chances are not good. For the next hour he will drift in and out of consciousness.

If the players search Forbes' unconscious body, they will find a hand computer, a data wafer and his weapon. There is nothing



on the computer and the data wafer has been double encrypted, requiring two Computers checks DM –6 to access the data. In the unlikely event that the players access the data, proceed to Data Wafer Contents on page 29.

With the information they already know and with their encounter at Ao-dai, the party will hopefully decide to avoid any medical or official facilities. If the players ask around or check public computer systems they will discover a hotel called ‘The Redway Hotel’ in a town located a short distance from the starport.

The players must now work out how to get a bleeding and unconscious body to the town without drawing attention. If they have their own vehicle then the task will be easy. If they do not they will have to hire one or figure out another way of getting to their destination.

The Redway Hotel

The Redway Hotel is a legitimate business owned by Martha Redway who took over the family business from her father when he died 20 years ago. However, the family business is much more than a simple hotel. The Redway family and their establishment have been part of the Imperial intelligence network for over 50 years.

To avoid drawing too much attention, only a handful of agents use the facility at any time. The hotel is a safe house when agents need somewhere to stay and keep a low profile. The Redways also pass on messages and information to a courier (travelling under the guise of a free trader) who visits several times a year to gather intelligence from agents out in the field.

Agent Forbes was using the Redway Hotel as one of his contact points and is the reason he wanted passage to Esalin. Agents like

Forbes who spend their time undercover will always make contact at places like this; they never make direct contact with anyone in authority to prevent their position from being compromised.

Once the players arrive here, they will have to figure out what to do. They were only given the name Redway and obviously do not know for certain who Forbes’ contact is, although they might take an educated guess that it is Martha.

Booking in at the hotel is a good place to start and they will meet Martha. She will flirt with at least one of the players so talking to her will be easy in one respect but potentially awkward in another. If they try to get any information out of her they will get her full name. If asked she will also reveal that there are currently no other guests staying at the hotel.

If the players ask Martha if she knows Forbes, her behaviour will change ever so slightly. She obviously does not want to reveal herself but at the same time she has a responsibility to the agents who know her. She will admit that she knows Forbes but only as a previous patron who stayed here a while back. Once she knows Forbes is seriously injured, she will tell the players to bring him to a bedroom on the first floor.

Martha will tend to Forbes’ wounds whilst talking to the players. If the players tell Martha enough of what has happened and earn her trust, she will reveal her true role. She will search Forbes for his data wafer, knowing that he usually has one containing his reports for the courier. If the players have already taken it, she will ask them for it back. Martha will explain that any reports will be on there and she must have it to give to the courier.

Martha will thank the players for bringing Forbes here and he should recover as long as he stays here, where she can nurse him back to

MARTHA REDWAY

Martha is a friendly woman with a motherly demeanour. Although she is showing the signs of a hardworking person in her fifties, she was obviously a very attractive woman in her prime and her eyes still sparkle with the zest of life.

Martha is also well known for being somewhat flirtatious, especially with young handsome men. She has cheeky charm that wins over many people but she can get a little lewd at times. Her advances are usually harmless fun but occasionally she takes a special liking to some of the travellers that pass through.

MARTHA REDWAY	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 56	Citizen (4)	6 (o)	6 (o)	7 (o)	8 (o)	7 (o)	11 (+1)
Broker 1, Carouse 1, Gun Combat o, Medic 1, Persuade 1, Steward o, Streetwise o							
Snub Pistol (3d6–3)							



ZHODANI AGENTS	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 31	Agent (3)	9 (+1)	10 (+1)	10 (+1)	9 (+1)	8 (o)	8 (o)
Athletics (Co-ordination) 1, Comms 0, Computers 0, Deception 1, Gun Combat (Energy Pistol) 2, Recon 1, Stealth 2							
Laser Carbine (4d6+3), Flak Jacket (6), Reflec armour (0/10)							

health. She will suggest that the players stay here for the night and will prepare a meal for them while they settle in.

Assassination Attempt #2

As the players are enjoying their meal cooked by Martha, the two Zhodani agents have tracked the party here and want to make sure that Forbes is dead. The agents will kill Forbes in his sleep but Martha will discover them as they are leaving and fire a shot at them.

The players will hear the gunshot. If they go to investigate Martha will run past them saying that Forbes has been killed. The players should have time to intercept the agents before they can escape. The agents are on the first floor deciding their best way out now that the party has been alerted to the agents' presence.

If the entire party follows them to the first floor, the agents will attempt to climb out of a window or hide in the building. The most effective way of preventing the agents from escaping is to split up, so some players go outside whilst the rest progressively search the hotel. If the Zhodani are cornered or there are only a few players on their own, the agents will fight.

The players should be able to find and kill the two Zhodani agents with minimal casualties. However, they should now realise that they have got themselves involved in something pretty big. If either of the agents survived, the players will get no more information out of them than from the previous agents at Ao-dai.

Any corpses will need to be disposed of and all traces of the incident must be cleaned in case any authorities come to investigate. Once that has been done, Martha will suggest that the players leave in case anyone comes to investigate. Martha is not sure if her position

is compromised so she will stay and see what she can find out. She will not give up her hotel easily, nor will she want to risk the data falling into the wrong hands.

If the players ask Martha to contact another agent, she will explain that she has no way to contact them. There are several agents that use the hotel as a safe house and a courier comes to collect any new information. It will be a long time before the courier next visits and more Zhodani could attempt to acquire it from her during that time.

Martha will ask the players to take the data wafer, just in case any Zhodani do come back. She will also explain that it must get to the right people who can decipher the data. Martha knows that Forbes had a contact on Ruby who should be able to help the party.

The contact's name is Daniel and he frequents an establishment called The Factory in the commercial district in Ruby's capital city. He is cautious about meeting new people so the players must pass his 'test' before he will even meet them. Martha can not say any more than this, the players must work out what to do when they get to Ruby.

Fugitives

Before the Zhodani agents killed Forbes, they left instructions that a fugitive alert should be issued, stating that the players killed James Forbes. This will obviously divert any Imperial pressure away from the agents.

It will be a while before the players discover that they are fugitives but once they do, they must stay ahead of the alert as it ripples throughout the Xboat network.



DATA

RUBY SYSTEM

Ruby is one of two planets in the system and is the nearest to the sun. The second planet is a gas giant.

Ruby *0205 B400445-B S* *I N I G*

Ruby is a small desert world without an atmosphere. The colony has a population of around 40,000, all of whom live in a single city consisting of four pressure domes built on top of a network of underground tunnels.

Ruby was originally settled in 339 as a mining colony but once richer deposits were found on Jewell, the world was abandoned as the colonists were enticed to join the expanding industry on Jewell. The next 300 years saw forces of Zhodani occupy the planet during the first two Frontier Wars but there were never any permanent settlements.

The settlement was re-established in 634 by a small group of colonists lead by Papaieie Sawaiiu. With a small amount of funding from the Jewell government, the colony reopened the lanthanum mines and traded their mineral ore for food with neighbouring systems. Falls in metal prices caused problems for the expanding colony but the Imperium's decision to establish a scout base nearby brought jobs and money to the planets failing economy.

This event marked the beginning of a new era on Ruby. The new scout facilities and B class starport helped establish trade routes and Ruby began to prosper. Several new domes were built to accommodate the growing population and expansion eventually halted at its current capacity.

ATTITUDES

For the most part, the people of Ruby are friendly and welcoming. However, due to Ruby's position as a 'front line' world it has endured the brunt of the Frontier Wars and the people here have evolved a strong distrust of the Zhodani and, to a lesser degree, the Vargr.

Unlike many people who have lived through wars and survived occupations, the people of Ruby are pacifists. They are also very democratic and the concept of privilege and status is distasteful to them. Everyone has equal rights, so there is no class structure or discrimination. This social structure is the legacy of Papaieie Sawaiiu and his colonists.

LAWS

All Imperial citizens are permitted to land on Ruby; other travellers must register with the port authorities. Use of psionics is banned

unless authorised by the government. Non-medicinal drugs, weapons and software programs are all illegal.

There is also a strict anti-violence law on Ruby that is largely enforced by offworlders and mercenaries who do not share the local ethics. The laws are clearly explained to all new arrivals and any violation is met with swift deportation to Jewell and often results in confiscation of weapons.

PLACES OF INTEREST

Sawaiiu: Sawaiiu is the only settlement on Ruby, consisting of the 'upper city' and the 'underside'.

The upper city is comprised of four themed pressure domes. Sawaiiu Dome has a tropical climate, Isgidu is a snowy wilderness, Summondamus is a desert region and Taenu Diran consists of grasslands and meadows.

The starport is located near Sawaiiu Dome and a transport tunnel provides easy access to and from the starport. The domes are interconnected with transport tunnels and each one also provides access to the underside, a vast underground tunnel network where the residential and commercial districts are situated.

Ruby's Startown Bar: Known for its cheap drinks, good times and uncompromising bouncers, Ruby's is the first port of call for many people who arrive at Ruby. This popular drinking establishment is located close to the starport.

The Factory: Located in the commercial district, The Factory has a quiet atmosphere and caters for merchants and traders needing a comfortable but friendly place to conduct their business. A number of booths provide some privacy for those that require it, whilst open tables provide convenient meeting places for those selling their services. Food and drink prices are quite high but the quality is second to none.

The Backpackers: A modest hotel that is popular with travellers. The rooms are of a good standard and reasonably priced. It also has a small restaurant that serves hearty meals and a good selection of beverages.

Making Contact

When the players arrive at Ruby, they must find their contact, Daniel. They have been informed by Martha that he frequents a bar called The Factory (detailed previously) and that they must first pass some sort of test before he will deal with them. The Factory is



well known and the players can find it quite easily by asking around or consulting public computer records.

DANIEL

Daniel is a large man with thinning hair and a thick moustache. He has an affable demeanour but is a hard negotiator and shrewd businessman who makes his living as a broker. Daniel is a regular feature in The Factory bar, which he uses as his office. Clients come to him seeking particular services or goods (both legal and

illegal) and Daniel can put them in touch with the right people for a reasonable commission.

Although Daniel is not directly in the service of the Imperium, he is a loyal citizen (in his own way) who often works for a select group of Imperial agents. He has spent many years building up a network of contacts in a variety of fields. Many of his contacts operate outside of the law but for many agents working undercover the skills of these contacts can be vital to the completion of their missions.

DANIEL	CAREER PATH	STR	DEX	END	INT	EDU	Soc
Age 32	Agent (3)	8 (o)	10 (+1)	10 (+1)	9 (+1)	8 (o)	11 (+1)
Broker 2, Carouse o, Comms o, Computers o, Deception 1, Gun Combat o, Investigate 1, Persuade 1, Recon o Snub Pistol (3d6-3)							



Conducting the business that he does, Daniel must be careful when dealing with new clients. For this reason, he runs a simple merchant business as a front under his real name of Stephen Muller. His underground name, Daniel, is only used by his most trusted clients and contacts.

THE TEST

Although Daniel is a regular customer at The Factory, his first rule when dealing with any client is that they are not to reveal his alternate identity. To the casual onlooker, Daniel is just a normal businessman (Stephen Muller) who uses this establishment to conduct his business. If the players ask around, nobody will not know who Daniel is but they might notice that they are being observed on a successful Recon check DM -4.

The test is actually quite simple. The players simply have to wait for Daniel to contact them. He will know that people have been asking around for him and the players may even have asked him without knowing who he was.

Once the players start to get bored of waiting, Daniel will approach the party under his real name of Stephen Muller. Stephen will ask the players if they are here to do business and he will attempt to

negotiate a sale of goods (you can use the Cargo Type table to determine what he has for sale).

The players will need to ask about Daniel again and say enough for Stephen to trust them. Once a little trust has been established, Stephen will say that he does know Daniel and can put the players in touch but he must first have more information. The players will need to explain their meeting with Forbes and his assassination at Redway Hotel. As long as the players are honest and explain their circumstances, Stephen will arrange a meeting for the players.

THE MEETING

At the appointed time and place, Stephen will arrive to meet the players. If they ask where Daniel is, Stephen will reveal that he is Daniel. If the players have not already explained their needs, Daniel will ask them what they want.

If the players ask Daniel if he knows any other agents, he will reply that he does but has no way to contact them. The few agents he does know always come to Daniel when his services are required.

Daniel knows who can help the players, an expert cryptologist who agent Forbes used to create the encryption program (Daniel originally



introduced them). This contact will charge at least Cr.2,000 for her services and Daniel charges a 25% commission. If the players want this information, they will have to pay Daniel Cr. 500. If the players pay up, Daniel will explain the following:

'The person you need is a Vargr cryptologist called Gakha. Gakha lives on Mongo and works as a computer technician for MagnetoDynamics but sells her services during her free time.'

Gakha is the best person for the job as she designed the encryption program for Forbes. She can be trusted with the information and she will not sell it on or attempt to deceive you in any way. However, you must inform her that I sent you.'

Fugitive Alert

Once the meeting is concluded, Daniel will inform the players that a fugitive alert has just reached Ruby. The alert is for suspects wanted for the murder of Imperial citizen James Forbes. The details include descriptions of the party and their ship. Depending on the players' actions at Ao-dai, they may also be wanted for the murder of the Zhodani agents and the theft of the Zhodani Scout ship.

The players will have to leave immediately if they are to avoid a run in with the law. If they do delay for any reason then there is a chance that their ship will be inspected before it departs and they will be discovered. If this happens they will have to fight their way off the planet or they will be arrested and tried for the murder(s) as detailed in the Arrested encounter on page 88.

MONGO SYSTEM

The Mongo system has three gas giants occupying the inner orbits. The planet Mongo is the fourth planet from the sun and an ice world occupies the outer orbit.

Mongo 0404 A368685 A 2 I Ri NI G

Mongo is the smallest planet in the Jewell Cluster. The MagnetoDynamics Corporation have a strong presence here, providing the technology to extract rare minerals from the vast oceans that cover much of the world.

Mongo was originally settled in 618 by a number of Vargr refugees from the Second Frontier War. After the war, the Imperium claimed ownership of Mongo in 620 but allowed the Vargr to remain. A few small human settlements were established but the population was dominated by the Vargr for several centuries.

Shortly before the Third Frontier War, the Imperium started using new technology to extract minerals from the vast oceans that covered much of the planet. More humans settled here to build and maintain the new facilities. Unfortunately, before production could reach its peak, the Third Frontier War began and in 980 the Zhodani occupied Mongo to use it as a staging point for their attacks into on the Jewell system.

The Imperium re-established control of Mongo in 984, two years before the end of the war. To fortify their position, the Imperium began the construction of several naval and scout bases. However, much of the previous infrastructure of Mongo had been destroyed and the mineral extraction facilities were either destroyed or badly damaged.

In 989 several corporations, backed with funding from Jewell, rebuilt the mineral processing facilities. The most prominent corporation is MagnetoDynamics who have perfected an efficient water filtration system to extract the mineral deposits from the oceans. The population soon grew and within a few years, Mongo had a rich economy and established itself as a key world in the Jewell Cluster.

ATTITUDES

Mongo has a population of five million, consisting mainly of Human and Vargr. The colonists' ancestors had to endure much before Mongo became the prosperous world that it is today and this heritage is important to them. The people of Mongo are friendly and amenable to most but tend to be hostile toward the Zhodani.

LAWS

All offworld traders must register their business and cargo with the port authorities before they are given permission to land. The government on Mongo has banned all non-medical drugs and all weapons except for personal fire arms and melee weapons.

PLACES OF INTEREST

MagnetoDynamics HQ: This is the only land based facility operated by MagnetoDynamics. It has a prime location close to the starport and serves as their headquarters and warehouse, dealing with all administration, sales and logistics.

MagnetoDynamics Platforms: Referred to as MDP 1, MDP 2, and MDP 3 (short for 'MagnetoDynamics Platform'), these three platforms travel the oceans to extract the mineral deposits. Refer to the MDP 1 encounter for details.

Locating Gakha

The players do not have the exact location of their new contact. To find Gakha, they can either enquire at the MagnetoDynamics HQ or attempt to hack the MagnetoDynamics computers. Whatever method the players choose to obtain the information, if successful they will discover that Gakha is currently working at the MDP 1 facility.

VISITING MAGNETODYNAMICS

The MagnetoDynamics HQ is a plush suite of offices and warehouses. The facilities are high-tech and well maintained



MAGNETODYNAMICS

This medium sized corporation specialises in mineral extraction from gases and water. They have three facilities on Mongo, which extract the mineral deposits from the oceans, process the ore and transport it to their HQ where it is sold and shipped offworld.

Each facility is an independent floating platform that can be moved to areas that are rich in minerals. The platforms have several buildings that house the technology needed to filter and process the ore. There is also a landing pad for small craft used to ship the processed ore and carry personnel to and from the facility. Underneath the platform, water is piped through a filtration system that extracts the ore and disposes of the filtered water a short distance away.

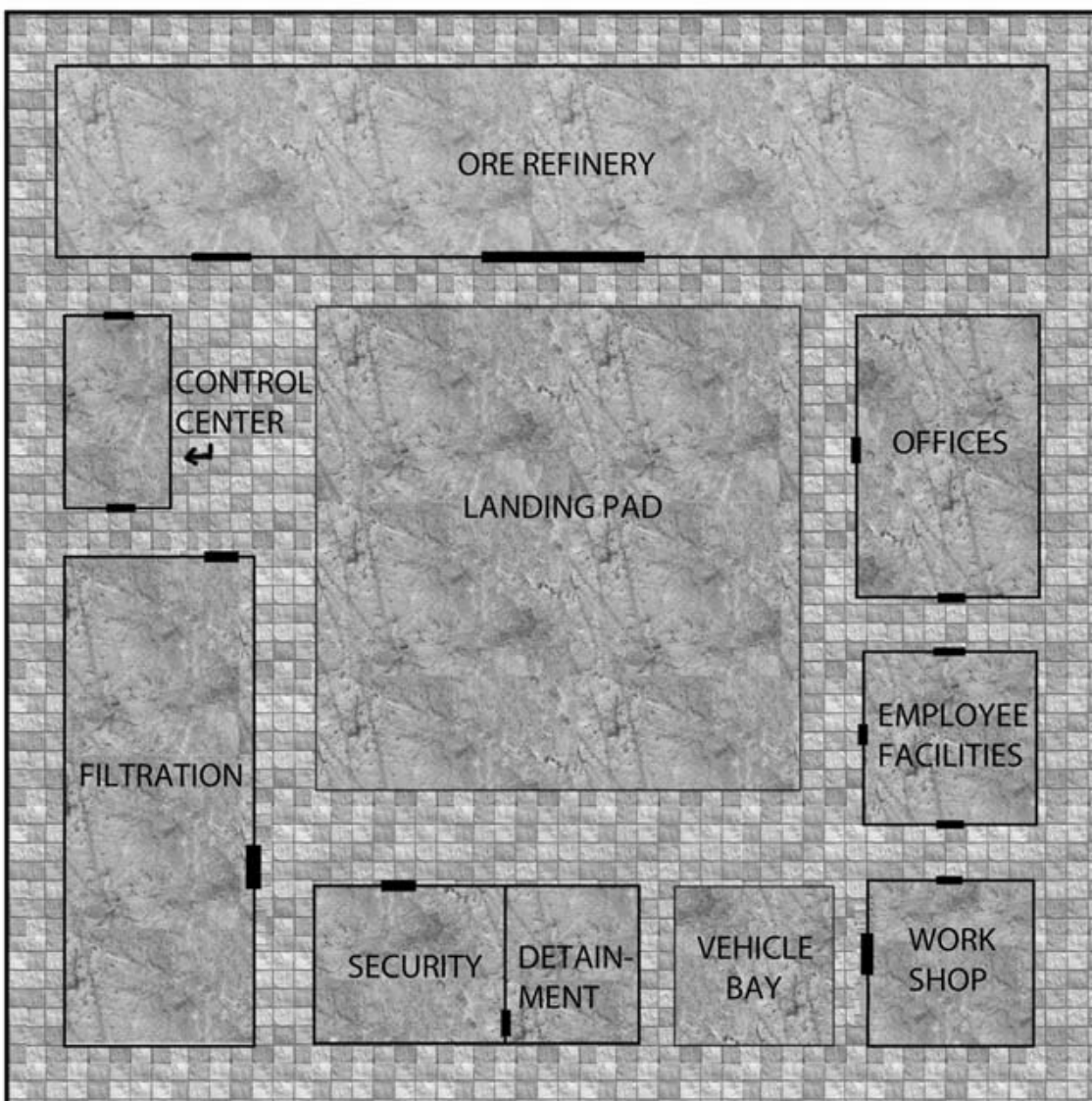
Further details on MagnetoDynamics can be found on page 52 of the *Traveller Core Rulebook*.

to give a good first impression for clients who visit. Public access is allowed into the main building, which serves as their administration and sales reception. The building is clearly marked as the entrance to the MagnetoDynamics site.

The players must pass through the main security gate where they are given guest passes that allow access to the sales building. Access to other buildings requires a higher security clearance. Security guards are situated throughout the site and ensure anyone entering a building has the correct clearance.

Once at the reception desk, the players will need to speak to a human resources manager and they will have to approach the situation with care. They cannot simply ask the whereabouts of an employee, as all personnel data is confidential (except to law enforcement or other figures of authority).

The most common reason for meeting a human resources manager is to discuss employment opportunities, so the players



SECURITY

MagnetoDynamics prefer to handle any security matters themselves and the local law enforcement only get involved if a serious crime has been committed but even then the security force will investigate to the best of their ability before getting the police involved. This approach allows them to keep a handle on security breaches, reducing potential scandals and bad publicity.

Security guards will check the clearance level of anyone boarding a shuttle. Random spot checks are also carried out on the platform but the risk of these can be reduced by avoiding security patrols where possible.

In addition to a dedicated security force, each facility also has a number of detainment cells and 'interview rooms' for anyone caught committing a crime or breaking the corporate rules.

SECURITY GUARDS	CAREER PATH	STR	DEX	END	INT	EDU	Soc
Age 30–32	Agent (3)	9 (+1)	10 (+1)	10 (+1)	8 (o)	8 (o)	7 (o)
Advocate o, Computers o, Gun Combat (Energy Rifle) 2, Investigate 1, Melee o, Recon 1, Stealth o Laser Carbine (4d6+3), Flak Jacket (6)							

can either arrange a meeting under this pretence or they could actually try to get a job and hope they can make contact once they are on the inside.

Assuming they successfully arrange a meeting, they will be served drinks while they wait for the manager to meet them. After a short time, a smartly dressed man will introduce himself as Mark, one of the human resource managers. He will lead the party to a small conference room and ask what he can do to help them.

Convincing Mark to disobey company policy and give them details on Gakha will require a Deception or Persuade check DM –4. He could lose his job for doing this so the players will have to have a good reason for him to do so. However, if a bribe is involved the DM can be raised accordingly.

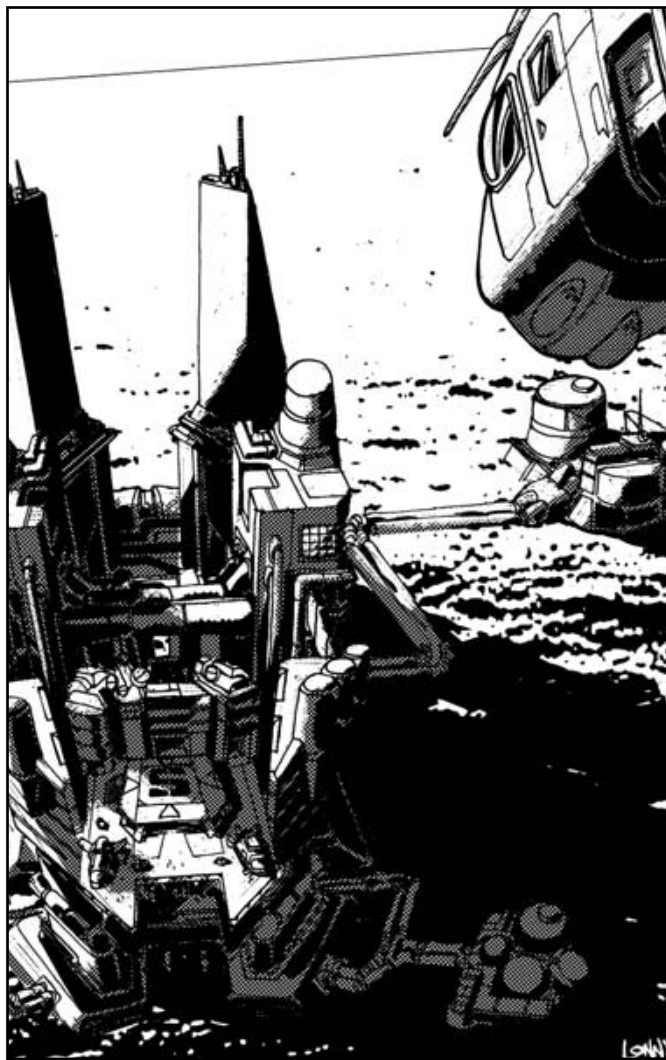
Attempting to get a job at MagnetoDynamics will require a Deception or Persuade check by each player depending on what skills they have or pretend to have. They will also be asked the following questions as appropriate:

- Why do you want to work for MagnetoDynamics?
- What role do you wish to take?
- What skills do you have?
- Do you have a reference?
- Why have you all come as a group?

If the players are convincing enough, Mark will offer some of them a job on a probationary basis but there will only be a few positions available. Details of working for MagnetoDynamics follow.

HACKING THE NETWORK

Hacking the MagnetoDynamics computer network externally requires a Computers check DM –6. However, if the hacker can gain access to a terminal on site, the task only has DM –2. The





GAKHA

Gakha is a skilled computer technician but her speciality is cryptography. She was introduced to James Forbes several years ago by Daniel. Gakha devised an encryption program for Forbes so that he could protect his data. She has always been loyal to Forbes and the Imperium.

She has been a computer technician at MagnetoDynamics for almost a year and has recently become quite friendly with two other technicians, Amy Lockheart and a Vargr called Ruskad. Gakha thought she was helping them to fix a network problem but they used her to gain access to some confidential files. The nature of her job means that she does access restricted systems but she has never copied or read the files.

In retrospect, it has become clear to Gakha that her new 'friends' were just using her to gain access to the files that they needed. Amy and Ruskad obviously work for a rival company or are independents who sell such information to the highest bidder. MagnetoDynamics is one of the leading specialists in mineral extraction and their technology is much sought after by rival corporations.

Being a Vargr, Gakha also has strong loyalties to MagnetoDynamics so she is understandably insulted that she has been arrested and interrogated. However, with this current situation Gakha believes her loyalties have been misplaced and even if her name is cleared she will not be working for this corporation again.

GAKHA	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 36	Agent (4)	7 (0)	9 (+1)	8 (0)	12 (+2)	10 (+1)	9 (+1)
Broker 0, Comms 1, Computers 2, Deception 1, Gun Combat 0, Investigate 1, Persuade 1							

easiest way to gain access to one of their terminals is in the main administration building (described above) but they will still need stealth and caution to access a terminal without being caught by security patrols.

WORKING FOR MAGNETODYNAMICS

If any of the players managed to get employment with MagnetoDynamics, they will be stationed at one of the three platforms or the main HQ site, depending on their skills and the role they accepted. The party can be split up at your discretion.

Because the players are new employees, their access will be limited and they will be watched closely until they are trusted and have proven themselves. Although the party have an agenda, they will still be expected to work and any deviation from their allotted tasks will have to be done carefully to avoid arousing suspicion.

The players have several options to find Gakha:

- Now they have legitimate access to the areas they work in, the players can look for Gakha by asking other employees or even their supervisors. Persuade rolls may be required depending on how the players go about this.
- The players will have easier access to computer terminals so they can attempt to hack the network as described above.

MDP 1

Eventually, the players should discover that Gakha is on MDP 1 (MagnetoDynamics Platform 1). The only way on to the platforms is by authorised passenger and cargo craft. There are regular flights from the headquarters to each platform for MagnetoDynamics employees.

CLEARANCE GRANTED

If the players have security access to the platform, their task will be much easier. They can simply get on a shuttle and be flown to the platform. Once on the facility, they will have reasonable freedom to search for Gakha. However, the players are still new so they will not be given free access to all areas and will be supervised much of the time.

ACCESS DENIED

If the players do not have clearance to be here, they must find a way to get on to the platform undetected. There are several ways of doing this:

- Steal a pass card from another employee. However, once the employee realises that it is missing he will report it and the card will no longer be valid.
- Create a fake pass card with an Engineering (Electronics) check. This is extremely difficult (DM -6) unless the players have an existing card to copy (DM -2).



- Sneak onboard a passenger or cargo shuttle. Security checks are carried out on all passengers boarding the shuttles. However, a small distraction could provide one or two players with an opportunity to sneak onboard.

ARRIVING AT THE PLATFORM

As the shuttle approaches the platform, the players can see it come into view. The vast, floating, structure looks much like a mining platform. Surrounding the landing pad are six buildings connected via a network of pipes, which filter the water. The processed water is ejected some distance away. The platform is a buzz of activity with workers and loading vehicles.

Once the shuttle lands, the players can begin their search for Gakha. If they ask around, the players will soon discover that Gakha and several other employees are being questioned by MagnetoDynamics security and it is rumoured that they have been accused of industrial espionage.

Gakha and her suspected co-conspirators are in the detainment cells whilst the guards question them and investigate the situation. When their investigation is complete, MagnetoDynamics will contact the authorities and have Gakha and her associates arrested. Since Gakha is the only person who can help the players, they will have to either break her out or somehow prove her innocence.

PROVING GAKHA'S INNOCENCE

If the players wish to help Gakha, they will need to find out what happened from all parties involved. With a successful Deception or Persuade check DM-2, the players will be allowed to talk to the prisoners.

When the players meet Gakha, she will be suspicious as to why a group of strangers want to help her. However, if the players explain why they are here, she will tell them her story as detailed opposite

If the players talk with Amy and Ruskad, they will both say that Gakha is lying and that neither of them had anything to do with the crime. After all, it was Gakha's security codes that were used to access the files.

The security guards have already found out some information and with a successful Persuade check, they will share their findings. The players can also make any background checks as required.

Evidence against Gakha (discovered by MagnetoDynamics security):

- Gakha's computer has software that could be used to hack and decrypt data files.
- Gakha has been spending a lot of time with Amy and Ruskad.
- Gakha's security clearance was used to gain access to the files.

Evidence in favour of Gakha:

- Gakha is the supervisor for Amy and Ruskad so it stands to reason that they would have spent time together.
- Gakha's security clearance is required for her job and there is no way to prove who actually copied the files.
- Amy and Ruskad only started working for MagnetoDynamics eight weeks ago; Gakha has been working here for nearly a year.
- Background checks on Amy and Ruskad show that they have both worked for several rival companies over the last year.
- Further checks will reveal that Amy and Ruskad were fired from their previous jobs for suspected tampering and hacking.
- The evidence against Gakha is circumstantial.

If the players have enough proof that Gakha is innocent or they have enough evidence that Amy and Ruskad committed the crimes, the security officer will agree to release Gakha. However, Gakha will be suspended and must remain available to answer any further questions that may need to be answered.

If the players are not convincing enough or they do not get enough evidence, they will have to break Gakha out of the cell as described.

BREAKOUT

To get an idea of the layout in the security building, the players can ask to speak with Gakha as detailed above. The players will be supervised at all times when in the security building but they will be able to see what security measures are in place.

There are usually two to three security guards present in the building at any time. The cells do a good job of securing suspects but they can be easily opened from the outside with the correct pass card or an Engineering (Electronics) check DM -2.

So, to break Gakha out of the detention cell, the players will need to overpower the security guards, open the cell and then find a way off the platform. The latter part of the plan will be the most difficult as they will either need to sneak onboard or steal one of the shuttles.

If the players are detected, the security forces will attempt to stop them and they will also sound an alarm. Once the alarm is sounded, all shuttles are grounded and non-security personnel must remain where they are.

Once the party get off the platform, they will need to get to their ship and leave Mongo as quickly as possible before the security team catch them. Police will also be notified and if the players' identities are known, they will have a new crime added to their fugitive status.

How smoothly the breakout went will determine if the players meet any resistance after they leave the platform. The quicker the security



team can notify the authorities, the more likely it is that the players will have a run in with the law.

GETTING CAUGHT

If the players are caught snooping in places they should not be or hacking computers, the MagnetoDynamics security forces will detain the players in their own private detention block as described in the Security side panel. This will play out much like the Arrested encounter detailed on page 88.

Tools of the Trade

Once Gakha has been freed she will thank the players and, in return for rescuing her, she will agree to help the party for free. However, her home has been searched and her equipment taken and kept as evidence whilst the investigation continues.

SPINWARD SALVAGE LIC

Since the corporation's inception after the Third Frontier War, Spinward Salvage soon realised that there were a lot of wrecked spacecrafts and vehicles in Jewell subsector left behind after the conflict. Most notably, the battle that had taken place and around Nakege had left behind so much salvage Spinward Salvage decided it would be easier to establish a base of operations there rather than move all of the wreckage to more distant facilities.

Spinward Salvage LIC took ownership of Nakege and Nakege II in 988, after negotiating salvage rights with the indigenous population who had survived on Nakege. Although not ideal, establishing salvage yards on Nakege II kept their transport costs down and the corporation soon prospered, making good profits from their sales of scrap, spare parts and refurbished ships.

Gakha needs her software if she is to decode the data wafer and getting it back from the MagnetoDynamics security will be extremely difficult (especially if the players broke Gakha out of the detainment cells). In addition to this, the exact location of her equipment is unknown.

