

---

# TRAVELLER

## THE PIRATES OF DRINAX

---

Written By Gareth Hanrahan

### FINALE

*Alea iacta est.*

- *Julius Caesar, on the occasion of crossing the Rubicon*

**Finale** is the tenth and last adventure in the *Pirates of Drinax* campaign. If you are a player in this campaign, STOP READING NOW! If you are a referee, then you should first read *The Pirates of Drinax Campaign* document to get an overview of the campaign.

This adventure takes place in the Sindal, Tobia, Tlaiowaha and Borderland subsectors of the Trojan Reach. The year is assumed to be 1105. The adventure begins and ends on Drinax.

#### **Preparation**

You'll need to print out a copy of Appendix 3 to keep track of which worlds have joined the new Kingdom, and Appendix 4 as a quick reference for the negotiations. We also strongly recommend you print out the subsector maps of the Sindal, Tobia, Tlaiowaha and Borderland subsectors (or grab the *Trojan Reach Map Pack*) and have a very big pile of dice to hand...



# ADVENTURE SYNOPSIS

A major event is about to draw dignitaries and rulers from across the Trojan Reach to the Floating Palace. The ruler of Drinax decides that the time has come, and dispatches messengers to prospective allies across the sector. Depending on the policies of the new kingdom, and the past actions of the player characters, some, all or none of these worlds may join Oleb's banner.

Once the new Kingdom has gathered its allies, it must force concessions from both the Third Imperium and the Aslan Hierate. In order to do that, it needs to be able to squeeze the vital trade routes across the Trojan Reach, and prove that it is less trouble to recognise Drinax as an independent kingdom than it is to launch a fleet of warships to crush the nascent polity. That means the player characters must arrange the fighting forces of their allies and pirate fleets along the trade route in sufficient numbers to block travel.

With the Hierate and the Imperium dragged to the negotiating table, the player characters must secure the future of their new policy. Who do they ally with? What do they give up? Finally, the new Kingdom faces its first test – a splinter faction of Aslan decides to crush the insolent humans who have dared claim territory on their borders. Can a motley fleet of ex-pirates and uncertain allies stand firm against the fury of the Aslan?

## ***Before You Begin...***

Ensure you have answers for the following questions:

- Are you ready to end the campaign?
- Are the players ready to end the campaign?
- Do you know the rough strength of the player characters' fleet?
- Do you know the rough attitudes of the various worlds near Drinax?
- Do you recall what happened in the previous adventures?
- Who rules Drinax?

## ***Running this Adventure***

Even more than the other parts of the campaign, ***Finale*** is a framework. There is a lot of dice-rolling and chart-checking, but that is to provide context and weight to the drama of the players' actions. Marry every throw of the dice to a decision, or scene for the players to roleplay, or an opportunity to add detail or colour to the setting. For example, when making a Recruitment roll (p. 05), do not just say 'all right, roll 9+ to have Oghma join the Kingdom'; describe instead how a snarling barbarian shouts that this pathetic empire is not fit to be conquered by

## ***Our Own Empire***

If the players have abandoned the cause of Drinax and gone off to make their own pirate empire, you have four options.

1. Ignore this adventure and create your own ending to the campaign. You have jumped off the planned course of events already, so I have the utmost faith in your ability to come up with something wonderful. Run with your players' enthusiasm as far as it can take you.
2. Instead of the ruler of Drinax declaring the formation of a new interstellar polity, encourage the players to make a bid for legitimacy. You will need to alter the Royal Policy (p. 03) rules to match what the players have to offer, but you can use most of the rest of the adventure as is. The Imperium and the Hierate will respond similarly to a wholly new power in the Reach as they do to the resurgence of old Drinax.
3. Run this adventure as is, and then during the Securing the Empire phase, have the ruler of Drinax attempt to re-recruit the pirates back to the cause.
4. Run this adventure as is, but continue the campaign afterwards as the players pick apart the twitching corpse of the revived Kingdom of Drinax.

the Oghman clans, and let the players decide how they counter her insult. Then roll the dice, and narrate the results based on their decisions and the context. Maybe they challenge her to a contest of strength, or buy her off with an impressive-sounding title, or maybe one of them casually remarks that the 'pathetic empire' will put an end to the Oghman raiding one way or another, and she can choose between signing up or blowing up.

Optionally, give a few DMs or rerolls for excellent roleplaying.

In many cases, decisions made in one section of this adventure will have mechanical repercussions later on. Some of these decisions are marked with an alert symbol (!). The referee should alert the players that their decision here will have ramifications that may not be obvious. For example, when it becomes time to blockade the trade routes across the Borderlands subsector, the players have the option of not blockading some worlds. If they do so, however, the Imperium and Aslan will not be as wary of Drinax when they enter into negotiations, and it will be harder for the pirates to strike a deal. The referee is advised to warn the players in general terms of this danger (***'if you do not blockade all the systems, the Imperium will not be as willing to negotiate – you've got to scare them to get them to the table'***)

---

# 1. THE LONG-AWAITED HOUR

The ruler of Drinax (King Oleb, if he survived Adventure 9; otherwise, one of his children or whoever took the throne after his death) declares that it is time to put the final phase of the great plan into operation. Soon, when all the worlds of the old empire gather together, he will announce the rebirth of the Kingdom of Drinax. The triggering event might be:

- The state funeral of King Oleb
- The coronation of a new King or Queen of Drinax
- The wedding of Princess Rao
- A conference on the future of the Trojan Reach
- A celebration or feast called by the ruler of Drinax
- News of an impending Aslan attack

As dignitaries will attend from all over the Reach, it is the perfect time to strengthen ties between Drinax and her allies, and to prepare them for the declaration. The player characters may assist by:

- Gathering more allies
- Building relationships with other allies
- Preparing the triggering event
- Shaping Royal Policy

## ***Gathering More Allies***

If there are any star systems that the player characters have not yet visited, they may wish to travel to those planets and see if they can find Patrons there who might push those governments towards tolerating Piracy.

