

THE STARCHILD PART TWO

A Traveller Adventure By Courtney Parsons

ENCOUNTER IV:

THE RAINBOW SUN

The Rainbow Sun is at underground docking bay 13 and security at the starport is tight at the moment due to the recent "terrorist attack" in the rail tunnels. It will not be possible for the group to walk up to the ship and simply saunter aboard. They may be able to obtain a crew ID badge by bribing or even assaulting another crewmember. The Referee should be mindful that he does not press the group here – experienced players will have their own ideas and newcomers will be anxious to try. This portion of the adventure, planning and executing an operation, is the responsibility of the players and experienced Referees will know to take care not to pressure them into a particular course of action or the game will feel contrived. For this portion of the adventure, the Referee should refer to the details of the Type R Subsidized Liner on pg. 119-120 of the *Traveller Core Rulebook* and might-if, for example, the adventurers think to check a relevant Library Data program- photocopy it for their perusal.

The Engineer (Chief Yardin Anois), a tall, part-Vilani spacer with a friendly disposition and a twinkle in his eye, will be helpful as well. He will not let the PCs aboard but he will offer to look himself. When he returns, he says he cannot find her. Yardin is in fact well aware that the girl is aboard, because he is hiding her in his cabin, which is adjacent to the commons area and directly above the j-field mechanism, which seems to have a calming effect on her, even when in low power state. His partial Vilani heritage makes him notoriously difficult to read but a successful Difficult (10+) test of

Deception, Social Sciences (Psychology) or Investigate, indicates that he's hiding *something* but little else.

There are other crewmembers who might be more easily persuaded or perhaps the group will come up with an entirely different plan – posing as a maintenance crew, for instance. This would involve some computer hacking and the theft or manufacture of uniforms. The exact method of getting aboard is completely up to the group but silly or unrealistic plans will quickly land them in jail or even get them killed.

Aboard the Ship

Before the group reaches this portion of the adventure, a bit of preparation and forethought by the Referee will make it flow much more smoothly. Begin by examining the map of the Subsidized Merchant on p.120 of the *Traveller Core Rulebook* and decide just where any intercom terminals and intercoms will be; each separate area of the vessel has one and some – such as the Bridge and Engineering – have several; the passenger and crew cabins and common areas all have at least one. Also, the Referee may wish to prepare by taking a few moments to create a simple map of the maze-like grid of access tunnels that run beneath the crew deck and between the bulkheads on which Shalini is hiding; should the group be careless with her in the initial encounter, she may well lead them on an extensive chase through the grid. The Referee should again refer to p. 120 for assistance in this endeavor. The grid may be as simple or as complex as you wish it to be. It is not necessary for the two decks to be connected via the grid, should you wish to keep things simple. If, however, you foresee a lengthier chase – perhaps to teach the group a valuable lesson in

forethought and planning for the next adventure – then by all means, make the tunnels a veritable maze with numerous outlets on every deck and room.

Most of the crew is on leave but there are a few still working aboard. Though several options are given on the table, only six or so crew members are likely to be aboard; the referee should take care to mark off each encounter as it occurs and roll no more after six crewmembers and the passengers have been encountered. If the PCs are there at night (during the graveyard watch), there is one couple who are here for a layover who are staying in their quarters. The Chief Engineer is also aboard. Encounters aboard the ship will be random by nature – roll 1d every few rounds while the party is aboard or each time they enter a new area. A 1 indicates an encounter. Roll below for the results, DM -2 if at night. Count a result of zero as a one. Partial statistics are given for each below, as they relate to combat or any reasonable interaction that might occur between the adventurers and the individual; these are guidelines only and the Referee should feel free to flesh them out further as necessary. If the encounters below are armed (Referee's discretion), it will be with the sidearm types with which they have greatest skill. Otherwise, encounters will be unarmed.

1. Insomniac Passenger (1-3, the man, 4-6 the woman, use the same statistics for either)
565889 Citizen
Gun Combat (Body Pistol)-1; Trade (Architect) -2; Persuade-1
2. Working Passenger
467677 Ex-Rogue
Melee (Blade Combat) -2; Streetwise -2; Melee (Unarmed) -1

3. Working Passenger Citizen
789A96 Gun Combat (Auto Pistol) -3; Carousing -2;
Diplomat -1; Persuade -1
4. Assistant Engineer
878B98 Ex-Scout
Gun Combat (Auto Pistol) -1; Engineer (M-Drive) -1;
Engineer (J-Drive) -2
5. Crewman
AAB977 Ex-Marine
Gun Combat (Energy Pistol) -3; Carousing -2;
Persuade -2
6. Engineer
878B98 Ex-Scout
Gun Combat (Auto Pistol) -1; Engineer (M-Drive) -1;
Engineer (J-Drive) -2
7. Crewman
787986 Citizen
Investigate -1; Diplomat -0; Computers -3
8. Chief Engineer Yarin Anois
See NPC section for the Chief's statistics
9. Sensors Officer
988A98 Ex-Navy
Gun Combat (Slug Pistol) -2; Sensors -2; Computers -1
10. Steward
567987 Citizen
Steward -3; Diplomat -1; Investigate -1; Deception -2
11. Astrogator
668997
Astrogation -1; Computers -3; Pilot -1

12. Executive Officer Lylitan Arducci
979BA8 Ex-Navy
Gun Combat (Gauss Pistol -3) Leadership -2;
Astrogation -1; Deception -2; Investigation -2; Melee
Combat (Unarmed) -2; Melee Combat (Blade) -2

Hopefully, the adventurers have authorization (false or otherwise) to be aboard, in which case they can expect little trouble from the crew and passengers. If, however, they have sneaked aboard, hopefully they will have brought snub pistols with tranq rounds or other non-lethal (and *quiet*) weapons, with which to dispose of the potential witnesses. If not, the group may find themselves at odds with local police as well as the *Sodality* and The Spectre-making their objectives considerably more difficult to achieve. If the individuals encountered above have reason to become suspicious of the group, their first action will invariably be to sound an alarm rather than directly confronting the group. Most of the encounters above will avoid combat at all costs – only fighting if cornered. If an encounter is successful in sounding the alarm, the crew will attempt to evacuate the vessel and a heavily armed Starport Authority task force will arrive in 1d6 minutes. If the characters are caught and have shot and killed somebody, they will be arrested for murder or at the very least, assault – and this particular adventure, as such, is pretty much over for them. If the group is arrested for Criminal Trespassing and Breach of Security on Starport property they will pay a fine of Cr100,000 and do 1d months in jail, or 2d years if they do not have the money to pay the fine. Any jailbreak attempts are strictly the purview of the Referee.