Fortunately, Gakha rents a small workshop on Lysen where she has equipment and copies of all her software. She has always had a safe house in case she ever runs afoul of the law, something that has happened more than once in her line of work. With the fugitive alert out on the party, the players will have to head to Lysen via Nakege.

NAKEGE SYSTEM

The Nakege system has seven planets, two of which are gas giants. Nakege is the fifth planet from the sun.

Nakege 0505 D591314-2 I Lo NI Lt

Nakege is a dry world with an indigenous population of around 60,000 people. The inhabitants are a human offshoot that are still in their infancy where technological advancement is concerned. The planet was of little interest to the Imperium and the people here preferred to develop on their own, so it was left alone for centuries.

During the Third Frontier War, refugees from Mongo settled on Nakege. These settlers were followed by detachments of Imperial forces in 982, who used Nakege as a staging point in their first attempt to retake Mongo.

However, before the Imperium could launch their offensive, Zhodani forces attacked Nakege with both sides suffering considerable losses. With such a failure, the Imperium did not repeat that tactic and Nakege was abandoned by the Imperium, leaving the indigenous population to rebuild their civilisation.

Suffering catastrophic casualties and damage, the people of Nakege became both xenophobic and technophobic after seeing the hostility and destruction caused by the advanced races that savaged their world. They became increasingly hostile to anyone who visited Nakege and the Imperium eventually declared it an Amber world, once more allowing the inhabitants to live without interference from others.

They remained in isolation for several years until 988 when Spinward Salvage LIC expressed their interest in the planet. The battle here had left many ship and vehicle wreckages, salvage that had great value to the corporation. Spinward Salvage were initially met with hostility until they came to an agreement, whereby they agreed to enforce the isolation of the people in return for salvage rights to any technology left behind from the war.

Spinward Salvage took ownership of the planet and moved the bulk of their resources to Nakege II. A small security force remained at the starport on Nakege to prevent any travellers from interfering with the indigenous population as agreed.

It has been over 100 years since the war and most of the salvage has been transported to Nakege II but Spinward Salvage still send out the occasional survey team to find more wrecks. Guards are still stationed at the starport but with little salvage left, it is unlikely that the corporation will continue to uphold their end of the arrangement for much longer when there is no profit to be made from it.

ATTITUDES

The corporate security guards are usually quite unfriendly to anyone who lands at the starport. They will explain that Nakege is under the protection of Spinward Salvage LIC and that the facilities here are not for public use. Anyone needing starport facilities should go to Nakege II.



Should anyone get past the security, the indigenous people will be even more hostile. If travellers do not respect the wishes of the people here, they will use force to rid themselves of any unwanted travellers.

LAWS

Access to offworlders is denied as detailed above. Weapons, drugs and travellers are all banned on Nakege.

PLACES OF INTEREST

There is nothing here for travellers since they are not allowed access past the starport.

Nakege II 0505 C333313 ALo NI

Nakege II is a small world that remained unpopulated until 988 when Spinward Salvage LIC claimed it along with Nakege. The corporation settled a small colony and built a modest starport. A number of sizable salvage yards were also built to store the wrecks transported from Nakege.

Although most people on Nakege II work for the corporation, there are also those who provide the infrastructure to support the small population. These people include merchants, farmers and other tradesmen. The population of 4,000 people consists of a number of races. Approximately 60% human, 25% Vargr and the remaining 15% is made up of Aslan and minor races.

ATTITUDES

Since the majority of the population work for Spinward Salvage, Nakege II is more like a place of work than a typical planet. During business hours, most people tend to be focussed on their job and can seem a little unfriendly.

However, once the workforce has finished for the day they head to the bars to unwind and enjoy their free time. When encountered in this environment they are a friendly and tolerant society.

LAWS

Visitors must land at the starport or other designated landing sites. Personal arms are allowed but all other weapons are banned. Highly addictive drugs, combat drugs, agent programs and intrusion programs are also illegal on Nakege II.

PLACES OF INTEREST

Locus City: By most standards Locus would be a small town but here on Nakege it is the capital, housing the entire population of 4,000. The city has a number of bars in both the residential and commercial districts, with the latter area also including government buildings and a variety of shops. Locus is situated just east of the starport.

Salvage Yards: There are three salvage yards situated to the north, south and west of the starport. These tend to be reasonably well

organised, with each one specialising in a particular type of salvage such as ground based vehicles, small craft or spacecraft. Each yard has a small reception building where customers can pay or request the use of cranes and transport vehicles (for a small fee, of course).

Headquarters: The headquarters is situated in Locus City and is used to run and administer the corporation here on Nakege. Although the governmental aspect of the corporation is run separately, there is a strong relation between the two and frequent communication ensures that both the corporation and the planet are run smoothly.

Construction Yard: There is only one construction yard on the planet and it is located between the starport and the western salvage yard. It has basic facilities to construct and modify vehicles and small craft. Spinward Salvage charge standard fees for the use of their facilities and they are available to anyone with the credits.

The construction yard also has several spacecraft for sale that have been salvaged and reconditioned. Some of these can be seen around the yard, whilst the larger or non-atmospheric vessels are in orbit around the planet near the HighPort.

A New Ship

The party are wanted criminals and the fugitive alert is spreading across Jewell subsector, slowly catching them up. Luckily for the players, their names are not known and the main distinguishing feature is their ship.

Since they have to stop off at the planetary junkyard on Nakege II, the players now have an opportunity to get a new ship. Additionally, if Gakha is informed why the party are getting a new ship she will tell the players that she knows a few people here who could make the trade off the books, so it would be very difficult for someone to determine they had changed ships here.

Not only will a new ship reduce the party's chances of being caught but they can also get a ship with a greater range. Alternatively, the players can modify their existing ship from parts salvaged from the yards to visibly alter the look (within reason) and make any improvements as required. Since they do not know where they will need to go and if none of the players think about improving their Jump Drive, one of the NPCs will suggest this to make sure that they can visit any system in Jewell.

The cost of parts will be very cheap compared to buying the equivalent parts new. The price will also vary depending on the condition. Likewise, the ships for sale are considerably cheaper than buying them new and the conditions of these vary. The players' existing ship will be of a much better quality than the ones for sale, so assuming that they want a ship of similar size and capabilities they can negotiate a straight swap.

The ships and parts available are completely at your discretion. However, it is advisable not to give the players too much power.



They must still feel as if the odds are stacked against them but the new ship should also give them a glimmer of hope.

Once they have their new ship or have made the necessary modifications, they can depart for Lysen.

LYSEN SYSTEM

Lysen is the outermost system of the Jewell Cluster. There are three gas giants in the Lysen system the planet Lysen occupies the third orbit. A small planetoid belt is spread along the outermost orbit but few minerals have been detected there.

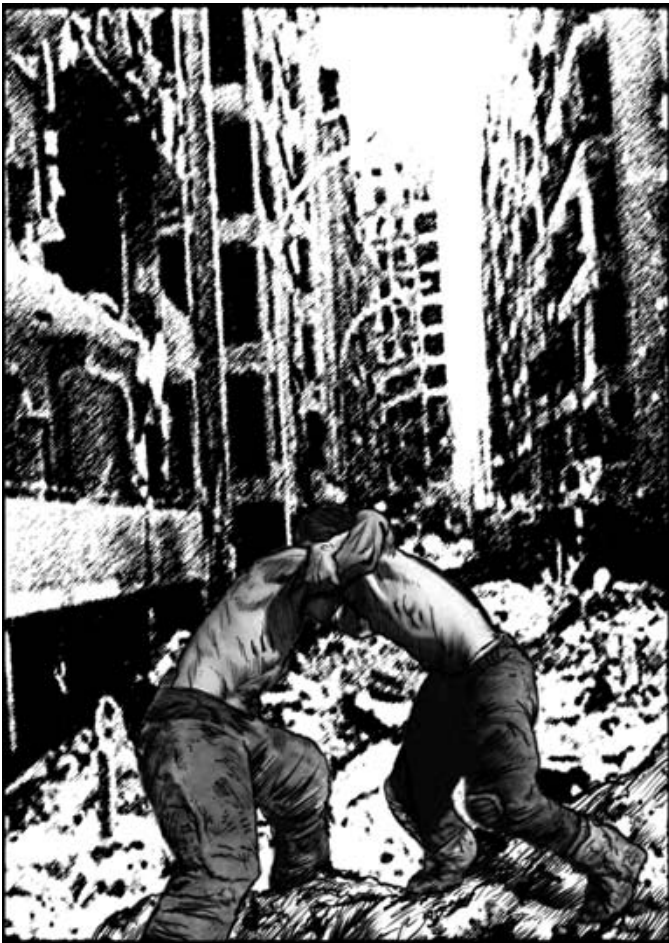
Lysen 0507 B592655-A S I N I G

Although Lysen is the furthest system from the Jewell Cluster, its location along the communication route makes it the trade and economical hub between the Jewell and the Regina subsectors.

The first colonists came to Lysen in 503 but conditions made it difficult to survive. Trade routes were still being established in the subsector making growth very slow, especially considering that Lysen had very few exports.

There was little in the way of government or rulership, until several low ranking nobles adopted a feudal system. The planet was divided into regions, each ruled by one of the nobles and each specialising in a particular area such as farming or mining. Each region has one or two pressure domes where most people live, with smaller structures built near the farming areas.

With a new structured leadership directly related to their industry and economy, Lysen began to flourish. The specialised nature of their industry resulted in increased productivity, with the excess being available to trade with neighbouring regions, merchants and offworlders.



ATTITUDES
The people of Lysen are hard working and tolerant. Being a hub world, not only are the people here used to travellers and traders, their economy thrives on them. In the starport and major cities,

BARON EDWARD HADWAY

Baron Hadway is a middle aged man with short hair greying at the sides. He wears a finely tailored suit and is rarely seen without a fat cigar (although he rarely lights it). In his day, the baron used to be a proficient fencer but his blade has been hung on the wall for many years now.

The baron has the look of a man with the weight of the world on his shoulders and from his own perspective that is exactly how he feels. Baron Hadway's failure weighs heavy on his mind, making him miserable and stressed. He is close to having his title stripped and his status removed, leaving him at a loss as to what to do.

BARON HADWAY	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 43	Nobility (5)	7 (0)	8 (0)	7 (0)	9 (+1)	11 (+1)	10 (+1)
Admin 0, Advocate 1, Carouse 2, Diplomat 2, Investigate 0, Melee (Blade) 1, Persuade 1 Rapier 1d6+4, Cloth armour (5)							



there are always people hawking their wares or offering their services. Barter is a way of life in the cities as much as farming is in the rural areas.

LAWs

Anyone is permitted to land on Lysen. All weapons and drugs are illegal, as are any computer programs that could potentially be used for hacking and compromising security.

PLACES OF INTEREST

Heartland City: The capital city of Lysen is a sprawling metropolis located near to the starport. The entire city is given over to commercial use, with residential areas located in a number of satellite towns. As one would expect, the city caters to most peoples needs offering a variety of shops, markets, bars, hotels, restaurants and other business services.

Hadway Region: Ruled by Baron Edward Hadway, this region was once a prospering industrial province that specialised in computer manufacture and programming. However, it has recently been the target of continued terrorist attacks that have destabilised the region. Crime is rife here and the industry and economy are now in decline.

Hadway Ghetto: The most notorious district in the Hadway region has been named the 'Hadway Ghetto' where gangs rule the streets and the area has degenerated into lawlessness.

Trouble on Lysen

The last year has seen increasing amounts of terrorist activity on Lysen. A group calling themselves the PFJ (People's Front of Jewell) have claimed responsibility but some fear that they are affiliated with the Ine Givar (see *The Spinward Marches* page 129 for details). The PFJ have focussed all of their efforts on the Hadway region resulting in many deaths and injuries.

The Hadway region is ruled by Baron Edward Hadway and his security force has been unable to catch the terrorists. With the fear of continued attacks, many people have fled the region. As innocent citizens have left it has opened up room for other criminal elements to move in. As a result, crime rates have soared and some districts within the Hadway region have fallen into disrepair. One area in particular has become known as the 'Hadway Ghetto' where only the criminal, brave or stupid dare to enter.

Baron Hadway's failure to control the situation is something of concern to the people and the other nobles on Lysen. Many are calling for him to be stripped of his status and replaced by someone who is capable of protecting the citizens. The nobles on Lysen are discussing ways to deal with the situation in the Hadway region but they are a long way from a solution.

Unfortunately for the players, Gakha's workshop is located in what is now the Hadway Ghetto. If the party ask around for information on the ghetto, they will be advised not to go there. A number of gangs have taken residence there, each vying for control of the ghetto. The exact number of people in the ghetto is unknown since anyone who goes there does not return.

RECONNAISSANCE

Some of the players may attempt to sneak into the ghetto to get a better idea of the numbers and capabilities of the gangs. It should be stressed that this will be difficult and very dangerous. The bigger the group entering the ghetto, the more likely that they will be seen but the better the chance they will have of defending themselves. Gakha can give directions to her workshop if the players wish to investigate and maybe even get Gakha's equipment if the situation allows.

Stealth checks will be required as the players progress into the ghetto area. There are plenty of burnt out vehicles to duck behind and abandoned buildings to hide in but there are also a lot of gang

MERCENARIES	CAREER PATH	STR	DEX	END	INT	EDU	Soc
Age 30-33	Army (3)	10 (+1)	10 (+1)	10 (+1)	8 (o)	7 (o)	7 (o)
Athletics (Co-ordination) 1, Gun Combat (Slug Rifle) 1 or Melee (Blade) 1, Recon 1, Stealth 1							
Assault Rifle (3d6) or Cutlass (2d6+4), Flak Jacket (4)							
SECURITY GUARDS	CAREER PATH	STR	DEX	END	INT	EDU	Soc
Age 30-31	Agent (3)	9 (+1)	10 (+1)	10 (+1)	8 (o)	8 (o)	7 (o)
Computers o, Gun Combat (Energy Pistol) 2, Melee (Bludgeon) 1, Recon 2, Stealth o							
Laser Pistol (3d6+3), Stunstick (1d6), Flak Jacket (6)							
THUGS	CAREER PATH	STR	DEX	END	INT	EDU	Soc
Age 30-34	Rogue (3)	9 (+1)	10 (+1)	11 (+1)	8 (o)	7 (o)	7 (o)
Athletics (Co-ordination) o, Deception 1, Gun Combat (Energy Pistol or Slug Rifle) 1 or Melee 1, Recon 1, Stealth o,							
Streetwise o							



members roaming the streets. Please refer to The Ghetto section on page 28 for further details.

MEETING THE BARON

Entering the ghetto on their own would not be wise so the players will need some help. The person who is most able to help the party is Baron Hadway, so the players will need to arrange a meeting with him.

As one would expect the baron lives in a luxurious house with his own private security force. Upon arrival, the players will be escorted to a finely decorated room by one of the baron's aides. After a short wait, the baron will come in and greet the players.

The players will need to explain to the baron why they want to enter the ghetto. How much of the true story they tell him is up to them. Although the less said the better, the baron is an honourable man and will not cause any problems for the party now that he understands what trouble is like on the receiving end.

The baron will listen intently to the players. He will then explain that his security force has been depleted. Some have been killed in terrorist attacks, others have presumably died in the ghetto and the majority of the rest have left his service. Only his best and most trusted men remain, most of which are needed to guard here.

The players must persuade the baron to help out, not only for the benefit of the party but also to prove to his people that he is capable of controlling the criminals in his region. Hadway currently feels that there is nothing that he can do but with the combined forces of his security and the players, there is a reasonable chance of success.

Deception or Persuade checks will be required as appropriate but you can give bonuses for how well the players roleplay the situation. Depending on the players' success and motivational speech, the baron will spare up to five of his security guards. If the players were particularly successful, the baron will even join them in the fight to prove that he is still worthy of his position and restore the peoples' faith in him.

Whether the players succeed or fail, the baron will see that the party has a chance of dealing with the situation in the ghetto. To improve their chances of success, the baron will draw up some papers that authorises the party to use weapons on Lysen.

HIRED HELP

The players, with or without the help of the baron, can also try to hire some mercenary muscle. Talking the locals into helping is difficult and requires a Persuade check DM -2. The greater the success of the roll, the more people that will agree to help but no more than four people will join the players.

Although fewer in number, there are some offworlders at the starport who can also be recruited. No Persuade check is required as long as the money is good. However, there will only be one or two mercenaries willing to do the job.

Anyone recruited in this way will want to be paid. The locals will ask for a small amount 300 credits, since they have a vested interest in cleaning up their home. Offworlders will want considerably more in the region of 3,000 credits, but will settle for 1,000 with a successful Persuade check. If the players have already approached the baron, he will pay half of the costs of any hired help and could be persuaded to pay for all of it on a successful Persuade check.

THE GHETTO

Regardless of how much help the players get, they will have to enter the ghetto if they are to retrieve Gakha's equipment to decode the data wafer. As they enter the area they will see that the buildings have been left to ruin with smashed windows and broken doors. Abandoned vehicles litter the streets amongst a carpet of rubble and wreckage.

There are four gangs that have occupied the ghetto. Each has between 20 and 25 members but the number changes constantly. Some are killed in skirmishes with opposing gangs and new members join up in the hope of proving themselves worthy. Each gang controls a small territory within the district, with the area in between being a no-mans land where most of the fights take place.

If the players managed to get the security guards and additional hired help, they will still be outnumbered but will rival each of the gangs in force of arms. The party will get glares from gang members wandering the streets but any large party will be left alone whilst in no-mans land. However, once they enter one of the gang territories the violence will begin.

Entering a gang's territory is seen as an attack and the gang will respond in kind. The gang will all group together at a suitable place to confront the attacking party. The gang will shout insults, bang blades and fire their weapons in an attempt to scare the party but the gang will not attack until the players get close. There will also be several gang members hidden in buildings ready to take shots. Once the fight begins, use the following statistics for the various NPCs involved.

You do not need to roll for every NPC. Both sides will take casualties, so just use your best judgement depending on how many are on each side and how experienced they are.

Unless the players use good tactics such as finding cover or using grenades and heavy weapons, the gang will start to gain the upper hand. If the situation does not look good or you want to make things more interesting, another gang will join the fight. The new gang are not here to help the players but are seizing the opportunity to take out a rival gang.



When only a few gang members remain and they are outnumbered, they will run away knowing they are defeated. If the rival gang joined in the fight they will cheer their victory at defeating the other gang. For the players help in the fight, the gang will not attack them. The gang leader will even ask if any of the players want to join him.

GAKHA'S WORKSHOP

The workshop is in one of the buildings adjacent to the area where the ghetto fight takes place. The building used to be rented out as a number of large open plan offices. Gakha's workshop is on the second floor. Luckily, the gang use Gakha's computers from time to time so most of her equipment is still here. There are three situations where the players will likely enter Gakha's workshop:

- The fight is over (as detailed above).
- The players are using the fight as a distraction so one of the players can get Gakha's equipment.
- The players try to sneak in and obtain the equipment and avoid a fight altogether.

If the fight is over then the party can simply go into the workshop and get what they need. If anyone sneaks in during the fight there will be one or two gang members inside who are shooting out of the window into the fight. If anyone enters the building before the

fight takes place there will be 1d6 gang members inside. Any Stealth checks have a cumulative DM -1 for each gang member nearby.

Decoding the Data

Once Gakha has her computers and software, the party should leave the ghetto while they still can. Once they are in a safe place, Gakha can get to work. Since she devised the original encryption software, it will not take Gakha long to decode the data wafer. Once her task is complete, she will give the players a hard copy of the contents.

Now that they have the data, the players will probably have more questions than answers. However, they will now have the name and location of an agent who was trusted by Forbes and possibly under his command. With no other leads, the players need to set course for Louzy before the fugitive alert reaches Lysen.

Before they leave, the players may want to ask Gakha to join them. She is not essential to the rest of the campaign so her decision to join is up to the Referee. However, since she has nowhere to go she will most likely take them up on the offer.

Gakha can also be of further assistance to the players as she was fortunate enough to have been introduced to agent Cryer by Forbes. If she is invited to join the players she will be able to recognise Cryer and vouch for the players. If she does not travel with them, she will give the party a description of agent Cryer before the players leave.

DATA WAFER CONTENTS

Date: 026-1105

Agent: Forbes 212-13

Tripwire weapon confirmed but capabilities unknown. Secret research facility located under Farreach starport.

Believe my position was compromised. Potential leak in intelligence network. Advise caution.

Separatist involvement remains unconfirmed. Ordered agent Cryer (212-24) to investigate unrest on Louzy in Durty city.

Report ends.

CONSPIRACIES

LOUZY SYSTEM

There are two colonised planets in the Louzy system. Two additional planets occupy the inner orbits but are far too hot to be colonised.

Louzy 0804 D322A888 I Hi Po NA NI

Louzy gets its name from the unpleasant nature of its atmosphere and the lack of water on the planet. It is also overpopulated with a poor economy and the only reason that it was colonised in 624 was for its rich mineral deposits.

With so many high paid jobs on offer, as well as education and training, people flocked to Louzy. The rapid expansion, aided by Imperial funding, drew in more corporations and soon minerals and money were flowing through Louzy.

However, the 'gold rush' came to an end in 707 when demand for the resources dropped and many of the mineral deposits had been mined out. Over time most of the corporations pulled out, leaving an overpopulated world with a failing economy and a dwindling supply of raw materials. Representatives from the mining towns and remaining corporations formed a new government in 739. Some settlements were consolidated and with careful management, the situation improved.

Most of the cities on Louzy are underground and are usually huge sprawling constructions. The high population and poor economy have resulted in rising levels of crime and numerous slum areas.

Further details on Louzy can be found on page 63 of *The Spinward Marches*.

ATTITUDES

The poor conditions on Louzy mean that few people are happy or satisfied with their lot. Many seek ways to improve their lives, hopefully by leaving Louzy for greener pastures. Since most people do not have the money to buy passage to other systems, many people that leave are recruited to join mercenary groups or offworld mining corporations.

LAWS

Anyone is permitted to land on Louzy but will be subjected to cargo searches. All weapons and drugs are considered contraband.

PLACES OF INTEREST

Durty City: In-keeping with the naming tradition of the Louzy system, the capital city certainly lives up to its name. The southern part of the city is given over to ore processing plants and other industrial functions. Although the pollutants created from these processes are piped out to the planet's surface, the dirt and grime is

carried through to the rest of the city. Since Durty is one of the few productive cities on Louzy, it has simply become an accepted part of life here.

Lifts from the starport take travellers directly to the city centre below. From the centre, vast tunnels lead off to separate zones including habitat, commercial, agricultural and industrial zones.

Louzy II 0804 E493551-6 FI Po NA NI

Often referred to as 'Louzy Too', this world was colonised during the Third Frontier War by refugees who were refused entry to Louzy due to overpopulation. The water and air is tainted by sulphur from the high amount of volcanic activity on the planet. The atmosphere is not fatal in small doses but prolonged exposure requires filter masks. The water must also be filtered before it can be used.

Life on Louzy II is hard but the population have learnt to adapt. The population is split over five domed settlements that are each governed separately. Each has air and water filtration systems and a dedicated hydroponics area. Trade between the settlements is common as they each specialise in particular crops and produce.

ATTITUDES

Louzy II is essentially a 'spill over' colony for Louzy. With similar conditions and lifestyles, people's attitudes here are much the same as they are on Louzy.

LIBERATION FRONT

The Liberation Front are part of the growing separatist movement. They have around 20 cells operating on six different worlds. Liberation Front are fighting for the right to be independent from the Imperium and other political powers. For the most part, the group's motives are peaceful but they do not shy away from sabotage. They only use violence when necessary and always avoid civilian casualties.

The Liberation Front has a growing support on many worlds. The group has been known to carry out acts of terrorism against Imperial targets so for this reason the members keep their identities secret but they are adept at motivating and manipulating local citizens to speak out on their behalf.

A number of Zhodani agents have infiltrated the Front (as well as other groups) and are encouraging dissent in the Imperium. The more internal problems the Imperium has to deal with, the less they see the problems outside.



LAWS

Travellers are welcome on Louzy II. Explosives and similar weapons are banned, as are dangerous and addictive narcotics.

PLACES OF INTEREST

With so little going for the colony here on Louzy II, there is little of interest. There are several small colonies which, for the most part, are slum towns.

Riot

The players will land on Louzy in the middle of a demonstration. The majority of the protestors are civilians who have been motivated

(some say manipulated) by the Liberation Front. The starport is in chaos and most of the roads are blocked with demonstrators and police. What started out as a peaceful protest for independence is now escalating as the police try in vain to remove the gathering crowds from the starport.

Once the players disembark from the ship, law enforcement officers will escort the party to a safe area with other traders and travellers who are waiting to enter Durty city. The demonstrators are growing in number and start to fill the starport, blocking any access to the landing pads. More police are called in to attempt to control the crowds but this just makes things worse. Pushing and shoving soon turns to violence, which in turn evolves into a full scale riot.





The party are now caught in the middle between the rioters and the police as the fight spills out of control. The police do not have the luxury of being selective in their targets and are using force on anyone who is fighting but since innocent civilians are trying to defend themselves anyone has become fair game.

The players will be attacked by rioters who deem anyone who is not with them to be against them. Once the players defend themselves they will of course become targets for the police as well. The police will use their stunsticks where possible but will not hesitate to use lethal force when necessary.

Although the police on the front lines are fighting, those unable to help their comrades are making arrests and preventing more people from joining the riot. The police are clearly overwhelmed and the fight eventually spills out of the starport and into the city below. Once this happens the military will be called in, at which point the battle will get even more deadly and the players will need to fight through the crowds to safety.

Depending how the players deal with the situation, they could end up being arrested for being involved with the separatists, especially if they seriously injure or kill any police or military personnel. If this happens, you can use the Arrested encounter on page 88.

Looking for Agent Cryer

Although the riot is causing many problems, it is actually a blessing in disguise for the players. All that they know about agent Cryer is that he was investigating the separatist movement here on Louzy, in particular the Liberation Front. Since the party are surrounded by separatists and their supporters, there is a good chance that agent Cryer is here too.

Finding agent Cryer amongst the throngs of rioters is not easy. Each player can make an Investigate check DM -2 every 10 minutes. There is no limit to the amount of times they can attempt this but the longer the players take, the more rioters and police they will have to defend against. If Gakha is with the players, she can also make an Investigate check with no penalty.

SAVING AGENT CRYER

Agent Cryer will be seen surrounded by a number of rioters. who are attacking him. He is suspected of being a government agent by one of the more paranoid leaders of the seperatists, who had received a tip off someone was trying to infiltrate the group. He is clearly outnumbered and the players must be quick to his aide if Cryer is to survive. However, with the players help agent Cryer can be saved but he will be badly injured. The party will need to get him out of the riot zone and tend to his wounds.

Once the party is in a safe area and Cryer's injuries have been treated, the players can explain their situation. If Gakha is with the party, Cryer will remember her and she will vouch for the players loyalty and expertise.

After the players have made contact with agent Cryer, you can decide whether to keep Gakha in the party or not. Her skills may be useful but if you feel that your party is too big at any time then she can leave either in response to a situation or simply by saying that travelling with the players is too dangerous.

Cryer will be sad to hear that agent Forbes has been killed but will thank the players for their help. After reading the contents of Forbe's data wafer he will look concerned, explaining that he and Forbes had suspected a leak for some time and these recent events would seem to confirm this.

Having lost his friend, mentor and superior, Cryer has nowhere to turn. He does not know who to trust within the Imperial intelligence and much is at stake. Since the players are clearly capable individuals, who are loyal to the Imperium, Cryer will ask for their help.

Cryer will need help if he is to uncover these conspiracies that threaten the Imperium. He has few funds with which to pay them but once the leak is found and the threats dealt with, he is certain that the Imperium will compensate the party well for their assistance.

Assuming the players agree, Cryer will reveal that there is a connection between the separatists and the Zhodani's new Tripwire weapon. He is unsure of the details but he has a number of leads to pursue.

RIOTERS	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 26–29	Rogue (2)	8 (o)	10 (+1)	8 (o)	8 (o)	7 (o)	7 (o)
Athletics (Co-ordination) o, Deception o, Gun Combat o, Melee 1, Recon 1, Stealth o, Streetwise o							
Improvised weapon (2d6–2) or Laser Pistol (3d6) taken from fallen police							

POLICE	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 30–33	Agent (3)	8 (o)	10 (+1)	10 (+1)	9 (+1)	8 (o)	8 (o)
Advocate o, Computers o, Gun Combat (Energy Pistol) 2, Investigate 1, Melee 1, Recon 1, Stealth o							
Laser Pistol (3d6), Stunstick (2d6), Flak Jacket (4)							



MARK CRYER

Mark Cryer has been in the service of the Imperium since the age of 18. He started out in law enforcement but his natural aptitude soon got him transferred to the intelligence services where he mentored under agent Forbes.

Cryer has an easy-going attitude and is an expert at making small talk, a useful skill in his line of work. He is a young man of average build and has no distinguishing features other than his ever present smile.

MARK CRYER	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 28	Agent (2)	9 (+1)	11 (+1)	8 (0)	10 (+1)	8 (0)	10 (+1)
Comms 0, Computers 1, Deception 1, Gun Combat (Energy Pistol) 1, Investigate 1, Persuade 1, Recon 1, Stealth 1, Streetwise 1 Laser Pistol (3d6), Cloth armour (3)							

The players may also wish to confess their current fugitive status if they have not already done so and Cryer will most likely find out anyway. Agent Cryer will simply say that with the intelligence leak, he is operating on his own and could well be listed with them once the enemy finds out that he is also involved.

CRYER'S LEADS

Agent Cryer has confirmed that the Liberation Front, the group responsible for the riot here on Louzy, have some connection to the Zhodani. Cryer also suspects that the Federation of Arden may also be involved. He has a number of leads on the planets located in the rimward region of Jewell. Each one needs to be investigated:

- 871-438: This planet is a known haven for pirates, smugglers and anyone wishing to avoid Imperial contact. There is a good chance that the Liberation Front buys weapons and other contraband from people working out of this world.
- Gougeste: Cryer has suspected this world of separatist involvement due to the Arkesh Spacers (see page 35) outpost that exists here. The party must infiltrate the organisation to see what connection, if any, exists between the two groups.
- Utoland: This world has recently been taken over by the Federation of Arden. Cryer has learnt that a member of the Liberation Front, called Miranda, is located here so there could be a link here too.
- Zenopit: Even though this is an independent world, there have been several reports of Liberation Front activity here.
- Zircon: The Liberation Front has been quite active here and House Mallor, who govern the planet, have done little to quell the revolt. The Federation of Arden also have some influence on this world.

Agent Cryer will tell the party that he will attempt to infiltrate the Federation of Arden on Utoland whilst the players investigate the other leads. Agent Cryer has a safe house on Pequian in the town of Neguda. He will give directions and suggest that they all meet there in approximately 12 weeks time, as detailed in the next chapter.

The players can investigate these leads in any order they wish but since agent Cryer needs to establish himself independently on Utoland, the players should ensure that they arrive separately.

FEDERATION OF ARDEN

The Federation of Arden are based on the world of Arden in the Vilis subsector. Arden is controlled by the Arden Society who created the Federation by networking a number of businesses and shipping lines. Individuals in the Arden Society have made substantial financial and labour contributions to make the Federation a growing success.

The Federation works by investing in existing industrial operations, usually small facilities on independent worlds. By bringing new technology and the expertise of their people, the Federation can increase productivity and therefore boost the local economy. This allows them to drive competitors out of business, slowly making the planetary economy reliant on facilities run by the Federation of Arden.

This business strategy is proving very successful. The Federation of Arden already controls Utoland and is also having a great influence on Zircon, giving them a strong foothold in the Jewell subsector.

Although both the Imperium and the Zhodani Consulate tolerate the Federation, the Imperium has become increasingly concerned as the Federation seems to be exerting more influence over the neutral worlds in the Jewell subsector.

The players should hopefully assume that there is a connection between the separatist movement and the Federation. However, there is no direct link other than the fact that both parties are a potential threat to the Imperium's control over Jewell subsector. Allow the players to pursue this line of enquiry and do nothing to discourage their paranoia and conspiracy theories.

Details on Arden can be found in *The Spinward Marches*, page 79 and 130.



871-438 SYSTEM

This system has two asteroid belts but they have too few minerals to be of interest to belters. The planet 871-438 is the third planet from the sun. There are also two gas giants and an Oort cloud in the system.

871-438 0710 E700000-0 Ba NI G

This barren world has nothing of interest and is one of the few places that have never even been considered for colonisation. For administrative purposes, it has simply been given the numerical identifier, 871-438.

However, its location and presence of gas giants in the system has made it popular with various criminal elements. During the Second Frontier War, whilst the Imperium was busy fighting the Zhodani, 871-438 became a haven for pirates and smugglers. A rudimentary starport was built to facilitate illicit meetings and illegal trades.

Its distance from any civilised worlds meant that it fell under the Imperial radar for quite some time but eventually the lawless world caught the attention of several nearby systems. There have been several attempts to patrol the area by both Imperial and local system forces but the smugglers simply moved their operations elsewhere. The costs in maintaining a permanent patrol were too high with no resulting arrests so eventually the idea was abandoned.

There are no permanent residents on 871-438 but there is usually a gathering of people and ships engaged in various unlawful activities. Some ships stay just to conclude a deal whilst others stay for several days, either to lay low, rest or wait for their customers.

ATTITUDES

The people here are criminals of varying degrees and tend to be hostile to newcomers. Introductions are usually made at the barrel of a gun, especially for those without a reputation in the criminal underground. There is also rivalry between some groups and fights here are not uncommon. When they are not fighting, most regulars drink and gamble together to pass the time.

