

Fair Game

By Carl Walsley

Introduction

The myriad worlds of known and unknown space are full of opportunities for explorers and entrepreneurs. Unfortunately, humanity's technological progress has not always been matched by advancements in ethics and morality. Some of those who trade in the far reaches of known space are little more than pirates and smugglers. Delivering contraband or acquiring illegal materials is the lifeblood of their trade.

Amongst the darkest of all such operations is the capture and sale of slaves – both human and alien. In the time of the Third Imperium, the slave trade is not dead: it has simply moved to the stars.

Adventure Background

Mathew Rexel is a wealthy businessman, based on the planet *Hashanab*. Officially, he runs an organisation that surveys and maps remote mineral deposits for large mining corporations. These operations are just a front, however: Rexel's real interest is in the capture and sale of exotic species.

Many worlds have restrictions on the sale or captivity of alien creatures. Wilfully imprisoning sentient beings – human or alien – is outlawed in just about every known settlement. Despite this – or perhaps because of it – there is a huge market for Rexel's wares. Illegal

Fighting rings make use of ferocious alien beasts – and what better subjects to pit them against than humans or sentient aliens? Wealthy nobles like nothing more than to populate their grounds with exotic species in order to display their wealth – regardless of how it might impact on the indigenous wildlife. There are even private zoos that obsessive collectors fill with oddities from across the stars. Rexel's skills and merchandise are in constant demand.

Four weeks ago to the day, Rexel dispatched a ship – the *Brook* – to a remote world called *Sinai*. The crew, lead by Captain Jensen Cole, was charged with acquiring a list of indigenous plants and animals and returning with them to *Hashanab*. They are now one week overdue.

Rexel suspects that the mission has run into difficulties – and he is correct. However, the difficulties are not anything that he could have anticipated.

Assigned to the crew is a xeno-biologist named Kate Anderson. It is the first time that she has worked for Rexel and she believed, rather naively, that the mission was a legitimate attempt to gather research samples.

The day before the crew was set to leave, Anderson realised that one of the plants that they had gathered was a sentient life form. She relayed this information to Captain Cole but was appalled when he seemed not to care. As far as Anderson is concerned, this fundamentally changed the nature of the mission: the crew are no longer smugglers, they are slavers.

The following day, as the ship lifted into orbit, Anderson sabotaged key systems on board the ship – forcing it to return to the planet. It was a bumpy landing, further damaging the *Brook* and weakening some of the cages used to hold the captured animals.

Cole was furious but before he could deal with Anderson she jumped ship and escaped into the jungle. To make matters worse, several of the caged beasts escaped, killing a member of the crew. Stranger still, Cole's head of security – a man he has worked with for six years – released the sentient plant and fled with it into the jungle.

Cole and his remaining crew are now trapped on the planet. They are attempting to recapture the escaped beasts, to track down Anderson – who has stolen some key components from the Jump drive – and to locate the missing head of security, Zolo Renick.

Adventure Synopsis

The PCs are hired by Rexel to track down his missing shipment of alien plants and animals. Whilst the exact nature of the animals is not revealed, they are told that some of them are dangerous.

Upon arrival on *Sinai*, they will need to work out whom they can trust and why there has been such friction between the crew.

Captain Cole is determined to gather up every lost animal and complete his mission. Stalking some of the escaped beasts through their natural habitat is not easy.

The PCs will find that Anderson, the xeno-biologist, is hidden in the forest: she will try to contact them and enlist their aid.

Chief Renick is being psionically dominated by the *Bobfa* plant. His senses have been altered so that he perceives the plant as an injured comrade. He will do all that he can to protect it, driving away any intruders with whatever force is necessary.

One way or another, the PCs will need to help gather up some, if not all, of the missing creatures and help repair the *Brook* if they are to complete their mission and earn the payment promised to them by Rexel.

Chapter One

Characters who ply their trade either as explorers, mercenaries or traders can be introduced to this adventure quite easily. The PCs will need to have access to a Jump capable ship. One of Rexel's employees will get word to them – either in person or electronically – that Mr Rexel would like to meet with them and discuss a business opportunity. In order to legitimise this meeting, it will take place in the offices of RexelTech. This building is located in *Kynan*, an industrial city on *Hashanah*. Kynan has a Class B starport and despite its rather built-up and hectic environment, is home to any number of prosperous organisations.