Shalini

The final goal of the group is to reach the crawlspace behind the hidden access panel in the Engineer's cabin where Shalini is hiding. Chief Engineer Yardin Anois' cabin will be one of the cabins labeled 'area 3' on the deckplan on *The Traveller Core Rulebook*, p.120. The Engineer may or may not be in his cabin; if he has not

yet been encountered, he will be in the cabin on a 1–3 on 1d6. If he is there, Shalini will be out of the crawlspace and he will be playing with and talking to her when the group arrives. If they press the buzzer and ask to be let in, the Chief will stall them while he quickly opens the access panel (see below) and hurries her inside.

If Chief Anois is not there, getting inside the cabin should not be *too* difficult for a group of relatively experienced adventurers. Defeating security measures and doors on board a vessel is covered on pp. 143–145 of *The Traveller Core Rulebook*. Most of the vessel's security systems are TL 10 and her security measures are Electronic in nature.

Once the group has gained access to the cabin by whatever means, there is evidence inside that two individuals have in fact been living in this single-occupant officer's cabin. A successful Average test of Investigate or Recon (or Int, if none of the adventurers have either skill) will allow the group to notice that the trash receptacle contains candy and ice cream treat wrappers. The bed is missing a blanket and a pillow and finally that there are scrape marks across the floor, leading from the small desk against the wall to the corner of the room. Moving the chair reveals an access panel and that the paint has obviously been worn away around the screws from where they have been removed repeatedly. Listening closely, followed successful Average test of Recon (or the Int skill again) may reveal the sound of someone moving or breathing quietly behind the wall.

If the group opens the accessway and barges in, they may find themselves in for a shock. Shalini is waiting on the other side with a makeshift blade (a scissor-like implement used for clipping gel microconduits that the engineer gave her with which to amuse herself) and the minute she sees a body part appear around the corner from which she is hiding, she will stab at it in terror and then flee further down the access tunnel, which branches out in several different directions. If the group

is not quick, they might lose her very quickly. If she feels cornered, she may use her psionic abilities to thwart the group's pursuit.

If the adventurers make too much noise or stay too long in the cabin, there is a 2 in 6 chance every round that the Engineer will stop by to either check on the girl or come running if he has heard noise. If the adventurers attempt to reason with the Chief, he *may* stop to listen; the Referee may call for a successful Average to Difficult, Persuade test to prevent him from immediately going for the alarm on the intercom panel by the door. If the group can get the Chief to listen and they have thought to bring the datachit with Shalini's father's last message (and something to play it on, of course), the teddy bear and/or the religious symbol (which he will recognize, as Shalini wears one just like it) and explain that they are trying to help, he will agree to assist them. See the description of Chief Yardin Anois in the NPCs section for more information on dealing with him. Shalini will come to his call; she will be wary of the group at first but will warm to them once she sees the symbol or hears her father's voice.

If for some reason the Engineer does not, or can not, appear to assist the group, hopefully they have brought the items Jaye gave them or they may be in for a long and difficult chase indeed.

ENCOUNTER V: THE SPECTRE

If the group manages to escape the vessel without being arrested or being taken down by SPA security forces and if they have Shalini in tow, they are about to discover that their life has become quite a bit more difficult. Sometimes, fortune favours those who would travel the stars but more often, it scorns them. Within the hour after the group has Shalini, the Starport will issue an ion storm advisory

(see Planetary Description for more information on ion storms and the Solar Winds that cause them). The Starport Authority will initiate a full Level 5 (maximum) lockdown before another hour is passed and no one will be allowed to leave—legally, anyway.

The group will be forced to hole up on Jae Taellona until they can find transport off the planet. Perhaps this is a good time for a member of the group to recall Captain Klaargh and his corsairs. If the adventurers have earned their respect, through combat or otherwise, Klaargh will be more than willing to assist them with leaving the planet—for a fee, of course. Whether or not the Corsairs are ultimately to be trusted is an issue for the Referee to decide, certainly they can be up to a point. If the group has not befriended Klaargh, they will have to make other arrangements or wait the storm out, which will last for six solar days.

Meanwhile, the *Zhule Sodality* has been watching *The Rainbow Sun* and unless the group has taken precautions to prevent it, they will be getting ready to take Shalini from them. This time, The Spectre intends to see to the matter personally. If the group has somehow taken care of the agents tailing them and the human informants that are watching *The Rainbow Sun* or if they have managed to somehow exit the ship with Shalini without anyone seeing them, The Spectre will resort to his Clairvoyance ability in an attempt to locate them. Note that although Shalini, due to her Neutralize Psionic Ability power, is immune to this search, the characters themselves are not. See Shalini's description in the NPCs section for more information about Shalini's Neutralize Psionic Ability power.

The likelihood is, however, that no matter where the adventurers go, The Spectre will find them as that is what he does and he does it well. Eventually, probably while the group is holed up in some seedy hotel somewhere (perhaps on the surface?) The Spectre and his men will attack. If the group has managed to set up a defence,

The Spectre will initiate a *Zhule Sodality* Strike Squad to initiate a frontal assault, while he attempts to teleport in behind the group, probably catching them by surprise. He will use his stunner on Shalini to prevent her from using her psionic abilities, grab her and teleport out. Later, he will lock an anti-psionic helmet over her head to prevent her from accessing her abilities. If the attack succeeds, The Spectre will teleport (or run) to an air/raft parked nearby and fly away. As soon as he is able, he will transport Shalini to his ship, hidden in the desert some 500 km. south of Stargate Arica and prepare to take off as soon as the storm lets up just enough that he can do so relatively safely. Meanwhile, he has left orders with the remaining Strike Squadron members that the adventurers are to be disposed of for good.

The Spectre's vessel is a modified Type S Seeker (see *The Traveller Core Rulebook*, pp. 114-116); the Zhodani version of this vessel is essentially the same as the Imperial one on the pages indicated. The storm will slowly begin to abate over the next several days but it will be a minimum of six days before anyone can lift off reliably. If the group (or the Spectre, in the Referee's opinion) wishes to lift off before the six days are up, then it requires three successive tests of Pilot skill. The first day, no flying is possible, no matter how skilled. The second day, the difficulty level becomes Formidable and the third day, Very Difficult and so forth, until the storm is abated.