LAWS

Anyone can land on 871-438 and there are no legal restrictions.

PLACES OF INTEREST

Starport: The only place of interest is the starport, which is nothing more than a landing beacon on a flat area of land.

Liars, Guns and Money

There will be four ships here when the players arrive, three in the starport and one in orbit. As the party disembark they will be met by two smuggler crews and a mercenary group, all of whom will greet the players with suspicion and guns. There are several approaches to dealing with the people here:

- If the players planned ahead, they could have some contraband that they can attempt to sell to the right buyer, thus giving them a believable reason for being here.
- A similar strategy is to come here under the pretence of wanting to purchase illegal goods.
- The players could say that they are looking for mercenaries or another service offered by the people who frequent here.
- The party could try a more honest approach and state that they are looking for someone but explaining why will probably be followed by gunfire.

For any NPCs encountered here, you can use the appropriate statistics as listed on page 89 of the Appendix.

Assuming the players have been accepted into the criminal fraternity, the initial hostilities will lessen but many people will still be suspicious of the party. Drinking and gambling with the people here will help gain some trust (as much as these people trust anyone).

Once the party has established themselves, they can ask about involvement with the separatist groups. The subject will have to be approached in the right way to avoid drawing suspicion. Simply asking if anyone deals with the Liberation Front will make the people here think that the party are Imperial agents.

However, asking about joining or helping rebel groups will be viewed more favourably as most criminals agree with dissident principles, even if they do not support them directly. Many smugglers will say that they do business with these groups as they tend to buy in bulk, making it quite profitable. No real information can be gained since most smugglers simply make the trade and avoid getting involved in political situations.

After a few late nights of drinking and gambling, a Vilani smuggler by the name of Meshaka will arrive. If the players share a few drinks with him, he will reveal that he often sells to the Liberation Front. He seems to know more but will not give any further details. The players could offer him some money for the information but his price will be high.

Alternatively, the players can interrogate him. To do this they will need to apprehend Meshaka, hopefully without drawing the attention of his crew or other outlaws. Meshaka will soon break and tell the party anything they wish to know.

GUNNING FOR THE CAUSE

Meshaka has some vital information about the Liberation Front. He is selling a small consignment of weapons to them in approximately 24 weeks. However, the deal is not just the sale of the weapons, the Front also want Meshaka to smuggle the goods onto Jewell for them. If the players ask what weapons are to be smuggled, Meshaka will say that the job is for two laser rifles with mounted laser sights.

OPTIONAL ENCOUNTERS

There is always the opportunity for brawls and gunfights on 871–438. The players can be accused of cheating, lying, stealing or simply offending an unruly pirate. You can also have a fight between rival groups and the players get caught in the middle. The fight could even involve Meshaka, forcing the players to protect him so that they can get the information they require.

GOUGESTE SYSTEM

Gougeste is the only planet in the system and occupies the second orbit. There are also three planetoid belts. Many have speculated that the planetoid belts are the remains of planets destroyed by the Ancients, which poses the question, how and why did Gougeste survive?

Gougeste 0109 C372510A NA

This small, dry, world was uninhabited until 892 when it was colonised by the expanding Arkesh Spacers corporation. The population of 125,000 all live in a single city consisting of three pressure domes that were built to provide a comfortable living environment for the Arkesh employees. Many inhabitants who are not directly employed by the Arkesh Spacers are still important to the corporation by providing services and facilities to the small population.

In recent years, some member companies that operate in the Jewell subsector have established offices and workshops on Gougeste to further benefit from their membership. As a consequence, this has brought more trade to this backwater world and has helped to cement the Arkesh Spacers commercial standing in Jewell.

Gougeste is not a self-sufficient world, relying on trade from neighbouring systems for most food and essential supplies. Unfortunately, recent reports of pirate activity have led the Imperium to classify the system as an Amber Zone, which has led to a small drop in trade.

ATTITUDES

The people of Gougeste are hard working. The corporate atmosphere, coupled with their reliance on trade makes most people here friendly. However this welcoming attitude is largely superficial, for behind every smile is the promise of trade and profit.

LAWS

Anyone is permitted to land on Gougeste and there are no cargo or trade restrictions.

ARKESH SPACERS

This alliance of free traders offers many benefits to independent merchants, including increased buying power, client networking, increased sales and a wider customer base. The more members that join, the greater the benefits. Members pay an annual fee to be in the Arkesh Spacers and they have to follow the traders' code of conduct. This means that anyone dealing with the member company can be confident that they are dealing with a legitimate and trusted business.

The code of conduct that all members must adhere to is in place to ensure that all members remain politically neutral and operate in accordance with both Imperial High Law and the local laws of the worlds on which they trade. The code also states that members should log their planned travel routes where possible at Arkesh Spacer facilities. This allows the Arkesh Spacers to analyse trade routes and ultimately provide better services and facilities where trade is most common.

Random checks are made on members to verify that they are adhering to the code but as the Spacers grow in size, it becomes more difficult to authenticate and monitor its members. This resulted in several illicit operations slipping through the cracks. Although the culprits are usually caught and prosecuted, their affiliation to the Arkesh Spacers has tarred the organisation with the same brush.

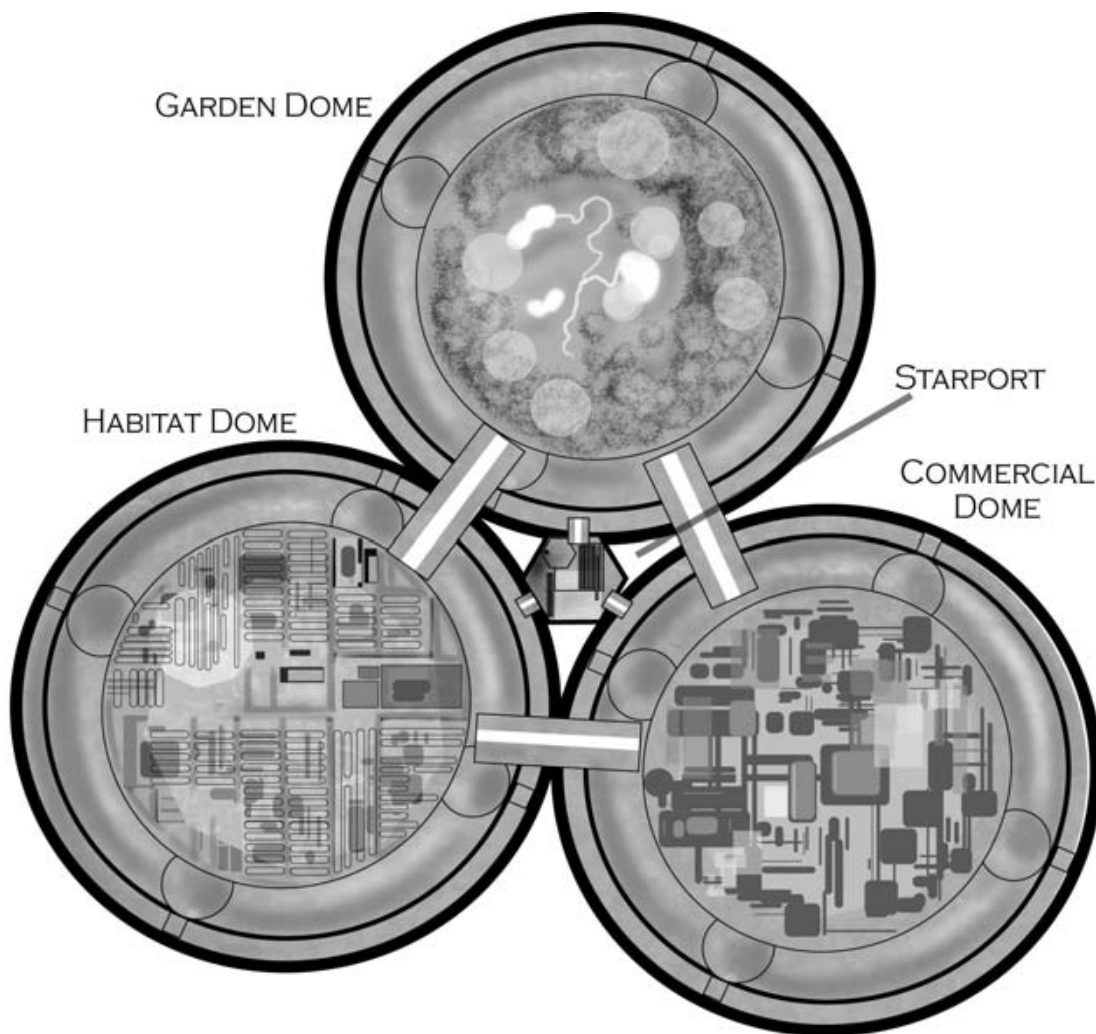
In an effort to improve their reputation, the Arkesh Spacers have built several new outposts to administer areas that are too distant from their headquarters in Lunion sector. One of these outposts has been built on Gougeste to administer, supervise and facilitate their members in Jewell.

Further information can be found on page 52 of *The Spinward Marches*.

PLACES OF INTEREST

Norkash City: This is the only settlement on Gougeste. The city has three interconnected pressure domes, allowing access by small vehicles or the public transport tubes. The Habitat Dome contains the majority of the housing and domestic facilities. The Garden Dome is largely given over to hydroponics but it also has a number of parks and recreation areas. The Commercial Dome caters to the commercial and security aspects of the corporation and is also home to a number of member companies.

Starport: The starport is a modest facility that serves the needs of the Arkesh Spacers. It is situated between the three domes and is connected to all three via transport tunnels.



ASOC: The Arkesh Spacers Operations Centre is the main corporate office on Gougeste. From here they administer member services and oversee the running of the city.

SHQ: There may be no official law on Gougeste but the Arkesh Spacers do have their own security force to deal with any trouble that gets out of hand. The Security Headquarters is located in the Commercial Dome and always has a number of guards on standby.

The Spacers Retreat: One of the most popular bars for employees of the Arkesh Spacers, this large establishment is always packed during the evenings. Although it caters to employees, locals and member companies are also welcome here.

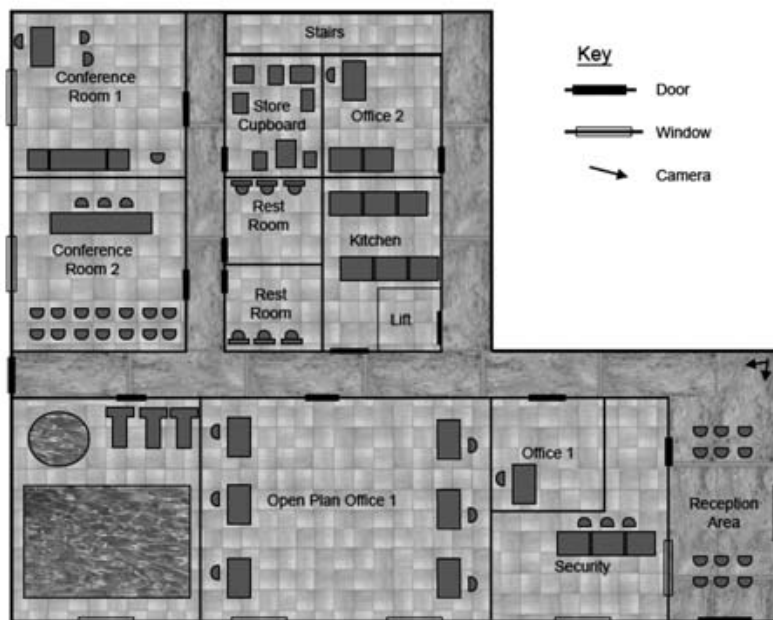
Oasis: This drinking establishment can be found in the Commercial Dome near the access tunnels to the starport and is popular with travellers and traders. It is often the first stop for people who have recently arrived but it does have a fair amount of regulars too. The atmosphere inside 'The Spacers' is usually loud and a little rough but the place does have a certain charm. Due to the free traders and merchants who can always be found here, it is a good place to make contacts.

Individuals of Note

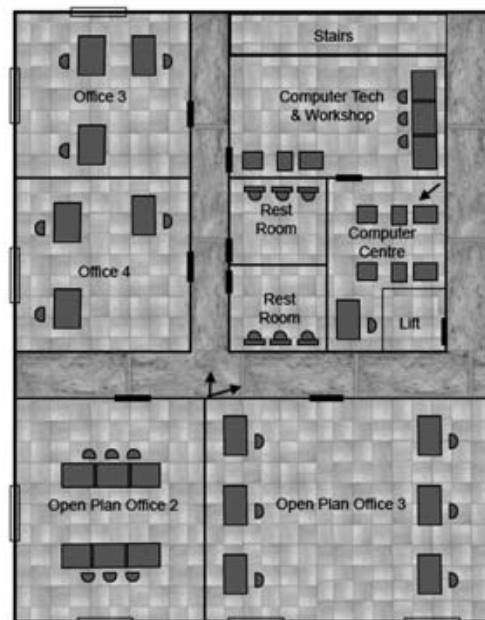
During their investigations, the players might encounter any of the following people. You can use appropriate statistics from page 86 of the Appendix.

Arkesh Spacers Operations Centre (ASOC)

Ground Floor



First Floor



TINA HENDRICKSON (BROKER)

Tina runs the Arkesh Spacers outpost here on Gougeste and is based in ASOC. She is a well dressed, middle-aged woman with a good business acumen but abrupt manor.

MORGAN FAIRFAX (CITIZEN)

Morgan has the unofficial title of city mayor, running the day to day operations of the city. He is a young man with a chip on his shoulder but he does ensure that the city is run efficiently and therefore plays an important role in the affairs of the organisation too.

JESSICA NASH (SMUGGLER)

Jessica is a free trader and a regular patron at the Oasis. She is known for her lack of subtlety and often speaks out against the Imperium. Her actions have provoked several bar fights and she has had several warnings about her breach of conduct.

Jessica is secretly a member of the Liberation Front but she is not part of any particular cell. She frequently smuggles goods for their cause but does not get directly involved in demonstrations to avoid drawing attention to her position.

THE FACTS

The Arkesh Spacers do not have any direct involvement with any separatist or terrorist group. However, there are individual members that do support such groups or are actively involved with them but this is done without the knowledge or consent of the Arkesh Spacers and is in fact prohibited in the code of conduct.

Consequently, the players will not find any evidence to support Cryer's suspicions but they might discover the activities of some individuals (as mentioned previously). This can be achieved by cross-referencing the travel plans (where known) of Arkesh Spacers members with known separatist or piracy events and also by finding any outspoken individuals or member companies.

NANGU (ROGUE)

Nangu is a Vargr pirate and one of the Arkesh members responsible for their declining reputation. He operates as a free trader and engages in piracy when the opportunity arises.



ASOC SECURITY

There are two security guards who patrol the building and another two inside the security room who monitor the security cameras. For every attempt made to bypass the locks or security systems there is a one in six chance of the guards patrolling that area. If the guards are injured, it will reduce the players' chance of getting any cooperation from the Arkesh Spacers later on.

SECURITY GUARDS	CAREER PATH	STR	DEX	END	INT	EDU	Soc
Age 35	Agent (4)	9 (+1)	11 (+1)	10 (+1)	9 (+1)	8 (o)	8 (o)
Advocate 0, Computers 0, Gun Combat (Energy Rifle) 2, Investigate 0, Melee 1, Recon 2, Stealth 1 Laser Carbine (4d6+3), Stunstick (1d6), Flak Jacket (6), Reflec armour (0/10), Comm and Commdot							

With a successful Computers check DM -4, the blueprints to the building can be obtained from the construction company. Other security procedures can be found out by subtle observation and talking to employees. With enough information the players should be able to determine a security flaw and gain access without being detected.

The main door can only be unlocked with an Engineering (Electronics) check DM -4 and the emergency exit can only be opened from the inside. All of the internal office doors have low security locks and no DM is applied to the Engineering (Electronics) check. The only way inside the building without being seen is through one of the windows but these are linked to the security system and must be deactivated with an Engineering (Electronics) check DM -2.

There are computers in all of the office rooms but they are remotely powered down during the night and can only be turned on from the main computer centre. However, the computers in offices 1 and 2 are not powered down as they are for the use of anyone who is working after hours.

If an intruder is detected, the security guards will immediately inform each other and the main security headquarters (SHQ) who will send reinforcements. The guards in the security room will use the cameras to inform their comrades of where the intruders are.

Investigating the Spacers

Finding out what involvement the Arkesh Spacers have with the separatist movement can be done in several ways including hacking computer systems, infiltrating their organisation, interrogating employees and observing their activities.

HACKING

The Arkesh Spacers computer network can only be accessed from inside their facilities in the Commercial Dome and the best candidate for this would be the ASOC building. Although the building security is good, there are several computer terminals that can be accessed without being spotted by the security cameras.

The computers have standard security measures, which can be bypassed with a Computers check DM -2. Once in the system, there will be no evidence linking the Arkesh Spacers to illegal activities or to the separatist movement.

If the players get information on known travel plans of member companies, they can compare this data with known piracy attacks and separatist events. Cross-referencing the data in this way requires an additional Computers check but there will be no conclusive evidence as there are too many names.

They need to narrow down the list which can be done by accessing the reports and survivor logs filed on acts of piracy. A separate

Computers check DM + 2 is required to access this information and will reveal that the majority of attacks were carried out by a Vargr crew. If Vargr crews are cross-checked against the travel plans (with an additional Computers check), the only Vargr that was near all of the reported cases is Nangu (detailed previously).

INFILTRATION

Infiltrating the organisation is time consuming but will give the players easy access to the computers and employees of the Arkesh Spacers. To infiltrate the corporation, the players will need to successfully apply for jobs. The job interview process will be similar to the players' experience in the previous chapter with the interviewer asking about their skills, experience and their reason for wanting the job. The Arkesh Spacers outpost here on Gougeste is a big organisation so there are always job vacancies for a variety of roles.

Once they are employed by the company, the players will be able to access most non-essential systems and facilities, depending on their actual job description. Of course, there will be supervisors and other employees so the players must be careful if they go snooping around.

The players can also get to know some of the employees both at work and in more sociable environments. There are always workers who have a drink or two once they clock off for the day. It will become



evident after a while that there is no obvious evidence that suggests the Arkesh Spacers are involved in anything suspicious or illegal.

OBSERVATION

The players can observe employees of the Arkesh Spacers by hanging out in the venues where the workers spend their spare time. The Spacers Retreat will not allow the players in unless they are a member or employee of the Arkesh Spacers but the players will have no problem getting into Oasis.

If the players are allowed into The Spacers Retreat (or they bluff their way in) then they can talk to various employees of the Arkesh Spacers. The players will not get any information about illegal activities or connections to the separatist movement but they can get small details about the security in the ASOC building with some subtle Deception or Persuade checks.

If the players spend a few days in Oasis they will hear lots of gossip and news but nothing of real interest to them. That is until Jessica Nash (detailed previously) arrives a few days later. After a few drinks she will get into a heated debate with one of the locals about independence and the conversation can be heard by anyone nearby.

If the players listen more carefully they will discover that she supports free speech and the people's right to make their own decisions and to be in charge of their own destiny. The players can also speak to the locals here who will explain that Jessica is well known for outbursts like this.

INTERROGATION

If the players spend some time questioning the locals and employees, there will be nothing to suggest that anything illegal is going on here. The players can easily discover the names of Tina Hendrickson and Morgan Fairfax as key individuals at the outpost but nothing untoward will be said about them.

The players might want to question Tina and Morgan. This could be done in a civilised fashion by arranging a meeting, visiting them at home or talking to them in a bar. There is also the option of kidnapping and interrogation but this is rather unnecessary and will seriously harm any future relationships. Whatever method is used, the party will not glean any incriminating evidence but Tina will reveal that there are some unknown individuals who have been giving the organisation a bad reputation.

If the players question Jessica Nash, she will repeat her speech about independence and free speech. However, if she is

interrogated, Jessica will eventually reveal that she is a Zhodani agent. She does not know the details of any Zhodani operations, her mission is simply to encourage dissidents to destabilise the Imperium in the Jewell subsector.

Wrapping up

If all has gone well, the players have interrogated Jessica Nash and discovered that Nangu is a pirate. The party must now decide what to do with Jessica and whether to pass on their findings to the Arkesh Spacers.

The best way to deal with Jessica is to hand her over to the Arkesh Spacers security force. The players may also explain their other findings to them. Either way, before the players leave Gougeste, Tina Hendrickson will request that the players meet her in the ASOC. Tina will then thank the players for their help. She will tell them that they have made an ally today and she would like to offer the party free membership to the Arkesh Spacers. If the players have recently joined the organisation (most likely to aid their investigations), Tina will refund their fee but their membership will still be valid.

Finding Nangu

This is an optional scenario where Tina asks the players to track down Nangu and bring him back here so the Arkesh Spacers can prosecute him under Imperial high Law and help rebuild the organisation's reputation. If you do not wish to run this side quest, Tina will assign her own men to the task.

If the players agree Tina will pay them Cr. 50,000 now, plus Cr. 5,000 for each pirate that they apprehend and Cr. 25,000 for catching Nangu alive. If any of the pirates are killed, the players will only get half of the fee.

Tina will also give the players details of Nangu's ship (use any spacecraft that is of a similar size to the players' ship) and his planned route, which he filed two weeks ago. It indicates that he will not be back on Gougeste for some time so the quicker he can be caught, the more potential victims can be saved. Nangu's planned route is as follows; Zenopit, Zircon, Pequán, Utoland, Lysen, Emerald, Gougeste.

INTERCEPTION AT ZIRCON

If the players leave today, they should be able to catch Nangu at Zircon. Once in the Zircon system, the players will have to pilot their ship in a search pattern until they find Nangu's ship. They will detect several ships during their search and you can even have a false alarm where the players detect a matching ship but it is not Nangu's.

VARGR PIRATES	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 31	Rogue (3)	8 (o)	10 (+1)	8 (o)	9 (+1)	8 (o)	8 (o)
Athletics (Co-ordination) 1, Deception 1, Gun Combat (Energy Pistols) 1, Melee (Blades) 1, Recon o, Stealth o, Streetwise o Cutlass (2d6+4) or Laser Pistol (3d6), Flak Jacket (4)							



Nangu will not board a ship near a populated world and after 4d6 hours of searching the players will detect a ship that matches the description they have. There is another ship nearby and once they are close enough, the players will detect that both ships are docked.

When they are in visual range, the players will clearly see several distinguishing marks that will confirm that the ship belongs to Nangu. At close range, a sensor check will also detect high energy signatures indicating gunfire onboard the second ship.

The players must now board the ship and fight off Nangu's crew. The party can dock with either ship depending on the strategy they use but docking with Nangu's ship will allow them to secure the area and prevent the pirates from escaping.

Nangu and six of his team are on board the second ship and will not expect to be attacked. Two of the pirates are guarding the crew of the second ship whilst Nangu and his other men are stealing the cargo. There is also a Vargr pilot who remains on Nangu's ship so the players will need to search both ships to apprehend all of the pirates.

There is a good chance that some of the pirates will be killed in the fight but the players should try to take as many alive as possible. Remember, Tina will pay extra for each one captured alive as she wants them to stand trial to prove that they were acting independently of the Arkesh Spacers.

UTOLAND SYSTEM

There are five planetary bodies in this system but only the outer planet, Utoland, has been colonised.

Utoland 0409 C473464-7 NI

Utoland was first colonised at the end of the Second Frontier War. Having ceded several worlds to the Zhodani, the Imperium established a refugee colony on Utoland in 620. However, being so far from the Jewell Cluster and having little in the way of resources, the population of Utoland never grew beyond 40,000.

Shortly after the Third Frontier War, Utoland became an independent world but has recently been taken over by the Federation of Arden. Utoland is now in a state of unrest and although the Federation allows ships to use the starport facilities, access beyond that is limited.

The Federation of Arden maintain that they are here at the request of the previous administration and work for the benefit of Utoland but the majority of the population opposed the decision to be ruled by a corporation. It is these conflicting attitudes that are the cause of the unrest and the need to restrict access to the city.

Most of the population live in the capital city of Utane situated near the mining facility south of the city. A number of satellite towns can

also be found in the surrounding area. To the north and the west are two vast mountain ranges that are home to a wide variety of wildlife.

The Imperium has classed Utoland as non-industrial but the technology and resources supplied by the Federation of Arden are greatly improving productivity.

ATTITUDES

Due to the current social and political climate on Utoland, attitudes vary greatly. Whilst many people oppose the Federation of Arden's takeover of Utoland, others have welcomed it. The economy is certainly improving but many feel this has come at the cost of personal freedoms.

LAWS

Landing is only permitted at the starport. All assault and heavier weapons are illegal as is trading in high technology items. Trade permits are required for anyone wishing to enter the city.

Due to the unrest and several outbreaks of violence, legal weapons also require a permit. These permits are given out sparingly and only with good reason. Anyone found breaking this law is arrested, fined and has their weapons confiscated. Anyone caught using a weapon faces imprisonment. There is a continuing weapons amnesty where anyone can anonymously deposit their weapons without suffering any consequences. Travellers are permitted to leave personal weapons on their ships but large quantities of weapons will be assumed to be cargo for sale and subject to the aforementioned punishments.

PLACES OF INTEREST

Utane: The capital city is home to the majority of the planet's population. The city is split into two levels. The upper level is located within a large dome on the planets surface and is primarily a commercial area. The lower level is underground where most of the houses have been built.

Starport: The starport is accessible to any traveller for refuelling but access to the city requires a trade permit. The only way into the city is through one of the security checkpoints. Anyone without a permit will not be allowed through and directed to the administration office.

Mining Facility: The facility consists of a number of mines located 100 km south of Utane. Upgrades and maintenance work is still being carried out but the majority of the mines are now in full production. Access to these facilities is restricted to authorised personnel only.

The Blue Room: This bar is located on the lower city level and is frequented by individuals who make it quite clear that they are not happy with the federation's rule. The federation are aware of the activities here but have not gotten involved, partly to



avoid unnecessary conflict but it also allows them to monitor and identify potential trouble makers.

Access to Utane

Before the players are allowed access to the city, they will need to get a trade permit. They can find out how to do this by speaking to one of the clerks in the administration office. The clerk will explain that although the Federation of Arden does not wish to prevent trade in Utane, permits are necessary for security reasons. Not only does it help prevent unwanted or illegal traders from doing business here but all trade can be monitored and regulated.

Upon application for a trade permit, the players' ship will be inspected to make sure that they are not carrying any contraband. Whilst the ship is being searched, all crew members are interviewed and a local background check is carried out. Luckily for the players, the fugitive alert has not reached Utoland. Interviews are short and include the following questions:

- What is your reason for coming to Utoland?
- What type of goods or services do you usually trade?
- Have you got a criminal record?

If any of the replies do not match or the interviewer suspects the person is lying then the permit will be denied. If the interviewer is happy with the answers and they all seem to check out, the party will each be given a trade permit.

Once approved, the party's details are then submitted for a more thorough background check, which will take at least four weeks. If any problems come to light then the next time the party visits Utoland they will be arrested, charged and their trade permits revoked.

If the players fail to get valid permits, they will either have to move on to the next world or attempt to gain access to the city without a permit. However, since the only way in is through the security checkpoint, it is highly unlikely that they will be able to get inside.

Miranda

Once the players have gained access to the city of Utane, they can begin their search for the separatist known as Miranda. With nothing else to go on, the players will have to make some discreet enquiries to see if they can find anything that will lead them to her.

It may occur to the players that the actions of the Federation of Arden seem diametrically opposed to the ideals of the Liberation Front, so perhaps Miranda is trying to form a new cell here to fight against the federation. This will give the players a new avenue of enquiry and they can focus on subtle questions about resisting or fighting the federation. Although most people will not be forthcoming with such information, some will suggest that the players check out the Blue Room bar.



THE BLUE ROOM

If the players do not know about the Blue Room, agent Cryer can find the party and subtly point them in the right direction. However, his contact with the party will be subtle and brief as he does not want to compromise his position as he infiltrates the corporation.

Some of the regulars here will be suspicious of the party when they first enter and the players will often feel as though they are being watched. After spending a short time here, it will become clear to the players that this is a common venue for people to complain about the Federation of Arden and their imposed rulership on Utoland.

In the evening, the players will notice a woman having discreet conversations with some of the regulars. Unlike most people here she does not openly criticise the federation or speak out against them. Instead, she speaks subtly and quietly. There is a good chance that this is the person that they have been searching for. If the players ask anyone who she is or if they approach her directly, they will discover that this is Miranda.

INTERROGATING MIRANDA

The players must now decide how to go about questioning Miranda. Given their circumstances, they could try talking to her as people wanting to join the revolution. She will of course be suspicious so Deception or Persuade checks will be necessary to convince her. Even if the players are successful, the information that they get will be limited and you can choose what to reveal at your discretion.

Alternatively the party can attempt to ambush and interrogate Miranda. She will be outnumbered and will favour flight over fight but with some careful planning she should soon be in the players' custody. Once the party have taken her to a private and secure location they can begin the interrogation and it will not take much coercion to make her talk.

Miranda will not know anything about the conspiracies that the players are investigating. When asked about the Federation of Arden she will spit, saying that the federation is no better than the Imperium, that the situation here on Utoland is a prime example of their willingness to reduce personal freedom and independence. She will also confirm that she was recruiting potential candidates for a new cell here on Utoland.

If pressed for further information, Miranda will also reveal that the cell she belongs to is based on Zenopit in the city of Orelia. Her contact within the cell is a Vilani by the name of Rimik.

The information obtained from Miranda will clearly prove that there is no connection between the Federation of Arden and the Liberation Front. The players also have a good lead for when they visit Zenopit. The players must also decide the fate of Miranda.

ZENOPIT SYSTEM

Two gas giants occupy the inner orbits of this system with four planets in the outer orbits. Aqua is the fourth planet from the sun and Zenopit is the sixth.

Zenopit 0210 D130546-7 Po NI G

Zenopit is a small planet on the rimward edge of the subsector. This desert world was never considered for colonisation until a group of prospectors found traces of lanthanum. Further investigation revealed several rich deposits and in 782 the planet was colonised.

Like many other worlds, Zenopit thrived for many years until the lanthanum deposits ran dry and the economy collapsed, unable to support itself. This led to a mass exodus in 893 where most people with the means to leave Zenopit did so while the opportunity was there. Those who were unable or unwilling to leave combined their resources and continued to mine the few remaining mineral deposits.

The population of 180,000 are spread out over three settlements, two of which are located close to mining facilities and the third operates the only working ore processing plant. The refined ore is then traded with neighbouring systems for food and other essential supplies.

Until recently, Zenopit had regular trade routes with the Federation of Arden who began to show an interest in investing on Zenopit. However, with the sudden occupation of Utoland, the Zenopians pulled out from the negotiations. The Federation of Arden responded with a trade embargo, stating that it would only be lifted if Zenopit agreed to join the federation. This has made things difficult for the Zenopians but they still enjoy good trade relations with other nearby worlds.

ATTITUDES

The inhabitants of Zenopit are a proud people. They work hard to survive and through the greatest adversary, their colony still struggles on. Many Zenopians are not afraid to speak their mind and more than anything else, they value their freedom and independence.

It is also important to note that the Zenopians' belief in independence is not an isolationist or xenophobic reaction but a resistance to being subjugated or dictated to. Relationships with other worlds are important to the Zenopians and they fully understand that trade is essential to the survival of many colonies, including their own.

The Imperium is not held in high esteem on Zenopit, for not only has the Imperium ignored requests for aid but some



Zenopians blame the Imperium for strip-mining their world due to the demand for lanthanum at the time.

This anti-Imperial sentiment has been growing on Zenopit for some time and ultimately led to the formation of the Liberation Front. With the recent events concerning the Federation of Arden, life has become difficult on Zenopit but it has only strengthened the resolve of the people here. Although many Zenopians empathise with the Liberation Front, there are those who feel that the group has gone too far and their actions will ultimately harm the people of Zenopit.

LAWS

Anyone is permitted to land on Zenopit. All weapons, except for shotguns, stunners and melee weapons are illegal. Most drugs are also considered contraband, except medicinal drugs and non-addictive narcotics.

PLACES OF INTEREST

Xenoport: Situated close to the starport, Xenoport has become the trade hub of Zenopit. Many consider it to be the capital but there is no official status in this regard. The southern region of the city is dominated by the ore processing plant. Lanthanum ore is shipped here from Orelia and Lacuna. Once processed, the ore is ready to be exported by Xenoport's small fleet of ships and other merchants.

Orelia: Orelia is located near the largest mine on Zenopit and produces nearly three quarters of the lanthanum exports. The city is a vast underground network of tunnels and caverns but since the exodus, only half of the city is used. The rest has fallen into disrepair and several tunnels have already collapsed.

Lacuna: Lacuna is the smallest and newest settlement on Zenopit. The dome was taken from an abandoned settlement to be rebuilt near a refurbished mining facility. However, part of the dome was damaged in transit so nearly a quarter of it has been sectioned off and is uninhabitable.

Aqua 0210 D389324-7 Po Na NI Wa G

In contrast to the desert world of Zenopit, Aqua is an ocean planet with virtually no land. The settlement here is the sister colony to Zenopit and was built for a specific purpose; to collect and purify water for delivery to Zenopit.

There is only one town located on a small island. The people here consider it a place of work rather than their home and many of them work for six weeks before being rotated with other workers from Zenopit.

ATTITUDES

The people here are Zenopians and as such they share the same outlook and beliefs.

PLACES OF INTEREST

Aqua: The only place on the planet is the town of Aqua, which shares its name with the planet. Although the town is quite small, it occupies the entire island so space is always at a premium. In addition to the water processing plant, the town provides small but comfortable accommodation and a number of recreational facilities.