## ***Building Relationships***

By visiting allied worlds (worlds that are Suspicious or better towards pirates) and completing missions for Patrons or donating money/facilities, the player characters can move those worlds further towards Haven.

## ***Preparing the Event***

Drinax's chief advantages – other than the pirate fleet the players are supposed to have built – are the weight of its history and its mastery of science. Drinax once ruled much of Tlaiowaha subsector, and it is the last outpost of the Empire of Sindal that ruled the whole Trojan Reach. Every system in the region exists in the spiritual gravity well of that vanished Empire, their cultures and politics warped and defined by their relationship with the Dragon Throne. If Drinax can remind them of the grandeur of centuries past, then it will boost the chances of rallying support.

The Floating Palace's other great advantage is the Scholar's Tower, a repository of all the scientific and technical knowledge of the Empire. A shimmering ivory tower, crammed with Tech Level 15 information, the blueprints for wonders that not even the Third Imperium has completely mastered.

If the players shape the event to emphasise Drinax's strengths, they can impress the delegates and improve their chances of recruiting wavering worlds to their cause. Warn the players that even the most staggeringly awe-inspiring event is unlikely to have an impact on this scale – they will need to work wonders for mere spectacle to sway delegates. Once the players have decided on the nature and setting of the event (maybe it is the grandest state funeral in history, or a royal wedding fit for the gods, or maybe they run off and play through ***Secrets of the Ancients*** just to get Grandfather to do a vaudeville act on Drinax), the referee selects the most apt characteristic and skill and calls for a Formidable (-6) test. If the test succeeds, the pirates gain DM+1 to all Recruitment rolls (see page 05).

Optionally, the players may hire an NPC expert to organise the event for them. Finding the greatest party planner/architect/speechwriter/stand-up comic in the galaxy is an adventure in itself.

## ***Shaping Royal Policy***

Perhaps the most important thing the characters can do at this stage is help decide on the policies of the reborn Kingdom. There are three aspects to policy – Government, Security, and Technology. For the purposes of recruiting worlds, these policies are each assigned ratings from 0 to 3.

**Government:** This measures how centralised the kingdom will be – a low value indicates that Drinax has no intention of imposing its rule on the other planets, and is merely first among equals. A high value means that the King's word will be law in the new order, and the wishes of planetary governments will be second to his desires.

**Government 0 (First Among Equals):** Drinax will merely be one voice among many. Each world will have the freedom to go its own way – the 'kingdom' will be little more than a line on a map, and very little will change in the Reach. This appeals to iconoclastic or isolationist worlds, corporations, religious dictatorships and balkanised planets.

**Government 1 (Parliament):** Every world will be represented equally in the kingdom. Every planet will send representatives to a parliament on Drinax. This appeals to lower-population worlds, democracies and bureaucracies.

**Government 2 (Feudal):** The kingdom will be divided into feudal estates, as it was in the old days of the Sindalian Empire. The larger, richer planets will be dukedoms in their own right; lesser worlds may be part of a greater dukedom. This appeals to higher-population worlds, especially ones with autocratic or highly centralised governments (feudal technocracies, dictatorships, oligarchies).

**Government 3 (Autocracy):** Power will be centralised on Drinax. The king will make all important decisions – after consultation with his subjects, of course, should the question merit debate. This appeals only to worlds that are already strongly aligned to Drinax.

**Security:** Security determines how tolerant the new regime will be of piracy, and how much it will invest in naval defences. A low Security leaves each planet to fend for itself, and still permits piracy, but keeps power out of the hands of the rebuilt Star Guard. A high Security calls for the new kingdom to have a strong centralised navy under the command of the King – bad for piracy, but good for worlds that fear invasion by the Aslan Hierate.

**Security 0 (A Pirate King):** The Kingdom of Drinax was founded by pirates – and it will stay a haunt of pirates! Piracy will be tolerated, even encouraged. The whole Kingdom will, effectively, be a big criminal enterprise to shake down traders on the Imperium-Aslan (and, later, Imperium-Floriani) trade routes. Let's be bad guys!

**Security 1 (Low Security):** No change. Piracy will be outlawed, but some systems will turn a blind eye to it, and others will enforce the laws with bloody enthusiasm. There'll be mutual-defence pacts and the like to guard against attack by the Aslan, but overall, things will not change very much.

**Security 2 (High Security):** There'll be a crackdown on piracy, investment in ship-building, stronger alliances against the Aslan. An improvement on the status quo, certainly, and the Star Guard will again become a force to be reckoned with in the Trojan Reach.

**Security 3 (A Warrior King):** The primary aim of the new Kingdom will be defence against external threats. Every possible resource will be ploughed into ship-building and preparing planetary defences. The king will command a mighty armada, and woe betide anyone who defies him or threatens his worlds. Piracy will be outlawed; current pirates can either swear fealty and join the new navy, or take a long walk out an airlock.