If The Spectre manages to make it into space with Shalini aboard, he will head directly for the large gas giant (see the Planetary Description section) to refuel, then, if he is being pursued, he will risk misjump by entering jumpspace as soon as his grid is powered without travelling to an optimum jump point. If the characters have allowed him to get this far, then the characters will have to resort to space combat in order to resolve the situation and a possible boarding action. All the data necessary to play out this scenario is given in *The Traveller Core Rulebook*. If the group is aboard

the Vargr corsair, the Referee should not allow them to pass off all the work onto the Vargr. Klaargh may allow them to take up crew stations (gunnery position, even the pilot's station) so they can have an active role in stopping The Spectre's flight. If the group is of no assistance, then Klaargh may claim all booty recovered for himself and crew, including Shalini. Of course, should a space battle become necessary, the adventurers will want to be careful to selectively disable the Seeker's engines without seriously damaging the vessel, else they could hurt Shalini.

CONCLUSION

This adventure may conclude in any number of ways; this is deliberate, since nothing is worse for the players than a game with a predetermined outcome. If the players feel that no action they can take can possibly affect the conclusion, then it detracts greatly from their enjoyment of the game. There is enough information given here for the Referee to accurately predict how the NPCs will react to the player characters' actions and to keep the game alive and fluid, instead of stilted and rigid. This adventure is presented so that it can be organic and evolving. The most minor of the players' actions early on can have an enormous effect on how things turn out later. If the Referee has done his homework and fully familiarized himself with the characters and information presented herein, then he should have no trouble running this adventure and keeping it alive and interesting for the players and most important of all: *responsive to their actions.*

It is, of course, entirely possible that the group abandoned their search for the girl early on to follow Rumour 5 in Encounter III. If they have done this, then certainly, The Spectre's vessel might no longer be in perfect working condition. It is also likely in this event that The Spectre and his men have spread enough money around to discover that the Engineer is keeping Shalini on *The Rainbow Sun* and that they already have

her. If this has happened, the Referee should take care not to reward the adventurers for so quickly abandoning their mission objectives for unlikely tales of possible treasure in the desert, regardless of whether that treasure is real or not. Perhaps the group might pick up a bit of information on the streets when they return about a girl being hidden in an abandoned warehouse on the surface; the possibilities are myriad. When, or *if*, the group deserves a second chance in this case is entirely up to the Referee.

Rewards

If the group manages to be observant and has taken heed of the rumours and information to be gleaned from the Census bureau, then it is likely they have set an effective trap for The Spectre-by researching methods and gathering enough materials to construct an antipsi field, for example. If they have managed to keep the Spectre from capturing Shalini and making off into space with her, then they have done exceptionally well. As a reward and at the Referee's discretion, they may find The Spectre's PDA or map box with the coordinates and security codes to his vessel. If the Referee does not wish them to have the entire vessel, then perhaps they can arrive just after the Vargr raiders have left, leaving them just enough parts to salvage to make a tidy profit in addition to the Free Trader they now legally own on Regina, as well as what is left, if any, of the Cr8000 they were paid for expenses by Jaye Assynii.

If the Spectre gets away with Shalini in spite of (or due to a lack of) the group's preparations, then they will most likely be forced to enlist the aid of either the Vargr corsairs or some equally disreputable crew with a fast ship and knowledge of the desert and the solar system. After all, there very few above-board starship crews who would be willing to take on a group of strangers in the middle of a storm claiming to be on a secret (or contrived) mission, unless they were of course willing to

pay far more than the adventurers could afford. If the group is mistrustful of Vargr and chooses to team up with a disreputable human crew of the sort found on the surface of Jae Taellona, then it is likely their "allies" will wait patiently until the group kills The Spectre for them, then they will rise up and kill the adventurers in turn. At the very least, they will probably try to abandon them in space with very little air and even less hope of rescue. If, on the other hand, the group has elected to team up with Klaargh and his men, they will not be betrayed. Klaargh will, however, demand payment for his services, preferably in the form of The Spectre's scout vessel, if it becomes available. If, for some reason, the scout vessel does not become available and the group cannot pay Klaargh a reasonable fee (at least Cr10,000) upon arrival at their destination or at the completion of the mission, then this adventure could have a very nasty end indeed.

Further Adventures

If the Referee and the players have enjoyed this adventure wish to play on, then that is certainly recommended. *The Sarchild* was designed as an introduction to the *Traveller* campaign setting of The Third Imperium. There are more than enough elements here on which to found a campaign. In the most immediate future is the journey to Vanejen and seeing Shalini safely to the "specialist." If the group decides they are finished with this adventure and wish to pursue the matter no further, then it is recommended that this "specialist" indeed be a master healer and he takes Shalini as a patient. The group might wait anxiously in the hospital for 16 or so tense hours of emergency surgery, until the doctor comes out, still in his surgical gown and pronounces the procedure a success. Shalini then returns to Belizo to continue her life as if nothing had happened and the Referee and the players can venture on to Regina using the space travel and trade system in *The Traveller Core Rules*.

If, on the other hand, the Referee and players wish to continue with this particular story arc, then it is recommended that the group find out, preferably after they have dropped Shalini off, that the “specialist” is none other than Sir Gerrold Viscervis, head of research at Imperial Research Station Gamma. In this case and on the heels of some very disturbing rumours about what goes on there, a second rescue may prove to be in order. This adventure will be one in which the group may discover many things, including their first encounter with the enigmatic beings known as the Droyne. Referees and players wishing to proceed down this route are urged once again to obtain a copy of FFE003: *Traveller: The Classic Adventure*, and refer to *Adventure 2: Research Station Gamma*.

Further adventures on Jae Taellona are suggested by the Library Data section at the end of this adventure. The Referee is encouraged to read it and if he finds any of the adventure hooks contained therein useful, to flesh them out into full-fledged adventures.

Finally, if the group has managed to play their cards right and if they have been prudent, then they will not only now be legal shipmasters but they may have a few credits in their pockets besides. If the group has utterly failed in their task, then hopefully they have retained enough of the advance to buy tickets off of Jae Taellona, and quickly. Otherwise, their adventuring days might very well end before they really even began...

Dramatis Personae

Referee's Notes: The following gives statistics for all the major NPCs encountered in this adventure. To use these NPCs, the Referee will of course need access to a copy of *The Traveller Core Rulebook* from MongOOSE Publishing. The characters described here were generated using the point allocation system given in the Alternate Character Generation Rules on page 40. The point value of each character is given in their statistics, just before the UPP value. For characters with multiple careers, the current career is shown in bold and that character's current rank in that career is in bold as well. Note that the number after the dash in the UPP indicates the Psionic Strength characteristic, which for most (untested) characters is left blank. The Psionic Strength characteristic is described on p. 152 of *The Traveller Core Rulebook* on p. 152. It is strongly recommended that the Referee familiarize himself with the Psionics chapter on pp. 152–159 of *The Traveller Core Rulebook* prior to running this adventure. Take note of the fact that Shalini's psionic faculties are a special case and due to a matter of unprecedented raw talent and natural ability. If a Player Character wishes to develop psionic aptitude, he is consigned to do so by the rules given in the Psionics chapter; that is, by first locating an underground Psionics Institute faction and convincing them to allow him to undergo testing.