Loyalties

It will not take long for the party to realise that the attitudes of the Zenopians are not only compatible with the Liberation Front but most people agree with separatist agenda, at least in principle. Most Zenopians do not actually know the identities or locations of the Liberation Front members but even if they do, they will not knowingly reveal anything that could compromise the group.

If the players have interrogated Miranda on Utoland, they will know to focus their efforts on Orelia. If they devise a story whereby they want to join the movement, mentioning Rimik will open a few doors. If the party does not have this information they will find it much harder as they do not have the name of a contact within a cell. There are a total of three Liberation Front cells, one based in each city.

The players will have to use cunning and guile before they can even get close to members of the Liberation Front. The fact that the party are offworlders will make it difficult for anyone close to the separatists to trust the players. If the players manage to befriend one of the sympathisers and mention that they want to join up, a meeting can be arranged but first the party will have to prove their motivations and loyalty to the cause.

ship is being searched, all crew members are interviewed and a local background check is carried out. Luckily for the players, the fugitive alert has not reached Utoland. Interviews are short and include the following questions:

SABOTAGE

For their test, the players will be tasked with sabotaging the next Imperial ship that lands in the starport. The goal is to disable the ship to delay its departure and it must be clear that it was an attack by the Liberation Front.

The players will have total freedom to do this in any way they want but they must do it on their own without any help. This is not just a test of loyalty but one of resourcefulness and nerve. The players will hopefully not be thrilled by the task and will most likely plan it to avoid any casualties. The party will be informed that an Imperial ship is in the system and is due to land in approximately 4d6 hours so the players do not have long to plan and execute their strategy.



THE MEETING

If the players were successful in sabotaging the Imperial ship, they will receive a message several hours after completing their task. The message will request that the party leader go to a specific place at a specific time. The meeting will be at night and at a venue that is private and remote, such as an abandoned tunnel or building.

Assuming that the players are in Orelia, they will be met by Rimik. He will be at the meeting place long before the player shows up. Rimik will make sure that the person is alone, so if anyone else is hiding nearby they must make a successful Stealth check or Rimik will simply sneak off and no further contact will be made.

If Rimik is satisfied that the player is alone, he will speak from the darkness. Rimik will first congratulate the player on completing the task. He will then ask why the party wishes to join the movement and what the players' motives are. If he is satisfied, Rimik will then explain how the cell works.

Until the party can be fully trusted, Rimik will be their only contact and he will give the player his name if not already known. The party must either stay on Zenopit or visit regularly to be of use to the Liberation Front. When a job needs doing, he will contact the player to give instructions.

CAPTURING RIMIK

Unless the players have planned to ambush Rimik at the meeting, they will have to wait until they are contacted again before they can attempt to capture him. If the players wait on Zenopit, they will be contacted several days later. As before, they will be given a message to meet Rimik where they can set an ambush to capture him.

Once they capture Rimik, he will not easily give up information on the Liberation Front and the players will have to get heavy handed before he will talk. If they are successful, Rimik will explain that he does not know the identities of anyone in his cell as his contact was recently killed. They purposely limit contact between members to avoid the cell being compromised should anyone get captured (such as now).

It will take further persuading and he must be asked the right questions but eventually he will finally reveal that there was talk of assassinating the new duke once he has been appointed to office. However, this was not being done by his cell and he does not know any more details about it.

On that bombshell, the players must decide what to do with Rimik and where to go next. They have found a key piece of information



but on its own it is not much use as they do not know the where, when or how.

ZIRCON SYSTEM

The Zircon system has three gas giants and two planets. Zircon occupies the outer orbit and is the only colonised world in the system.

Zircon *0310 C791668-9 M* *I N I G*

Zircon was originally colonised in 1006 by settlers from Arden, hoping to expand their sphere of influence. The population quickly grew to just over one million people and Zircon enjoyed good trade relationships with neighbouring systems.

In 1083, during the Fourth Frontier War, House Mallor established a military base on Zircon and imposed Imperial rule. The base was constructed to provide supplies and facilities for Imperial forces travelling through Jewell from neighbouring subsectors. With the presence of the Imperium, many of the original colonists relocated back to Arden but those who remained reluctantly accepted Imperial rule.



Since the war, House Mallor has amassed their own private army, which operates out of the military base to protect their interests and that of the Imperium. The last 10 years has seen a steady rise in the population, which now numbers over two million.

More recently, the Federation of Arden has begun to invest in mining facilities here to raise their influence on this world, which is now becoming a threat to House Mallor's control of Zircon. This has led to House Mallor banning the trading of all technology in an effort to curtail the Federation's expansion on Zircon.

ATTITUDES

Zircon has a mix of citizens; those who are happy with Imperial rule and those that are not. Such differing opinions have created an undercurrent of tension amongst the populace. This division has resulted in most imperialists gravitating towards the major cities, whilst others have settled in smaller towns where Count Mallor's presence is not so strong.

HOUSE MALLOR

House Mallor is currently ruled by Count Vincent Mallor who rose to fame at the beginning of the Fourth Frontier War for successfully defending Emerald against a superior Zhodani fleet in 1083. Shortly after this victory he was given the title of Count Mallor and the governorship of Zircon.

House Mallor has had a distinguished service in the Imperium but since ruling Zircon, Count Mallor has recently started to see the Imperium in a different light. The activities of the Liberation Front and other separatists have led him to believe that no matter what the intentions of the Imperium and the good that it has done, there are those who value their freedom above this.

Imposing their rule over weaker civilisations is nothing short of dictatorship and the count has personally seen the effect with varying degrees of hostility aimed at him since he took control of Zircon. Although Count Mallor does not agree with all of the actions of the Liberation Front, he does empathise with them and plans to use the separatist movement to gain the support of his people.

The count's political ambitions are now focussed on seceding from the Imperium and becoming an independent world. However, before he can move against the Imperium, he must first deal with the Federation of Arden who are more of an immediate threat to his power base and ambition.

LAWS

Travellers must request permission to land at the Zircon starport and must declare their cargo. All visiting ships are subject to inspections before passengers and crew are permitted to leave the starport. All weapons and technology are considered contraband here.

PLACES OF INTEREST

Landaro: The capital city was built when House Mallor settled on Zircon and originally consisted of one large dome close to the starport. As the population grew, three smaller domes were built that connected to the central dome. Each dome has its own residential, commercial and industrial areas. Landaro is one of the few cities on Zircon that has a noticeable presence of people who support or are descended from the original settlers from Arden.

Mallor Estate: The luxurious home of the Mallor family is a stunning building that makes a clear statement as to the Count's position and wealth. Security on the estate is high, comprising of security guards and a sophisticated security system.

Independence

After spending some time in Landaro, the players will soon gain an understanding of the people here and their attitudes. If they talk to any of the locals, the players will discover that the Liberation Front is not only popular here but they used to be quite active, causing problems for House Mallor and the Imperium.

However, the Liberation Front have not made any attacks since they broke into the Mallor estate and defaced the building about 20 weeks ago. Since then, the Liberation Front have freely voiced their opinions without interference from Mallor's law enforcement.

It is unusual for any group like the Liberation Front to suddenly cease activity or work so openly, so it is a fair conclusion that something must have happened. There are two main avenues of investigation:

- Infiltrating the Liberation Front.
- Speak to Count Mallor.

INFILTRATING LIBERATION FRONT

Unlike most Liberation Front cells, the members here do not have strict security measures since they are now free to operate on Zircon (within reason). By speaking to people in the smaller towns, the players will easily be able to make contact with the group.

The players will meet one of the Liberation Front members, a female Vargr called Inga. Inga will explain that House Mallor has recognised the group's right to free speech as long as they do not cause harm to anyone or anything. If the players ask why the count agreed to this Inga will not know but she will say that public opinion of the Count Mallor has improved slightly.



If the players ask Inga about her connection to other Liberation Front cells and their plans, she will say that the work her cell does here is the true path for the separatist movement and that other groups seem to adopt more violent methods. She is not aware of any larger plans for the Liberation Front.

AN AUDIENCE WITH COUNT MALLOR

To speak with the count, the players will have to make arrangements through his aide. With his current objective of winning the trust of the people, Count Mallor is quite approachable and his aide will arrange a meeting.

At the appointed time, the players will be allowed access to the Mallor estate and ushered to a conference room. After a short wait, the count will enter and greet the party. Count Mallor is an intelligent man so if the players attempt to deceive or be subtle in any way, the Count will simply state that the players can get to the point without risk of insult or rebuke.

Once the players ask about his recent decisions concerning the Liberation Front, the Count will explain the situation on Zircon and the tensions between the people here. Although he does not condone the previous actions of the Liberation Front, he understands their philosophy and reasoning.

CONCLUSIONS

The players should eventually realise that although the situation here is unusual, there is nothing that directly links the people here with the conspiracies known to the players. The Liberation Front cells that operate here seem to do so independently to cells on other worlds and take a different approach to voicing their opinions. If the players are particularly loyal to the Imperium, they might be concerned with the amount of freedom that Count Mallor allows the separatists but there is little they can do about it at this time.

KEYSTONE

PEQUAN SYSTEM

The Pequan system has nine planets with Pequan occupying the third orbit. There is also a planetoid belt in the fifth orbit

Pequan 0410 E5656B9-4 Ag Ga NI Lt

In 101, Etienne Rasa led a group of colonists here to make their home on this a lush and fertile world. Rasa and his people wanted to live an agrarian lifestyle without the use of advanced technology and without getting involved in the politics and bureaucracy of the civilised universe.

The self-sufficient colony grew at a steady rate as the people turned their hands to farming the fertile lands. Travellers and traders are permitted to visit but there are few facilities to encourage ships to land here and the people rarely trade as there is little they require that cannot be obtained locally. The locals barter goods with each other so the little currency that exists here has come from selling to offworlders. Some people have still got coins that were passed down through generations of their family because they have simply not had a use for them.

Many offworlders find it unusual here for there is no hustle and bustle like most cities and there are no signs of overcrowding or rundown areas. Life here seems to happen in slow motion and after a short time here, most people find it difficult to rush or do anything quickly.

Pequan has been of interest to the Imperium, the Zhodani and more recently the Federation of Arden. However, Pequan has refused to become a part of any government or political faction, including groups from the separatist movement. Pequan is ruled by descendents of Rasa and to this day the colony has remained completely independent and neutral.

ATTITUDES

The inhabitants of Pequan are an agrarian people who are content with the lifestyle that they maintain on this paradise world. Although determined to preserve their way of life, the people here are not isolationists and welcome travellers, not so much to trade with them but to encourage them to stay here and share their way of life.

Pequan has a stable and peaceful society. This is not just a result of their way of life but their strict legal system that imposes harsh penalties for any crime that would upset the status quo.

LAWS

Travellers are permitted to land here but there is a strict ban on all weapons and technology TL 4, except within the confines of the starport. Anyone found breaking these laws will be exiled from

Pequan. Anyone caught using a weapon will be imprisoned and murder carries the death penalty.

PLACES OF INTEREST

Rasa: The capital city was named after its founder, Etienne Rasa. Like all settlements on Pequan, the buildings are modest structures constructed from wood and stone. There are very few shops here as most trade is done at the daily market in the city centre. There are several inns spread around the city, many of which provide accommodation.

Neguda: The small town of Neguda is situated roughly 10 km north of Rasa. It is much like Rasa but only has a population of several thousand. Agent Cryer has a safe house here that he uses occasionally.

Rendezvous with Cryer

When the players land at the primitive starport on Pequan, local officials will greet them and explain that all weapons and technology must not leave the starport. The players will notice that agent Cryer's ship is here so he must be in the safe house he spoke of.

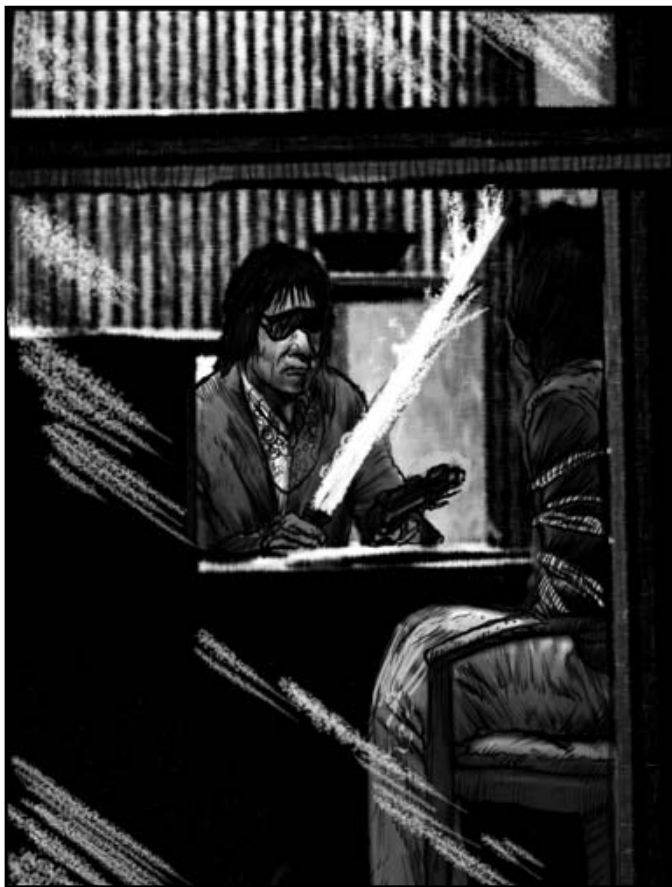
Following agent Cryer's directions the party head for Rasa, which is less than a kilometre east of the starport. Since technology is not allowed, the party will have to walk there. Once at Rasa they must head north out of the city and walk for roughly two hours until they arrive at Neguda. Cryer's safe house is the outermost building on the east side of the town.

SAFE HOUSE

As the party approach the house, they will see that it is located a good distance from the rest of the community. It is a small single storey building that shows some signs of neglect. If they approach with caution they can each make a Recon check DM -4 and if successful they will hear a voice from inside that does not sound like agent Cryer.

Stealth rolls are required to successfully sneak up to a window and look inside the house. Peering through the window the players will see that agent Cryer is tied to a chair and being tortured by someone. The man is holding a blade and if the players look carefully they will see that he also has a laser pistol strapped to his leg.

If the players do not spot the torturer and just blunder in, they will be met by laser fire. Since the players will not have any weapons on them, they must find cover and devise a way to subdue the man. The players could get the local law enforcement involved but by the time they get here Cryer could be dead and the authorities could also cause problems for the party.



If the torturer is not aware of the party they will have the element of surprise but will still have the disadvantage of being outgunned. The torturer is actually an Imperial agent who is secretly working for the Zhodani.

The players will eventually be able to subdue the agent but there could well be some casualties. Agent Cryer will be in bad shape but with food and medical treatment he will make a full recovery, with a few scars to remind him of the ordeal. Cryer will explain that he must have been followed by the torturer.

INTERROGATION

The man is obviously an agent but who does he work for and why was he following Cryer? The party can interrogate the agent to get some answers but he has been trained to endure torture and will

reveal very little. Depending on the success of the interrogation and the agent's resistance, he can reveal any of the following facts:

- He is actually half Zhodani.
- His job was to track down agent Cryer who was suspected of working with agent Forbes.
- He was to find out what Cryer knew and then terminate him and any associates.
- He does not know the details of the Zhodani plans, only that someone in a position close to the new duke is a traitor.
- The duke has something that the Zhodani want but the agent does not know what it is.

If the players ask about the new duke, Cryer will explain that a new duke for Jewell subsector has been chosen and the inauguration ceremony is planned to take place on Jewell in six weeks time.

Once they realise that no other information is forthcoming, the players must decide what to do with the agent who now knows the identity of everyone in the party. Cryer will be very blunt and say the agent must be killed to maximise their chances of success.

Putting the Pieces Together

Once the situation with the agent has been dealt with, agent Cryer and the party can exchange information and discuss the way forward. If he has not already done so, agent Cryer will pass on the news about the new duke.

Cryer will explain that his investigation turned up no evidence that the Liberation Front are involved with the Federation of Arden and are in fact opposed to them. No other evidence was found linking the federation to the conspiracies. The players can explain their findings and assuming they have been successful on all of the worlds, they should now know the following facts:

- The Liberation Front is paying for weapons (two laser rifles) to be smuggled on to Jewell. The specific timing of this coincides with the inauguration of the new duke.
- The Arkesh Spacers are not involved with the separatist movement.
- The Zhodani have agents in the Liberation Front and possibly other groups. Their job is to manipulate the separatists to cause dissention and unrest within the Imperium.
- The Federation of Arden is not involved with any political groups and the separatists are actually opposed to them.

AGENT	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 30–33	Agent (3)	9 (+1)	10 (+1)	10 (+1)	9 (+1)	8 (0)	8 (0)
Athletics (Endurance) 1, Comms 0, Computers 0, Gun Combat (Energy Pistol) 1, Investigate 2, Melee 1, Recon 1, Stealth 0 Laser Pistol (3d6+3), Blade (2d6), Cloth Armour (5)							



- The Liberation Front are based on Zenopit and want total independence from the Imperium and any other political faction.
- The Liberation Front are planning to assassinate the new duke of Jewell subsector.
- House Mallor are using the separatists for their own agenda but House Mallor are not involved in the conspiracies.
- Someone in a position close to the new duke is a traitor. A good assumption would be that this person will somehow aid in the assassination.
- The duke has something the Zhodani want, which is most likely the reason he is being assassinated.

The key fact they should now know is that the Liberation Front, under the influence of the Zhodani, plan to assassinate the new duke at his inauguration ceremony. The players must discuss how they can prevent this but given the time scale they must leave now and work out the details en route to Jewell. Agent Cryer will take his own ship and they can discuss any plans during their refuelling stops.

The main problem that the party has is they are wanted fugitives and there is a good chance agent Cryer might also be wanted now if the enemy suspects that he may know too much. Cryer will say that since they do not know who can be trusted, he will have to work in an unofficial capacity and stay off the radar. However, on the plus side, Jewell is overcrowded so it is unlikely they will be noticed unless someone is specifically looking for them.

JEWELL SYSTEM

The Jewell system has two gas giants and two planetoid belts. Jewell occupies the third orbit in the system. There are four additional planets, all of which are uninhabited.

Jewell 0306 A777999 C 2 I Hi Ht In G

Jewell is the core planet in the Jewell Cluster and is a far cry from the world that its name suggests. Discoloured clouds fill the skies and the drab buildings are covered in grime. The pollution created by the vast industries is now worse than the natural taint in the atmosphere. Short-term exposure is not fatal but long-term exposure can lead to respiratory diseases and various types of cancer. Masks are provided free of charge to any visitors who need them.

The first colonists arrived on Jewell in 318 and established a few small, independent, settlements. Years later, discoveries of lanthanum deposits lead to rapid industrialisation and technological improvements. With rising tensions against the Zhodani, military bases were built to defend against any possible attack.

Jewell was on the front line during the First Frontier War and the Imperial Navy forces failed to repel the Zhodani attack in 592, resulting in their occupation of the planet. A campaign was launched to retake the world and in 603 Jewell was once again under Imperial control.

Improved defences successfully fought off several attacks during the Second Frontier War but additional forces and facilities were added to ensure that it would hold against further attacks. The Imperium's foresight paid off and Jewell became a staging point for Imperial forces during the Third and Fourth Frontier Wars.

ATTITUDES

Fashion is not something that exists for the six billion inhabitants of Jewell as most people wear drab but practical clothing. Combined with the filter masks they wear, the locals can seem to be unwelcoming and even intimidating to offworlders. However, once the masks are removed the people of Jewell are actually very friendly to offworlders, except with Zhodani and in some cases, Vargr.

LAWS

All Imperial travellers must register their business and cargo before landing at the starport, anyone else is denied access to Jewell. The authorities on Jewell have banned all weapons, drugs, psionics, and information..

PLACES OF INTEREST

Facet: The capital is a vast sprawling city, home to 12 million people and some of the largest industrial complexes on the planet. Some sections of the city, mainly the commercial districts, are domed to protect against the polluted and tainted atmosphere. The majority of buildings lie outside these zones and are sealed against the noxious air.

Imperial Dome: This small dome is located in the centre of Facet and protects the government buildings and facilities. It also contains one of the few parks on the entire planet.

Further details on Jewell can be found on page 62 of *The Spinward Marches*.

Inauguration

The inauguration of Duke Benoit Zahn is scheduled to take place in two days at midday. The ceremony will take place at the park in the Imperial Dome. Security around the park will be high but public access will be allowed. Live holographic feeds will be projected around the planet so the general population can watch the ceremony as it happens.

Agent Cryer and the players have several objectives. They must attempt to save the duke's life, reveal the traitor and expose the assassins from Liberation Front. The party does not know exactly when the assassination attempt will take place but it is a safe assumption that it will be done at some point during the ceremony when the duke is most vulnerable.

As Cryer has already pointed out, they are not able to go to the authorities in case the party unwittingly reveal what they know to the enemy. If this happened, the assassins might be tipped off and



BENOIT ZAHN

Benoit Zahn is an accomplished diplomat and is currently the aide to the governor of Jewell, Lucien Gray. Governor Gray is now in his sixties and wishes to retire, so not only will Benoit assume Lucien's role but Benoit Zahn will also be given the title and position of Duke of Jewell subsector.

Benoit is a slim man who stands roughly six feet in height. He has short dark hair and a closely cropped goatee beard and moustache. Benoit is not one for pomp and circumstance but sees it as a necessary part of his job. He is a clever man but also knows how to head the wisdom of others, which makes him an ideal candidate for the position of duke.

BENOIT ZAHN	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 36	Noble (4)	7 (o)	7 (o)	8 (o)	9 (+1)	11 (+1)	11 (+1)
Admin o, Advocate 1, Carouse 2, Diplomat 2, Investigate o, Persuade 1							



the players would be silenced, permanently. The players are also fugitives and would be imprisoned and charged for the crimes of which they have been accused. This means that the players are on their own.

The second problem that the players have is that weapons are illegal on Jewell so any attempt to stop the assassins will have to be done with improvised weapons. The players could attempt to smuggle in

some weapons but the additional security will make it very difficult and if the players were caught it would not look good considering their existing crimes.

The players must plan their strategy very carefully as they will only get one attempt to save the duke's life. The players should have enough information to determine that there will be two assassins, each with a laser rifle but this might not be apparent to them. Allow

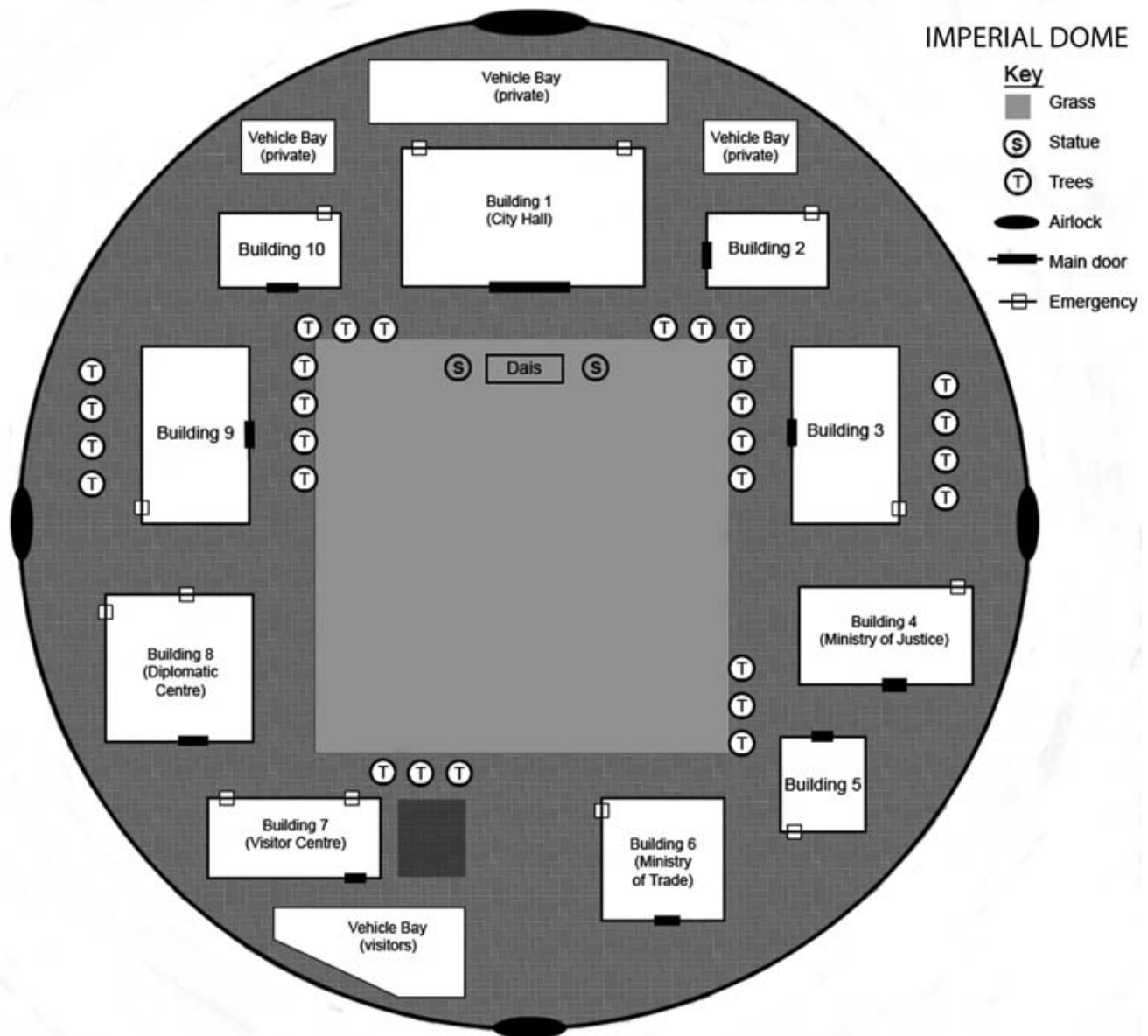
THE KEYSTONE

The keystone is a small hexagonal prism made from a diamond like substance and edged in pure lanthanum. It is exactly 10cm long by 4cm wide. It is believed to be some sort of key left behind by the Ancients but its origin or purpose has never been confirmed.

The keystone was found at the site of Facet when it was first being constructed. It has become a symbol for the prosperity of Jewell and is always given to the highest ranking governor as a mark of office. The people of Jewell place great value on the keystone so it is always safely locked away until it is needed for public ceremonies.

Keystones are in fact used to activate the Tripwire devices (see page 56) that have been discovered by the Zhodani. The Zhodani have their own keys but the Jewell keystone represents a potential threat to their new weapon, should the Imperium discover its secret. The Zhodani have therefore planned the assassination of the duke (which has benefits of its own) so that one of their agents can swap the keystone for a fake.

If a keystone is on the same planet as a Tripwire device the keystone will glow, getting brighter the closer it is to the device. If the correct keystone is inserted into a Tripwire device it will activate. The keystones found by the Zhodani only work on specific devices but the Jewell keystone is the master key that can be used on any device.



the players to discuss their options but if they get stuck, agent Cryer can suggest any of the following:

- The duke will be most vulnerable when he makes his speech on the park dais. Part way through the speech Governor Gray will relinquish his position to Benoit, symbolised by handing over the Jewell keystone. When Benoit accepts the keystone he will be pronounced Duke of Jewell subsector.
- The players should investigate the park and look for potential areas where an assassin might shoot from, taking into account access and trajectories.
- The best long ranged weapon would be a laser rifle but that would be difficult to smuggle past security.
- Short ranged weapons would be easier to smuggle in but will drastically reduce the options of where to shoot from and increase the chance of being caught.
- The Liberation Front are extremists so it could be a suicide shooter or bomber.
- There could be multiple assassins.
- The party need to look out for the traitor to see what his part is in all of this.
- The traitor might be involved in the assassination or he might have another role to play.
- A risky option is to somehow have a secret meeting with the duke to warn him about the assassins and the traitor.

SECRET MEETING

This is a risky and difficult move but the players can attempt to sneak past the duke's personal security detail and speak with him. The duke will be visiting various places before the inauguration so the players can pick the most opportune moment to do this, perhaps even arranging a distraction.



It is up to the players to decide how much to tell the duke but the more they say the more believable and shocking it will be. Persuade checks will be necessary and if agent Cryer is present, the players will get a +2 DM. If the players are successful, the duke will listen to any suggestions that they have but he will not cancel the ceremony as it is too important.

The players must advise the duke not to share this information with anyone until they know who can be trusted. The players will hopefully find the assassins before they shoot but the duke should wear hidden armour just in case. The players may also want to fake the duke's assassination in the hope that the traitor will reveal himself.

CEREMONY

When the day of the ceremony arrives, the players must ensure that they are prepared and in position for whatever plans they have in place. If they plan to find the assassins they will need to be watching the correct areas, preferably searching the buildings.

The assassins are in the Visitors Centre and Ministry of Trade where the security is weakest. However, the players might need to hide from approaching security guards in case they are detained as fugitives. If the players find the assassins before they shoot the duke, the perpetrator's can be questioned. The players may also wish to take the shot if they are planning to fake the assassination and draw out the traitor.

To spot the assassins from the outside requires a Recon check DM -4. If searching the buildings then the players must make an Investigate check DM -1. Both assassins will shoot as the duke is being presented with the keystone.

The traitor is the duke's aide and he will wait until the duke has been shot before he makes his move. In the chaos and confusion that will follow the shooting, he will swap the keystone with a fake.

The dome will be busy and the park is crowded with people from all walks of life here to see the inauguration of the new duke. Security guards and police are everywhere and it is difficult to move through the throng.

This is a major situation for the players so try to draw out the suspense as much as possible. Frequent Recon checks should be made to build the paranoia. The players will catch the eye of

security guards and police, forcing the players to move further into the crowds. Some people will look suspicious but upon closer examination they will not appear to be concealing any weapons.

When the ceremony starts, there will be a series of speeches from a number of nobles. The players will have their attention focussed elsewhere so will not hear the details. With the huge crowds and police presence, it will be a slow process for the players. Eventually, the duke will make a speech and be presented with the keystone.

TAKING THE SHOTS

What happens from this point will depend on what the players have done. If the assassins get the opportunity to fire, they will both hit their target directly in the heart. If the duke was not wearing armour then he will be killed instantly. If the players were able to warn the duke and he is armoured, the he will be seriously injured but will survive.

When the duke is hit, he will fall to the floor and drop the keystone. His security guards will surround him as the aide rushes to his side to make the switch. If any of the players were watching they will see all of this happen, as will the duke if he is still alive. While this is going on, the police will seal off the area and do their best to keep the crowds under control.

When the shots are fired, anyone looking in the right area for the assassins can make a Recon check DM +2 to determine where the shots were fired from. The players can then attempt to find and apprehend the assassins.

THE DUKE LIVES

If the players have previously met with the duke and he survived then he will vouch for the players. The duke will want to make heroes out of the party but agent Cryer will insist that their involvement remains secret until the larger threat has been dealt with.

If the players apprehended the assassins, the police will not know who is guilty and arrest the assassins and any players with them. If the players have already met the duke then he will vouch for them. If the duke does not know the players then they must prove that they are the good guys. Agent Cryer will come forward at this point in an official capacity to help the players, hoping that none of the police have been compromised and are working against the Imperium.

ASSASSIN	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 32	Agent (3)	8 (o)	12 (+2)	8 (o)	9 (+1)	8 (o)	7 (o)
Athletics (Co-ordination) 1, Gun Combat (Energy Rifle) 2, Recon 1, Stealth 2							
Laser Rifle (5d6+3)							



THE DUKE IS DEAD

If the players were unable to save the duke then things will be a lot more difficult for them. However, agent Cryer will still risk coming forward to help resolve the matter and hope that there are no enemy agents amongst the police and security officers.

VINDICATION

The situation will most likely demand that the party prove that they are not responsible for the crimes that they have been accused of. If they have saved the duke, then that will certainly help their cause and agent Cryer will also speak on the players behalf.

Unless things went badly wrong, the party will be absolved of all crimes. However, this may not apply in Zhodani territory where there are agents still out to get the party.

The Keystone

When the initial chaos is over and the players have been exonerated, they must turn their attention to the keystone. If the players have the duke's ear and saw his aide making the switch, the duke will have the aide arrested and the real keystone will be retrieved. Likewise, if the duke saw this happen the outcome will be the same.

The keystone is essential to the next part of the story so if nobody spotted the switch being made or the aide did not get the opportunity to make the switch, you will need to engineer a situation whereby the players know that the keystone is important. Ideas for this can be as simple as someone else seeing the switch or the aide being caught later on trying to take the keystone.

Assuming the aide is caught he will be questioned and will reveal that he has betrayed his people to work for the Zhodani. When he was given the position of the duke's aide, the Zhodani made him an offer that he could not refuse, to swap the keystone for the fake. The aide does not know why they want it, only that it is important to them in some way.

Agent Cryer will ask about other traitors. The aide will know that there is a spy in the Imperial intelligence network but he does not know who it is. Cryer will suggest that the information they have discovered should remain a secret until the spy's identity is known and he has been captured.

If either of the assassins were captured, they will also be questioned but will only say that they were acting on behalf of the Liberation Front to strike a blow against Imperial oppression. The assassins are unaware that they were actually servicing the Zhodani agenda.

IN THE SERVICE OF THE DUKE

Once it is known that the keystone is more than it seems. the duke (or other noble if the duke was killed) will ask Cryer and the party to work for him. He would like them to uncover the truth behind the conspiracies and plots, as well as discover the secret of the

keystone. He will also pay each member of the party Cr. 50,000 for their help so far and will pay the same amount again if the party agrees to his proposal.