**Technology:** Drinax preserved the highest technology of the old Empire. For centuries, it has jealously hoarded its secrets. The wizard-scholars of the Tower might occasionally produce some wonder or miracle cure, but never share their knowledge. Is that about to change?

**Technology 0:** No. Drinax intends to keep its greatest advantage to itself.

**Technology 1:** Drinax will work with nearby worlds to exploit its technological advantage. They have resources and a workforce; Drinax has knowledge. It will not lift their Technology Levels directly, but the Floating Palace will build high-tech factories on other worlds. The Scholar's Tower will be open to deserving students from all member worlds.

**Technology 2:** There will be some limited technology transfer, especially to worlds that are on the cusp of advancing to the next Tech Level. Those who need Drinax's knowledge will be able to avail of it – for a price.

**Technology 3:** The primary goal of the new Kingdom will be technological uplift. The other great powers like the Imperium or the Hierate are too large and hidebound to take advantage of technology. Smaller polities – like Neumann in Gazulin subsector, or like the Darrians in the Spinward Marches – are agile and culturally flexible enough to benefit from intense technological development. Onwards, onwards, to Tech Level 16 and beyond!

### Starting Policy Ratings

If the players are in charge of the kingdom (either because they have taken over, or because the current ruler is incapacitated or completely in their thrall), they can set policy as they wish. Otherwise, starting ratings depend on who rules Drinax. The players can make a single attempt to adjust ratings with a Persuade or Diplomat (or Carouse, in Oleb's case) test; they may apply their Effect to move ratings up or down.

	Government	Security	Technology
King Oleb	3	1	0
Prince Harrick	0	2	2
Princess Rao	2	2	1

The choice of policies will affect how difficult it is to recruit worlds to the new kingdom (!).



## 2. THE REBIRTH OF THE KINGDOM

The rulers and dignitaries of the Trojan Reach gather on Drinax. Perhaps they are staggered by the majesty of the event, and one by one they fall to their knees and swear allegiance to the Dragon Throne. Perhaps the foundations are laid in secret, in whispered conversations and clandestine meetings in side rooms. Perhaps the pirates use the age-old diplomatic technique of bringing a bunch of armed goons to a party, and forcing the delegates to sign up at gunpoint.

### Initial Recruitment Rolls

For each prospective planet in the new Kingdom, the players must make a recruitment roll. This is a straight 8+ roll on 2D, with DMs as follows.

**Attitude:** The planet's attitude towards the pirates is the key factor in recruitment.

Haven: +6

Friendly: +4

Tolerant: +2

Neutral: +0

Suspicious: -2

Unfriendly: -4

Planets classed as Hostile will not join the Kingdom.

**Profile:** Each world has a political profile that describes its reaction to the policy of the new kingdom. A political profile consists of up to three ratings from 0-3, measuring that planet's desired Government, Security and Technology.

It is possible to have a null rating (-) in a profile, suggesting the planet does not care about that particular policy. It is worth a +0 DM.

### Telepathic Coercion

Depending on how **Adventure 9: Blood of the Star Dragon** unfolded, the Kingdom of Drinax may have the secret support of the Zhodani Consulate, and Tozjabr agents may be available to telepathically influence delegates. If this is so, then have the players throw 1D. They may apply DM+2 to a number of recruitment attempts equal to the result on the die, representing the Zhodani's psionic tampering.

### Lost Worlds

Obviously, any planets destroyed over the course of the campaign (perhaps through the use of the Treasure of Sindal found in Adventure 4, or blasted by the punitive fleet in Adventure 6, or conquered by the Aslan) should be removed from the list and cannot contribute Fighting Strength to the kingdom.

It is also possible to have an X rating in a profile, indicating there are no possible grounds for negotiation. In such cases, the DM for that factor is always -3.

If a Drinaxian policy matches a planet's profile, it is worth a +1 DM. Otherwise, it is a -1 DM per degree of difference.

**For example, if Drixian policy is 122 (Government: parliamentary representation; Security: high security; Technology: generous and open), and a planet's profile is 32-, then DMs are calculated as follows:**

**-2 for Government, as there is a 2-point difference between what the planet wants and what Drinax proposes (this particular planet wants to yield power)**

**+1 for Security, as the two rating match**

**+0 for Technology, as the planet's government is uninterested in technological change.**

**For a final DM-1.**

**Other DMs:** Other circumstances – campaign rewards, existing relationships with NPCs, bribery, telepathic coercion – may warrant a DM.

**Final DMs:** As there is a lot of calculation involved, we recommend having the players settle on a policy profile at the end of a game session (or during downtime), allowing the referee time to pre-calculate the final DMs for each system by adding up the results from Attitude, Political Profile and Other DMs. The fun bit of actually rolling can then be done during the next game session.

### Fighting Strength

The Strength column indicates how many ships that planet can contribute towards the blockade. See **The Blockade**, page 09 for more details on the use of Fighting Strength.