Shalini A'ssunii

Notes: The abilities given under “Special Abilities” are the powers that Shalini has access to in addition to all the



Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Psionic Standing	Psionic Strength
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Shalini A'ssunii	None	4	11	7	13	8	5	15
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Background Skills (12 points): Animals-2 Survival-1; Athletics (Co-ordination; gymnastics)-2; Athletics (Endurance; running)-0; Melee Combat (Knife)-0 Total = 12

Psionic Talents (26 points): Telepathy- 4; Awareness-2; Telekinesis-4; Electrokinesis-3

Special Abilities (0 points): Affect Machines (Telekinesis); Electromagnetic Pulse (Electrokinesis); Neutralize Psionic ability (Telepathy)

powers that are normally accessible due to her Talents. A description of these new powers, in addition to a short explanation of the Electrokinesis ability, is given in the New Equipment section of the Appendix, below.

Shalini is a sweet young girl with the same dark-skinned, rich complexion that all those from the equatorial regions of her world possess. She is very beautiful, with luxurious, flowing hair with a slightly kinky quality due to her mixed African ancestry.

Shalini is quite bright and catches on quickly, despite the bucolic nature of her upbringing. Her capacity for problem-solving is quite remarkable and she may surprise the adventurers with her immediate grasp of the nature of their situation. She may even have some useful insights into the problems faced by the group, if the referee feels that the characters need it. She might even be of some limited use if the characters are ambushed by The Spectre or his men. Keep in mind, however, that no matter how mature, she is still a ten-year-old child who has just lost her parents and who scores of light-years away from home. Her grief should be just incapacitating enough to keep the characters from having unlimited access to her psionic abilities and thus serve as an excellent method for Referee to prevent the characters from abusing them. By the same

token, however, she should not hinder the group too much from completing their goals. Keep in mind, also, that even she is not aware of the full extent of her powers and they tend to only manifest when she feels frightened, nervous or is under duress. Jump space is extremely unpleasant for her, due to spatial distortions and temporal variances that are imperceptible to most people, even those with psionic abilities, thought there are others who are similarly sensitive and they are prone to jump sickness. This fact can be deduced by the adventurers from the rumours given them by the Rainbow Sun crew members in Encounter III: Avenues of Investigation and they would be well-advised to take heed and make preparations when they enter j-space with her on board, or her electrokinesis ability may wreak havoc that is not within her powers to prevent, just as it did on the journey from Belizo.

The Spectre

Point Value: 100
Age: 154 (34 Terms)
UPP: DCEAA8-B
(See NPC Table)

Notes: The Spectre was once a handsome, young Zhodani noble with a bright future ahead of him. He was a skilled psionist and had the very rare teleportation ability. The Spectre, whose true name was forgotten long ago and now only known to him, became a professional psion and thus began a long and successful career as a gladiator in the Psionic Games. For many years he was the Golden Child, a Hero of the Consulate. During this halcyon time he married a beautiful young wife who bore him a daughter, Zuey, who was his entire world. One day, his wife and daughter were travelling to visit her mother when the orbital Starport where they were changing flights came under the attack of a group of "freedom" fighters, Zhodani proles who were backed by Imperial Foreign Intelligence Service. The terrorists had in their possession a nuclear warhead stolen from a naval base and when Consulate Commandos boarded the station to take it back, they detonated the warhead. On that day, The Spectre swore vengeance against the Imperium and all of Humanti that was not of Zhodane. When the Consulate once again clashed with the Imperial Fringe during the Third Frontier War, The Spectre (who was not called such then) volunteered and served 4 terms in the Consulate Special Forces. His skills in Stealth and Recon and his success at impossible missions on enemy soil earned him the nickname The Spectre, so dubbed by his enemies. This nickname entered the realm of

Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	S o c i a l P s i o n i c	
The Spectre	Agent, Army Special Forces	13	12	14	10	10	Standing	Strength
Rank: 4 (Special Agent); Marine NCO 5 (Gunnery Sergeant)								

Skills (92 points): Heavy Weapons (Man Portable Artillery)-4 (+8), Gun Combat (Slug Rifle)- 2(+4), Gun Combat (Slug Pistol)-2 (+4) 16 pts.
Gun Combat (Energy Pistol)-2 (+4) Flyer (Grav)-2(+4), Recon-3 (+6) 30 pts., Stealth-4 (+8), Leadership-1 (+2) 40 pts., Athletics (Endurance)-2 (+4), Athletics (Coordination)-2 (+4), 48pts. Athletics (Strength)-1 (+2), Melee (Blade)-3 (+6), Melee (Unarmed)-2 (+4), Comms-0 (+1), Medic-0 (+1), Persuade-2 (+4), 66 pts. Deception-2 (+4), Computers-2 (+4), Investigate-3 (+6), Streetwise-2 (+4), Battle Dress 4 (+8)
Psionic Abilities (20 points): Awareness-2 (+4), Clairvoyance-4 (+8), Teleportation-4 (+8)



legend nearly 122 Imperial Standard Years ago, when The Spectre was on a mission to sabotage a naval repair yard at Jae Taellona. He was caught by a contingent of Imperial Marines and Sternmetal Horizons security forces who were stationed there; they chased him down and nearly burned him alive – only his ability to teleport, which he thought had long deserted him, activated by some instinct and saved him.

Now he works as a deep cover agent for the Zhodani government, the Zhule Sodality and occasionally, Ine Givar. His face is deeply scarred and hideous and he has become a twisted, hateful shade of his former self; now, he calls himself “The Spectre” in earnest and is never seen outside of his Zhodani Commando battledress, which is specially modified to enhance his psionic abilities. His existence is maintained through the use of powerful anagathics, psionics-enhancing steroids and the Zhodani equivalent of medical opioid derivatives; all of these drugs are powerful euphorics and numbing agents but the issue of addiction is long been moot for him. In addition to the genetically-engineered psi drugs he takes daily, his brain has been pin cushioned with psi-enhancing implants, not only bringing his psi powers to an unprecedented level for his age but also staving off their inexorable decay as well. He is well-paid for his services, though each day he lives on past his years requires more and more drugs to sustain him. About 80 years ago, when the Zhule Sodality first gained a permanent foothold on Jae Taellona, he was put into cold sleep until he was needed again. He has only been

awakened a handful of times since then but when the Sodality's leaders first received their datachit containing the logtapes of The Rainbow Sun, they knew that this mission would require a special operative.