Mr Rexel is a charismatic host of mixed Asian and Caucasian heritage. He will treat his guests well, ensuring that they are comfortable before negotiations begin.

Read or paraphrase the following.

About a month ago, one of my ships – the *Brook* – was sent to the planet Sinai to gather plant and animal samples. These are of interest to various pharmaceutical companies looking to develop new drug treatments.

The Brook was due to return a week ago but has failed to report in. I am increasingly concerned for the safety of the crew.

I would like you to travel to Sinai – it is a pretty remote world and whilst the atmosphere is breathable, there are some indigenous life forms that are quite dangerous. Locate the Brook, ensure that the crew is ok and then help them to complete their original mission. If you can do that for me, you will be generously reimbursed for your efforts.

The PCs will no doubt ask Rexel why he does not send some more of his own people to locate the *Brook*. He will state that any other vessels he owns that are suitable for this task are off-world performing survey-work. There is some truth in this but Rexel's real reason for hiring outside help is that if *Sinai* has turned out to be more dangerous than he had anticipated he does not want to lose any more men and equipment.

Rexel is reluctant to provide full details of all the plants and animals that the *Brook* was sent to collect. He claims that a confidentiality agreement with the nameless (and bogus) pharmaceutical company prevents him from doing so. Rexel will state that most of the samples are harmless, though there will be a large predator amongst the shipment.

Rexel should offer enough money to make this a tempting assignment – notwithstanding any reservations the PCs might have about Rexel's refusal to reveal exactly what the *Brook* was sent to collect. He can be persuaded to cover expenses such as fuel, if the PCs haggle.

Investigation

Cautious PCs will likely wish to do some checking up on their prospective employer, Mr Rexel. They will find nothing official to indicate he is anything more or less than a respectable businessman – taxes paid, no criminal record and so on. More inventive means, such as rumour gathering in the local black-market hot spots, may turn up the following:

- Employees of RexelTech are surprisingly well-armed for planetary surveyors (Effect total 2+).
- Employees of RexelTech have a habit of getting injured or even killed whilst out on missions (Effect 4+).
- Rexel's ships are sometimes used for smuggling contraband (Effect Total 6+).

If the PCs confront Rexel with any of these rumours, he can shrug off all but the accusation of smuggling. He will make no secret of the fact that surveying work – and occasional side missions to acquire organic samples – can be dangerous. If the PCs call Rexel a smuggler, he will advise them to keep such thoughts to themselves. He insists that free trade is the lifeblood of the universe. If the characters are foolish enough to threaten Rexel – either with blackmail or a report to the authorities – they will be making a powerful enemy. Rexel has more than 200 employees, many of whom are capable of eliminating interfering characters.

Sinai

Assuming that a deal can be struck with Rexel, the PCs can make the Jump from *Hashanah* to *Sinai* – a distance of one parsec. Rexel provides co-ordinates to where the survey team was due to land.

However, once the PCs arrive they will find that the *Brook* is no longer there – the ship originally left the planet and then was forced to return when Anderson sabotaged several systems.

If the PCs ship has powerful enough sensors, they may be able to locate the downed *Brook* from orbit. Alternatively, they will need to make contact using their ship's communications system. If they identify themselves as in some way working for Rexel, Captain Cole will answer the hail and provide the PCs with landing co-ordinates.

However, Cole is not the only one listening: Anderson has a portable transceiver. Once the PCs are within her 500 km range, she will send them the following message in a panicked tone:

'Don't trust him! He'll lie to you – just like he lied to me!'

At this point, Cole will jam Anderson's signal using equipment on the *Brook*. The PCs will now most likely be very suspicious. Cole will try to placate them with a promise to explain everything once they land. If this does not work, he says that a rogue member of the crew, who caused the ship to crash, sent the signal.

If the PCs follow the co-ordinates provided by Cole, they will see that the *Brook* has crash-landed atop a rock promontory that sticks up above the surrounding jungle. Cole himself stands outside and waves them in.

Chapter Two

Once the PCs make planet fall, Cole will invite them inside the damaged *Brook* to talk. He explains that after his crew had gathered the plant and animal samples they were sent to collect, they tried to leave the planet. However, whilst still in orbit, the ship lost several key systems. The pilot managed to make an emergency landing on the plateau of rock where the *Brook* now rests. They have been here for two weeks.