### Complications at the Event

**Old Grudges:** Representatives from two worlds are about to come to blows. Unless the Pirates intervene, their gathering will be marred by an unseemly fistfight between dignitaries. Likely participants:

- Any of the Dustbelt Worlds and their ancestral foes, the Oghman Clans
- Star Guard loyalists from Byrni brawl with pirate allies of the PCs
- Aslan allies, like Kasiyl of the Ahroay'if, and worlds threatened with invasion by the Aslan

**Unexpected Offers:** The Trojan Reach is about to change. The campaign is about to change radically, if not end. Time to start considering what the player characters will do after the kingdom is restored. If the players' involvement in the renewed Kingdom is well known, they might be courted by other powers in the Reach, such as:

- A place on the ruling pirate council of Theev
- Command of a planetary navy by one of the worlds along the Aslan border – if the players have brought Drinax to this position of renewed strength, then maybe they can guard against the impending invasion
- Command of a derelict starbase just off the Imperium-Aslan route – if the Kingdom does interrupt the current trade routes, then previously sidelined systems may suddenly see a huge rise in traffic
- Military advisor to the Floriani League, who are intrigued by the incomprehensible-to-them developments along their trailing border.
- Tailor the offers and opportunities to offer the possibility of a satisfying ending for a player character. Focus especially on those characters who are less strongly connected to the Kingdom – if a player is already betrothed to Prince Harrick, then there is no need to give him or her a personalised finale, as that player's fate is already strongly bound to Drinax.

**Lost Friends:** Are there any friends, rivals or enemies from the character generation phase of the campaign who deserve to come back (or finally make an appearance)? At this stage of the campaign, do not bother starting up whole new plots. Instead, use these ghosts from the past as a way to remind the players how far they have come. For example, if a player rolled up a Rival during their Naval career, you could have that Rival be part of an Imperial delegation. The rival is now a commander in the Imperium's fleet; the player was a gunner, then a drifter, then a pirate, and then a pirate king who commands a dozen ships, and will be a Duke of the Kingdom of Drinax when all this is over.

Similarly, an old enemy might show up pursuing empty and pointless revenge. Once, the enemy and the player might have fought to the death – now, that fight is meaningless, and the player can just sit down with his old nemesis and have a drink in a quiet corner of the palace.

**Skyquake:** The gravity drives that support the Floating Palace fail briefly, and the whole palace lurches down for a moment. Perhaps the drives were damaged in the recent coup attempt, or maybe they are just hundreds of years old and poorly maintained. Either way, it causes panic at the event that the players must deal with.

## ***Collecting the Stragglers***

The initial recruitment roll determines which systems are willing to join the new Kingdom, and which ones are unconvinced. Now, the player characters have a brief window of 2D weeks to change their minds. The players may travel (as a group or individually) to any systems within range, but they must be back on Drinax before the window closes.

Visiting a system and meeting with the planetary government in person allows a player to make a second recruitment roll. The character must either have an existing relationship with a member of the planetary government (completed a Patron mission, existing Contact or Ally, met them in a previous adventure), or must pass whatever challenges or complications the Referee decides are suitable for that NPC and planet (***'to win the favour of the King of the Southern Continent of Scaladon, you must defeat him in a poetry slam – roll Art'***). This second recruitment roll is made in the same way as the first, with two changes:

- The players may attempt to justify the policies of Drinax with a Diplomat or Advocate check. If the Profile DM is -1, this is a Difficult (-2) check. If it is at -2, it is a Hard (-4) check. If it is at -3 or more, it is a Formidable (-4) check.
- If there are *no* other systems loyal to the Kingdom of Drinax within 3 Parsecs of the current planet, the recruitment roll has DM-1. If *all* other systems within 3 Parsecs are loyal to the kingdom, then the recruitment roll has DM+2.

## ***Proclaiming the Kingdom***

Finally, once all the planets willing to join are known, the King of Drinax proclaims the re-establishment of the Kingdom of Drinax. Messages go out on every trader and courier, announcing the joyous news. In a solemn ceremony, the King asks that the players produce the letter of marque they were issued at the start of the campaign. The king reads the letter and declares that since the pirates were acting under the authority of the kingdom, their crimes (at least, any they committed within the borders of the reborn kingdom) are retroactively forgiven.

He then ennobles all the pirates, or gives them a suitable reward of their choice. Their titles or rewards are determined by the size of the reborn kingdom.

### **The Kingdom is...**

- A handful of systems in the Tlioawaha subsector (1-5 systems): One reward roll
- Most of the non-Aslan worlds in Tlioawaha, plus a few worlds along the Borderlands and the Sindalian Main (6-15 systems): Two reward rolls
- A new power in the Reach (16+) systems: Three reward rolls. At this scale, Oleb can get away with claiming the title 'Emperor of Sindal'.

Choose the type of reward (Title, Gift or Credits) before rolling. Players who started all the way back in ***Adventure 1: Honour Among Thieves*** get DM+1 to their rolls.

	Title	Gift	Credits
1	Knight of Drinax (SOC becomes 10 if lower, otherwise)	Antique, elegant weapon or armour	Cr500,000
2	Knight of Drinax (SOC becomes 10 if lower, otherwise)	Piece of art from the museum of Drinax	MCr1
3	Knight of the Order of the Star Dragon (SOC 11)	TL15 Cybernetic augment	MCr2
4	Baron of (pick a region on a planet) (SOC 12)	TL15 Custom Weapon	MCr5
5	Marquis of (planet) (SOC 13)	TL15 Custom Armour	MCr10
6	Count of (planet) (SOC 14)	TL15 Custom Project	MCr20
7	Duke of (Subsector) (SOC 15)	Mysterious artefact or relic from the days of Sindal	MCr50
8+ (kingdom size 16+ only)	Grand Duke of (Subsector) (SOC 15)	Seriously, what do you want, a planet?	