The Spectre used to live only to see the Marches burn and the Imperials suffer for the death of his wife and daughter but now, he only wishes to die. The Sodality and therefore, his beloved Consulate, needs him and he is too well-trained to allow his own desire for death to override his duty, however much he might wish for the quietude of death. It is not, however, beyond impossibility for the adventurers to detect this tendency in this otherwise relentless killing-machine and to use that to their advantage. The Spectre makes a powerful foe – the Referee is urged to use his abilities wisely.

Combat Notes: In combat, The Spectre is never concerned about defeating his foes as he is with the success of the mission. He has no wish to kill indiscriminately; in fact, he abides by a strict chivalric code of honour that the ancient Zhodani nobles adhered to before the development of star travel. He is likely to leave his opponents alive if their death has no bearing on the success of this mission. If, on the other hand, he has orders to leave no witnesses or if he deems it critical to the ultimate success of the mission, he is quite capable of killing in a chillingly calculated manner. His nickname is indicative of his tactics; he usually travels alone but for this mission, he is taking no risks and there is a 3 in 6 chance he will have 1d6+1 Zhule operatives (like

those described below) with him. His favourite tactic is to teleport in quietly, then use his stun and smoke grenades to create confusion, then teleport to a short distance away while his enemies are distracted. Then, depending on the mission objective, he will use his PGMP-13 to hose down his stunned targets, complete his objective, then perform one last teleport out of the area. If a Strike Squad is with him, he will have them distract Shalini's guardians with cover fire whilst he teleports in behind them to retrieve the girl.

Equipment Carried: Zhodani Battle Dress (TL 13, see The *Traveller Core Rulebook*, p. 88) with Vislight Chameleon laminate and Multispectral HUD, PGMP-13 with Intelligent, Xaser, and Gyrostabilization options(see The *Traveller Core Rulebook*, p. 102), Gauss Rifle, Laser Pistol, Stunner, Commdot, 6 grenades (2 frag, 2 stun, 1 smoke), Combat Utility Webbing (see Library Data)

Zhule Sodality Strike Squad

Point Value: 40

Age: 34 (4 terms)

UPP: 9A8987-5
(See NPC Table)

Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Psionic Standing	Strength
Zhule Society	Agent (3 Terms), 8	8	10	8/12	9/5	7/2	5/7	5/0
Strike Squad	Army (1 Term)							
Rank (1 point): Agent 1								

Skills (18 Points): Gun Combat (Slug or Energy Rifle)-2 (+4); Gun Combat (Slug Pistol)-1 (+2); Recon-1 (+2); Melee (Blade)-1 (+2); Deception-1 (+2); Athletics (Endurance)-1 (+2); Athletics (Coordination)-1 (+2)

Psionic Abilities (2 points): Telepathy-1

Notes: These are the statistics for the extraction team first encountered by the group in the rail tunnels. Further, since this is the type of Zhule Sodality operative that is most likely to be encountered by the group during this adventure; these stats may be used as needed for multiple encounters. Although the initial team encountered is armed with laser rifles, the ACR is also a common weapon for these squads. The Referee is encouraged, if he wishes to tweak these stats as necessary so that there will be more variation in the types of agents encountered. Note that only 1 in 4 of these operatives will have psionic abilities; those that do not may substitute the 2 points spent on the Telepathy ability for anything the Referee wishes – an extra gun combat skill, for example.

Equipment Carried: Laser Rifle-11 or ACR, Blade (bayonet), Gauss Pistol, Tactical Bodysuit (treat as Smart Fabric that functions as full-body Cloth with layer of Reflex and IR Chamelion), Multispectral goggles (Combination IR and Light-Intensifying, see *The Traveller Core Rulebook*, p. 96), TL8 portable Comm, 6 Stun grenades, Combat Utility Webbing (see Library Data)

Chief Engineer Yardin Anois

Point Value: 90
Age: 54 (9 terms)
UPP: 9A8987-5
(See NPC Table)
Notes: Chief Anois (on-WAH)- or, “the Chief,” as he is called by his friends and co-workers- is an effervescent, friendly man with a perpetual twinkle in his grey eyes and a smile on his lips. His head is clean-shaven and he sports a bushy, white beard. The Chief is getting on in years and some say he is far older than his apparent age, because time out in the space lanes tends to slow to a crawl but nevertheless his characteristics are slowly but surely declining with age; he is no longer as strong as he used to be, nor as nimble. His impressive array of skills, qualify him for a far better job than that of Chief Engineer aboard the Rainbow Sun; he could easily be a Department Chief aboard a major corporate freighter

or passenger liner for Tukera, Oberlindes or any of the Imperial Megacorps or government contractors. The acquisition of wealth, however, at the expense of freedom, has never held much attraction for the Chief. The Chief speaks with a thick accent, faintly reminiscent of Terran French-Canadian, like all those do who hail from Heya, his homeworld, a farming planet in the Regina subsector. His agricultural upbringing is the reason he immediately took a liking to Shalini and when he saw that there were people out to get her, he was eager to help. His plan was to hide her in the crawlspaces between decks when he was on duty, then spend time with her in his cabin when he was not, since he never had a daughter of his own. He has given even given her crayons, construction paper and a pair of something like scissors to amuse herself with when he is working. The Chief only wants what is best for the girl and is willing to do whatever is necessary to see that she is protected. He is an old, wary spacehand and bribing, tricking or intimidating him is all but totally impossible; honesty and forthrightness is the only way to impress an old stardog like the Chief. If the adventurers approach him as a potential ally, however and are candid and

Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Chief Engineer Yardin Anois	Merchant (5 Terms) Imperial Navy (3 Terms)	6 (+1)	9 (+5)	7 (+2)=8	10 (+6)	11 (+8)	8 (+3)=17
Rank (20 points): Merchant 4 (2nd Mate); Navy NCO 6 (Master Chief)							

Skills (45 points) : Engineer (J-Drive)-3 (+6); Engineer (M-Drive)-3 (+6); Engineer (Power)-2 (+4); Engineer 16 (Electronics)-1 (+2); Engineer (Life Support)-2 (+4); Gun Combat (Slug Pistol)-3 (+6); Pilot (Small Craft)- 2 (+4); Vacc Suit-1 (+2); Computers-4 (+8); Zero G-1 (+2) Admin-0 (+1)



convincingly sincere with him, he will reluctantly let them take Shalini, since he has no way of getting her to Vanejen on his own.

Equipment Carried: TL-11 Electronics Toolkit, TL-12 Engineering Pocket Toolkit, Cr40, Utility Blade
The Chief keeps a small automatic pistol in his desk in his office.