According to Cole, the crash damaged the holding cages and released some of the captive beasts. One of these – Subject Five – killed a member of his crew. Two other crewmembers have gone AWOL – the team's xenobiologist (Anderson) and the head of security (Renick).

Cole speculates that Renick might have received a concussion during the rough landing (causing him to act irrationally) or that he is suffering from post-traumatic stress brought on by his years in the star marines. He wants to locate and safely recover his friend.

Cole will state his belief that Anderson is a saboteur. Her radio message is, he claims, further proof of this. He says that she caused the crash by sabotaging key systems and has now fled taking with her some key components from the Jump Drive. Until these are recovered, the *Brook* is grounded. Cole wants the parts returned – but not Anderson.

Cole will ask the PCs if they can help with a number of things:

- Capturing Subject Five and Subject Twelve (the *Bobfa* Plant) – the last two escapees
- Locating Renick
- Locating the spare parts Anderson stole
- Finishing repairs to the *Brook*

The Brook

As the PCs are working for Rexel, they will be given more or less free reign of the *Brook* in order to utilize any equipment stowed on board and to help with repairs. Cole says that only two areas are out of bounds – the crews' quarters (specifically his cabin) and the specimen cages. This latter restriction is for the PC's own safety.

The *Brook* is a 'Fat Trader' (*Traveller Core Rulebook*, pages 119–120).

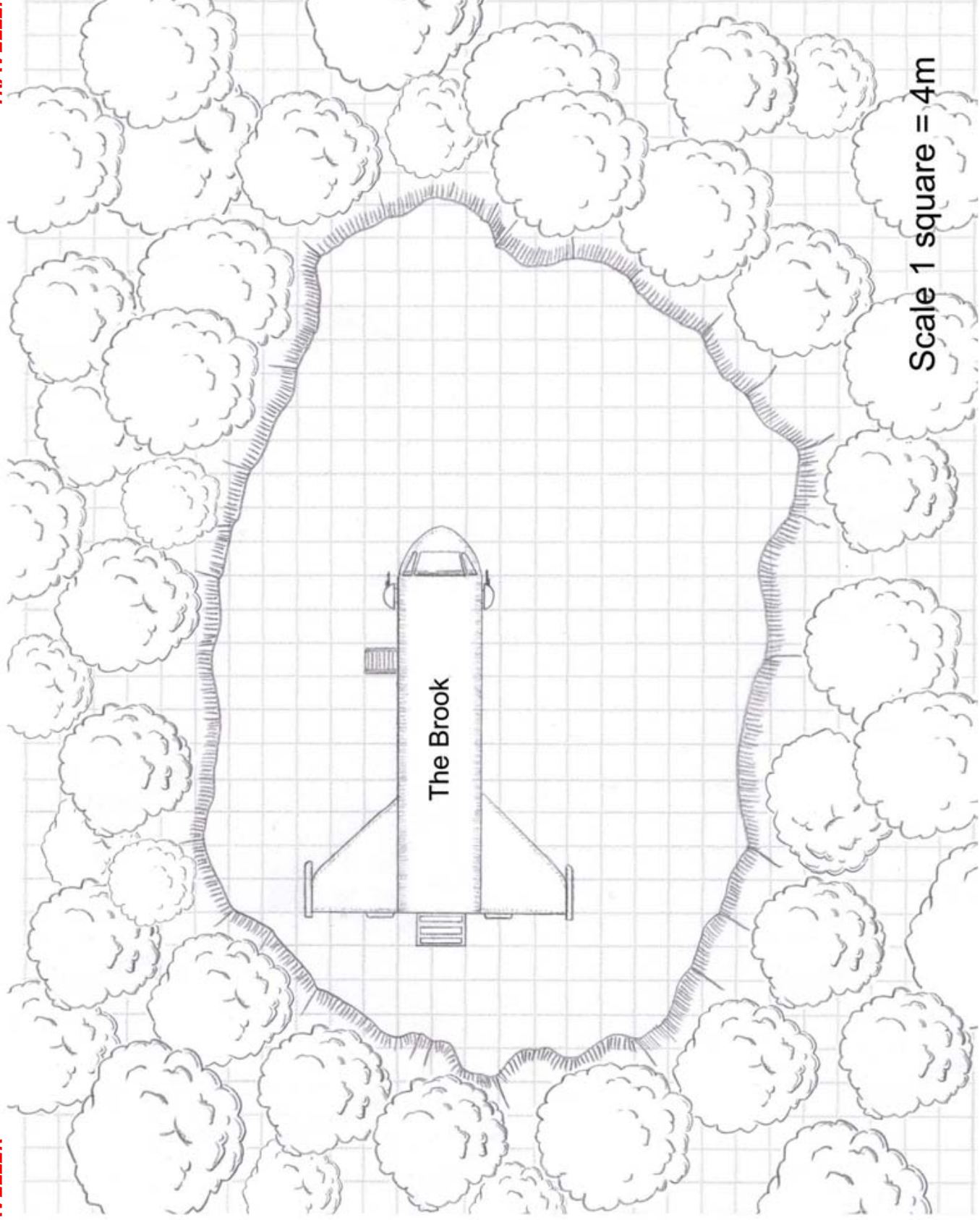
The Main cargo bay has been specially converted to hold 20 specimen cages. All but one of these is full when the PCs arrive on *Simai* – leaving room for the *Bobfa* plant.