**Title:** +1DM if Government Policy is 2 or 3

**Gift:** +1DM if Technology Policy is 0 or 1

**Credits:** +1 DM if Security Policy is 2 or 3

### ***Recruiting Aslan Worlds***

A few of the worlds on the chart in Appendix 2 are Aslan systems. It is exceedingly unlikely that the players will be able to recruit any of these systems, but it is possible that an Aslan clan might switch sides.



# 3. SHOUTING INTO THE VOID

Declaring the kingdom reborn is not enough – the Great Powers of the Trojan Reach need to recognise it.

The Imperium pays little attention to the petty politics of the Outrim Void. If two or three worlds want to band together and call themselves the Senlis Foederate or the Strend Cluster, let them. The Imperium will give them all due honours, send them a very fancy Christmas card every year, and get rid of some obscure and annoying noble by appointing him ambassador to the Obscure Realms. As long as the new polity does not interfere with Imperial trade or defence, the Imperium is content to let the barbarians wear whatever hats they like.

The Aslan are – usually – even less bothered. Sometimes, one clan or another takes offence for no discernible reason, but usually, the Aslan leave everything beyond their borders to the *ihatei*.

The new Kingdom of Drinax is a different matter. King Oleb needs the new Kingdom to be able to claim taxes and passage fees from the Imperium-Aslan trade route. It needs to be treated as a player in the great game, not just a notation on the star charts. It needs treaties that will be respected and upheld, not ones full of empty aspirations and overblown verbiage that can be boiled down to absolutely nothing.

For that to happen, the Kingdom of Drinax needs show its strength. King Oleb's plan is to mount a blockade – to flood the trade route with so many pirates and fighting ships that the Imperium sees that it is cheaper to make peace and pay Drinax's wholly reasonable taxes than it is to make war and crush the new Kingdom. The player characters may come up with other plans like seizing a key world, conducting war games, or wiping out Theev. Any show of force will do, as long as it is a suitably impressive one.

## Determining Fighting Strength

Fighting Strength is a semi-abstract depiction of Drinax's ability to project force. It is measured in dice, and the Pirates get Fighting Strength dice from their ships and their recruited systems. Fighting Strength dice do not directly correlate to tonnage or number of ships – Fighting Strength is concerned with Drinax's ability to block and harass shipping along the Trade Routes, and when you are dealing with hit-and-run pirate attacks and nuisance raids on civilian ships, five 400-ton armed corsairs are much more useful than a 2,000-ton cruiser.

## Fighting Strength from Fleet

The Pirates gain +1FS from every 500 tons of ships in their fleet, rounding up. However, ships that displace more than 1,000 dtons count as displacing only 1,000 dtons (in other words, it is impossible to get more than +2FS from a single ship. Groups who complain about their hard-won capital ships being undervalued may be mollified if the Referee informs them that big ships will come into their own later in the adventure...) Only count armed ships that could reasonably put up a fight. An unarmed freighter, or a Scout with a single turret equipped with a lonely beam laser is not much of a pirate.

Small Pirate Fleet	dTons	Medium Pirate Fleet	dTons	Huge Pirate Fleet	dTons
Harrier	200	Harrier	200	Harrier	200
Scout	100	Scout	100	Scout	100
Scout	100	Corsair	400	Cutlass	600
Salvage Hauler	300	Salvage Hauler	300	Blockade Runner	400
		Tai'ao	400	Cruiser	2000 (1000)
		Interceptor	200	Cruiser	2000 (1000)
		Cutlass	600	Pocket Warship	5000 (1000)
		Blockade Runner	400	Fast Picket	500
		Treasure Ship	1600 (1000)		
		Halaheike	1200 (1000)	<b>Eurisko</b>	100,000 (1000)
				<b>Gazelle</b>	400
				<b>Gazelle</b>	400
				<b>Gazelle</b>	400
				<b>Escort</b>	8000 (1000)
				Corsair	400
				Salvage Hauler	300
				Scout	100
				Scout	100
				Far Trader	200
				Far Trader	200
Effective Tonnage	900		4600		9300
FS Dice	2		10		19



### Fighting Strength from Recruited Systems

Each system recruited to the new Kingdom also contributes some Fighting Strength dice, as noted in the tables in Appendix 3.

In the case of recruited systems, Fighting Strength is not always a measure of that system's actual naval tonnage. A well-populated, high-tech system like Torpal has many thousands of tons of ships, but is not willing to gamble its entire navy on the success of the Drinaxian experiment. By contrast, a minor world like Exocet might only have two or three starships total, but is ready to commit every one of them to the blockade.

### Fighting Strength from Allies

The pirates may have won allies elsewhere in the Trojan Reach. If they call upon these allies for military support, the Referee should give the players some extra Fighting Strength dice. Few allies are likely to be willing to go to war with the Imperium outright, but they can provide logistical support and assistance. For example, if the pirates won the friendship of the Ahroay'if clan, that's worth another 6 Fighting Strength. Logistical support from the powerful GeDeCo corporation is worth 10 Fighting Strength.

### The Blockade

Appendix 2 lists the worlds along the Imperium-Aslan trade route. There are three sets of planets – the Jump-3 route, the Jump-2 route, and the Backwaters. To mount a successful blockade, the players must successfully block *either* the Jump-3 or Jump-2 route. Blocking both or blocking some or all of the backwater systems will increase the chances of a successful negotiation with the Imperium and the Hierate, but the pirates need a successful blockade of one of the routes first.