Although many believe that the keystone was left behind by the Ancients, it has not been studied for centuries and has simply become a trapping of office. Perhaps some new light can be shed on it with the correct facilities and expertise. The duke will hand over the keystone and wish the party good luck.

With a bit of investigation, the party will discover that there is an expert on Ancient technology called Unkah who lives on Emerald.

EMERALD SYSTEM

There are four gas giants in the Emerald system and two planetoid belts. The inner and outer orbits are occupied by Emerald and an uninhabited planet respectively.

Emerald 0206 B766555-B S I Ag Ga NI G

Emerald is a magnificent world of verdant lands and green tinted oceans. It was colonised in 308 by the Ecannis family. The isolationist attitude of the family restricted the colony's growth as offworlders were restricted to the starport and colonists were denied permission to settle here.

At the start of the First Frontier War in 589, the Imperium declared martial law on Emerald and many of the Ecannis nobles, suspected of being Zhodani sympathisers, were incarcerated on Jewell. Emerald fell to the Zhodani in 592 around the time that the Imperium lost control of Jewell. When Jewell was recaptured in 603, the Zhodani evacuated Emerald and the Ecannis family were allowed to return in 606.

In later years, the restrictions on offworlders became harder to enforce and new settlements were being founded around the planet. Turning this to their advantage, the Ecannis family used the new workforce to increase their agricultural exports. The fertile lands produced abundant crops and by 900 Emerald was a major grain supplier to Jewell.

Emerald fell to the Zhodani once more during the Third Frontier War, to be retaken several years later in 982. Once Emerald was back under Imperial control and reinforced with military bases and a naval fleet, there was an influx of refugees and the population grew rapidly. Since many refugees were from worlds that were ceded to the Zhodani after the war, they had little choice but to remain and build a home on Emerald.

Emerald has remained an Imperial controlled world but it is still ruled by the Ecannis family who have segregated into smaller families, each in charge of different industries and services. Marriage into



one of these families is much sought after and it is not uncommon for people to be adopted into the m.

ATTITUDES

Although there is a distinct social segregation between the Ecannis nobles and the working class, there is never a shortage of jobs and only a few unskilled workers are dissatisfied with their standard of life. The working class are polite but the nobles tend to be unfriendly to offworlders.

LAWS

All travellers are permitted to land on Emerald. Personal weapons are permitted but all other weapons are illegal. Contraband includes all computers, software and similar technology.

PLACES OF INTEREST

Eritrea: The capital city is the largest settlement on Emerald and home to the ruling family. The noble district is situated on the eastern edge of the city with many of the estates walled inside private compounds.

Starport: The starport is located 50km southeast of Eritrea and a variety of transportation is provided to the capital and other nearby settlements.

Agrellia: This remote settlement is located roughly 100km north of the starport. Although it is home to a small number of scientists, Agrellia is essentially a large research facility and nature reserve. Most of the research is focussed on studying the indigenous creatures in their natural habitats but it also sponsors research in other fields.

D66	ENCOUNTER
11–16	Uneventful
21–26	Difficult Terrain
31–33	Weather Storm
34–36	Crashed Vehicle
41–43	Corpse
44–46	Survivor
51–56	Borekin Attack
61–66	Gorta Pack

BOREKIN	STR	DEX	END	INT	INS	PAC
—	13 (+2)	8 (0)	12 (+2)	6 (0)	10 (+1)	3 (–1)
Athletics (Strength) 2, Melee (Natural Weapons) 2, Recon 1, Survival 3, Stealth 2						
Claws (2d6+3), Tough Hide (3)						

GORTA	STR	DEX	END	INT	INS	PAC
—	9 (+1)	11 (+1)	8 (0)	4 (–1)	10 (+1)	10 (+1)
Athletics (Co-ordination) 1, Melee (Natural Weapons) 1, Survival 2						
Horns (1d6+3)						

This region is also known for its high levels of electromagnetic energy that has been known to cause problems with advanced technology. This is the reason that the facility (which is shielded) was built here so that they could study the phenomenon.

Random Encounters

When travelling between settlements on Emerald you can use any of the wilderness encounters below as required:

DIFFICULT TERRAIN

The party encounter some difficult terrain that slows their progress. Everyone must make an Athletics (Co-ordination) check to avoid tripping or snagging themselves. A fumbled check will result in a minor injury such as a sprained ankle.

WEATHER STORM

A violent weather storm engulfs the region. The players must find shelter to wait out the storm.

CRASHED VEHICLE

The players discover a crashed vehicle, most likely the result of the electromagnetic energy in the area. If they search it they might find a few items of interest but nothing of great value. This can lead on to the Survivor encounter.

CORPSE

The players come across a corpse that is the result of a crashed vehicle or an animal attack. If it is the latter, it can then lead on to the appropriate creature encounter (Borekin Attack or Gorta Pack).

SURVIVOR

The players meet an NPC (randomly determine using NPC table on page 88) who has been injured and unable to walk. This can be the result of a crashed vehicle or an animal attack. If it is the latter, it can then lead on to the appropriate creature encounter (Borekin Attack or Gorta Pack).

BOREKIN ATTACK

The borekin is an indigenous creature much like a bear but instead of fur they have a tough hide. They are territorial creatures known



to be aggressive and cunning. They are usually found in pairs, one of them will hide whilst the other lures out its prey. Whilst the prey has their attention focussed on the lure, the other borekin will make a surprise attack.

GORTA PACK

The gorta are pack animals that resemble deer with a pair of short horns on their head. If the players make a successful Recon check they will spot the gorta and can walk around the pack. However, if the players get too close, the pack will attack them.

Studying the Keystone

Upon arrival at Emerald, the players will need to make their way to Agrellia. Since most vehicles are prone to electrical problems in the area, acquiring transport to Agrellia is virtually impossible. Some locals will take passengers within 10km of the facility but from there visitors must walk the final distance on their own.

TRAVELLING

Due to the danger of travelling, the cost of hiring a transport will be in the region of Cr. 500. This will include a driver or pilot who will ensure that the vehicle is not taken too close to the hazardous area.

Any vehicle that travels within 10km of the facility must roll 1d6. On a roll of 4–6 the vehicle is caught in an electromagnetic eddy and the vehicle's electrics will fail causing the vehicle to crash. Damage should be determined as appropriate for the speed and type of vehicle.

THE LONG WALK

Once the vehicle gets to the 10km boundary or has crashed, the players will have to walk the rest of the way. If they hired a transport, the driver will either wait for them or arrange a time to pick them up.

The walk will take the party through woodlands and across the plains. The journey will not be uneventful and is potentially dangerous due to some of the indigenous creatures here. Use a few of the random encounters listed earlier as the party makes their way to Agrellia.

AGRELLIA RESEARCH FACILITY

The research facility consists of three buildings, one is the living area for the resident scientists and the other two have a number of laboratories and study areas. The entrances to the buildings are secured and comm pads provide a means of communication with the people inside.

Visitors to the facility are not a common occurrence so the players will be left waiting for a while before receiving a reply to their communication. Eventually someone will meet them and lead them through the facility to Unkah's lab.

Unkah will greet the players in her shy manner but as soon as she is shown the keystone her eyes will light up. Smiling at the players, Unkah will tell the players that she is certain that the keystone is something left by the Ancients. The players will no doubt wonder how she knows just by looking. She will be vague in her reply, saying that she is not able to explain right now but if they could take her to Condyle she might be able to shed some light on the situation and give the players some answers.

If she is questioned further, she will be quite stubborn and repeat that she is unable to tell them anything until they get to Condyle. If the players refuse on the basis that she is holding back, Unkah will explain that she is forbidden by the Vexx (the native race on Condyle) to speak of it but if she could speak with them, they might be convinced to let Unkah share her knowledge with the party.

ELECTROMAGNETIC FIELD

If any of the players ask about the electromagnetic field in the region, they will be told that several studies have been made. It seems to be a non-focalised naturally occurring phenomenon but scientists have been unable to determine the exact cause.



UNKAH

Unkah is an Aslan scientist who has devoted most of her adult life to researching what little is known about the Ancients and their technology. She is a quiet and contemplative person but once engaged in conversation about the Ancients her demeanour changes and she becomes talkative and often quite excitable.

UNKAH	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 38	Agent (4)	9 (+1)	7 (o)	7 (o)	11 (+1)	9 (+1)	8 (o)
Computers 1, Gun Combat o, Investigate 1, Science (Archeology) 2, Science (Chemistry) o, Science (Physics) 1, Science (Xenology) o							

CONDYOLE SYSTEM

Condyole occupies the second orbit and is the only habitable planet in the system. The other four planetary bodies are all gas giants.

Condyole 0101 E7A1522-8 FINIG

Condyole is an independent world located in Zhodani territory but their attempts to influence the people here has met with minimal success. Since there is little of value to the Zhodani on Condyole they have not pursued the matter. The indigenous population are known as the Vexx, a humanoid race who were seeded here by the Ancients.

Condyole used to be a world of vast oceans and beautiful horizons but at some point in its history a cataclysmic event turned it into the dry wasteland it is now. The air is poisonous and the water is foul. The Vexx do not openly speak of what happened but many believe that the Vexx did this to themselves, whilst others think it is the result of a Zhodani experiment.

The conditions on Condyole are harsh, the water is tainted and there are few useful resources. In order to survive on this planet, the Vexx built a number of underground cities to protect themselves from the hostile conditions. Over the centuries they have slowly rebuilt their civilisation and they now number just over 600,000. Some offworlders have made their home here and joined the Vexx society but such people are rare.

The Vexx have had to be resourceful in order to survive on Condyole. Each city has a number of wells that draw untainted water from deep underground. The wells are usually located in the larger caverns that serve as market places and public concourses. Each city also has a dedicated hydroponics garden to create a sustainable and natural environment in which to grow food for its population.

ATTITUDES

The Vexx are a hard working race who, against all odds, have survived and are gradually rebuilding their civilisation. The Vexx are a patient people who never act without careful consideration and planning.

The Vexx have little interest in space travel and make no effort to monitor or maintain their rundown starport. Visitors to Condyole are few and the Vexx are cautious but friendly to anyone they meet.

LAWS

Random Zhodani patrols will deter travellers from landing on Condyole but the Vexx will not prevent travellers from landing here. All dangerous and addictive narcotics are banned but there are no other restrictions on trade and cargo.

THE VEXX

The Vexx are humans who were seeded on Condyole by the Ancients. Most Vexx are quite short and have a pale complexion. Vexx society is community based and everyone who has come of age is expected to work for the betterment of their people. Many follow in the footsteps of their parents but it is not uncommon for younger people to seek a mentor in a different vocation.

Around 1,000 years ago, they first became aware of other races when the Zhodani came to Condyole. There was little here of interest to the Zhodani and they soon left but their visit was the catalyst for technological advancement and the desire to reach the stars.

The technological revolution rapidly changed the Vexx society and the world they lived on. Heavy industry and nuclear power soon became commonplace and little thought was given to the potential consequences of their actions. During the year 207, a number of nuclear reactors failed due to poor maintenance and lack of foresight. The cumulative effect of the devastating explosions eventually resulted in an ecological disaster that transformed Condyole to the dry wasteland it is today.

Many Vexx were killed in the initial explosions and many more died from the radiation. Those who lived in distant settlements survived and it was not long before the first underground complexes were built. The cataclysm changed the Vexx into the people they are today but the lessons had a heavy price.



PLACES OF INTEREST

Korondia: Korondia is the capital city located approximately 20km from the starport. Like all of the cities here, it was built underground to protect against the poisonous atmosphere. In many respects it is quite primitive but it is functional and has a homely feel. Technology has its place here but it is used sparingly and only where needed.

Unkah's Discovery

Six years ago, Unkah was given permission by the Vexx to excavate a site that she believed was used by the Ancients. With help from the locals she discovered a device buried under the ground. The Vexx knew this was something of importance and urged Unkah to keep its discovery secret. In return, the Vexx let her spend the next two years studying the device.

Neither Unkah or the Vexx discovered what the device was for but Unkah was able to determine that it was built by the Ancients. The only feature she found on the device was a small hexagonal slot at the base, which she assumed was for a key of some sort. Without a key her research came to a dead end. She left Condyle and the device was secured, hidden and forgotten.

MEETING THE VEXX

When the players land on Condyle, the keystone will be glowing faintly. Unkah will introduce the players to the Vexx and the party will be welcomed into Korondia. The Vexx only speak their native language of Vexxian, so Unkah will translate when required.

Once the players are comfortable, Unkah will have a private meeting with Damo who was her contact concerning the Tripwire device. Whilst Unkah explains why the party are here, the players are free to explore Korondia and purchase any equipment or supplies as detailed on page 89 of the Appendix.

A short time later when the players have finished investigating the city, Unkah will return and inform the players that she has been given permission to show them the discovery made on Condyle six years ago.

Unkah, accompanied by Damo, will take the players to the excavation site. It is located a few hundred kilometres to the south west and Damo can acquire the use of a few cars (vehicles are not common on Condyle but they do exist) if the players do not have their own means of transportation.

THE SECRET

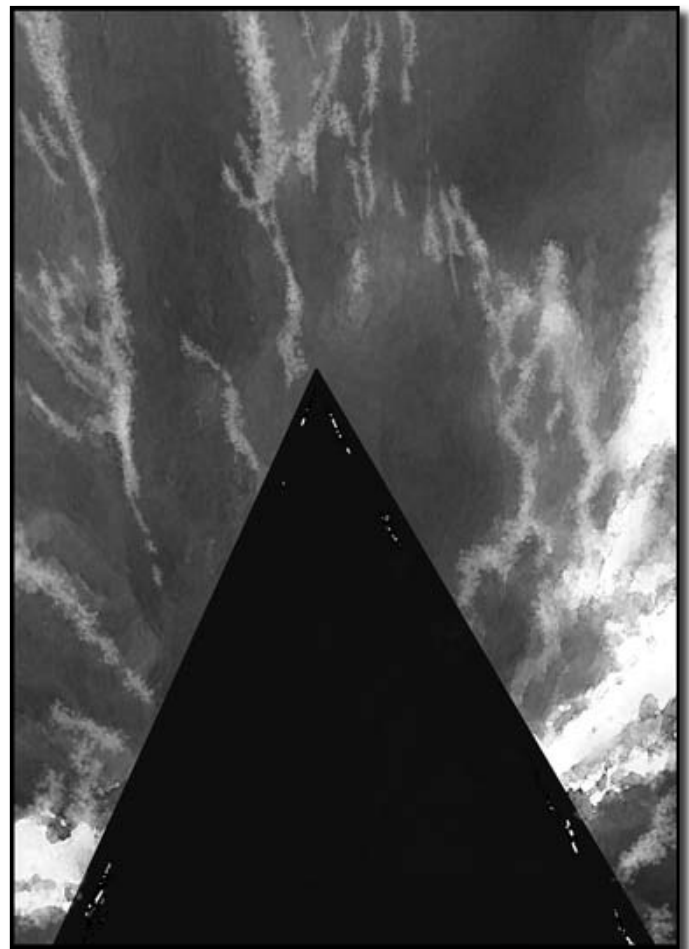
After a few hours the party will arrive at their destination. Whoever has the keystone will notice that the glow has been getting brighter. Unkah will be very excited to see this and Damo will seem intrigued.

A short distance from where the party have stopped is a large sturdy hatch on the ground. Damo will tell the party that what they are about to see is known to only a few of his people and they must now swear not to reveal what he is about to show them. Once everyone agrees, he will unlock the hatch and open it. Damo will then activate the lights and climb down to a lift platform. When everyone is on the platform, the lift will begin its descent 100 meters beneath the surface.

When they reach the bottom, Damo will lead the party down a tunnel into a huge chamber that is roughly 100 metres in diameter where the players will see the Tripwire device, which is currently inactive.

ACTIVATING THE DEVICE

Once the players have taken in the sight of the enormous black pyramid, Unkah will show the players the hexagonal slot in the base that is identical in size to the keystone. No doubt the players will insert the keystone, at which point the device will emit the low humming sound and a holographic display is projected from the keystone.





THE TRIPWIRE DEVICE

The device is a black tetrahedron (three sided pyramid) standing 90 metres high. When activated with the correct keystone the device emits a low humming sound audible to anyone within 10 meters. Anyone standing this close to the device will get a splitting headache after roughly one hour. After two hours the nose bleeds start and an hour after that anyone still in proximity will suffer a severe brain haemorrhage.

THE TRIPWIRE NETWORK

Most of the planets in the coreward region of Jewell had a Tripwire device placed there by the Ancients. Together, these devices form the Tripwire network, which is able to disrupt Jump Space.

If two devices are active and they are no more than two parsecs apart, a 'tripwire' is formed between those two devices. Any ship attempting to jump into or through the tripwire will be forced out of Jump Space at a random location (treat this as a misjump as described on page 141 of the *Traveller Core Rulebook*). Additionally, the Tripwire devices will also show where the tripwire was triggered.

The only reason that the Zhodani have not yet activated the network is because they have been developing technology to render their ships immune to the effects. They are now close to realising their goal and once the Tripwire network goes online the Zhodani will have complete and total control of ships passing through their territories as well as a warning system against any potential invaders.

The display is in an unknown language but Unkah will reveal that it is the language of the Ancients. She will spend some time studying the device before pressing some of the controls, at which point a subsector map will appear with some systems showing in different colours.

COLOUR	MEANING
--------	---------

White	No known Tripwire device.
-------	---------------------------

Red	Designated system but device not currently active. Any device that is moved will remain coloured in red.
-----	--

Orange	Inactive Tripwire device in undesignated system.
--------	--

Yellow	Active Tripwire device in undesignated system.
--------	--

Green	Active Tripwire device in designated system.
-------	--

The map is a direct match to the system within Jewell subsector. Although the players do not know it, the fact that they have the master key is the only reason that they are able to see the map of the Tripwire network. If the Zhodani had possession of this key, they would have mastered the Tripwire network centuries ago.

The players must work out what the different colours mean but Unkah can help out if they get stuck but she will incorrectly assume any active devices on other planets show up as yellow and there are currently no orange systems.

Once the players have activated additional devices (detailed in the next chapter) they will soon realise the true meaning of the colour codes and that some devices have obviously been moved from their original designated locations.

By this point, everyone close to the device will be suffering from a throbbing headache. Hopefully someone will have the common sense to either deactivate the device or move far enough away from it, at which point the humming will stop and their headaches will slowly dissipate. If they do not deactivate the device then further symptoms will occur as detailed in the text box.

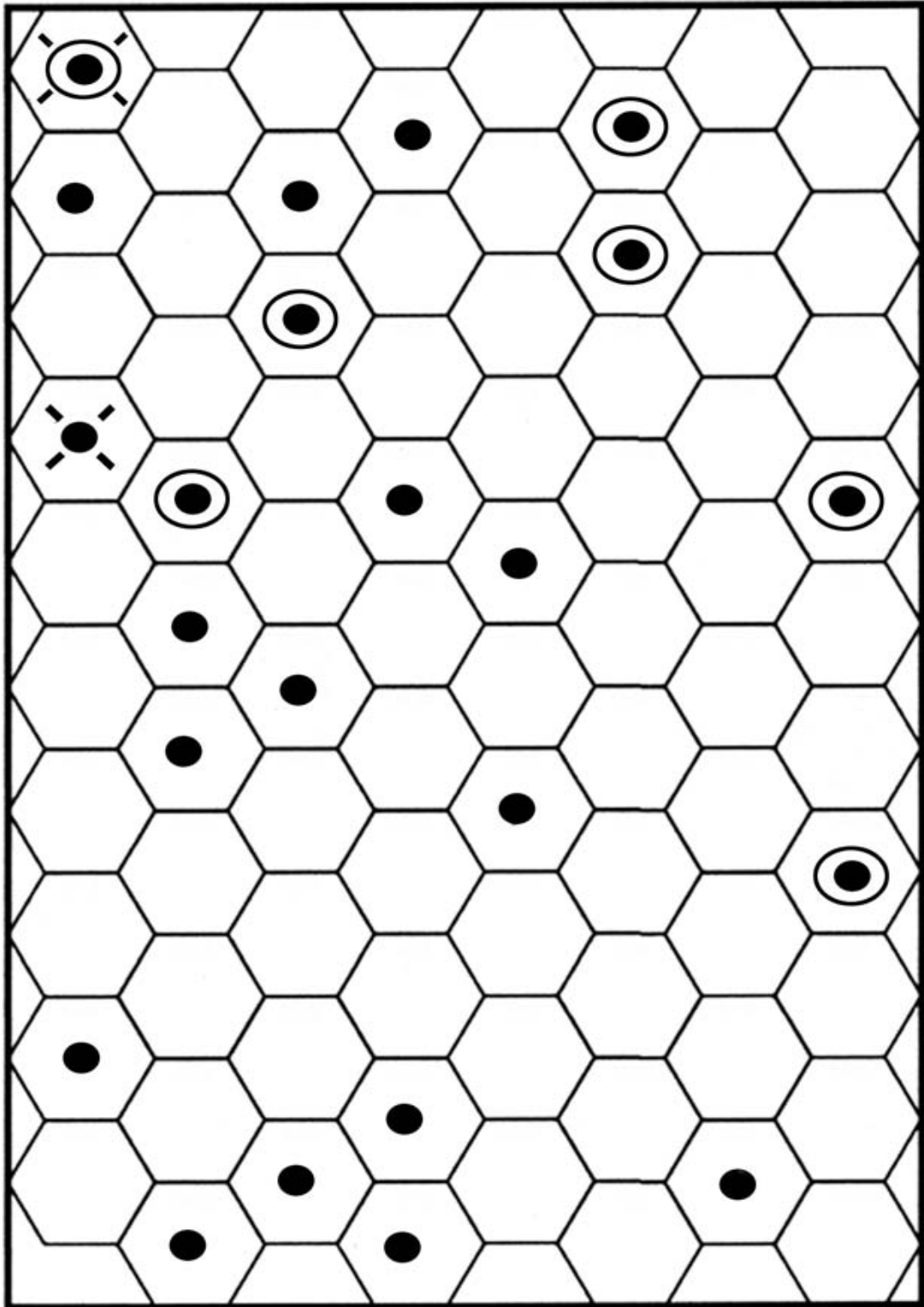
Unkah and Damo will want to continue with their research but it should soon become clear that they must have frequent breaks. The longer the device is off during their breaks, the longer they can work on the device before the side effects kick in again. After several days of studying the device, Unkah will explain her findings. Read out the following explanation to the players:

'This keystone is a master key that has given us greater access to the device and its databanks. There are a number of these devices on several worlds as indicated on the subsector map, although Chwistych is now orange and not yellow.'

'From what we can tell, when any two devices are active and within range they can disrupt Jump Space, effectively preventing anyone from crossing the line between the two devices. We think that any ship affected in this way will also be indicated on the display.'

If anyone asks if there is anyway a ship could negate the effects of this, Unkah will say that she is not sure. Agent Cryer will point out that the Zhodani have at least two of these devices, the one shown as active on Chwistych and the one discovered by agent Forbes on Farreach.

Although they seem to be defensive weapons, if the Zhodani attacked and relocated one of the devices, they could prevent the Imperium from taking back any captured worlds. There is also the effect this would have on trade as the Zhodani would control many of the communication and trade routes. These devices could completely change the balance of power in Jewell and are clearly



- White
- Red
- ⊗ Yellow
- ⊙ Green



important to the Zhodani's plans; important enough to justify the assassination of the duke.

Disabling the Network

Once the players realise the power of the Tripwire network and the consequences its use would have, they must devise a way to disable or destroy the network. If the players do not suggest this then agent Cryer will say that the Zhodani must be planning something where these devices play an important part and therefore the party must find a way to destroy them.

The party can discuss their options with Unkah, who will have to do some additional research. Eventually she will discover that if at least five Tripwire devices were activated and networked, the master keystone could create a feedback loop that should destroy all active devices in the network. This would mean finding each device and activating it.

Unkah is confident that the devices can be set to activate on a time delay. The master key can also be used to lock the devices so that once they activate at the designated time, only the master key can deactivate them.

At this point, Damo will make it clear that although the Vexx understand the danger of these devices, they would like to keep this one intact. Not only would they like to study it further but if they could obtain a keystone then their world could potentially have a powerful defense if required.

The party now have a job to do and Cryer will ask Unkah to join them in case her knowledge and skills are needed. The players may have reason to believe that the Zhodani have moved some devices, so worlds within their borders will need to be searched to make sure that all of the Tripwire devices are found.

If the players have not determined that the keystone can detect the presence of a Tripwire device then Unkah will point this out to them. She is unsure of the range but it would appear to be planet wide. However, it is unlikely that the keystone can detect a device on the opposite side of a planet so the players will have to be on the same hemisphere to be certain.

If the players suggest that they could search by flying a low planetary orbit, Unkah will agree that the approach might work but some systems will restrict ships to the starport only.

TRIPWIRE HISTORY

The Tripwire devices were built by a faction of the Ancients during their war. How the devices affected the outcome is unknown but before the Ancients destroyed themselves the devices were deactivated and buried. There were seven devices in total, located on Condyle, Clan, Esalin, Farreach, Foelen, Louzy and Grant.

The Imperium discovered the Grant device in 811. They knew such technology could potentially be very powerful and kept its discovery secret, declaring Grant a red zone system and preventing anyone from even getting close to the planet. Researchers have been attempting to unlock its secrets for centuries but without a key they have made little progress. Unfortunately, the Jewell keystone is not common knowledge and the isolated researchers on Grant continued in vain without knowing that the key they needed was only five parsecs away.

The Zhodani discovered their first Tripwire device on Farreach in 833 and immediately began researching the technology. However, they did not have much success until the key was discovered in 1090. Soon after, they began searching other worlds for similar devices using the key to locate them.

The Zhodani found all of the devices except for those on Condyle (possibly due to radioactive interference) and Grant (due to restricted access). With the Louzy device buried under an industrial complex, they were content to leave it buried but they assigned agents to monitor the area in case the Imperium ever discover it. To establish a defensive border, the Zhodani moved the Esalin to Chwistyoch and the Foelen device was relocated to Riverland.

TRIPWIRE

The systems listed in this chapter are all the known locations of the Tripwire devices. However, since some have been moved, the players will need to check every system in the Zhodani region. Once the players land on a planet, they will know if a device is present (whether active or inactive) by seeing if the keystone is glowing. The keystone will glow brighter the closer they are to the device so they can use this to pinpoint the location of a device on the planet.

The party can visit the systems in any order they wish but they will need to plan their route so they know when to set the timed delayed activation for. Remember, if any of the Tripwire devices activate too early, Jump Space could be disrupted in all systems between the connecting devices that are active.

It is up to the players whether they attempt to destroy all of the devices or just those on Zhodani worlds. Once the players have set the activation of each device and are ready to overload the Tripwire network, proceed to the next chapter.

Visiting the Duke

Before the players begin their search, they may decide to explain their findings to the duke (or high ranking noble if the duke was killed). Since the players know there is most likely a device on Louzy and Grant, those devices may need to be destroyed if the party are to be successful in shutting down the Tripwire network.

Duke Zahn will be genuinely surprised when he hears what the players have to say. Like the Vexx, the duke will see the importance of the Tripwire devices and would want to keep any that are currently in the possession of the Imperium. However, if the players make it clear that the Zhodani have a network of these that are related to something they are planning, the duke can be persuaded that it is better to destroy them all rather than risk the Zhodani activating their network.

If the players inform the duke as to which Imperial controlled systems might have one of these devices, he will tell them that he knows of nothing like that on Louzy but he does know that there is something on Grant, which could well be a Tripwire device. If the duke has been convinced to destroy the devices then he will give the players an Imperial seal that will give them access to Grant and anywhere else that they will need to go to complete their mission.

Ao-DAI SYSTEM

Details on the Ao-dai system can be found on page 9.

Tripwire Search

If the players land on Ao-dai, the keystone will not glow. Since Ao-dai is a small planet they would be within range if a device was

present but they might want to travel around the planet to be sure. Eventually the players will conclude that there is no device here.

CHWISTYOCH SYSTEM

The Chwistych system has five planets, two of which are gas giants. Chwistych is in the second orbit.

Chwistych 104 B766766-A Z Z Ri Ag Ga G

Chwistych was first colonised in 207 by Vexx (see page 58) refugees who fled Condyle after the cataclysm. The idyllic conditions on Chwistych and the fertile lands drew the Zhodani here shortly after they colonised Clan. In 333, colonists arrived and claimed ownership of Chwistych, imposing Zhodani rule over the Vexx. The Zhodani also upgraded the starport from class E to class B.

SETTING THE DEVICES

For each device the players find, they must insert the master key and set a time delayed activation command. Unkah is the best qualified person to do this but she will also show the players what to do in case something happens to her.

Once the key has been inserted, a Computers check DM -2 is required to set the timer correctly and lock the device in the active status (to prevent anyone from deactivating it again). The process is time consuming and takes 1d6+5 minutes to complete so repeat attempts can be made if the players have the time to do so. If anyone fumbles the Computers check, then they will believe they were successful but roll on the table below to find out what happens:

1D6	FUMBLE RESULT
1	The timer was not set.
2	The device will activate two weeks later than intended.
3	The device will activate one week later than intended.
4	The device will activate one week earlier than intended.
5	The device will activate two weeks earlier than intended.
6	The device will activate three weeks earlier than intended.



Much of the land on Chwistyoch is devoted to mining and farming. This has lead Chwistyoch to become a rich world from both its agricultural and mineral exports. There is also a re-education centre here, built exclusively for the noble class. A high speed monorail connects the major cities and the starport, so both visitors and locals can easily travel around the planet at no expense.

ATTITUDES

The people here are happy and proud of life here on Chwistyoch. They know it shows the very best of what Zhodani society has to offer and few people who live on Chwistyoch ever need re-education. However, most offworlders view the Zhodani here as arrogant and condescending.

There is some hostility between the Vexx and Zhodani due to the imposed rule that was forced upon the Vexx. This was a long time ago and for the most part, the Vexx have actually prospered as a result of Zhodani rule.

However, there is a resistance movement being led by a charismatic leader named Onak who is slowly gaining support. The group is

becoming a concern to the Zhodani and plans are underway to find the cause of the dissention and re-educate those responsible.

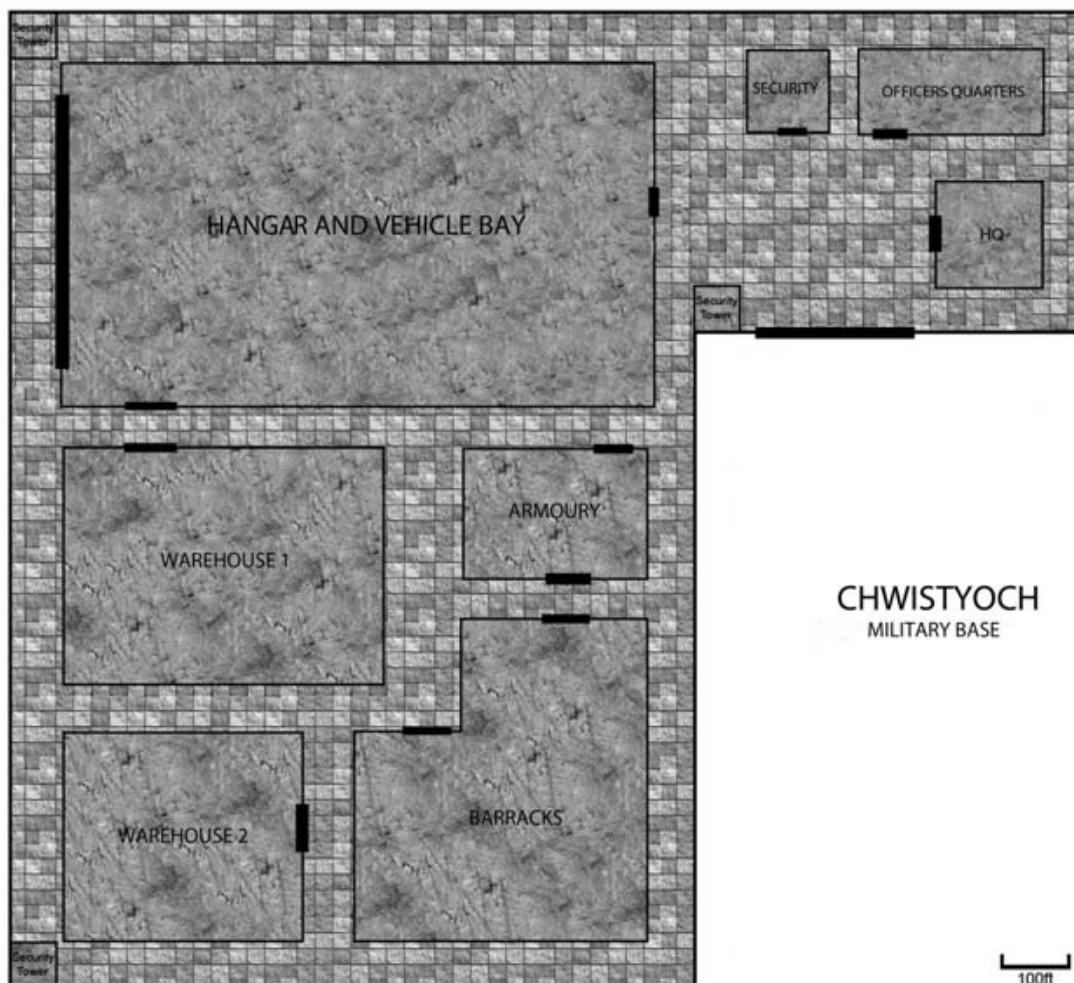
Vexx culture on Chwistyoch is very different to their homeworld. Although the Zhodani try to discourage travellers from visiting the Vexx, many offworlders prefer their company. The Vexx culture has adapted by learning a variety of languages and providing facilities for visitors to their settlement. The Vexx here are also more impulsive and adventurous, heeding few lessons of their past.