The Forward Cargo Bay is converted into a single reinforced caging area to hold Subject Five. This part of the ship was damaged during the crash, allowing the beast to escape.

The Rear Cargo bay contains a thruster pack, a tent, a large net, a Geiger counter, six vacc suits (one of which is damaged), a medkit, a stunner (TL10) and an artificial gill. All of these items can be found in the equipment section of the *Traveller Core Rulebook*.

Access to the crews' quarters is restricted by a keypad lock. A character with Engineer (Electronics) can try to bypass this device. The DM for the check is –2. An Exceptional Failure triggers a ship-wide alarm.

Cole's room is secured with a biometric lock. Any attempt to open this suffers a DM of –4. Any failure activates the alarm. Stashed away beneath Cole's bunk is a collection of plant samples that he plans to sell on for his own personal gains. If the PC's learn about this, Cole will be desperate to prevent Rexel from finding out what he is up to. Of course, whether this means the PCs are able to manipulate him or that he tries to take them out of the picture will depend on how they play their hand. Cole can certainly be persuaded to share the profits from the sale (2d6 x 1000 credits) but he will not simply do whatever the PCs might demand. If he needs it, he has the backing of the crew – and he is a ruthless man.



Along with Captain Cole, there are currently six other surviving members of the crew, one of whom is his co-pilot, Seth McKay. With the exception of Anderson, everyone aboard the *Brook* has taken part in a range of smuggling and slaving operations.

Captain Jenson Cole

Str 9, Dex 10, End 9, Int 8, Edu 8, Soc 7
Astrogation 2, Carouse 0, Comms 2, Deception 2, Gunner (Turrets) 2, Mechanic 1, Pilot (Spacecraft) 3, Recon 0, Sensors 1, Stealth 1, Gun Combat (Slug Rifle) 2, Melee (Unarmed Combat) 1
ACR (3d6, Auto 6)

Co-pilot Seth McKay

Str 7, Dex 9, End 8, Int 8, Edu 7, Soc 7
Astrogation 2, Comms 1, Deception 1, Engineer (Jump Drive) 2, Gunner (Turrets) 2, Mechanic 2, Sensors 2, Pilot (Spacecraft) 1, Gun Combat (Energy Pistol) 2, Melee (Blade) 1
Laser pistol (3d6, TL9), Blade (2d6)

Brook Crewmembers (5)

Str 7, Dex 8, End 8, Int 7, Edu 6, Soc 6
Deception 1, Stealth 1, Gunner or Sensors 1, Gun Combat (Slug Rifle) 2, Mechanic 0, Melee (Unarmed Combat) 2
Assault Rifle (3d6, Auto 4)

Repairs

Having had two weeks to work on the damage sustained during Anderson's sabotage and the subsequent crash, the crew have got the *Brook* more or less in working order.

There is a single point of Hull Damage still to be restored that a mechanically minded PC can help iron out. What is really needed, however, are the irreplaceable components from the Jump Drive that Anderson took with her – having taken the time to destroy all the onboard spares.