Blockading extra systems can be useful later on – the players can agree to drop the blockade of some minor border world as an extra concession to the Imperium when negotiating their treaty.

### Assigning Fighting Strength

The players must follow these steps to determine the success of the blockade.

- 1) Assign any number of Fighting Strength dice to systems listed in Appendix 3. Dice not assigned are kept in reserve, and do not contribute towards the blockade.
- 2) Players may take command of individual systems, as may NPC captains with Tactics (naval) scores of 3 or more.
- 3) Pick a system from the list.
  - If there is a player or NPC captain present, that character may make an Intelligence + Tactics (naval) roll as part of a task chain (see the *Core Rulebook*, p. 51)
  - Roll the Fighting Strength dice assigned to that systems.
  - If the total rolled for a system exceeds the target number for that system, then the system is considered Blockaded.
- 4) Move onto another system and repeat step three until all systems on the table have been resolved.
- 5) If all the systems in either the Jump-3 or Jump-2 routes are blockaded, the pirates may declare the blockade complete. If they do so, remove any remaining Fighting Strength dice, add them to the reserve and move onto the next part of the adventure.
- 6) Otherwise, remove any remaining Fighting Strength dice, add them to the reserve and return to step 1.

### Adjusting Dice Modifiers

There are several ways the players can try to push the odds in their favour.

- **Gaps in the Blockade:** It is permissible to ignore one or two systems – Wildemann is the obvious choice. After all, even if Imperial trade convoys can jump to Wildemann without interference, they are still 10 parsecs coreward of Tyokh. However, leaving any gaps in the blockade weakens the overall impression of Drinax and makes it harder to secure the other systems. Leaving one system off the list gives a -1 DM to all other blockade rolls; leaving two systems off gives a -3 penalty. (It also incurs penalties to the negotiation in the next part of the adventure; see page 11.)
- **Recruited Planets:** If a system is part of the new Kingdom of Drinax, Fighting Strength rolls in that system gets a +1DM.
- **Sabotaging Planetary Defence Forces or Planetary Escorts:** If the players can come up with a reasonable method of sabotaging the enemy ships that might interfere with the blockade (say, by bribing planetary defense forces, feeding them false information, or sneaking saboteurs on board convoy escorts), and make any requisite skill checks demanded by the referee, it is worth a +2DM for that system.
- **Agents in Starports:** Similarly, player characters whose skills lie in the social or stealthy line of piracy rather than the tactical might be gainfully employed hanging around starport bars, gathering information or sowing rumours, for a +2 to rolls in that system.

## Blockade Complications

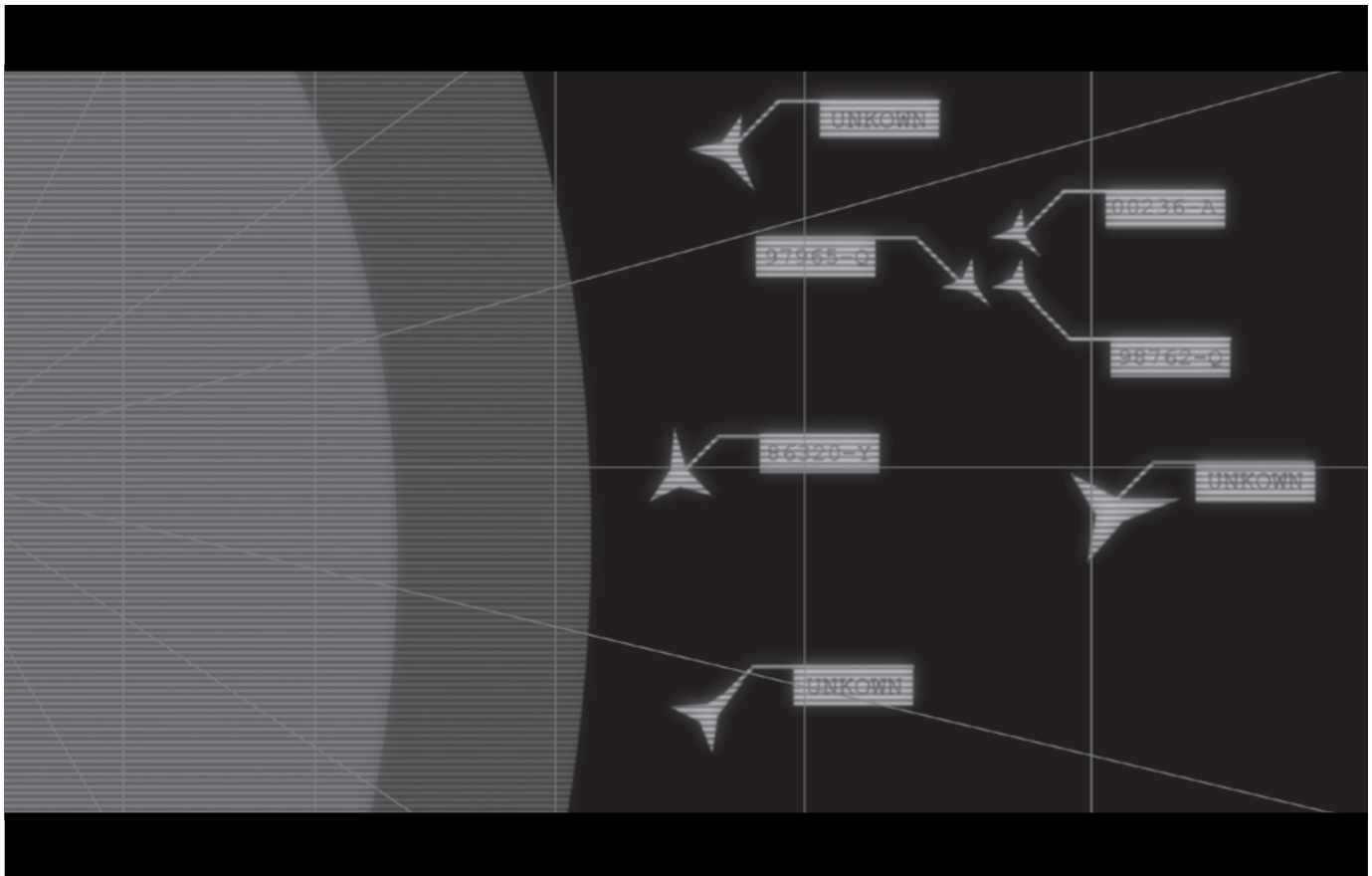
- A civilian freighter tries to run the blockade. Do the players give the order to fire on it to keep it from jumping to the next system?
- A civilian vessel tries to dodge the blockade by scooping fuel from a gas giant, but they get into trouble. Do the pirates risk their own ship's safety and mount a rescue attempt?
- A vessel from the Florian League arrives in a blockaded system and asks to be let through. It could be trying to smuggle trade goods through, undermining the blockade. How do the players respond to the request?
- Imperial diplomats threaten the government of one of the blockaded systems, warning them of consequences for supporting the blockade. How do the players reassure their wavering ally?