LAWS

Travellers are permitted to land at the starport but are discouraged from visiting Vexxtown. Carrying weapons is discouraged on Chwistyoch and most weapons are illegal except for stunners, melee weapons and small firearms.

PLACES OF INTEREST

Haven: The capital city on Chwistyoch certainly lives up to its name. It is a beautiful city with landscaped parks and elegant buildings. Haven is located 10km north of the starport.





Chwistyoch Retreat: The paradise setting on Chwistyoch made it a perfect choice to build this special re-education centre on the outskirts of Haven. Since most people on Chwistyoch are happy with their lives, the centre has become an exclusive retreat for nobles in neighbouring systems.

Military Base: The military base on Chwistyoch is situated between Haven and the starport. A new section was added to the base in 1097 to hide and guard the Tripwire device brought here from Esalin.

Vexxtown: The existing Vexx settlement was named by the Zhodani when they arrived on Chwistyoch. It is situated 25km south of the starport. Vexxtown is not as elegant as the Zhodani settlements but it has a pleasant atmosphere and has enough facilities to meet the needs of the travellers that are permitted to land.

Vexxtown is becoming of an embarrassment to the Zhodani. Many offworlders make it their first port of call after landing, preferring the second rate town to the extravagant Zhodani cities. As a result, the Zhodani are beginning to tighten their restrictions on visitors, especially with growing support for the Vexx resistance movement.

The Chwistyoch Device

The device on Chwistyoch was relocated here from Esalin in 1097 and situated inside the military base. Using the keystone, the players will be able to determine the location of the device but they will not be able to get too close to the base without drawing the attention of the security.

As one would expect, security is extremely high and breaking in will not be easy. There are three security towers strategically placed with turret mounted weapons and a unit of guards. Cameras are situated around the surrounding walls that stand 5 meters high. At night time, spotlights light up most of the base and surrounding area.

There are two entrances to the base. The main entrance is for most traffic coming in and out of the base and security check anyone entering the base for valid ID pass cards. The second entrance is located by the hangar and is only used when large vehicles are required to enter or leave the premises.

The party will not know which building the Tripwire device is in until the can get inside the base, so they will need to figure out a way to get inside. There are several options available to the players as follows:

- The players can make contact with the dissidents and seek their help.
- The party can create a diversion or distraction to help them gain entry.
- The players can try to obtain or forge some pass cards to give them access to the base.
- The players can attempt to smuggle themselves inside cargo containers being delivered to the base.
- The party can try the stealthy approach and sneak in undetected.
- Once inside the base, the players will also need a way to gain access to the building and get out again without being detected.

DISSIDENTS

Once the players get a feeling for the situation here on Chwistyoch, gaining the support of Onak and his followers could prove beneficial. Making contact and proving that they are trustworthy will be the players' biggest challenge but this should be something they are used to by now.

The same process and principles apply here as with other groups that the players have tried to infiltrate and join. Onak and his group will of course be suspicious but since Unkah knows so much about the Vexx and also speaks their native tongue, she will be invaluable in gaining the trust of the dissidents.

Once the players are trusted they will be introduced to Onak and will soon understand why he has gained such a following. He will immediately come across as intelligent and very charismatic.

It is up to the players to decide how much to tell Onak but they will feel as though they can trust him. The more they explain, the more likely it is that Onak will agree to help them. If Onak is told the full extent of the Zhodani's plans he will be eager to help the players

ONAK

Onak is a handsome and charismatic individual who was born and raised on Condyle but his adventurous nature drew him to Chwistyoch to meet more like-minded Vexx. He is young, idealistic and strongly disagrees with the imposed Zhodani rule here on Chwistyoch. He is aware that his people have benefited from the Zhodani's presence but he dislikes the way the Vexx are treated as second class citizens.

DUKE ZAHN	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 29	Citizen (2)	7 (o)	7 (o)	9 (+1)	9 (+1)	8 (o)	12 (+2)
Advocate 1, Diplomat 1, Jack of all Trades o, Melee o, Persuade 1, Streetwise 1, Trade o							



to stop the Tripwire network from being used as it could seriously affect the people in Vexxtown.

The players must make a Persuade check to convince Onak to aid them in their task. You can give a DM bonus depending on how much they tell Onak. Once the party have Onak's support, they must discuss strategies of how they will gain access to the base as listed above but with Onak's help their task should be easier.

DISTRACTION

Creating a distraction to divert the attention of the bases' security guards might be necessary or at the very least aid the players in their plans. The nature of the distraction will vary depending on their specific plans but the support of Onak and the dissidents could be vital here.

PASS CARDS

In order to obtain a pass card the players will have to steal one from someone who has access to the base. Anyone serving on the base will have a full access pass card and some merchants (such as Kuno) have limited access cards that allow them to make prearranged deliveries.

Anyone who has their card stolen will notice within 2d6 hours and will inform security their card is missing. At which point the card will no longer grant access to the base and anyone using it will be detained and questioned (you can use the Arrested encounter detailed on page 88). If the players obtain a card they can attempt to make a forgery with an Engineer (Electronics) check DM -4. If the check is fumbled then the player will not know they have failed until they try to use the card.

If the players use pass cards to gain entry to the base, they must also disguise themselves appropriately. For example, if they are using a merchant's card the players must deliver some goods and unless the delivery is prearranged they must bluff their way past the security guards. Using a card for military personnel would not be wise unless any of the players look like Zhodani.

SMUGGLING

The party can attempt to smuggle themselves inside cargo containers destined for the military base. To do this, the players must investigate what sort of cargo is regularly delivered to the base and determine where it is sourced from. They must then find a way to get themselves inside the containers.

The easiest way to accomplish this is to gain the support of the dissidents as detailed previously but subtle investigations and observations can also reveal the information they need. There is a Vexx merchant called Kuna who makes regular shipments of food to the base, so this would be their best option.

Kuna has a small warehouse with minimal security. It has standard electronic security locks and two security guards monitor and patrol the facility. Kuna is a trusted businessman who has been supplying the military for several years so the Zhodani only perform random checks on his cargo.

If the players have gained the support of Onak, he will be able to make an arrangement with Kuna to smuggle the players inside and give them a greater chance of success.

Assuming the players successfully hide themselves inside the cargo containers, they will be delivered to the military base. Roll 1d6 and if the result is a six, the Zhodani security will perform a cargo search (see page 86 of the Appendix for statistics). The Zhodani will make a quick Investigate check DM -2. If successful the players will be found and arrested (as detailed on page 88).

STEALTH

CIRCUMSTANCE	DM
Suitable camouflage	+1
Night time	+1
Distraction	+2
Vislight Chameleon	+4

The stealthy approach is best done by a small number of people and only those with sufficient skills. Although the base is well lit, there are some areas that remain in darkness so a night time approach will stand the best chance of success. The main problem will be avoiding the cameras and to a lesser extent, the security guards in the towers. Anyone attempting to sneak in must make a Stealth check DM -4 with addition DMs as follows:

Once the players get to the wall they must climb over. Climbing the wall requires a grapple, grav belt or similar climbing aid.

SEARCHING THE BASE

If the players successfully get inside the base, they must locate the Tripwire device, gain access to it and set the activation timer. Although security inside the base is not as high as outside, there are frequent security patrols and there are also military personnel who will be roaming the facility. Stealth checks will be required periodically with a -2 DM during the daytime.

The building that houses the Tripwire device looks like a warehouse and the front section has a number of crates and containers to support the masquerade. Most of the military personal here are unaware of its presence. The device here is simply waiting to be activated; all research pertaining to the Tripwire devices has been done at other sites.



SECURITY GUARDS	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 30–32	Agent (3)	9 (+1)	11 (+1)	11 (+1)	8 (o)	8 (o)	7 (o)
Computers o, Gun Combat (Energy Rifle) 2, Investigate 1, Melee o, Recon 2, Stealth 1							
Laser Carbine (4d6+3), Flak Jacket (6), Reflec Armour (o/10)							

Once inside the warehouse the players will need to bypass the inner security door to gain access to the device itself. The inner room has been dug several hundred feet below ground level to help conceal the Tripwire device inside. There is a small platform with a ladder that leads down to the base of the device where the keystone can be inserted.

Assuming that the players have made it this far without being detected they will be able to set the activation sequence without interruption. However, if they used a distraction to gain entry to the base, an elite security force will eventually check to make sure that the device has not been discovered.

CLAN SYSTEM

The Clan system is detailed on page 11 and random encounters specific to Clan can be found on page 12

The Clan Device

The Tripwire device on Clan was discovered in 1090. Rather than the security overkill used on other worlds, the Zhodani decided subtlety would be the best approach on Clan to avoid drawing too much attention.

The device was discovered on the opposite side of the planet to the starport near a small settlement. To prevent anyone from seeing the excavation of the Tripwire device, a research facility was built on top of the site before the device was unearthed. The keystone for this device was found during the excavation.

The research facility is actually a fully operational biological research centre that specialises in medical research. The research facility has little in the way of security, using standard electronic locks. Scientists work here around the clock and there are always at least three security guards stationed in the building, enough to protect against opportunists but not too much to attract attention.

The Tripwire device is hidden in a secure part of the facility that is marked as a hazardous area containing dangerous biological substances. Access to this room is restricted and guarded by an additional security guard.

There are two main approaches to accessing the research facility, brute force or stealth. Once the players are inside the building, locating the Tripwire device will be a simple matter of using the keystone.

BRUTE FORCE

The Zhodani never thought that anyone would discover the Tripwire device as very few people know of its existence, so a simple hit and run tactic is entirely feasible here. Since the facility is in a remote area with minimal security, the players can assault the facility, take down the guards and break into the secured area.

As long as the operation is quick the party should be able to activate the device and make their escape before the police can get to the scene. The plan does have some risk but the party will most likely outnumber the security guards so there will be very little opposition to stop them. Most of the scientists will avoid conflict with the party but a few of them will put up a fight using whatever improvised weapons they have to hand.

STEALTH

If the players decide to go for a more subtle approach, sneaking inside the building is relatively easy. The party have broken into places a lot more secure than this before so this will be child's play in comparison. All security and stealth related skill checks are standard with no DMs.

The only place where they cannot use stealth is in the secured room where a security guard is stationed by the door. He will have to be dealt with by more conventional methods.

ESALIN SYSTEM

The Esalin system is detailed on page 13.

Tripwire Search

The party will be able to search by flying their ship in a low orbit around the planet. However, their search of Esalin will reveal that there is no Tripwire device on the planet.

Visiting Martha

While the players are here they may want to pay a quick visit to the Redway Hotel and check on Martha. She will be happy to see the players and will offer to put them up for the night. If she had any particular interest in one of the players then she will continue her advances.

Martha will report that no Zhodani agents came after the players left but she has not been visited by the courier either. Further investigation by Cryer will reveal that the courier is missing and presumed dead (he was killed elsewhere and no connection to



Martha was established). This is no doubt a result of the spy within the Imperial intelligence whose identity remains unknown.

FARREACH SYSTEM

The Farreach system is detailed on page 8.

The Farreach Device

The device on Farreach was discovered in 833 and was the only device known to the Zhodani for over 250 years until they found the keystone. After their discovery, the Zhodani built the laboratory, military base and starport to facilitate their research of the ancient technology. Even after the Zhodani unearthed other Tripwire devices, Farreach remained their primary research facility for these devices.

The keystone will glow brightly as the players land on Farreach, confirming that the Tripwire device is beneath the starport. It is essential for the players to set the time delay on this device, without it there is no way of networking five other devices together to initiate the overload.

Farreach has a number of security zones. The starport is in Zone 0 and is the only region accessible by visitors. Zone 1 is for the employees of the facility. Zone 2 is a restricted area for military personnel and leads to the military base. Within Zone 2 is a sub-zone designated Zone 2b where the research laboratory is located, concealing the Tripwire device.

Each zone has a different type of pass card to gain access to that area. With the experience the players have in breaking into secure facilities they should have no problem getting into Zone 1 using the same techniques they have before. However, getting into Zone 2 and 2b will prove much more difficult as the military personnel are all Zhodani and the party will stand out.

The players will need to devise a new tactic to gain entry to the restricted zones but once they are in Zone 1 they can do some investigation by hacking the computer network (Computers check DM -4) and discreetly asking employs of the starport (Deception or Persuade DM -2). If successful, they will discover that due to the lack of atmosphere on the planet, the starport and military base have an emergency procedure in case there is a breach in the pressure dome.

The procedure states that all non-essential personnel must make their way to rescue bubbles or sealed buildings that are situated throughout the facility. Once safe they must wait for the emergency to be dealt with, at which point they will be notified that it is safe to emerge. If such a breach does occur, the Zhodani will assume that it is a fault in the dome, enemy forces attacking the facility, a meteor strike or other natural phenomenon.

As a precaution against an attacking force causing the breach, all spacecraft will be launched and placed on high alert. Military personnel that remain planet-side will don combat suits and vacc suits as appropriate. Some will continue to make sure the dome remains secure whilst the rest take defensive positions against a potential ground assault from outside the dome.

With the emergency procedure in progress, party will be able to wear combat suits or vacc suits to disguise themselves without drawing attention. Additionally, with the chaos that will result from the emergency, it will be easier to avoid security checks and patrols as base personnel will primarily deploy themselves to defend against an outside attack.

In order to initiate a breach alert, the players will have to physically damage the dome (not easy as it is self sealing) or hack the computer network to reprogram the safety systems to trigger the alert. Alternatively, they could try to overload the fission reactor that powers the facility but this has obvious risks. If the party is caught at any time you can use the Arrested encounter detailed on page 88.

BREACHING THE DOME

As one would expect, the pressure dome surrounding the starport and military base is extremely tough and designed to withstand a lot of damage before it is in danger of breaching. However, the structural integrity of the dome is engineered to protect damage striking from the outside, not the inside.

The best chance of causing enough damage would be to set a high explosive charge on the inside of the dome. Once damaged, the dome will vent atmosphere causing loss of pressure, breathable air and gravity. Depending on the severity of the damage this could take minutes or hours. Repair crews will immediately be sent to find and repair the breach.

The difficulties with this plan are getting the explosives, ensuring the explosives are not found by customs and planting them by the dome without being noticed. The players must also consider that they will still need to accomplish their mission once the breach occurs so causing too much damage might hinder their progress. Additional equipment might also be needed such as grav belts.

HACKING THE NETWORK

Hacking the computer network to initiate the emergency breach procedure can only be done from a secure terminal inside one of the security zones. This can be done from one of the engineering buildings inside Zone 1 (such as the power grid control, engineering systems or computer control centre).

The usual stealth procedures will be needed to gain access to the appropriate building. Once inside a Computers check DM -4 is



required to hack into the system and an additional Computers check DM -2 to reprogram the safety protocols.

REACTOR OVERLOAD

This can be done in much the same way as causing a breach, either physically causing an overload (which could result in a large explosion and many casualties) or by alerting the computer safety systems to act as if an overload is in progress.

Causing an overload requires accessing the power core, which has a high level of security (pass cards and security guards) and making an Engineering (Power) check DM -4. Hacking the computer network is done as described above.

ZONE 2

Whichever method the players use to initiate the emergency procedure, once it starts the players must be prepared and act quickly. With their vacc suits on they can move around the facility relatively unhindered. There will be people rushing to safety areas and military personnel trying to control the situation once they are protected by armoured combat suits or vacc suits.

Anyone in a vacc suit will have a one in six chance of being stopped by military personnel but amidst the chaos the players can avoid such attention with successful Stealth checks. If the players can obtain Zhodani issue combat suits then they will not be challenged.

Once the party gets to the Zone 2 perimeter they will have to be cautious but with so many people rushing about during the initial phases of the emergency, successful Stealth checks will allow them to avoid the security guards. An Engineering (Electronics) check DM -2 is then required to bypass the security system and into the base.

Once inside the military base, the players will have to repeat this process to gain access to Zone 2b. However, there will be security guards monitoring the entrance and checking pass cards. It would be prudent for the players to observe the security measures before attempting to gain access.

If the players do not have a pass card they can either try to obtain one from someone leaving Zone 2b or try to bluff their way past the security guards with a Deception check DM -4. Failing that, the players can use force to overwhelm the guards but they will have to be quick to avoid being detected, and some of the players will need to take the place of the guards or their absence will be noticed.

If the players manage to get this far then finding the Tripwire device and setting the time delay sequence will be easy in comparison but they must still be on the lookout for security patrols. They must also

set the activation sequence quickly and get out before activity on the base returns to normal as indicated in the table below:

FOELEN SYSTEM

EMERGENCY TYPE	TIME (MINUTES)
Dome breach (actual)	2d6+15
Dome breach (hack)	2d6+10
Reactor overload (actual)	1d6+10
Reactor overload (hack)	1d6+5

This system has a planetoid belt and five planets, with Foelen occupying the third orbit.

Foelen 0601 B638665-8 Z NI

The indigenous population of this ocean world are an aquatic race called the Chokari who resulted from the genetic manipulation of dolphins by the Ancients. The Chokari developed their own society and although intelligent they had no need to progress beyond TL 2.

When the Zhodani first encountered the Chokari in 189 they were thought to be nothing more than a primitive species. It was only in 852 that scientists discovered they were intelligent, and more importantly, had strong psionic abilities. The Zhodani occupied Foelen in 853 to study the Chokari further.

Although the Zhodani imposed their rule on the Chokari, it has had little effect on the running of their society. However, Chokari individuals are frequently taken to be experimented upon by the Zhodani, which causes great distress to the individual and his tribe. The Chokari are rarely injured during the experiments but the ordeal takes its toll.

The population of Foelen consists of roughly three million Chokari spread over many tribes and almost one million Zhodani who occupy nine settlements. Some tribes have successfully integrated with the Zhodani but the majority of settlements are predominantly Zhodani or predominantly Chokari.

ATTITUDES

The Chokari are a peaceful people but most tribes have a strong dislike for the Zhodani. Many of these tribes make life difficult for the Zhodani, often resulting in Zhodani citizens being sent offworld for re-education. The Zhodani actually have a great respect for the Chokari and their psionic abilities but the difficulties they cause has resulted in increased hostility from the Zhodani.



Travellers do not receive a particularly warm welcome from the Zhodani who question the motives of anyone visiting here. Likewise, the Chokari are wary of offworlders but non-Zhodani have been known to earn the trust of the indigenous people.

LAWS

All incoming and outbound travel must be registered with the port authorities and offworld travel for Chokari citizens is not permitted. Carrying personal weapons is discouraged and all other weapons are banned. Trading high technology items is also illegal.

THE CHOKARI

The indigenous population of this ocean world are an aquatic race, resulting from the genetic manipulation of dolphins by the Ancients. Although the Chokari (literally meaning 'water people') are not confined to the oceans, they are happiest when they are in or near water. They are humanoid in appearance and size with several notable features:

- Their skin is darker than most humans and is mottled with hues of greens and blues.
- They have webbed hands and feet.
- Chokari find it easy to learn new languages but they speak with a distinct clicking sound.
- Chokari do not have a nose and therefore have no sense of smell.
- The Chokari have acute hearing giving them +2 DM to any related skill check (such as Recon).
- Chokari have the following traits: Aquatic, Fast Metabolism, Notable Intelligence (+2), Psionic, Weak Dexterity (-2).

The Chokari are a peaceful race and despite the hostilities with the Zhodani, they rarely fight their oppressors. When defending themselves, most Chokari will try to use their psionic abilities in a non-lethal way but some will be more aggressive.

Chokari society is tribal and there are thousands of different tribes living on Foelen. Due to the peaceful nature of the Chokari there is no hostility between tribes, just different customs and outlooks. Some tribes are more amenable to the Zhodani but it is simply to make life easier for their tribe. Many of these tribes also seek to secretly undermine the Zhodani. Most tribes continue to live a traditional Chokari lifestyle but some have accepted technology into enhance their lives.

It is also important to note here that the Chokari are different to the minor race called Dolphin who were uplifted by the Solomani. Although both races originated from the Earth dolphin they have evolved into very different and separate species.



PLACES OF INTEREST

Bizentia: The Zhodani capital of Foelen is a sizable city with a population of nearly one million people. It is typical of many Zhodani cities but has few facilities for travellers as Foelen is dedicated to more scientific research rather than trade. There is also a heavy military presence here to quell any potential uprising from the Chokari.

Bizentia is also one of the few Zhodani settlements where Chokari live and work with the Zhodani. The Chokari here are the Selona tribe who believe more is gained by working with the Zhodani than against them.

Starport: The starport is situated a short distance from Bizentia and within 100km of the other Zhodani settlements.

Kalesh: Kalesh is the largest Chokari city and is located on the coast, like all their settlements. The buildings are made from a white marble-like substance and are expertly constructed to sleek designs. Running through the city and into the sea is a river that has channels veering off into pools and water features.

Tripwire Search

As the players approach the planet, the keystone will not glow. If they attempt to orbit the planet to search for the device a Zhodani patrol ship will instruct them to land at the starport. Once the players land, they will immediately be met by clerks from the port authority. The clerks will be Chokari, probably the first time the players have



encountered this species. The Chokari clerks will inspect their ship and ask why the party is visiting here.

Whilst two Chokari inspect the ship, a third will do a background check using a hand computer. He will then motion for the players to go inside the ship and follow them in. Read out the following to the players:

'I am Uren. Do not be alarmed but our records show you are wanted for the murder of several Zhodani. We do not like violence but we do not like Zhodani either. You tell us why you are really here and perhaps we will help.'

If the players ask why the Chokari would help the party, Uren will explain the situation here on Foelen. Uren is clever and he will know there must be a good reason why the players risked coming here and will ask them to explain their purpose here. If the players tell Uren they are looking for the Tripwire device or at least say they are working against the Zhodani, Uren will reply as follows:

'We can help you but you must help us too. There are some of our kind that need passage away from here to start new life. We can help each other, do you agree?'

Assuming the players agree, Uren will nod to his companions and lead the players to a safe house situated a short distance from the starport. Uren will explain that he will return when his shift finishes and the party should remain here in case any Zhodani recognise them.

Several hours later, Uren will return. The players must explain that they need to travel to the far side of Foelen and Uren will say that he can arrange transport for them. A short time later, the Uren will drive the party out of Bizentia and head to Kalesh, which is located on the other side of Foelen.

By the time the party arrive at Kalesh it will be night time and there is no indication that there is a Tripwire device on this world. Uren will suggest that they spend the night here and will arrange accommodation for the players.

The following day, the players will have a few hours to spend in Kalesh before Uren takes them back to the capital. While they are here they can visit the market and local shops to buy anything they might need (see page 91 for details of new Chokari equipment). When the players are ready to leave, Uren will take them back to Bizentia.

Cargo

Uren will explain that the Chokari are forbidden to leave Foelen, which is why he needs the players' help to get some of them offworld. Uren will ask the players to smuggle 1d6 Chokari refugees

from Foelen and take them to any habitable world that does not have a Zhodani influence.

The refugees are at the safe house in Bizentia and Uren will explain that although some of his people work at the starport, they only deal with inbound spacecraft. All ships requesting to depart are administered by the Zhodani who perform random cargo inspections.

The players must plan a way to smuggle the refugees onboard the ship without the Zhodani noticing. If the players get stuck, agent Cryer and Uren can suggest any of the following:

- The refugees can be smuggled onboard inside cargo containers.
- The refugees could be disguised by wearing concealing clothes or armour.
- Uren could get some of his tribesmen to cause a distraction, which might prevent the Zhodani from inspecting the cargo as they deal with the disturbance.
- The players might have hidden compartments in their ship where the refugees could hide.

Whatever the players decide, it is entirely up to you as to what the Zhodani do and how it plays out. If things go badly then the players could simply take off but they will have to deal with the Zhodani patrols which will either be a Scout or System Defense Boat ship (see page 78 of the Appendix for details).

GRANT SYSTEM

The Grant system has eight planets and the planet Grant occupies the sixth orbit. The outer two planets are both gas giants.

Grant 0807 X664100-0 I Lo NI G

Although Grant has little in the way of minerals the planetary conditions made it a viable world for colonisation but with valuable resources being found elsewhere Grant was left untouched for a long time.

When a small group of colonists eventually explored the planet they found the Tripwire device. The Imperium were swift to respond and within months a research facility was being built. The Imperium also designated Grant a red zone world and a small naval fleet was deployed to prevent any unauthorised access to the planet.

Grant has a population of around 30 people. Ten of these are scientists, 10 are security guards and the rest attend to the day to day running of the facility. Apart from those involved with the project, nobody knows why Grant is a Red world. This has led to a number of rumours, ranging from protecting a developing civilisation to a secret military installation.



ATTITUDES

The naval officers of the fleet patrolling Grant are suspicious of all vessels entering the system. Any ship that comes within range will be hailed and asked what their business is here. Most travellers simply stop here to refuel at the gas giants but whatever the reason, the Imperial officers will make it clear that ships are not welcome here and it is best to be on their way as soon as possible.

LAWS

Legal restrictions do not apply since access to Grant is denied.

PLACES OF INTEREST

Research Facility: The research facility was built on top of the Tripwire device and is the only man-made feature on Grant. In addition to providing laboratories, the facility has a habitat area for the people who live and work here.

The Grant Device

Since the Zhodani only have four devices, the device on Grant will potentially be needed as the final device to overload the Tripwire network.

Upon arriving in the Grant system, the players will be challenged by the patrolling fleet. They will have to do some impressive persuading to convince the fleet to let them land on Grant and then access the device. Agent Cryer will assist here but all Deception and Persuade checks have a -6 DM and can only be attempted if the players make it clear that they know an Ancient device is located here.

However, if the players have obtained an Imperial seal giving them authority to access Grant and destroy the device, their task will be much easier. Once confronted by the fleet, the party must dock with the flagship so they can show the commanding officer the duke's orders. The officer will not be happy but the seal is authentic so he must comply with the party's wishes.

Assuming the players have convinced the fleet commander to allow the party access to Grant and to destroy the Tripwire device, the party must make sure the research facility is evacuated before the network overload is triggered. However, if the party do not have authorisation from the duke they will find it virtually impossible to talk anyone into letting the party destroy the device.

One other point to consider is that once the party produce the keystone, the scientists will immediately know it fits in the device and will want it to further their research. If the players are not here on the authority of the duke, the party could find themselves in a situation where ownership of the keystone becomes an issue. With the Imperial fleet in orbit the players might have to relinquish the keystone until they can get the authorisation that they need from the duke or other noble.

LOUZY SYSTEM

The Louzy system is detailed on page 30.

The Louzy Device

As the players approach the starport the keystone will glow faintly. Once on the planet, the players will need to take a vehicle to track down the exact position of the Tripwire device.

It is located roughly 500km south east of the starport and as players get closer, they will discover that the device is buried beneath an ore processing plant. The device would have to be excavated in order for the keystone to activate it but in order to do that the processing plant would have to be dismantled.

The players must now decide whether to leave the device buried or try to convince the Louzy government to shut down the facility. However, since the processing plant is situated next to one of the few remaining mining facilities, shutting it down would be catastrophic for the local economy and the government will not allow this to happen.

The players may try to enforce their decision if they have authorisation from the duke but the government will challenge this as it would have a serious impact on the livelihood of both the neighbouring settlement and the planetary economy.

Another approach is to explain that leaving the device could potentially endanger the lives of the people here. If the Zhodani ever found out that the device is here (which they do already) they might attempt to take it by force. This argument will carry some weight with the governor but it will still need a successful Persuade check DM -4 before they agree to demolish the processing plant.

Even if the players manage to convince the governor to excavate the Tripwire device, it will take many months and the Louzy government would demand that the Imperium not only pay for the work to be done but also to compensate the Louzy government for the loss of trade.

Assuming that all this can be done and the players do not mind upsetting the local economy, they will need to figure out a way of excavating the device in secret or risk exposing their operation to Zhodani spies. If the Zhodani knew the Imperium were excavating this device it could lead to a number of unwelcome consequences.

PUPARKIN SYSTEM

There are six planets in this system. A gas giant occupies the outer orbit and Puparkin occupies the fifth orbit.



Puparkin 0102 C7B3386-9 FI Lo NI G

Puparkin has oceans of molten lava, which emit poisonous gasses into the atmosphere. It is an unpleasant world with very little going for it, so it was surprising that in 983 a number of Vargr refugees from the Third Frontier War settled here.

There is only one settlement on Puparkin is contained within a pressure dome to protect the inhabitants from the hostile atmosphere. Due to the unpleasant planetary conditions on Puparkin, the population has never exceeded 8,000 people.

The inhabitants of Puparkin are mainly Vargr but a few other offworlders have made their home here, most of whom are scientists who come to study the unusual environment. The Vargr community thrive on manufacturing computers and other electronic devices, which they trade for food and other essential supplies that are not native to Puparkin.

ATTITUDES

There is a strong sense of community on Puparkin. The citizens take on roles as required for their society to survive, from maintaining the city to labouring in the factories to maximise their exports.

The Vargr are hospitable to visitors, especially traders and merchants who are vital to the ongoing survival of the society here.

LAWS

Travellers are permitted to land on Puparkin. Carrying personal weapons is discouraged and heavier weapons are illegal, as are all non-medical drugs.

PLACES OF INTEREST

Garok: The only settlement on Puparkin is connected to the nearby starport by a transport tube. Garok may not produce much in the way of food but the factories produce quality goods that have become popular with merchants. Energy is harnessed from the planet's lava flows and used to power the dome.

Tripwire Search

Searching Puparkin for the device is straight forward as the players will be able to fly their ship in a low orbit around the planet. However, the keystone will not glow signifying that there is no Tripwire device here.

Quarantine

This is a stand-alone and optional encounter that can be used if the players land here. A ship carrying bio-hazardous material has crashed onto the surface of Puparkin. Contaminants from the cargo have leaked into the lava flows and made their way into one of the energy plants that provide power to Garok.

The contaminants have been superheated by the lava and mutated by the energy harnessing process. This has resulted in a deadly virus being released into the city. During the time the players' sped here, several people have fallen victim to the virus and a quarantine has been declared. The city and starport have been locked down, no one is allowed to leave or enter Garok until the virus can be studied and an antidote found. Not only will the players be delayed but they are also at risk of being infected by the virus.

You can also make the situation more difficult and have some Zhodani agents appear. They have tracked the players here and are closing in. The players must end the quarantine or break it in order to escape before being caught by the agents.

VIRUS

The virus is airborne but does not infect everyone. Anyone who comes into contact with the virus must make a successful Endurance check or be infected. Repeated exposure requires an additional Endurance check to be made every 24 hours. Once infected, the victim will begin to feel tired after 1d6 hours. 1d6 hours later the victim will feel nauseous and death will occur roughly 12 hours after this.

The virus is being spread through the life support system so there is no way to stop it spreading without killing everyone inside the city. However, wearing a vacc suit or similar protective clothing will prevent infection. Access to the starport and ships has been restricted to prevent people from breaking the quarantine.

If the players have protective clothing they can choose to wait out the crisis but they will need to replenish their air supply as it runs out. The quarantine will last 1d6 days before a cure is found (or sooner if the players help out as described below). If the Zhodani agents are after the party then there is a good chance that they will be found during this time.

Alternatively, some of the players might have the necessary skills to help find a cure for the virus and want to help the Vargr scientists. To do this, the source of the virus must be found. An Investigation will reveal that the contaminants came in through the energy processing plant and from there the players should be able to trace it back to the ship. With the original bio-material, a Science (Biology) check DM -2 will eventually find a cure.

If the players did help to find a cure (they would not have done this single handed but been part of a team) or they helped out in some other way then they will have made some new allies on Puparkin.

RIVERLAND SYSTEM

This system has seven planets including one gas giant. Riverland is the second planet from the sun.



Riverland 0302 C566A99-9 Z H i G

The planet was named for the extensive river network that weaves through the main continent. It was colonised in 347 when the Zhodani were establishing themselves in the Jewell subsector.

During the Frontier Wars, many civilians relocated here from the border worlds of Chwistyoch and Clan for fear of Imperial attacks on those systems. With each influx of refugees, additional administration and facilities were required to meet the needs of the population and also to ensure their happiness.

Real estate became such a premium during the Third Frontier War that a number of experimental underwater cities were built. These proved successful and helped to ease the overcrowding problem on the mainland. A natural progression from these cities, was the construction of underwater processing facilities used to extract minerals from the oceans. Mineral ore is fast becoming one of the leading exports on Riverland.

As one would expect on a world with underwater cities and mining facilities, marine transport is very common on Riverland. There are a variety of boats and submarines for transporting people and goods to between locations. An underwater monorail has also been constructed in pressure tubes that connect the major underwater settlements.

Riverland is now an overpopulated world of bureaucrats who administer Zhodani interests in the Jewell subsector. It is also home to a large number of re-education centres to service the needs of the Zhodani people in Jewell.

ATTITUDES

Riverland has the highest re-education rate of all Zhodani worlds in Jewell, which is hardly surprising considering the population now numbers nearly 30 billion. The authorities have to carefully monitor all settlements to prevent overcrowding, which is the cause of most unhappiness.

This world is already overcrowded so anyone who comes here is usually making the situation worse. As a result, most if the inhabitants of Riverland are unfriendly and often rude to offworlders but some people are a little more tolerant with visiting traders.

LAWS

All travellers wishing to land on Riverland must request permission to do so and permission is often denied, especially to non-Zhodani visitors unless they have goods that can be traded. All weapons, drugs, and information are illegal here.

PLACES OF INTEREST

Kashev: The capital of Riverland is a vast metropolis that is home to nearly 50 million people. Overcrowding is rife here and most people

live in high rise apartments. The Riverland starport is situated on the western side where a thriving commercial district has grown.