The Environment

The region of Sinai where the PCs find themselves is extremely hot and humid. Up on the rock promontory, there is at least a cooling wind. Down beneath the canopy it is as hot as hell: masks steam up, metallic objects become hot to the touch and characters will find that they sweat constantly. Even at night, when the temperature drops by a good 10 degrees, it is still in the high twenties.

Subject Five

The dense jungle surrounding the rocks where the *Brook* set down is extremely humid and littered with primeval pools. Consequently, one of the dominant predators that have managed to evolve in this region is a giant purple-skinned amphibian. This creature has regenerative capabilities, not unlike an earth salamander and a long prehensile tongue loaded with toxin, which it uses to hunt. Imagine a cross between a bullfrog and a hippo.

The crew of the *Brook* originally captured Subject Five using a tranquilliser gun. Unfortunately this was destroyed in the crash. Added to that, the crewmember who died was the team's expert hunter. Without his skills, they have been unable to recapture Subject Five – or another of his species.

Cole will suggest staking out one of the large pools in the forest floor and waiting for subject five to show up. There are known to be a number of dangerous life forms down in the jungle, so up until now he has not been willing to risk any more of his crew. With the PCs help, he feels it should be safe...ish.

Subject Five

Type	Habitat	Str
Dex	End	Instinct
Pouncer	Jungle	Amphibious
11	1	7
(Carnivore)		3
Recon 1, Athletics (Co-ordination) 2, Survival 2, Melee (natural weapons) 2		
Teeth (3d6), Tongue (1d6), Thick skin (4). Number encountered: 1		

The toxin in subject five's tongue reduces the target's Int and Dex by 1D6 if an Endurance check is failed. The DM for this is -3. The effect lasts for 1-6 hours. The effects of multiple hits are cumulative.

*On dry land, subject five is more cumbersome than when in water, hence the reduction in Dex. Its Movement is half that of a human on land (3 metres) but it is much faster in the water (7 metres).

If the PCs follow Cole's plan, they will have to hide beneath the layer of mouldy detritus that blankets the forest floor and wait 1D6 hours for a member of Subject Five's race to show up. A successful Stealth check is required to locate a suitable hiding place.

The beast will eventually show up, moving slowly across open ground before entering the pool.

One method of capture that the PCs could use is to utilize the large net from the cargo hold of the *Brook* to rig up a snare. A Survival check Opposed by Subject Five's Recon skill will be required to set this up effectively. This will at least immobilize the creature long enough to medicate it or subdue it physically.

If the PCs badly injure or even kill Subject Five, the despairing captain will tell them that a dead or mutilated specimen is of no use to him. Cole will not give the order to leave the planet until he is in possession of either a member of Subject Five's race or the *Bobfa* plant. The PCs might therefore find themselves repeating their hunt.

What the Hell is This Thing?

Every new planet that the PCs visit should seem strange and unfamiliar: stepping out of that airlock onto alien soil should be an exhilarating but daunting experience. One way to accomplish this on *Sinai* is to have the characters encounter peculiar animals that they have no idea how they should react to. Two examples are included below but feel free to invent some oddities of your own.

A Hair-Raising Encounter

Within the dense forest canopy is a breed of nest-building deconids (think 10-legged insects). Human hair is perfect weaving material for their nests. At some point, when the PCs are stationary – possibly whilst laying in wait for subject five – one descends from the trees and begins plucking. Given that the deconids are 20cm across, this might sound like a terrifying encounter. However, these creatures emit a song that has a lilting, lullaby quality. Any character that cannot

pass an Endurance check with a –2 DM is compelled to stand around and listen to it – and thereby serve as a willing source of bedding material for baby deconids. With enough of these critters around, a character could conceivably wind up bald.

If attacked, these timid creatures immediately flee and the tone of their song alters. Soon, untold voices ring out through the forest. Whether this is a warning to other deconids to beware the PCs or something altogether more sinister is entirely up to you.

Sleep Tight

A species of microscopic bugs infests every inch of the planet. These tiny creatures feed almost exclusively on salt. When the human body perspires it releases enough sodium chloride to feed a veritable colony of these things. Added to this, human tears are extremely salty. Consequently, the tear ducts form a perfect feeding ground for these bugs, which flock to them like animals to a watering hole.