## Failed Blockade

If the players completely fail to block either the Jump-3 or Jump-2 route, then the whole Drinax plan is in dire jeopardy. Throw all remaining Fighting Strength dice and discard any that roll an odd number, then move onto the next part of the adventure (!).

## Screw Your Blockade, We're Pirates!

The players may, of course, come up with some other tactic instead of trying to harass trade across the Trojan Reach. Whatever plan they decide upon must show that the new Kingdom is a force to be reckoned with. The referee should work out a suitable risk for the fleet, and sap 20-50% of their Fighting Strength if possible. Clever tactics from players reduce losses.



# 4. THE KNIFE EDGE

The pirates of Drinax have thrown down a gauntlet to the great powers of the Reach. Acknowledge us, they cry! Parley with us and let us come to an understanding that will endure for a thousand years.

Now's when the pirate's Standings come into play.

If the pirates are at a Standing of -40 or worse with **both** the Hierate and the Imperium, then... well, they are in trouble and should probably use the sidebar rules under **Those Pirates? You Mean The Other Guys** in order to avoid being simultaneously swatted by a rare example of Imperium/Hierate bipartisanship. If both the Great Powers of the Reach want you dead, you are dead.

If they have a Standing of -40 with only one faction, then that faction does not negotiate.

Otherwise, the two negotiations happen in order of highest Standing first.

## ***Those Pirates? You Mean The Other Guys!***

It is possible that the Pirates have hidden their association with Drinax, and that there is no acknowledged connection between the fearsome raiders and thieves who caused so much havoc of late, and the resurgent kingdom with its suspiciously experienced naval commanders. If the players try this, have one of them roll INT + Deception. On a success, they may **halve** their Standings with both sides. If they fail, decrease both their Standings by 1D.

## ***The Imperial Representative***

As noted earlier, the Imperium usually sends some obscure and powerless noble to meet with the rulers of meaningless petty domains in the Reach. By establishing a blockade that can interfere with trade across the Reach, the Kingdom has warranted a better grade of diplomat.

If their Imperial Standing is Positive: Then Viscountess Palaphontane of Gazulin is dispatched to negotiate on behalf of the Imperium. Palaphontane is originally of Darrian stock, and has the golden skin and graceful demeanour common to them. She intends to use the Kingdom of Drinax as a bulwark against the Aslan – she believes that slowing Aslan expansion into the Outrim Void is worth the drop in trade revenue.

If their Imperial Standing is Negative: Then the diplomat dispatched to negotiate with the Kingdom of Drinax is Vice-Admiral Krond (see **Adventure 6: The Game of Sun and**

**Shadow**), under orders to threaten this petty kingdom into lifting its blockade and ending all pretence at extracting **taxes** from ships flying under the protection of the Imperial sunburst.

Krond is vain, cruel and arrogant, but he's also got the political sway to back up his threats – he may be married to the

## ***Optional: Split The Party***

If you have a large group and/or flexible players, try splitting the group in two. One side plays the pirate negotiators, and the other side are the Imperial representatives. Assign goals to each Imperial representative – the agent of the Tobia Commerce Guild wants an end to the blockade and limited tolls on the trade route, but the military adviser sent by the Navy wants a non-aggression pact and the right to station Imperial warships in the Kingdom.

If you are feeling really ambitious or have a lot of players, you could even run the Aslan and Imperial negotiations simultaneously...

daughter of the Duke of Tobia, after all. If Krond was killed or discredited during **Adventure 6**, then replace him with newly-promoted Vice-Admiral Steyland.