Undertown: To help ease the overcrowding in Kashev, parts of the city were developed underground, which has become known as Undertown. Undertown is inhabited exclusively by proles.

Netzba: Netzba is the largest underwater city and water processing plant on Riverland. It is located 60km west of Kashev and is becoming a popular destination for offworld merchants. The water processing plant is a high security area and although it is a legitimate facility, it is also the cover for a research facility built on top of the Tripwire device.

The Riverland Device

The Tripwire device on Riverland was brought here from Foelen in 1097. At the time the device was moved, the underwater city of Netzba was being built so the device was hidden inside the city's water processing plant in a secured area.

The processing plant is used to extract minerals from the water and is situated above the city. Due to its location within the city there are always people in the area, including workers, civilians and security. Security access to the facility requires pass cards and an access code, which is frequently changed. Guards are stationed at the entrance and the area is monitored by cameras.

The processing plant consists exclusively of Zhodani workers and with the security measures it has, gaining access is extremely difficult. However, anyone with an appropriate scientific or engineering skill will know that there must be inlet and outlet pipes for the mineral extraction process. These pipes could provide means of entering the facility without being detected and is the best way for the players to get inside.

If the players do not think of this or they want to try alternate methods of entry, agent Cryer will advise accordingly. Trying to gain access by any other method will be too risky given the layout and security measures in place here.

DIVING

The pipes connected to the water processing plant are roughly 25m below the surface. In order to dive down to this depth, the players will need to get the appropriate diving gear (listed on page 90 of the Appendix). Diving equipment is commonly used on Riverland and can be obtained from most towns and cities.

The dive itself is quite simple, requiring an Athletics (Co-ordination) check. As the players approach the processing plant they will see a number of large pipes protruding from the facility. Some of these pipes take water into the processing system to extract the minerals and other pipes release the processed water back into the ocean.



Since the players do not know exactly how the water is processed they will not know what is inside the inlet pipes, it will therefore be safer to enter via an outlet pipe. However, they will not be strong enough to swim against the water flow so they must observe how often the water is released and swim into the pipe between each outflow. A successful Investigation check will reveal that four of the pipes sequentially release water every four minutes in one minute intervals, so anyone swimming through one of the pipes has three minutes to reach the end.

A second Athletics (Co-ordination) check is required to swim along the pipe. The pipes are 1.5m in diameter so the party must swim down one at a time. It will be dark inside the pipes and light sources will be needed. It takes roughly two and a half minutes to swim the length of the pipe.

As the players swim through the pipe, they will eventually come to a large impeller, which is used to force the water out through the pipe. It is currently stationary and is large enough for most people to fit through the gaps between the blades. Once past the impeller, the players will emerge in a small pool of warm processed water.

The pool is situated in a large room that has a variety of equipment, consoles and pipe networks. There are three other pools here that sequentially expel water through separate outlet pipes.

A successful Recon check will reveal a technician working at one of the consoles. Anyone in the pools can make a Stealth check to climb out and hide or wait d66 seconds for the technician to move on to another console. The players can also attempt to subdue the

technician but if he sees or hears them approaching he will run and alert security as detailed below.

If the players wait too long in the pool, the impeller will start up and they must make an Athletics (Strength) check to avoid being sucked back down and killed by the impeller blades.

SEARCHING THE FACILITY

Once the players are inside the processing plant they can use the keystone to locate the Tripwire device. Security guards regularly patrol the facility and there are always technicians overseeing and maintaining the equipment. Regular Recon and Stealth check are required to spot personnel and avoid being detected by them. Any worker who spots the players will attempt to run and notify security. Security guards will immediately report an intruder if the players fail to stay out of sight.

The Tripwire device is inside a purpose build containment room with an advanced security lock. There are no permanent security guards posted here but there are regular patrols that pass by every 1d6 minutes. Bypassing the lock requires an Engineering (Electronics) check DM -4 and takes three minutes.

Once the activation sequence has been set on the Tripwire device, the players will need to make their way back out through the pipes. They can easily see when each pool is pumping out water and swim out as soon as the pumps stop. Assuming that everyone will quickly swim past the impeller blades, anyone caught in the pipes when the pumps start will be flushed out into the sea, taking 1d6 damage.

CODA

OVERLOAD

Once the players have found as many Tripwire devices as they can, they must wait for the network to activate at the preset time. Hopefully they have timed it well and do not have to wait long. Once the time delay expires and the network activates, the players must act fast to set the overload sequence – the longer the network is active the more ships will be affected by the Jump Space distortions.

For every 10 minutes that the network is active, 1d6 ships will be forced out of Jump Space. If the network is active for a long period of time then news will eventually spread that Jump Space travel has become hazardous in the affected systems but this could take many weeks.

Before the overload command can be initiated, Unkah will explain that the subsector map needs to be updated. She would have mentioned this before but it can only be updated now that they have confirmed all of the locations. The master key can be used to update the map with the new designated locations of each device and update any locations where the devices have been moved. To update the map requires a Computers check DM -2.

When the network is active and the map has been updated, another Computers check DM -4 must be made to start the overload procedure. Setting the overload takes 1d6 minutes and can be attempted as many times as required but the longer it takes the more ships will be affected. Once the overload procedure has begun, the party will have 1d6+10 minutes to get to a safe distance. Unkah will not know the exact effect that the destruction will have so the party will need to gain as much distance as possible.

Boom

When the overload reaches critical mass, any active devices in the Tripwire network will explode. The severity of the explosion can be randomly determined or selected from the table below. Please bear in mind that the greater the explosion, the greater the casualties and the more it will affect the surrounding area. You can make separate rolls for each device or use the same result for all of them

AFTERMATH

News of these explosions will spread throughout Jewell subsector relatively quickly and the players will eventually discover the damage and casualties caused by their actions. The consequences will largely depend on the severity of the explosions but if any Zhodani bases were destroyed they might see this as a prelude to invasion.

The Zhodani will most likely strengthen their borders and there will be some serious political tensions and debates between the

1D6	SEVERITY
1	The device is destroyed with no collateral damage.
2	The device explodes, destroying everything with 1d6 metres.
3-4	The explosion destroys everything within d66 metres.
5	The device explodes destroying everything within 1d6 kilometres.
6	The explosion destroys everything within 2d6 kilometres and destabilises Jump Space in that system for 1d6 hours.

Imperium and the Zhodani. The duke will be thrust into the middle of this and have his work cut out to reduce any political fallout. The situation could easily get out of control, especially considering the political issues of the last few years.

The exact results and consequences of the Tripwire overload is up to you. Do you want this to have a significant effect on Your Traveller Universe or will it all blow over and the situation return to normal?

In addition to the political effects that this has on your universe, you must also consider the physical, economical and social effects. Some worlds might be permanently changed by the Tripwire explosions so you need to consider how this affects your game. The worlds and possible changes are listed in the table opposite

SPECIAL OPS

With the devices destroyed, the players' task is complete. They can now report to Duke Zahn who promised to pay them for their services. The duke will be extremely busy dealing with the political ramifications and only when the players show their authorisation (if they have any) will the duke's aides take notice and arrange a meeting. Alternatively, agent Cryer can use his influence to achieve the same result.

Once the duke knows that the party have requested a meeting he will make it a priority to see them. The players will be ushered into the duke's private study and he will enter soon after. Read out the following:

'Well, you have certainly caused me some problems but I believe we made the right choice. I'm sure I don't have to tell you that what you know must stay within these walls.'



WORLD	POSSIBLE OUTCOME
Chwistyoch	If the military base was damaged then the Zhodani will repair or rebuild as required.
Clan	The destruction of the Clan device will have little effect on the world.
Condyle	The destruction of this device will have no effect to the Vexx society here but Damo will be less than happy and may even forbid the players to return.
Farreach	If the explosion was big enough then the base and starport would have been destroyed leaving nothing behind. Even if there was little collateral damage, without the device the base and starport serves little purpose.
Grant	Without the device (and most likely the research facility) Grant will no longer need to be a Red Zone planet and the patrol fleet will not be required. This will open it up for potential colonisation.
Louzy	If the processing plant was dismantled to excavate the device it will have a serious impact on the ore exports and therefore the planetary economy. If the Tripwire device remains intact, the Zhodani will have a strong interest in recovering it as it will be the only surviving device that they know about.

As promised, here is another 50,000 credits. I also have another, more permanent, offer for you. It is clear to me that a team is needed for dealing with matters such these, matters that must be dealt with outside the normal Imperial channels.

You have proven yourselves to be both capable and loyal and I would like you all to be part of a new special operations unit. You would work for me, under the command of agent Cryer. You will be well equipped and well paid for your services. You can have some time to think it over and discuss it but I'm hoping that you will accept.'

Assuming that the players accept the duke's offer, you now have a great setting in which to play additional scenarios and campaigns. A whole universe of adventures is now available to you and your players as they carry out secret missions for the duke and serve the Imperium.

Duke Zahn will want the players to start work immediately as there are several matters that need looking into. Given the party's knowledge and activity over the last year they are perfect for the job. The players' first mission will be to expose the spy that still exists in the intelligence network and the Imperium must also discover the Zhodani's motives for using the Tripwire network. Finding and questioning the spy might also help the Imperium discover why the Zhodani are employing the use of technology like the Tripwire devices.

Under Cover

Since the players are working as undercover operatives, the duke will suggest that they keep their current ship and maintain their current status as free traders. This gives the party a believable cover story whilst giving them the freedom to go anywhere they need to without arousing suspicion. Duke Zahn will pay for any upgrades needed to the ship as long as the players' can justify the expenditure.

Duke Zahn will also pay any expenses incurred by the party, covering ship maintenance, fuel, accommodation, food, ammunition and other supplies. The duke may look after the needs of his new operatives but do not allow the players to abuse this privilege; any requests that are excessive must be justified and should not reveal the party's true nature, so military grade hardware, illegal and other exotic items will not be permitted.

The duke will impress upon the party their need to remain deep undercover and stay 'under the radar' to minimise their exposure and keep their connection to the duke and intelligence network a secret. To this end there will be no records of the players working for the duke or the intelligence network. If they were to be given full access to Imperial outposts and facilities it could alert the enemy and expose their operation.

If the players get into trouble then they must resolve the situation themselves, they cannot use their new connections to bail them out when things go wrong. Duke Zahn should only be used to pay the party's wages and brief them on mission details; he is not a crutch for the players to lean on in times of need. The players have already proven their resourcefulness and this is why the duke has employed them.

No-one said this would be an easy job but if at any time the players do find themselves in a desperate situation you can have the duke intervene as a last resort but he should be used sparingly in this role so the players do not become dependent on him for support.

You may wish to keep agent Cryer as an NPC, depending on the current skills and size of the party. He might serve as their leader, or perhaps as a liaison between the players and the duke but it is entirely up to you what role he continues to play, if any. If agent Cryer does join the party full time then his official records will show he is no longer in the service of the Imperium to help maintain the party's cover.



The party will also have a number of other contacts they have met through the course of this campaign. They can continue to use these contacts and should be encouraged to do so. Building up a good network of contacts can be essential in this line of work but the player's should be mindful of who they trust.

MAKING CONTACT

Duke Zahn will also explain to the players how they will stay in contact with each other. When on Jewell, the players may contact the duke using an encoded signal that is known only to the duke and the party.

A few of the duke's most trusted couriers are also available to deliver encoded data wafers, again only the duke and the party will have the means to decode the data. Duke Zahn will also arrange for the party to have some permanent accommodation on Jewell so the couriers can better contact the players between missions.

TO CATCH A SPY

Before the players embark on their first mission as operatives, they will most likely want to stock up with supplies and make sure their ship is in full working order. Once they are fully kitted out and ready to start, the duke will send the party an encoded data wafer containing their mission briefing.

'Our first priority is to find and capture the spy that we know exists within the Imperial intelligence network. I'm sure that other spies and informants exist but whoever was behind the murder of Agent Forbes is a known fact and I think there are enough pieces of the puzzle to expose them. This spy is very good and has caused us many problems, so I am relying on you to find this person and if possible bring them to me alive for questioning.'

Known Facts

There are a number of points during the players' travels where the situation resulted from the spy's involvement. The players have also met a number of contacts who are known associates of Imperial agents. Since the party is tasked with rooting out the spy they must consider everyone who was known to agents Forbes and Cryer. Unless the story unfolded differently than detailed throughout the campaign, the players' should know the following facts and potential suspects:

- Agent Forbes was aware of a potential leak before he was assassinated, as noted on his data wafer.
- Two Zhodani agents assassinated agent Forbes on Esalin. It is a reasonable assumption to conclude that they knew something about him and tracked him from Farreach, which would explain why Forbes bought passage on the players' ship to begin with.
- No Zhodani agents returned to the Redway Hotel after the assassination, meaning their whereabouts was unknown or perhaps Martha Redway was somehow involved.
- Martha Redway is a trusted contact but the fact she was not injured during the assassination and was determined to remain could implicate her. However, she did give the data wafer to the players, an act that surely proves her innocence?
- If agent Cryer is present he will know that the courier was killed on Esalin but does not know the details. This does not necessarily exclude Martha Redway as a suspect.
- On Ruby, Daniel is a trusted contact for several agents but he works in an unofficial capacity and has many contacts involved in illegal activities. Could he be an informant, or is one of Daniel's contacts using the relationship to gain intelligence on Imperial agents?
- Gakha, who the players met on Mongo, is another potential suspect who has already been implicated for industrial

THE SPY

The spy is a cunning individual who works for the Zhodani. She is a human psion who was taken in by the Zhodani as a child and was trained in the use of her powers. Her true identity is unknown but she usually goes by the name 'Alice' and has a number of different identities she can use when needed. With her psionic capabilities and Zhodani upbringing, Alice soon learnt to distrust humans and other races, making her a prime candidate as an operative.

Alice's job is to investigate any potential threat to the Zhodani, primarily from the Imperium, and pass any information to other agents who then deal with the problem. She never deals with any threats herself unless absolutely necessary. For the most part, Alice is simply an information gatherer and limiting her involvement and exposure is the reason she has been so successful.

If anything Alice discovers is a serious threat, Zhodani agents will usually respond by removing that threat. Other times, Alice will be ordered to monitor a particular situation or person to find out more about the Imperial intelligence network and its activities.

Alice's travels in tracking agent Forbes is detailed in the relevant sections in this chapter. By following her trail, they players will eventually obtain enough information to track her down.

ALICE	CAREER PATH	STR	DEX	END	INT	EDU	SOC
Age 33	Psion (4)	6 (o)	8 (o)	7 (o)	9 (+1)	8 (o)	10 (+1)
Psi 11, Awareness 2, Clairvoyance 0, Telepathy 3, Computers 0, Deception 1, Persuade 1, Stealth 1							
Cloth armour (5)							



espionage. Could she have fooled the players from the beginning?

- The Zhodani agent encountered on Pequan must have been given his orders by someone else and that person knew that Forbes and Cryer knew each other. There is a good chance that whoever gave the orders to the agent was in contact with the spy.
- If the players enquire about the duke's aide who was the traitor at the inauguration ceremony, the duke will explain that the man was interrogated but he knew nothing about the spy.
- The spy obviously travels a lot and may not be based at any single location so tracking them down will be difficult.

The players should begin by discussing these known facts and decide which leads they can investigate. With all the Contacts the players have made during their travels, they will now have to question the loyalties of these people. Each potential lead is detailed later in this chapter and the players are free to visit them in any order they wish but starting on Esalin is recommended.

Once the players have enough clues, you can proceed to encounter 'The Elusive Alice' at the end of the chapter.

Emerald: Alice Chamberlain and Morgan Drake

The players will only travel here if they discover the lead from the Redway Hotel. Once they arrive at Emerald, the players must attempt to confirm the identity of Alice Chamberlain. As the duke would have already explained to the players, they are undercover so they cannot simply walk in and demand the information as Imperial operatives; they have no such identification or authority and doing so could potentially expose them to the spy.

The players will need to obtain the information by other means, which they can do by speaking with the right people or by hacking computer systems to find any records. Whichever method the players decide to use, they must make sure they are dealing with the area of the Ecannis family who are responsible for food production.

ASKING FOR INFORMATION

The players will only be able to speak to a clerk or salesperson. They will obviously not give out employee information without good reason so the players must convince the person to release the information on Alice. The less information the party asks for, the more likely they are to get it. For example, only asking for confirmation that Alice worked here will be much easier than asking for her personal details.

COMPUTER HACK

Hacking the computer system requires a Computers check DM -4. An exceptional failure will alert the computer administrator to the

attempted hack and could potentially trace it back to the players. If the players can gain access to a computer terminal it will lower the penalty to DM -1 but getting inside one of the buildings is not an easy task.

The computer terminals are located in offices connected to the grain warehouses. During the day these buildings are very busy. Any previous tactics the party might have used will not work here since everyone in the offices knows each other and the players' presence would be noticed.

The players' only other option then is to sneak in at night. Night-time security is fully automated using security robots to patrol the building perimeter. Warning signs are clearly visible stating that the robots are programmed to respond with deadly force to any trespassers or intruders.

There can be as many robots as you deem necessary to make it difficult for the players to succeed. Once the players have got past the robots, breaking into the building requires an Engineering

ALICE'S TRAVELS

Alice has never visited Emerald under the name of Alice Chamberlain but when using this identity she always leaves her details as a salesperson for the Ecannis family. This avoids suspicion and also serves as a decoy should anyone attempt to track her down.

(Electronics) check DM -2. Once inside the building, the players can attempt to hack the computers with only DM -1.

WHO IS ALICE?

However the players go about finding out the information, they will discover that there are no records of her working for the Ecannis family. Since the Ecannis family run all food production on Emerald, anyone working here would be on the records so Alice Chamberlain must have left false information at the Redway Hotel.

The players might conclude that Alice Chamberlain is not even her real name and she could well be the same person as Alice Gibson, in which case they will have a new suspect as both identities were present at the hotel when agents were visiting. This is of course correct but the players will have no way to confirm this until they obtain further information by following other leads.

MORGAN DRAKE

If the players are also here to investigate Morgan Drake's story that he negotiated a shipment deal with the Ecannis family, the players will find records that confirm his story. Morgan Drake was here from 046-1105 to 070-1105 and attending six meetings with the representatives of the Ecannis family that resulted in a deal for the Jewell Cluster Freight Co. to transport several shipments every month to neighbouring systems.



Esalin: Courier Murder

Fully investigating the murder will not be easy. Not only did it happen almost a year ago but some records will be in the possession of the local law enforcement. Some information can be gleaned from the media but for any detailed information such as autopsy reports the players must hack the computer records or find some other way to covertly obtain the information.

If the players have already spoken to Martha (see page XX) they know that the courier's name is Robert Lewis and they should have also discovered that Morgan Drake is a potential suspect as his visits to the hotel corresponds to two of the visits by the courier.

MEDIA RECORDS

A simple search of media records will reveal that Robert Lewis was found stabbed to death at the Esalin spaceport on 064-1105. No suspects were found but it is assumed he was a traveller who was just an unfortunate victim of a mugging gone wrong. The case remains unsolved.

POLICE RECORDS

Hacking the police records requires a Computers check DM -4. The case report will include the information that was released to the media and will also state that prior to the crime the victim had recently arrived at the spaceport and had travelled here from Ruby. The autopsy will reveal that one of the wounds severed the aorta and the other wounds were superficial. The victim bled out and died within minutes. The reports concludes that it was either a professional hit made to look like a mugging, or that the attacker simply got lucky with the fatal strike.

FURTHER INVESTIGATIONS

Knowing that Robert came to Esalin from Ruby, it is a reasonable assumption to conclude that he might have been visiting Daniel, a known contact for Imperial operatives. The party can follow the trail to Ruby as detailed on page 16.

Esalin: Redway Hotel

Esalin is a good place for the players to start their investigations and there first stop will most likely be the Redway Hotel. Not only can they question Martha but they also know that the hotel is a place they can stay whilst pursuing other leads here.

The players should be on friendly terms with Martha given their previous encounters with her and any player who formed a special relationship will be eager to either prove her innocence or discover the truth. This will probably make questioning Martha a little awkward. Her replies will be honest and forthright but she will understandably be upset and angered that she is being accused of treason. However, the players should be able to appeal to her better nature that they

ALICE'S TRAVELS

Alice had discovered that Robert Lewis was a courier for the intelligence network when she first followed agent Forbes to the Redway Hotel. By pure chance Robert was already at the hotel and by reading his surface thoughts, Alice was able to determine his secret and expose the operation at the hotel.

With the knowledge that the Redway Hotel was a hub for Imperial intelligence, the Zhodani decided to use it to gain valuable information about the Imperium. However, to avoid revealing their knowledge of this place, agents would only monitor the situation periodically.

When Robert made his last journey here from visiting Daniel, Alice knew that Robert was carrying some important information and reported to her superiors. Knowing that the Robert was heading to the Redway Hotel, an agent was able to arrive at Esalin in time to kill Robert and prevent the information from being delivered.

are simply following all leads and ruling out all suspects. Possible questions and Martha's responses are as follows:

- **Why did you remain here after the assassination, knowing how risky it would be?**
'I did not want to compromise the operation here or tip off any enemy agents. My family has been serving the Imperium for nearly 40 years and our loyalty has never been questioned.'
- **How well did you know the courier?**
'I did not know Robert that well. To avoid exposing himself as an operative he acted like an average traveller and only spoke to me like most other patrons would.'
- **When was the last time you saw the courier before he was murdered?**
'He last came by here about a month before I met you all.'
- **When did Forbes last visit here before we arrived with him?**
'It was the same time as the courier, quite by chance I think.'
- **What other agents frequent your hotel?**
'We try to minimise the number of agents coming here to avoid drawing attention. In the last five years, only Adam Dunn, Joss Webb and Rachel Logan have come here.'
- **When was the last time these agents stayed here?**
'Agent Dunn was here about a month ago. Webb would have been a short time after I met you and Logan hasn't been here for about two years.'
- **Are there any customers whose stay coincided with any of the agents or couriers?**
'I will have to check the records. It will take some time but I will get the information for you.'

If the players are with agent Cryer, he can confirm the identities of the agents mentioned by Martha and further checks will confirm



SECURITY ROBOTS

Security robots are essentially flying guns mounted on a grav floater and equipped with a variety of sensors. These robots are programmed to patrol a specific area and will fire a warning shot near any unauthorised person entering the predefined security zone. If the intruder does not leave the security zone or if the robot is fired upon, it will then attack its target and other nearby robots will also join the fight.

SECURITY ROBOT (TL 10)	STR	DEX	INT	EDU	SOC	HULL	STRUCTURE
	10 (+1)	10 (+1)	9 (+1)	6 (0)	0 (-3)	4	4
Traits: Armour 8, Integral System (grav floater), Integral System (every sensor available at TL10 and below), Computer/2 (running Expert Gun Combat (Energy Rifle)/2, Expert Recon/2)							
Weapons: Laser Rifle (5d6 damage)							





ALICE'S TRAVELS

Alice followed agent Forbes here from Ruby (as detailed on page 16) before he travelled to Farreach to investigate the Tripwire lead where this campaign began. Once at the hotel, it did not take Alice long to uncover the secret of the Redway Hotel and Martha's role here.

Martha and her hotel were not seen as a threat but another resource that the Zhodani could use to infiltrate the Imperial intelligence network and so Martha was left alone allowing Alice to periodically monitor agents and couriers who passed through the hotel.

that the recorded dates they stayed at the hotel match the known activities of the agents and couriers.

Examination of the records should reveal the following conclusions:

- Morgan Drake is a potential suspect as his name coincides twice with visits of Robert Lewis, implicating Drake in the murder.
- There are two Alice's – could they be the same person? If asked, Martha will not recall if they are the same person or not as it was over a year ago.

ALICE CHAMBERLAIN

Alice Chamberlain is recorded as being a business woman but is in fact the spy. Her details indicate that she works as a salesperson for the Ecannis family on Emerald and sells grain with other systems in the Jewell Cluster. See page 55 for details of following this lead.

MORGAN DRAKE

Morgan is a businessman who travels to Esalin regularly. Further checks in the customer records will reveal that he has stayed at the Redway hotel a number of other times over the last few years. His business address on Ruby is included and is detailed on page 16.

ALICE GIBSON

Alice Gibson is another alias for the spy. Her details indicate that she is a free trader with no known address.

Farreach: Investigation

Depending on the result of the Tripwire explosions, there might not be anything left on Farreach to investigate. If the base was completely destroyed then there will be nothing left but rubble. Searching the rubble will reveal nothing of interest.

If something of the base does remain, then the Zhodani will either be repairing the damage or evacuating the facility depending on how your universe has changed as a result of the Tripwire effect. There

is a good chance that visitors will not be allowed here so the players might need to find a way to sneak onto the base undetected.

FINDINGS

Although the players have a good idea that the spy was here, there is no actual evidence or leads to be gained by searching whatever remains of Farreach. If the players manage to gain access to any computer terminals here (as detailed in the previous chapter on page XX), they can attempt to hack the systems for any reference to suspects they might have but no records will be found to implicate any of their suspects.

Gakha

If Gakha remained with the party then it is unlikely she will be a suspect but if she left the group at any point the players might want to question her. However, from their previous experience with

CUSTOMER RECORDS

ARRIVAL DATE	DEPARTURE DATE	CUSTOMER
310-1104	311-1104	Robert Lewis
310-1104	312-1104	Morgan Drake
007-1105	012-1105	Robert Lewis
008-1105	011-1105	Morgan Drake
008-1105	010-1105	James Forbes
009-1105	010-1105	Alice Chamberlain
066-1105	069-1105	Joss Webb
066-1105	068-1105	Alice Gibson
160-1106	167-1106	Jenny Stewart
164-1106	165-1106	Adam Dunn
164-1106	166-1106	Don Charlton

Gakha the players should be aware that questioning her loyalty is not something that she will respond well to.

Gakha's current location will depend on where the players last encountered her as she will either be in the same place or in a neighbouring Imperial system. If the players visit her last known location they can ask the locals there for Gakha's whereabouts. Gakha is a friendly and memorable person so most people should be able to help the players and point them in the right direction.

Once the players have found Gakha, she will be pleasantly surprised to see them. However, once her loyalties are questioned her attitude will soon change and she will be difficult to placate. Until the players can pacify her and justify their attitude she will not cooperate with them. If the players to manage to calm the situation, they will be able to question her and can find out any of the following as appropriate to their questions:



- Gakha would have been on Mongo at the time the courier was murdered.
- The party rescued Gakha approximately one week after the courier was killed.
- She has no loyalties to the Zhodani.
- Gakha has always lived and worked on Imperial or neutral worlds.
- She does not travel much, which can be confirmed by checking records of places she has worked such as MagnetoDynamics, which the players should recall that she worked there for several years.

ALICE'S TRAVELS

When agent Forbes was investigating Farreach Alice had followed him here from Esalin, knowing he was an agent but not yet sure what he was up to. Alice informed two Zhodani agents of Forbes' presence but he escaped on the players' ship. The agents then tracked Forbes back to Esalin where they assassinated him.

Gakha may reveal other information depending on where and when she parted company with the players but there will be nothing that links her to any spy activities. She will also add that she was the person who created the encryption program used by agent Forbes and she also helped the players decode that information, risking her life in the process. Why would she do all that if she were working against the interest of the Imperium?

Once the players have finished with their questions, Gakha will ask them to leave and will request that they never return here as she remains insulted by their accusations. However well the players did to calm her down, this is not something she will easily forgive or forget. The players have now lost a good friend and a useful Ally.

Ruby: Daniel

There are several clues that might lead the players to Ruby so they can question Daniel, the contact they met whilst trying to decode the data wafer. Daniel can be found The Factory bar (see page XX) where he is known to conduct most of his business. He will remember the players and gesture for them to sit at his table.

Daniel deals with all types and is used to being questioned about his associates, so he will not take offense at the players when they begin their questioning. Daniel will provide the following information as appropriate to the questions he is asked:

- Daniel never leaves Ruby and rarely travels far from The Factory because that is where his contacts know to find him. This can easily be confirmed by asking any local people.
- He does not know Alice Chamberlain or Alice Gibson but he does know an Alice Long. She is one of his many contacts who works as a private investigator.

- Daniel does not know where Alice lives but she visits The Factory every few months to see if he has any work for her.
- He can describe Alice and provide a sketch so the players have a reasonable idea of what she looks like and he could easily point her out if she were to visit here.
- Daniel does not know anyone called Morgan Drake.
- He does know Robert Lewis and suspected he was some sort of operative but Daniel knew better than to ask Robert about his work.
- Daniel last saw Robert just over a year ago. Daniel does not keep records so does not know the exact date but if the players ask if it was just prior to 064-1105 Daniel will confirm that it would have been around that time.
- A few months prior to when Daniel last saw Robert, Rachel Logan had left a data wafer for Robert to pick up. Robert collected the data wafer and that was the last time Daniel saw Robert.
- He has not seen agent Logan since that time either.

Some of the information here is vital for the players to catch Alice but these clues will only be revealed if the players ask the right questions that they will only know from their investigations on Esalin.

Ruby: Morgan Drake

Morgan Drake is a legitimate businessman and can easily be tracked down with the information he left at the Redway Hotel. Morgan works for a small but reputable freight company called the Jewell Cluster Freight Co. His job is to negotiate transport contacts with other companies.

The Jewell Cluster Freight Co. is a modest building in the upper city situated near the starport where they have a small fleet of ships. After speaking with the receptionist the players will be permitted to meet with Morgan in a small conference room.

After questioning Morgan, it should become clear that he is not involved with the Zhodani or any other covert activities. He is a simple businessman who just happened to visit the Redway Hotel at the same time as Robert Lewis. For the entire month prior to Robert's death, Morgan was staying on Emerald negotiating an important deal with the Ecannis family to transport grain from Emerald to several worlds in the Jewell Cluster. This can be followed up and confirmed if the players visit Emerald (as detailed on page 55).

THE ELUSIVE ALICE

Once the players know enough about Alice and her activities, they must devise a way to track her down. They could wait for her in The Factory on Ruby or at the Redway Hotel on Esalin but if she spots them she might go into hiding. There is also a good chance that during the players' investigations, Alice has already deduced that they are on to her or at least suspects the party are getting too close

ALICE'S TRAVELS

Having discovered that Daniel had worked for several Imperial agents, Alice set herself up as one of his contacts so she could better monitor the activity of the agents who came to Daniel. Daniel was never seen as threat but an asset; an entry point into the Imperial intelligence network.

Alice's relationship with Daniel meant that she could frequent The Factory (where Daniel spends much of his time) and see many of the people that Daniel met with. It was here that Alice first saw agent Forbes and discovered he was an Imperial agent and from here she followed Forbes to Esalin (detailed on page 13).

Agent Logan had collected some information on Alice and left a data wafer detailing her findings with Daniel. After Robert Lewis collected the data wafer, Alice sent a Zhodani agent to intercept him on Esalin where he was killed. Another Zhodani agent killed agent Logan but her body was disposed of, so nobody knows she is dead.

to the truth. However, if the players can think of a way to entice Alice the familiarity of these locations could work to their advantage.

Setting the Trap

The best way to capture Alice is to set a trap to ensure that they can capture her alive. The players do not know that Alice is a psion so their surface thoughts could give them away unless there is another psion in the party who could counter her attempts. For any ruse to work, the players will probably have to involve one of their contacts such as Daniel, Martha or another agent known to Alice. In the latter case, agent Cryer can arrange this.

The players will then need to get the decoy to collect a data wafer or similar item and take it to another location. For example, the players might have an agent collect a data wafer from Daniel and take it to the Redway Hotel. During this time, subtle clues must be left as to the data content to make sure that Alice hears about it and is interested.

Unless the decoy waits for Alice to make an appearance, there will be an element of luck as to whether Alice is in the area. If unsuccessful, the process might have to be repeated several times until Alice takes the bait. The less the decoy knows about the real plan, the less likely Alice will detect the trap.

Remember that Alice might get other Zhodani agents involved if she thinks the data is a high enough risk to warrant killing the courier. With only a little information Alice will have no choice but to follow the decoy and play right into the players' hand.

There are many variables to consider for both you and the players but do not make this easy for them, Alice is not stupid and is always aware of her surroundings. The players would also be advised to have a contingency plan in case things go wrong, which is most likely to be the case.

The players can choose any location to wait for Alice but there is a good chance it will be somewhere familiar to them. Some suggestions are detailed here but if the players choose a different location simply modify as required. These locations work equally well if the players simply wish to hide out and wait for Alice to make an appearance.

REDWAY HOTEL

The hotel has the advantage of allowing the players to better control their surroundings. Martha can get rid of any other guests if necessary so no innocents get involved and the players would then have full run of the building.





Once Alice or any other Zhodani agent is in the building, it can be locked down to prevent their escape. The players should then have no problem apprehending the intruders.

THE FACTORY

The Factory is known to the players and with Daniel's help it is a good location to set the trap. However, the fact that many other people frequent the establishment could make things difficult, especially if the local police get involved once a fight or kidnapping is reported.

The players would be advised to deal with Alice in a private booth if possible. Alternatively the party could apprehend Alice as she enters or leaves the building but again the players must be careful of any other onlookers. Following Alice as she leaves the building provides a better opportunity to catch her at a convenient moment but this plan runs the risk that she could elude the players.

ZHODANI AGENTS

If Alice calls in any other agents then the players will have to either apprehend or kill them. Interrogating a Zhodani agent will reveal Alice's last known location. Further questioning will reveal that she usually heads to the planned target location a day later to make sure the situation has been dealt with.

The agents will not know any of the larger Zhodani plans and will not reveal any other information that the players are after.