Commander Klaargh

Point Value: 90

Age: 46 (7 terms)

UPP: 8DBA9B
(See NPC Table)

Notes: Commander Klaargh has clawed, bit and fought his way to the top every bloody, vicious step of the way; such is the way of life for a Corsair and he does not regret it for a Trexalonian second. He has been serving on Corsairs since he was born. His broodmother was a Captain and out of her entire litter, she knew he would be special and she told him so. He did not inherit her ship; when she became old and weak and too long in the teeth to bear any more young, she met The Challenge bravely, jaws first. Her first officer called her out and

told her she smelled old and of weakness; as is tradition, she could have stepped down from her command and lived- but in shame. That is not life. So she died by the point of her own first officer's (who was Klaargh's father, some say, though he was not even half her age) knife-point and Klaargh watched as his teeth ripped the warm flesh of throat and blood spewed forth from her punctured jugular. Klaargh prayed to the Allmother that he might be strong enough to be granted such a worthy death as she.

Klaargh, since he was on the losing side, was given the chance to join the winners. In honour of his mother, he did not accept, even as all who had stood with him gratefully embraced the quarter that was proffered and changed sides. Klaargh was stubborn and as to be expected, he was abandoned on an asteroid with nothing but his wits, a Vacc Suit and six hours of air. He was fortunate, under the Code they could have chosen to kill him outright. Klaargh wandered found an old, long-abandoned mining installation and enough air for several weeks. He managed to repair the ancient comm system and call for help. Eventually, he was rescued by a human crew and spent three years aboard their ship, learning their soft, weak ways. Eventually, he returned to a Vagr world near the border of the Imperium and the Extents and worked his way into the crew of a Corsair ship as a lowly Comms officer – the same posting he had aboard his original vessel. Klaargh was patient,

chose the right mate and the right companions this time and planned his coup very carefully. Eventually, he took the second officer's place when he met with an unfortunate accident during an EVA repair mission – not an entirely lawful method of ascension but an effective one. He took on his predecessor's role fully, quickly becoming a proficient starship pilot. Eventually, the first mate experienced an accident as well, one with a defective Vacc Suit and Klaargh rose in his stead. When it came time to challenge his captain, he did so by lawful combat.

Klaargh prefers to use his laser pistol in combat if he can, though if there is a boarding action he will use his Gauss Rifle until he is out of clips, then toss it aside and draw his Laser Pistol. Both weapons are ancient, almost antiques, both fashioned in the same ornate, unusual style. The most noticeable feature is the rococo spiked fin that decorates the cooling vent along each weapon's dorsal length. The entire effect, along with his double-bladed dagger and spiked armour, which hand-painted with blood-red Vagr runes and death-lord symbols is fearsome and vicious-looking, and is enough to frighten many would-be challengers and victims into submission. Klaargh is strong for his race but his real strength in battle is his speed; the ability to strike first and aim true has won him a great many battles.

Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Commander Klaargh	Corsair (7 Terms)	8/3	13/12	11/8 = 23	10/6	9/5	11/8 = 19
Rank (12 points): Captain 6							

Skills (36 Points): Gun Combat (Energy Pistol)-3 (+6); Leadership-3 (+6); Comms-2 (+4); Gun Combat (Slug Rifle)-2 (+4); Melee Combat (Natural Weapons)-2 (+4); Melee Combat (Blade)-1 (+2); Tactics (Naval)-4 (+8); Pilot (Spacecraft)-1 (+2)

Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Pack Leader	Corsair (4 Terms)	7/2	10/6	9/5 = 13	11/8	7/2	8/3 = 13
Ghzyrkha							

Rank (10 points): Corsair 5 (Leader)

Skills (24 Points): Astrogation-3 (+6); Leadership-2 (+6); Sensors-2 (+4); Gun Combat (Slug Rifle)-2 (+4); Melee Combat (Natural Weapons)-1 (+2); Melee Combat (Blade)-1 (+2);

Equipment: TL 12 Ornately Decorated Combat Armor, Gauss Pistol, Double-Bladed Combat Dagger (does 1d6+4 instead of 1d6+2), TL8 Personal Communicator

Pack Leader Ghzyrkha

Point Value: 60
Age: 34 (4 terms)
UPP: 8DBA9B
(See NPC Table)

Notes: Lady Ghzyrkha has been Klaargh's mate for 20 years and his first officer for 10. Her loyalty and love for her Chosen is deep but she is a Vargr, after all and she worries that she has caught the scent of indecision

of the humans that Klaargh has foolishly taken aboard and chosen to aid out of some misguided sense of male loyalty could be made suitable to the task at hand...

Equipment: Vargr Tactical Bodysuit (TL 10 Cloth with reflective weave) or TL-11 Combat Armour; Shotgun, Blade, Personal Comm

Vargr Corsair Pack Member

Point Value: 35
Age: 30 (3 terms)
UPP: 597877
(See NPC Table)

Character	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Vargr Corsair Pack Member	Corsair (3 Terms)	5/0	9/5	7/2=7	8/3	7/2	7/2=7
Rank (4 points): Corsair 2 (Corporal)							

Skills (17 Points): Gun Combat (Slug or Energy Rifle)-2 (+4); Astrogation, Comms, or Sensors-2 (+4); Melee Combat (Natural Weapons)-2 (+4); Engineering (any)-2 (+4) or Medic-2; Carousing-0 (+1)



Notes: These are generic statistics for the Referee to use for members of Klaargh's crew as needed. These are general guidelines only; the Referee should feel free to adjust this basic template as needed to reflect individuality among the crew members. The crew is fiercely loyal to Klaargh for the moment and will gleefully die at his command, although that could change in a second.

Equipment: Vargr Tactical Cloth Bodysuit (TL 10 Cloth armor), Accelerator Rifle or Laser Rifle, Gauss Pistol or Medkit, Blade, Personal Comm

LIBRARY DATA

Anathium: An exceedingly rare, valuable, iridescent metal ore with a low degree of radioactivity that is highly valued for its ability to achieve superconductivity over a broad range of temperatures. Its free electron pairs can therefore be easily stimulated into a superconductive state without the use of a liquid supercoolant or extreme heat, the primary obstacle to the widespread implementation of superconductor applications from their discovery at TL 6 and prior to the discovery of the gravitic wavefunction that leads to the development of contragrav at TL 9. Anathium is extremely valuable due to its versatility; it has recently come into very high demand due to a recent initiative in by the Minister of the Interior in the Domain of Deneb to assist in the development of large-planets of TL 5-8, through the construction of large-scale public transportation systems. Anathium makes large maglevs, hovertrails and monorails at TLs 5-7, previously inconceivable on such worlds, feasible and maintainable with the materials and techniques at those TLs. Before that, however, Anathium was and still is, primarily used in the construction of high-quality and precision contragrav modules. While other metals can, in theory, be made to work almost as well, they do so only after a gruelling, painstakingly fastidious process of refinement and materials synthesis. The process is prohibitively expensive at TLs lower than 12 and the final result almost never performs to expectation. The

resulting schism in demand has strained labour relations on Jae Taelлона and has all but led to an all-out trade war between Oberlindes Lines and Stermmetal Horizons. Other applications of a more experimental nature are reportedly being investigated as well. By far, the largest exporter of Anathium in the Domain of Deneb is Jae Taelлона in the Rhylanor subsector, with Macene and Glisten being distant seconds.