As these creatures feed, they excrete. Not a lot individually, but en masse, they are surprisingly productive. A character who falls asleep with a colony of these bugs on him will wake up covered in a crusty residue. This is not enough to immobilize him – the residue can be picked off like a scab – however it will seal his eyelids with the equivalent sticking power of super glue. The realisation that he has been to sleep encased in a shell of tiny alien bug faeces should be enough to remind any character that the universe is a strange place.

Rogue Biologist

Cole's men have been trying, without success, to locate Anderson for almost a fortnight. Her knowledge of xenology and survival has allowed her to find shelter and to scavenge enough food to stay alive.

If Cole or any members of the crew are questioned about Anderson, they will state that she did not fit in with the team from the word go. Cole speculates that she might be some enviro-freak set on protecting this world from outsiders. Cole makes it clear that he does not care whether Anderson is found or not – if she is, Cole will refuse to allow her back on the *Brook*. All he cares about is locating the missing components.

Note that the PCs should not simply be able to take parts from their own ship and use them to patch up the *Brook*. The parts required must be a perfect match.

Searching for Anderson

If one or more of the PCs has the appropriate skills, he might try to locate Anderson's tracks. She is camped out only 1 km from the plateau where the Brook is located and has made daily visits to check up on the crew.

Any character with Recon can conceivably look for tracks but those from primitive worlds are likely far better suited. You should apply a –2 DM to checks made to locate Anderson's camp for characters from worlds with TL 8+.

Attempts to pick up Anderson trail using Recon are Opposed by her Stealth skill.

Kate Anderson

Str 6, Dex 8, End 10, Int 9, Edu 10, Soc 8
Animals (Veterinary) 2, Comms 1, Deception 0, Life Sciences (Biology) 3, Mechanic 1, Medic 1, Space Sciences (Xenology) 3, Stealth 2, Survival 2, Gun Combat (Shotgun) 1, Melee (Blade) 1
Shotgun (4d6), Dagger (1d6+2)

As soon as one of the PCs is out in the forest unaccompanied by a member of the *Brook's* crew, Anderson will approach him and ask for help.

Anderson's Story

Anderson will claim that Cole and his men are slavers and that at least one of the organisms they wish to transport off world – the *Bolifa* plant – is sentient. According to Anderson, the plant ‘spoke’ to her; through a series of what she believes were psionic images.

Anderson will freely admit to sabotaging the *Brook* and still has the stolen Jump Drive components stashed at her camp. She will admit that she acted rashly but claims that she had no alternative. She really does not know what to do now that the *Brook* is stranded. She does not want to see anyone get hurt but she feels that she must protect the *Bolifa*.

As you may have gathered, Anderson has no idea that Renick has taken the plant and fled the ship. If she learns this, she will willingly give up the Jump Drive components so that the *Brook* can leave.

As Anderson will not be allowed back on the *Brook*, the PCs may represent her only chance to get off *Sinai*. If the opportunity presents itself, she will request passage and whilst she has no funds to offer, she can earn her keep with her medical and scientific skills. She may even make a useful addition to the crew.

Kate Anderson is a tough, outdoor-type who has roughed it on a number of harsh alien worlds. If the PCs try to take her by force, she will do everything she can to defend herself – and she certainly knows which end of a shotgun is which.

We Don't Leave Our People Behind!

Zolo Renick was Captain Cole's right-hand man for six years. Now – thanks to the psionic influence of the *Bolifa* plant – he believes that he has been betrayed by

his crewmates. More than this, he perceives the *Bolifa* not as a plant but as a wounded comrade that needs to be protected until help arrives.

Until an attempt has been made to rescue Renick – from himself if need be – Cole is unwilling to leave the planet. If an attempt is made and it fails, resulting in casualties, Cole will reluctantly agree to leave his old friend behind.

If asked whether there was anything odd about Renick's behaviour before his disappearance, Cole says that he was suffering with bad dreams. Cole believes these might be a result of Renick's military experiences, which were quite taxing. The truth is that the dreams were an early sign of his latent psionic talents picking up on the unhappiness of the *Bolifa* plant.

The crew of the *Brook* are reluctant to go after Renick – they know how well trained he is and how hard it will be to capture him. Cole would, genuinely, like to search for him himself but feels he has a responsibility to remain with the ship.