FAILURE

If the players' plan to capture Alice fails, she will make her escape and the players will have to try a different tactic but she will now be aware that the party is on to her making further attempts more difficult.

Alice will also inform other Zhodani agents who will attempt to track down the party and kill them. These agents will begin by checking all known havens for the players and their associates, which could include places such as the Redway Hotel and The Factory. What they know will depend on what Alice has discovered about the players.

SUCCESS

If the players are successful then they will have Alice in their custody. Assuming she is still alive the party can deliver her to duke Zahn or agent Cryer (whoever they report to) as detailed on page 76.

Escape

Alice will not be an easy prisoner to transport and she will use every means available to escape. Using her psionic abilities Alice can render any player unconscious with a telepathic assault, so the party will need to ensure she is safely secured on the ship.

If Alice does escape, she will employ guerrilla tactics and take out members of the party one by one. She will head towards the bridge in an attempt to make contact with any Zhodani agents in the

area, giving them her status and position. This could cause serious problems for the party so they will need to quickly take control of the situation or they could end up fighting several Zhodani ships and be boarded.

Zhodani Secrets

During the journey to deliver Alice to the Jewell, the players may wish to interrogate her to find out exactly what she was up to and what other Zhodani secrets she might have. This is not mandatory and the players might prefer to let the duke's people handle this matter. If agent Cryer is with the players he will want to interrogate Alice as soon as possible.

During the interrogation, Alice's dislike of the imperium will become clear and she will eventually confess that it was her investigations that led to the murder of agent Forbes, Robert Lewis and Rachel Logan. The latter might come as a surprise as nobody knew that agent Logan was dead.

Alice will also know that the Zhodani see the Imperium as a threat, largely because the last few years has seen the Imperium tightening their control over Jewell subsector. Knowing a duke was to be appointed, the Zhodani had no option but move up their timetable for the deployment of the Tripwire devices. If the Tripwire network had been activated, the Zhodani would have had total control of their borders in Jewell, preventing any possible attack from the Imperium.

COMPROMISED

Alice might also reveal that she discovered the secret of the Redway Hotel and Daniels involvement with Imperial agents. Once this is known, it will become clear that the Imperial intelligence network has been compromised at several levels. The operation at the Redway Hotel will have to be shut down but the players may still go there if they need a place to stay. Daniel will also have to be used carefully and sparingly from now on, if at all.

Reporting to Duke Zahn

Once on Jewell, the players must contact the duke using the prearranged encoded signal. Once the players have made their report, the duke will thank the players for a job well done and arrange to have someone escort the prisoner from the players' ship.

If the players did not interrogate Alice duke Zahn will set his own people to the task. Once the information has been obtained, the duke will send an encoded data wafer to the players with the details so they are aware of the situation.

CONTINUING THE STORY

Where you go from here is up to you. The stage has been set and any number of missions await the players. Many of the party's contacts have been compromised so the players might want to start by making new contacts or setting up safe houses and intelligence hubs. With the current political climate and the aftermath of the Tripwire effect, it will not be long before the duke sends the party on before their next mission...

APPENDIX

This appendix has a number of random encounters, NPCs, new equipment and spacecraft that can be used as required. There is also an 'Arrested' scenario, which can be used anytime the players find themselves in trouble with the local law enforcement or other authorities.

ENCOUNTERS

Starport Encounters

The players will need to earn some money to pay for the running costs of their ship and the best place to find work is at a starport. Most of the time they will find a passenger or some cargo but other events can happen also.

A number of encounters are presented here as alternatives to those in the *Traveller Core Rulebook* and are more appropriate to this campaign. If you roll an encounter that is not suitable for the situation, simply roll again. For any encounter where the players meet an NPC you can use the NPC tables detailed later on.

D66	ENCOUNTER
11-13	Uneventful
14-16	Event: Customs Inspection
21-23	Event: Repairs
24-26	Event: Unrest
31-36	Cargo: Merchant
41-46	Cargo: Trader
51	Passenger: Diplomat
52	Passenger: Family
53	Passenger: Group
54-55	Passenger: Citizen
56-61	Passenger: Mercenary
62	Passenger: Prisoner
63	Passenger: Refugees
64	Passenger: Stowaway
65-66	Make two additional rolls

EVENT: CUSTOMS INSPECTION

Officials conduct a routine inspection to search the ship for contraband. If the players are law abiding citizens and are aware of local laws they will not have a problem. However, if they have any contraband or illegal passengers then things could get interesting. If they are found to be in possession of illegal goods or are wanted for another crime, use the Arrested encounter described on page 88.

EVENT: REPAIRS

The ship's engineer or a dock worker will notice a problem on the ship. This could be from wear and tear, poor maintenance or damage sustained from a battle or bad piloting. Minor problems

do not necessarily need to be fixed straight away but could get worse with use. More severe issues will need to be fixed as soon as possible to prevent a failure of that system.

The players must get the ship repaired and may also require

D66	LOCATION
11-12	Hull: staterooms/births
13-14	Hull: cargo hold
15	Hull: engineering
16	Hull: bridge
21-22	Hull: fuel storage
23-24	Hull: other (passageways and living space)
25-26	Fuel scoop
31-33	Jump drive
34-36	Manoeuvre drive
41-46	Weapons
51-53	Power plant
54-56	Luxuries
61	Computer
62	Communications
63	Sensors
64	Other electronics
65-66	Life support

1D6	SEVERITY (REPAIR TIME)
1	Minor (2 hours)
2-3	Moderate (1d6+2 hours)
4	Major (2d6+2 hours)
5	Severe (1 day)
6	Catastrophic (1d6+1 days)

additional tools or parts to complete the work. Roll on the tables below to determine the location and severity of the problem.

EVENT: UNREST

This encounter should only be available on Imperial worlds so roll again if it is not suitable for the situation.

The separatist group, Liberation Front (see page), has stirred up trouble in the starport by staging a demonstration about independence. Some of them have chained themselves to ships and cargo to get attention. Local law enforcement are on the scene trying to control the situation but the chaos has meant that they have had to close down the starport until the demonstrators can be removed.

The separatists will not resort to violence at this time but any situation like this can easily spin out of control. With the disruption caused to the starport, many protestors are being arrested and the law enforcers are not being particularly selective.



It will take the law enforcement several hours to regain control of the starport and if the players get involved in any way, there is a chance that they will be arrested (see encounter for details). If the players are in a rush to get to their next location, they will now have to persuade or bribe officials at the starport to allow their ship to depart.

CARGO: MERCHANT

The players are approached by a merchant to deliver some cargo to a specific destination. The destination should be a world that is either on their intended route or a minor diversion from it. To increase the chances of an encounter related to the cargo (such as a customs inspection or patrol) pick a destination that is at least several jumps away.

The merchant will be travelling with the goods and he will pay the party a standard commission on the sale value. Roll on the Trade Goods table on page 165 of the *Traveller Core Rulebook* to determine the type of goods that the party will be transporting.

CARGO: TRADER

A trader approaches the players to sell them some goods for a reasonable price. Roll on the Trade Goods table on page 165 of the *Traveller Core*

Rulebook to determine what goods are for sale. The players can negotiate the cost and once the deal is concluded, it is entirely up to the party as to where there sell the goods and for how much.

PASSENGER: DIPLOMAT

A diplomat, most likely accompanied by at least one aide and one bodyguard, requires urgent passage. He is on Imperial business and his own ship is being repaired. The diplomat will pay well but will insist that he is left alone for the duration of the journey. If you want to make things more interesting, the players' ship could be attacked or boarded on the way by an opposing faction (perhaps somebody who is after the diplomat).

PASSENGER: FAMILY

A family requires passage offworld. The couple will have two children who spend most of the journey chasing each other around the ship, shouting and generally making a nuisance of themselves. The parents do not really see a problem with this but it will drive the players crazy and could interfere with ship operations.

One of the children could also go missing, trapped in some part of the ship and possibly injured. The family will ask the party to help find the lost child.

PASSENGER: GROUP

A group of 1d6 people are travelling together and want some cheap transport. They will negotiate for the best price possible but once onboard they will not cause any problems unless the ship is boarded or another event befalls the players, then the passengers will complain and make the situation much worse.

PASSENGER: INDIVIDUAL

A lone traveller books passage on the ship. He will be friendly and try to strike up a friendship with some of the players. He may even help the players if they are boarded or get into trouble.

PASSENGER: MERCENARY

An out of work mercenary is looking for new employment. If the players do not require his services then he will simply pay for transport to another world where he has a better chance of finding some work.

PASSENGER: PRISONER

An agent or bounty hunter is escorting a prisoner. They will pay double the standard rate and assure the players that the prisoner is either not dangerous or securely restrained as appropriate. Roll on the Crime table in the side panel to determine what the prisoner has been accused of.

This provides several opportunities for additional encounters whilst they are onboard the ship. The prisoner might ask players to free him or he could escape and the players must help to capture and restrain him.

PASSENGER: REFUGEES

A group of 1d6 refugees who have escaped some local trouble seek free passage offworld. They will offer to earn their keep during the

PASSENGERS

Passengers are a good way of getting a new player or NPC to join the party. Once the story begins, there is a good chance that any passengers onboard the ship will get caught up in the events of the campaign. However, if you do not wish to add a new permanent party member, the passenger will not get involved or be unaware of the events as they transpire (for example, they stay in their cabin) and will simply disembark at their desired destination.

Any passengers will make certainly make things more interesting at certain points in the story (such as when the Zhodani board the player's ship at Ao-dai). This is also a good encounter if you want your players to land in other systems and can potentially lead to additional encounters at the destination.

The passenger's race will largely be determined by the world but you can use the Race table if required. If you need to determine the reason for travel, roll on the following table.

D66	REASON FOR TRAVEL
11–16	Experience/Exploration
21–26	Business
31–36	Vacation
41–46	Visiting friend or family
51–56	Relocation
61–62	Asylum seeker
63–64	Fugitive (roll again for given reason)
65–66	Medical needs



CRIMINALS

There is always a chance that one or more of the passengers are criminals. Roll d66 to determine if a passenger is actually a criminal. On a roll of 63–66 they are a fugitive. Roll on the table below to determine their crime.

D66	CRIME
11–14	Falsely accused (roll again)
15–22	Hacker
23–26	Murderer
31–34	Pirate
35–42	Separatist
43–46	Smuggler
51–54	Spy
55–62	Terrorist
63–66	Thief

As with the Prisoner encounter, this can provide similar opportunities onboard the ship. A patrol or inspection could reveal the identity of their passenger, or the fugitive may even continue to commit the crimes he is accused of whilst onboard the ship.

journey but they do not have any money. Alternatively, it could be someone who has lost his job and is down on his luck.

PASSENGER: STOWAWAY

A stowaway has managed to sneak onboard the ship. The players will discover him during the journey and must decide what to do with him.

Arrested

There are several situations in this campaign where the players might end up being captured by either the Zhodani or the Imperium. If this happens they will be interrogated and will most likely want to escape. This scenario can be used for most circumstances where the players find themselves in such a situation but you may need to modify it slightly to fit their current predicament.

If the players are arrested by the Zhodani then the situation will be much more difficult for them, especially if it is related to the main plot of the campaign and Zhodani agents are involved.

MINOR INFRACTION

If the players have been caught smuggling contraband, get caught up in local trouble or there is only circumstantial evidence against them, then proceed with this part of the encounter. For more serious crimes, refer the Major Crime section.

Each party member will be briefly questioned about their criminal activities. Deception or Persuade rolls are required here to either

lie their way out of the situation or prove their innocence. If they attempt to deceive and fail then they will make the situation worse.

If the players can prove their innocence, make a convincing bluff or the evidence against them is not strong enough, the authorities will have no option but to allow the players to go free. However, there is a good chance (depending on circumstances) that the incident will be put on record, naming all parties and their ship.

If the players are found guilty, they will be punished accordingly. Use the guidelines on page 174 of the *Traveller Core Rulebook* but they will most likely have to pay a fine.

MAJOR CRIME

If the players are accused of a major crime such as murder or spying, they will be in some serious trouble. Each party member will have all personal effects removed and they will be locked in holding cells whilst they are each questioned in turn. The players' identities, documents and backgrounds will each be checked and their ship will be searched.

Proving their innocence or deceiving their captors will be difficult for the players unless they have some conclusive evidence or independent witnesses. Depending on the legal system where they are imprisoned, there might also be a trial.

If the players are found guilty, they will be punished accordingly using the guidelines on page 174 of the *Traveller Core Rulebook*. The most likely punishment will be imprisonment or exile.

FRAMED

If the players have been arrested for the murder of James Forbes and/or Zhodani agents, then other Zhodani agents will frame the players by planting evidence and bribing locals to testify as witnesses.

BREAKOUT

If the party are found guilty and are imprisoned or continued investigation into their backgrounds gets them into further trouble (such as knowledge or involvement in the various conspiracies), they will need to plan a breakout if they are to uncover the secrets and complete the adventure.

The chances and method of escape will largely depend on the government, security and technology level of the world the players are on. However, the players' best chance will be to escape before they are transferred to a penal facility. The players will most likely have to escape by themselves, but any party members or contacts on the outside could prove critical to their success.

If the situation makes it impossible for the players to escape their captors, you could have an undercover agent or sympathiser aid their escape. Any agent that helps the players' might know of their activities through one of the other agents or contacts the players have already met.



NPCs

For a quick use NPC, pick or roll on the career and race tables below. The career table below includes the character statistics which should be modified as appropriate by the race. The character can be serving a term in their career or left it in favour of travelling.

EQUIPMENT

As the players travel Jewell subsector, they will encounter several new races and cultures that have unusual goods and exotic items. This appendix lists some of the new equipment that is available

to them as well as a number of new spacecraft the players will encounter on their travels.

Chokari Equipment

FISH

As one would expect, fish is the staple diet of the Chokari and they eat it in large quantities. Although all Chokari are capable of catching their own fish, those who have other jobs prefer to buy their supplies from the markets or local merchants. All tribes have their own fish farms to prevent overfishing.

D66	CAREER
11	Corporate Citizen: 777998 Advocate o, Admin 1, Broker 1, Computers o, Steward o
12	Blue Collar Worker: 888888 Drive o, Engineer o, Jack of All Trades 1, Mechanic 1, Melee o, Streetwise o
13	Colonist: 777999 Drive o, Flyer o, Jack of All Trades 1, Melee o, Recon o, Survival 1
14–16	Trader: 787878 Broker 1, Drive o, Pilot (Spacecraft) 1, Sensors 1, Vacc Suit o, Zero-G o
21–22	Broker: 777989 Advocate o, Admin 1, Broker 1, Computers o, Deception 1, Persuade 1
23–24	Rogue: 8A9878 Athletics (Co-ordination) 1, Deception 1, Gun Combat o, Recon 1, Stealth 1, Streetwise o
25–26	Smuggler: 898979 Astrogation 1, Athletics (Co-ordination) o, Deception 1, Gun Combat (Energy Pistol) 1, Pilot 1, Recon o, Stealth o, Streetwise o
31–32	Scout: 7A8A77 Astrogation 1, Comms 1, Computers o, Drive o, Gunner o, Pilot (Spacecraft) 1, Recon o, Sensors 1, Zero-G o
33–34	Engineer: 888987 Drive o, Engineer (pick two) 1, Jack of All Trades 1, Mechanic 1, Melee o
35–36	Scientist: 676997 Admin o, Computers 1, Investigate 1, Science (pick two) 1
41–42	Clerk: 677997 Advocate 1, Admin 1, Computers 1, Persuade o, Steward o
43–46	Mercenary/Military: 9AA878 Athletics (Co-ordination) 1, Gun Combat (Slug Rifle) 1or Melee (Blade) 1, Recon 1, Stealth 1
51–56	Law Enforcement/Security: 9AA887 Advocate o, Computers o, Gun Combat (select as appropriate) 2, Investigate 1, Melee o, Recon 1, Stealth o
61–63	Agent: 8AA987 Comms o, Computers o, Deception 1, Gun Combat (select as appropriate) 1, Investigate 1, Persuade o, Recon o, Stealth 1
64–66	Diplomat/Noble: 7879BA Admin o, Advocate 1, Carouse 2, Diplomat 2, Investigate o, Persuade 1

1D6	RACE
1-2	Zhodani: Roll 1d3 to determine status (Noble, Intendant, Prole)
3	Aslan: Str +2, Dex -2, Natural Weapon (Claw)
4	Vargr: Dex +1, Str -1 End -1, Natural Weapon (bite), Uplifted
5-6	Human

ITEM	TL	RANGE	DAMAGE	HEFT	MASS (KG)	COST (CR.)
Fish	0	-	-	-	1	1
Harpoon	2	Ranged (thrown)	3d6	1	2.5	25
Light Jar	2	-	-	-	-	5
Net	1	Ranged (unarmed)	-	1	1	10
Seaweed	0	-	-	-	0.5	1
Twine (10ft)	1	-	-	-	-	5



HARPOON

Harpoons are typically 4–6 ft long with a barbed tip and are primarily used to spear fish. A rope can also be attached to the butt if required.

LIGHT JAR

A reusable light source made from a bioluminescence algae stored in a glass jar. Light jars can last up to two years with regular light exposure.

NET

Nets are primarily used by the Chokari for fishing but they can also be used as a weapon to entangle an opponent. If the net is successfully thrown, the target is grappled and must make an Athletics (Coordination) check or cut through with an edged weapon.

SEAWEED

Another common food for the Chokari is seaweed. The underwater plants found on Foelen are full of nutrients and can be dried to give a shelf life of up to three months. Most tribes have several seaweed farms to feed the population.

TWINE

The Chokari make twine from a type of seaweed that grows in the sea's on Foelen. It is strong, thin and flexible, making it ideal for use with their harpoons. Twine is bought in 10ft lengths up to a maximum of 100ft.

Diving Equipment

During the course of the campaign, the players might need underwater equipment to achieve their plans. Although vacc suits can be used underwater, most are unwieldy and not ideal for underwater activities (–2 DM to all skill checks in addition to any other vacc suit penalties).

Water conducts heat away from the body 25 times more than air (when in a standard atmosphere), which can result in hypothermia even in warm water. Unless the players have access to TL 14 vacc suits they will need to get proper underwater diving gear.

DRY SUIT

A dry suit is a sealed garment offering greater warmth than a wet suit. Clothing can also be worn underneath, which can further insulate the wearer. Although dry suits allow the wearer to survive in colder conditions than a wet suit, the dry suit is more cumbersome (–1 DM to all skill checks). If a dry suit is punctured, it will act as a low quality wet suit as it fills with water.

HEATED DRY SUIT

A heated version of the dry suit protects against even colder conditions but gives off a much greater infrared signature making it

ITEM	TL	MASS (KG)	COST (CR.)
Dry Suit	5	2	500
Heated Dry Suit	7	5	900
Scuba Set	6	10	600
Wet Suit	5	1	250

easy to detect the wearer. The suit has an integrated heater that is powered by batteries that provide six hours of heat.

SCUBA

Self-Contained Underwater Breathing Apparatus. This life support system is designed for underwater use. It uses one or two tanks of compressed gasses that are passed through a breathing regulator. A Scuba tank will provide breathable air for roughly one hour. Scuba gear must be used with a dry suit or wet suit.

WET SUIT

A wet suit is made from neoprene and retains body heat by trapping a layer of water against the skin. This water is warmed by the wearer's body heat and acts as insulation.

Vexx Equipment

EXCAVATION TOOLS

The Vexx society is contained underground and their settlements are continually expanding and changing. They have developed their own tools for excavating through the rock and earth, which include hand tools (picks and spades) for small jobs and larger mechanical equipment for large scale excavations. The larger equipment is expensive to make and the Vexx do not sell these machines to offworlders.

HYDROPONICS

Hydroponics is the science of growing plants and crops without the use of soil, something that is essential to the Vexx as there is no fertile soil on Condyle. A small hydroponics set will last for over a year and consists of containers, chemicals and light bulbs that simulate sunlight.

Growing food with hydroponics equipment is relatively easy and requires a basic Science check to be made once per week for three weeks. A failed check means that the crop fails but exceptional successes can reduce the cultivation time by several days.

SEEDS

The Vexx have spent centuries cultivating their crops and breeding plants to create seeds that grow quickly and produce nutrient rich foods. When grown correctly, one container of seeds can grow enough food to feed a person for about one month and take three to four weeks cultivate.



WATER PURIFIER

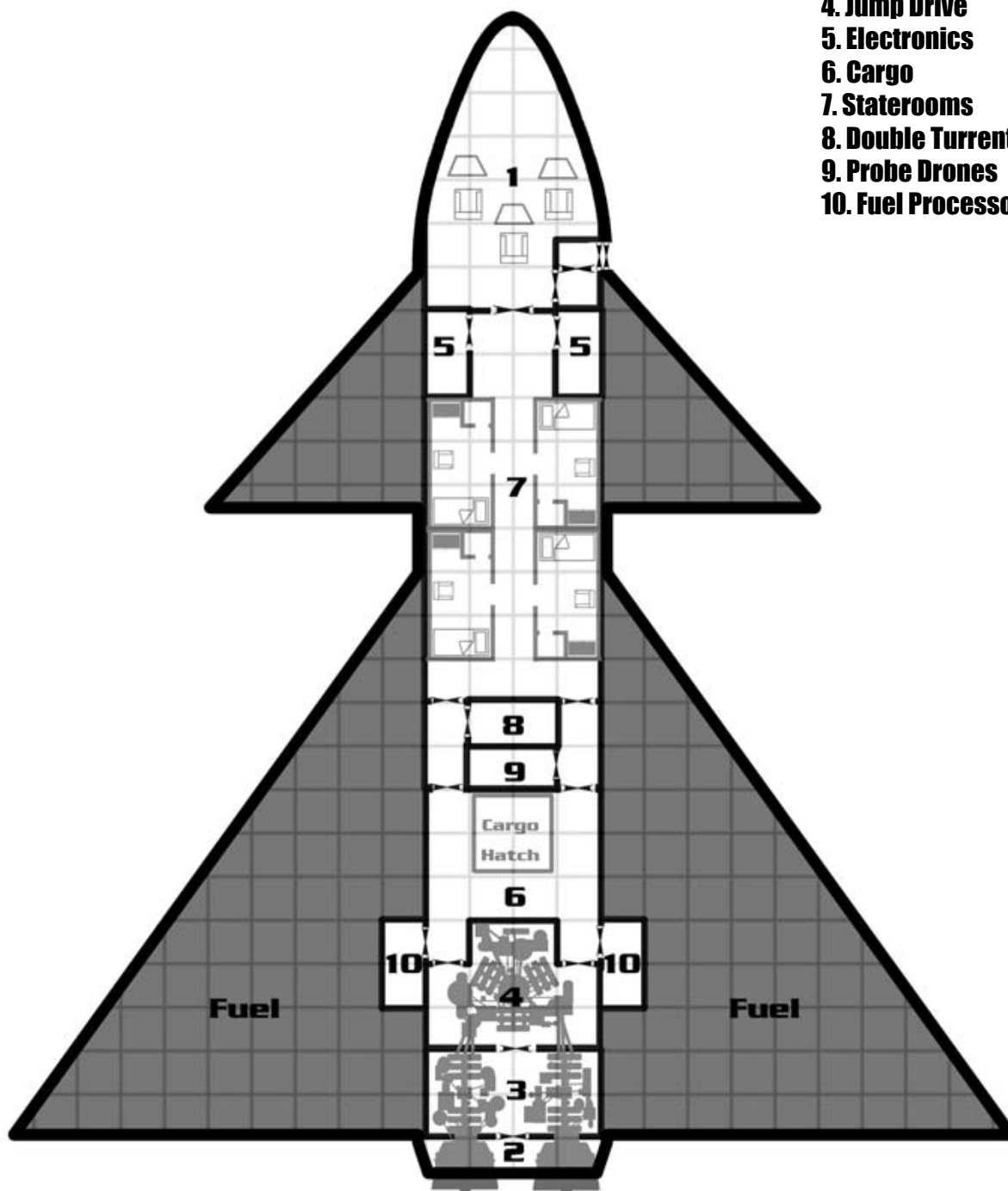
Even water obtained from underground is tainted on Condyle and the Vexx have to filter it before it is safe to drink or use for their hydroponics. Water purifiers come in portable varieties or larger systems.

ITEM	TL	MASS (KG)	COST (CR.)
Excavation Tools	1	2	20
Hydroponics	6	1	100
Seeds	6	—	5
Water Purifier (small)	4	1	10
Water Purifier (large)	4	10	50

Zhodani Spacecraft

Zhodani spacecraft are very similar to those used by other races. However, the main difference is that Zhodani ships use psionic switches for a variety of simple functions such as doors, light switches, environmental controls and communication devices. Anyone trained in Telepathy can activate a psionic switch with a successful Telepathy check (no Psi points are expended).

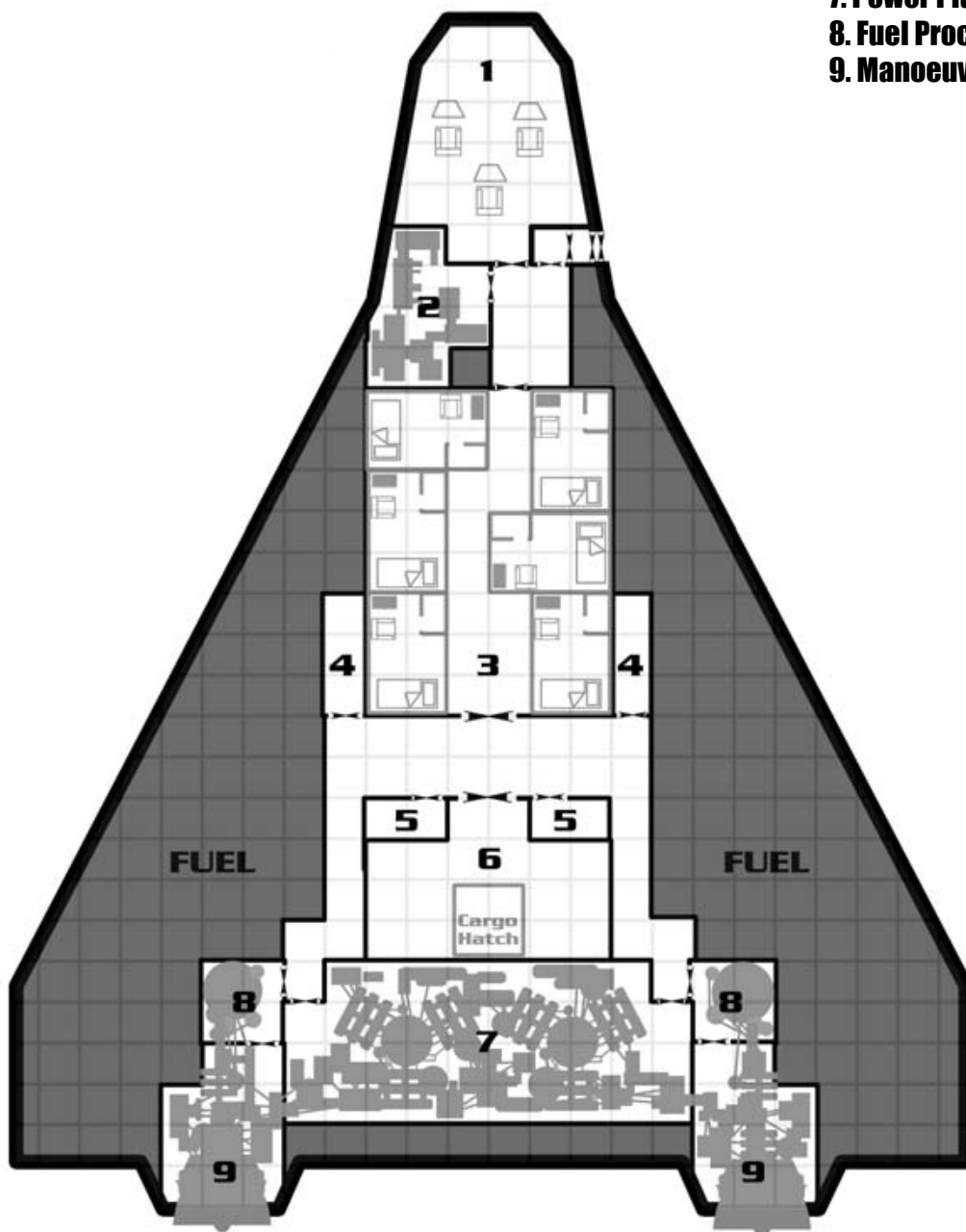
ZHODANI SCOUT (TYPE ZS)			TONS	PRICE (CR.)
Hull	100 Streamlined	Hull 2 Structure 2		2,200,000
Armour	Crystaliron	4 points	5	400,000
Jump Drive A	Jump 2		10	10,000,000
Manoeuvre Drive A	Thrust 2		2	4,000,000
Power Plant A			4	8,000,000
Bridge			10	500,000
Computer	Model 1/bis	Rating 5 (10 for Jump Control)		45,000
Electronics	Military Sensors	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (double beam laser)	1	2,500,000
Fuel	40 tons	One Jump-2 and 20 weeks of operation	40	
Cargo	7 tons		7	
4 Staterooms			16	2,000,000
Extras	5 Probe Drones		1	500,000
	Fuel Scoop			—
	2 Fuel Processors		2	100,000
Ships Locker				
Software	Jump Control/2 Manoeuvre/o Library/o			200,000
Maintenance Cost (monthly)				2622
Life Support Cost (monthly)				8,000
Total Tonnage and Cost			100	31,453,000



- Key**
- 1. Bridge**
 - 2. Manoeuvre Drive**
 - 3. Power Plant**
 - 4. Jump Drive**
 - 5. Electronics**
 - 6. Cargo**
 - 7. Staterooms**
 - 8. Double Turrent**
 - 9. Probe Drones**
 - 10. Fuel Processors**



ZHODANI SYSTEM DEFENSE BOAT (TYPE ZD)			TONS	PRICE (CR.)
Hull	200 Streamlined	Hull 4 Structure 4		8,800,000
Armour	Crystaliron	12 points	30	4,800,000
No Jump Drive				
Manoeuvre Drive F	Thrust 6		11	24,000,000
Power Plant F			19	48,000,000
Bridge			10	1,000,000
Computer	Model 5	Rating 25		10,000
Electronics	Very Advanced	+2 DM	5	4,000,000
Weapons	Hardpoint #1	Double Turret (Sandcaster/ Particle Beam)	1	4,750,000
	Hardpoint #2	Double Turret (Sandcaster/ Particle Beam)	1	4,750,000
Fuel	72 tons	12 weeks of operation	72	
Cargo	10		10	
6 Staterooms			24	2,000,000
Extras	Escape Pods	One for each stateroom	3	600,000
	Fuel Scoop			
	2 Fuel Processors		2	100,000
Software	Ships Locker			
	Manoeuvre/o			
	Library/o			
	Evade/2			2,000,000
	Fire Control/3			6,000,000
Maintenance Cost (monthly)				9235
Life Support Cost (monthly)				12,000
Total Tonnage and Cost			188	110,810,000



Key

- 1. Bridge**
- 2. Electronics**
- 3. Staterooms**
- 4. Escape Pods**
- 5. Turrents**
- 6. Cargo**
- 7. Power Plant**
- 8. Fuel Processors**
- 9. Manoeuvre Drive**



INDEX

- Agrellia 55
- Alice 81
- Ao-dai 9
- Aqua 43
- Arden 33
- ASOC 38
- Chokari 68
- Chwistyoch 61
- Clan 11, 65
- Condyole 56
- Credits 1
- Cryer 33
- Diving Equipment 88
- Drake 77
- Dry Suit 88
- Emerald 53
- Encounters 84
- Equipment 87
- Esalin 13, 65
- Excavation Tools 88
- Farreach 8, 66
- Foelen 67
- Gakha 22, 80
- Gougeste 35
- Grant 69
- Harpoon 88
- Heated Dry Suit 88
- Hydroponics 88
- Jewell 3
- Keystone 50, 53, 55
- Light Jar 88
- Louzy 30, 70
- Lysen 26
- MagnetoDynamics 20
- Mallor 45
- Miranda 41
- Mongo 19
- Nakege 24
- Net 88
- Onak 63
- Pequan 47
- Puparkin 70
- Redway 14, 78
- Riverland 71
- Robots 79
- Ruby 16
- Scuba 88
- Seaweed 88
- Seeds 88
- Spacecraft 89
- Timeline 6
- Twine 88
- Unkah 57
- Utane 41
- Utoland 40
- Vexx 56
- Vexx Equipment 88
- Wet Suit 88
- Zahn 50, 83
- Zenopit 42
- Zircon 44

THE THIRD IMPERIUM

TRIPWIRE

In an effort to increase their control over Jewell subsector, the Imperium has announced that a new duke will be appointed to oversee Imperial interests there. This move has caused political friction with the Zhodani who have since restricted trade to their worlds.

Imperial agents suspect the Zhodani are now planning to deploy a new super weapon, forcing the Imperium to strengthen their borders and military outposts. With tensions running high only the bravest travellers remain in business, demanding higher fees for their services.

Making the most of the current trade opportunities, the players take on a passenger who pays them a handsome fee for their services. However, the passenger is more than he appears to be and the players are soon plunged into a world of conspiracy and danger.

Tripwire is set in the Jewell subsector of Spinward Marches. The story takes the players to every system in Jewell where an adventure awaits them at every turn. This book is more than just a campaign; it serves as a useful guide to the Jewell subsector, detailing each world with a brief history, local laws and places of interest. Tripwire also includes a timeline of Jewell subsector, random encounters, new equipment and spacecraft.



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To use this supplement, a Referee will require the
Traveller core rulebook.