Combat Utility Webbing: A combination shoulder harness/utility belt that uses TL 12 materials technology to firmly secure items, similar to the Velcro cloth of earlier TLs but far more advanced, allows the wearer to comfortably carry and quickly access up to four weapons – two sidearms and two rifles. There is also room for 4 smaller items, such as a melee weapon and extra clips or ammo packs. The CUW also holds up to 6 grenades or items of similar size. 0.5 kg, C1900.

Dh'oughz Khfae: Literally translated as "The Duellists' Honour," Dh'oughz Khfae is an ancient invention of Vargr WarPacks, an unwritten code of behaviour dating back at least as far as their known pre-contact history. Dh'oughz Khfae is generally frowned upon by modern Vargr mainstream society, since they have tried to suppress some of the more barbaric practices that date back to their pre-history as pack animals in order to make themselves more palatable to interstellar society as a whole. The code is practiced unapologetically among the corsairs as well as Vargr isolationists; however, as are many of the other unwritten laws of pack social structure. Dh'oughz Khfae governs the many situations under which a Vargr may challenge his alpha, as well as the appropriate codes of behaviour during a duel among equals and inferiors.

There are literally hundreds of thousands of subtleties and nuances that govern Dh'oughz Khfae, from the stance chosen by the challenger, to the choice of weapons and how they are grasped, to the expression on one's face and the exact pitch range of one's bark of

victory, most of which are beyond a human's capacity to comprehend. Fortunately, however, those humans who have been unlucky enough to find themselves challenged have reported that the Vargr do not expect the "ignorant monkeys" to fully grasp the depths of Dh'oughz Khfae. In general, a human who has been lawfully challenged under Dh'oughz Khfae is expected to conduct himself honourably, to use only honourable insults to taunt his opponent. In an "acceptable" insult, for example, the opponent's mate and pack members are fair game but insults directed at the opponent's mother are not, since Vargr are born in litters and the challenged may be unwittingly insulting half the spectators as well. Interestingly enough, insults to the opponent's father are reportedly met with puzzlement, since a Vargr invariably has no idea who his father is, nor does he care – family consists of siblings and mother, as far as he is concerned – it is considered a social faux pas for a Vargr to show interest in his litter. In general, it is reported that if the challenged sticks to a Gentleman's code of conduct similar to that practiced by Terrans in their second millennium AD (ca -3500 to -2500 Imperial) then that will, for the most part, be satisfactory to the Vargr.

dX: A microscopic tablet-style data storage medium for recording and storing datastreams of enormous magnitude and of extremely high frequencies. The most common use for dX is the storage of super-high THz X-boat network feeds. Each tablet can store hundreds to thousands of terabytes of data, so it is widely used to transport datastreams, for media applications and for physical backup and storage of planetary X-boat feeds.

It is important to note that dX tablets vary wildly in their capacities and write speeds, because they are "grown," not manufactured, by a nanomolecular process that closely resembles a living organism. The dX tablet possesses a remarkable faculty to hard-write high-capacity data configurations at astoundingly high frequencies that would normally require a mainframe

to process, such as dedicated encryption subroutines and cipher patterns. This makes it the most secure data storage medium in existence and the medium of choice for intelligence-gathering and investigative operatives both in and out of the field.

Unfortunately, its size as well as its compatibility with a standard Wafer Jack (adapter required, TL 14, Wt. neg. Cr500) make it a prime candidate for illegal data trafficking as well as a host of other illegitimate uses. dX is forbidden to civilians on many worlds, since it has a notorious reputation as the only storage medium capable of retaining and processing the notorious Endorphin-Cascade Induction Stimsim programs.

ECIS: Acronym for Endorphin Cascade Induction Stimsim; a powerfully addictive virtual reality simulation that can only be accessed with a Wafer Jack neural shunt. The “wafer” (generally a dX tablet) is sold to the user, who places it in a preinstalled Wafer Jack interface with a dX adapter (see above), who then experiences the reality simulation (called a “stimsim”) digitally encoded on the tablet. This “stimsim” is different from normal programs of its type in that it uses direct electrical impulses to stimulate neural centres in the cerebral cortex for the express purpose of initiating an endorphin “cascade,” which begins with an overwhelming discharge of endorphins from the hypothalamus. Other electrical impulses stimulate natural neurochemicals into a by a slow, self-sustaining exothermic reaction in the neural matrix. This reaction effectively causes a sort of feedback loop that can reportedly hyperstimulates the endocrine system, keeping the cascade of endorphins passing through the receptors and the brain’s natural reuptake mechanism for up to 22 hours.

The ecstasy reportedly experienced by users is without parallel. Of course, this process is extremely dangerous, as it can utterly deplete the user’s entire supply of natural pain blockers, leaving him vulnerable and overly sensitive to any external stimuli. There have been reports of users,

many of who were first-time users, whose endocrine systems are damaged by the hyperstimulation and are rendered utterly incapable of replenishing the natural endorphin supply. Those who are so afflicted generally succumb to suicide but the few who were unfortunate enough to live on – or too physically weak even to take their own lives – are stricken irrevocably insane. Their minds continuously process what would normally be a trivial discomfort as searing, unbearable agony. Finally, death is not an uncommon side effect of “Skading,” though it does not happen as often as one might expect. Still, when it does happen, it is often due to sloppy, amateurish software coding or black-market dX chips of shoddy cultivation or materials. In either case, the result is generally the same: the electrical impulses are directed to the wrong neural cluster, yet they still retain their characteristic micro-surgical precision, resulting in wildly unpredictable brain-to-body command signals. These signals can be as catastrophic as the selective failure of a CNS-regulated organ function – such as breathing or heart regulation – or even total system failure or they can be as innocuous as false sensation of itching in a random body part or a feeling of irresistible drowsiness. There is no known way to determine if a given tablet or software is defective.

Despite the well-publicized risks and its legendary unpredictability, “Skading” continues to be an enormously popular pastime with young, rebellious types. Experts and medical researchers remain befuddled by the relative rarity of devastating catastrophic incidents when compared to the sheer volume of ECIS abusers. In the Spinward Marches sector, Jae Taellona is the only world that does not prohibit the sale or production of ECIS software and paraphernalia, except in situations where it has been discovered that a minor is involved.