Renick is an expert survivalist and soldier. He served two terms in the star marines and received numerous commendations for bravery.

Zolo Renick

Str 10, Dex 9, End 11, Int 7, Edu 7, Soc 7
Battle Dress 1, Comms 1, Deception 0, Drive (Wheeled) 2, Explosives 2, Gunner (Turrets) 1, Gun Combat (Slug Rifle) 3, Heavy Weapons (Launchers) 1, Leadership 0, Melee (Blade) 2, Recon 3, Stealth 2, Survival 2, Tactics 2
ACR (4d6, Auto 6), Grenade Launcher (Frag: 5d6/3d6/1d6), Blade (2d6), Flak Jacket (TL 8, Protection 6)

Renick's Snares

Renick has set up a series of snares designed to detect and ward off intruders. There will be no talking him down – he is willing to defend the *Bolifa* plant with his life, rather than let it be captured by ‘the enemy’.

The crew of the *Brook* already knows the approximate location of Renick's camp but so far no one has dared to try to capture him.

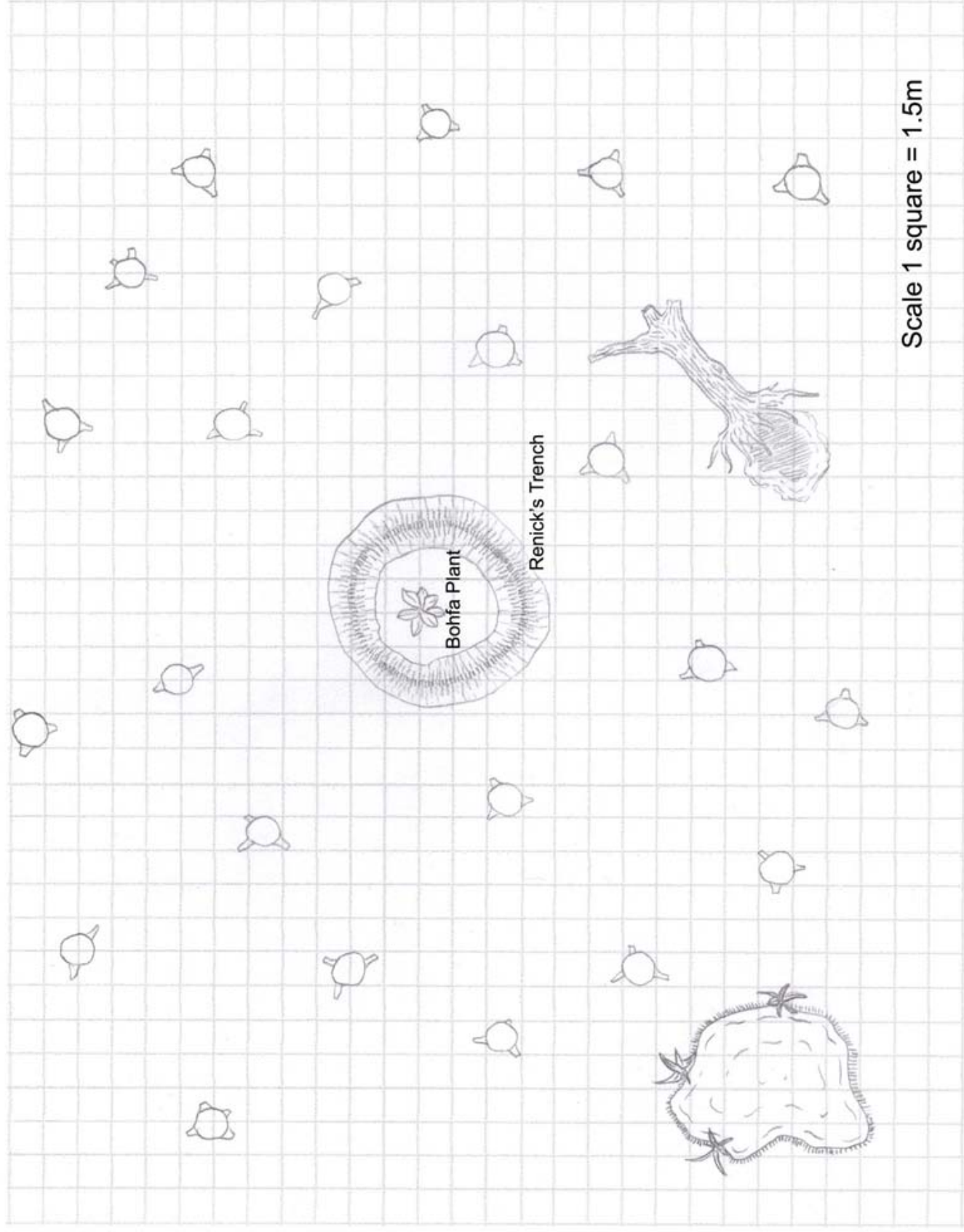
Renick has established a series of perimeter tripwires. Spotting these requires a Recon check. If triggered, these tripwires rattle wind chimes and alert Renick to the presence of intruders.