Viasuit: This suit, designed specifically by Sternmetal Horizons, LIC for use in its mining facilities on Jae Taellona, is especially designed to improve the survival rate in underground mining accidents. It has also proven

to be useful to those stranded or otherwise forced to make long treks across the arid Jae Taellonan. Its primary purpose is to keep the wearer alive in the event of a cave-in, which used to happen quite frequently. More often, however, it is used in the desert and few on Jae Taellona dare enter the desert, even in a sealed vehicle, unless they are wearing one. In reality, the Viasuit can be used to survive for an extended period of time in nearly any hostile environment save hard vacuum.

The advantage of the Viasuit is that it can run for an extended period of time before it requires recharging and that it is not hampered by a limited air supply. Though it is lightly armoured to prevent damage to the wearer from falling rocks and debris (treat as Cloth), it is certainly not intended to be used in place of armour in a combat situation. The Viasuit is equipped with four TL-11 CO₂ scrubbers that actually continue to convert CO₂ back into oxygen, using from several thin layers of cations on the surface of the filter and water molecules taken from the body’s secretions. The cation layers are eventually depleted in this process and scrubber filters need to be exchanged once every 139 hours – the CO₂ scrubbers have a window that slowly turns from green to red as they get closer to needing replacement. The suit also draws moisture from the body and the ambient air and filters and recycles it for use to keep the wearer alive in the event there is no water source to be found.

In general, a wearer should be able to survive for up to two weeks when wearing a Viasuit, as long as there is a trace or more of oxygen to breathe. The suit maintains power through organic cells that recharge themselves when exposed to body heat, sunlight and nearly any natural heat source imaginable. The suit does have its limitations, however, as it must undergo a full maintenance cycle once a month – during which time it cannot be worn – and its power cells must be connected to a major power source, such as a starship power grid, or an industrial power outlet and be exposed to a current for 12 hours once every two weeks. This repolarises and

realigns the cathode-anode configuration; otherwise the batteries will begin to fail within one to six days of missing the two week maintenance date as polarity fades and they can no longer hold a charge. Despite these limitations, however, the Viasuit is a prized survival gear and technically illegal to buy or own if the possessor is not an employee of Sternmetal Horizons, LLC. This inconsistently-enforced restriction only serves to make the suits more expensive – not less available. 5 Kg., Cr5500.

Antisedition and Fidelity Act of 908: Generally considered to be the most draconian, restrictive piece of legislation in the history of the Third Imperium, the Act is generally thought to have begun in 907 when the Archduke of Deneb travelled to Capital to attend a special emergency session of the Moot of High Lords.

Records from many Moot meetings (including this one) of the time are vague at best but it is thought that during the meeting, the Archduke successfully managed to whip the embers of fear into open flame by exacerbating dual concerns over the Scylla and Charybdis of the increasingly hostile Solomani Autonomous District coreward and the militant build-up of Consulate forces along the Fringe rimward. In response to the Archduke's intimations that the enemy was infiltrating Imperial culture on both fronts, the Moot passed the Antisedition and Fidelity Act of 908. The Act criminalized many things which could not be enforced, often to what many felt were ridiculous lengths. Speaking out against the war – either one – was forbidden, as well as criminalizing the possession of reading materials which the Archduke's appointed "Council of Treasonous Activities" deemed as "seditious" or "pro-Zhodane." This act managed to stifle the exchange of popular music, theatre and art by the worlds of the Fringe, which, up until then, had flowed freely. Suspicion and mistrust began to fester in the border worlds, as those of Zhodani descent were jailed for no other reason than their heritage. To the relief of many, the Act was repealed in 986 almost

simultaneously with the signing of the Armistice, in the wake of a quarter century or more of an almost unilateral failure to consistently enforce the terms of the legislation. Although most scholars today consider the Act an unequivocal blunder, it has left a legacy that persists to this day. No longer do Imperial and Consulate citizens mix or exchange culture, trade routes that once bound the worlds of the Fringe to each other now lay silent and untraversed; tourists and visitors from the Consulate are closely watched on Imperial soil and vice versa. Suspicion and paranoia run unchecked, as the citizenry know nothing about their neighbours. The TAS has considered issuing an Amber Zone advisory for the entire District 268 and Chronor subsectors but thus far, this has only been a suggestion.

Thirti Nut: A nut that is raised on trees that have so far only been grown successfully on Belizo. The nut is considered to be a delicacy only affordable by the most affluent; it sells for Cr5000 an ounce. Tukera Lines has a contract with the planetary government giving them a monopoly on the shipping of the Thirti Nut. By the time the company and the planetary government take their share of the profits, only a few credits manage to trickle down to the relatively poor farmers of Belizo.

Xnet: An informal, rather loose association of regular topics discussed by Scouts, members of the Imperial Postal Administration, computer and communications enthusiasts which are grouped into literally billions of different "headers," based on topic. Each header can be thought of as a sort of chain letter, which gathers comments and branches out into other headers as the mail packet proceeds to each subsequent destination. This practice can trace its roots to the "Usenet" communication network that still exists on Terra, as well as Usenet's lesser imitators on other worlds, as well as the ultimate evolution of the peer-to-peer commentary network, better-known great FlameNet that exists within the planetary datasphere on Core.

Zhule Sodality Name derived from an obscure Zhodani dialect taken by or given collectively to a resistance movement that exists in localized pockets in various subsectors of the Domain of Deneb. The movement is generally believed to have originated on Jae Taellona about 80 years before the Third Frontier War as a labour equality movement, which was crushed by Sternmetal Horizons when the Antisedition and Fidelity Act came into effect. It is thought that a core group of highly-trained, deep cover Zhodani agents managed to assimilate the desperate remnants of the movement. Over the course of the Third Frontier War, this core group managed to grow into a full blown resistance movement by managing multiple small cells of true believers who were always ready to sacrifice themselves for the cause of Jae Taellonan independence and the workers' freedom from corporate greed and Imperial oppression. The terrorists were responsible for the deaths of thousands and countless delays and supply line disruptions that might have cost the Imperium the war, had their leader not been hunted down and destroyed by a small, poorly-armed group of intrepid marines and security personnel trapped and killed their leader while he was attempting to sabotage the Naval repair yard in 984. The last of the Sodality was thought to have been arrested in 991 and he died in prison in 1022. There have been rumours of time to time of a resurfacing of the Sodality but although a new, rejuvenated labour movement seems to be in progress on Jae Taellona at the time of this entry, so far authorities have met such rumours with little more than cynical amusement.