Beyond the tripwires are a variety of snares:

Staked pothole: This covered pit is only 0.5 metres deep but it is enough to impale and possible break someone's leg. Damage 2d6. If this damage reduces the target to Endurance 0, any further damage must be subtracted from Dexterity.

Leg Snare: A sprung trap that uses a bent branch, this snare closes a noose around the target's leg and catapults him into the air. As the target turns, his head is smashed into the ground. This trap immobilises a target until he is cut down. Damage 1D6+2. If this damage reduces the target to Endurance 0, he is knocked unconscious as his head connects with the ground.

Grenade Trap: Far and away the most lethal snare that Renick has set, this simple tripwire pulls the pin from a grenade. It detonates one second after this occurs. A character who immediately throws himself prone suffers 3d6 damage. Otherwise, the poor soul who triggers this explosive takes 5d6 damage.



Each of these snares can be spotted with a Recon check. The staked pothole has a DM of -2.

The exact location of these traps is not marked on the map, in order that you can use it with your players to keep track of their positions as they go after Renick. You should have each character involved in the hunt encounter a tripwire and one of the snares as they approach his camp.

The Trench

Renick is hunkered down inside a trench that he has dug for himself. It provides him with $\frac{3}{4}$ cover (*Traveller Core Rulebook*, page 63). If the PCs have managed to get through the tripwires and snares undetected, there is a chance that Renick is sleeping. Roll 2d6 – on a result of 2 to 6, he is catching some shuteye. If not, the PCs will need to make a Stealth check Opposed by Renick's Recon skill to get close enough to the see the old soldier. The area around Renick's camp is thick with vegetation, providing ample cover for anyone sneaking around (+1 DM on Stealth checks).

If Renick detects intruders, he will use every skill and weapon in his arsenal to take them out.

If Renick can be isolated from the *Bohfa* plant for 24 hours, he will go through a sort of psionic withdrawal. Once he has endured this, he will be back to normal.

The Bohfa Plant

This large green and yellow plant has an intelligence that is comparable with a human child. Whilst it needs to remain in soil, it is able to uproot itself and move – very slowly – to new areas. It has remained near Renick as it senses that he wishes to protect it.

How much the Bohfa can communicate with the PCs is up to you. Any character with psionic abilities should be able to receive its thought projections quite clearly. Any characters with latent psi-abilities will understand some of what the creature is trying to communicate (both Anderson and Renick fall into this category). If your campaign is making use of psionics, this could be a significant first-contact meeting that might lead on to other adventures: an entire race of psionic plants could be of interest to all sorts of people.

The PCs will have to decide for themselves whether they are comfortable handing over a sentient creature to Cole so that it can be examined in a laboratory. If they do so, Anderson will still try to get the PCs to help her off world – she has the good sense to stay quiet until then – but she will go her own way at the first opportunity.

Return to Hashanah

If the PCs help Cole and his crew to fix the Jump Drive and the *Brook* returns safely to *Hashanah*, Rexel will accept that the PCs have carried out their end of the bargain and pay them for their services.

However, this payment can be modified – up or down – according to certain considerations:

- Neither the Subject Five nor the *Bohfa* plant are included as part of the shipment (-30%)
- Either Subject Five or the *Bohfa* plant is not included in the shipment (-10%)
- The PCs played a major role in helping to subdue Renick and he is now able to resume his duties (+20%)

Mr Rexel could be a useful contact for the PCs and if their work was good, further offers of smuggling or acquisition work might well be forthcoming. As the man said, free trade is the lifeblood of the universe...