## ***The Imperial Negotiation***

The negotiation with the Imperium has two phases. First, both sides propose their terms for the treaty, which take the form of temporary adjustments to the Pirates' Imperial Standing. Give the players the Imperial Treaty Handout from Appendix

Imperial Negotiation Difficulty Table

Standing	Difficulty
20+ (Ally)	Average (+0)
6-20 (Tolerated)	Difficult (-2)
5 to -5 (Ignored)	Hard (-4)
-6 to 20 (Irritant)	Formidable (-6)
-21 to -40 (Hated)	Impossible (-8)
-41 or more (Enemy of the State)	No deal possible

## ***Dealbreakers***

The Imperium will not accept any treaty that does not lift the blockade. If the players managed to blockade more than the minimum of the Jump 2 or Jump 3 route, then they have more leverage in the negotiation.

Drinax cannot accept a treaty that does not include the right to levy some tolls on trade through their space. The players must include such a clause, no matter what.

## Concluding Negotiations

Once they have agreed on what adjustments are acceptable, the lead Pirate negotiator must make a SOC + Diplomacy check, with the Difficulty determined by the Pirate's adjusted Imperial Standing.

If the check succeeds, then Drinax has successfully negotiated a treaty with the Imperium.

If the check fails, the players may try again, but **only** after making a concession (taking a clause that boosts their Standing).

## Broken Promises

If the treaty breaks a promise made in the Kingdom's Policy (for example, they agree to the 'All Piracy Punished by Death' clause in the Imperial negotiations, but they already took a Security Policy of 0, 'Let's Be Pirates'), then roll all remaining Fighting Strength Dice. Discard all that roll a 1 for a minor breach, and all that roll a 1 or 2 for a major breach of faith.

The pirates cannot break the terms of a treaty once it is signed. For example, if they offer the Imperium favoured trading status, they cannot make the same offer to the Aslan later on.

**Example: The Pirates have an Imperial Standing of -10, which equates to a Formidable (-6) Diplomat check. Their best diplomat has a total DM of +4 (+3 SOC, +1 Diplomat). They need to offer some concessions to have a good chance of coming to an arrangement with the Imperium. Their initial proposal is**

<b>Average Trade Levy</b>	<b>-10 Standing</b>
<b>Non-Aggression Pact</b>	<b>+5 Standing</b>
<b>Favoured Trading Status</b>	<b>+5 Standing</b>
<b>Arranged Marriage</b>	<b>+5 Standing</b>
<b>Naval Base at Drinax</b>	<b>+10 Standing</b>
<b>Payment of Reparations</b>	<b>+5 Standing</b>

**That's a final adjustment of +20, which brings their standing to +10. A Standing of +10 on the Imperial Negotiation Difficulty Table equates to a DM of -2. The final DM for the Diplomat check is -2 (Difficulty) +3 (SOC) +1 (Diplomat skill)=+2.**

**Unfortunately, the player rolls poorly, and fails the test. The PCs need to make another concession to get another roll – looking at the list, they decide that promising not to sign a non-aggression pact with the Aslan is the easiest solution. The +5 Standing from that concession isn't enough to get them into the next bracket on the Imperial Negotiation Difficulty Table, but it does allow them to retake the Diplomat test.**

## It's Your Kingdom

If none of the players have picked up a good Diplomat skill, a kind referee might let the ruler of Drinax help out. Assume the ruler has a +6 DM between SOC and Diplomat scores.

## The Aslan Representatives

The five Aslan clans with the most interest in Drinax each send a representative. Each of these representatives has a secret agenda or hidden opportunity that the players can exploit. These are not listed on the Handout in Appendix 3 – the players can only discover them through roleplaying or insight into Aslan culture (possibly through experience in the rest of the campaign, or through Social Science rolls. Unless the players choose to deal with each clan separately (see sidebar on page 13), apply these adjustments to their overall standing with the Hierate.

- **Ahroay'if:** If the players managed to reinstate Kasiyl in his clan, then he is sent to negotiate. Obviously, this is a huge boost for the players (assuming, of course, that they parted on good terms), worth a +10 Standing adjustment. In this scenario, the Ahroay'if are likely to be at war with the Tokolfearh again and in need of military support, and Kasiyl can offer +2 Standing for every Faction Strength dice the players are willing to hand over to Aslan control.

Play Kasiyl with swagger and newfound energy; if the players are his friends, then he pounces on them with all the enthusiasm of a nine-foot-tall housecat.

If Kasiyl is still a renegade, then his sister Aual is the Ahroay'if representative; if the players followed her advice and convinced Kasiyl to remain in exile, then that's worth a +5 Standing adjustment. However, if the players hand Kasiyl over, this adjustment is lost. Aual wants to avoid rocking the boat – all she wants from this negotiation is to make sure her brother is safely still exiled (or dead), and that the Ahroay'if trade links with the Imperium continue.

Aual is part of a pro-human faction among the Aslan; she is much more used to human culture and behaviour, so play her as less alien and disturbing than the other representatives.

- **Tlaiowaha:** The great trader clan sends an old Aslan male named Staisarleal to negotiate. He's immensely old, overweight, and prone to nodding off. He's also an inveterate gambler – if the players successfully Carouse with him, then they can get him involved in a card game, and add the Effect of an INT + Gambler check to their Standing.
-



That assumes, of course, that the Tlaioawaha are here only as a formality, to rubber-stamp the deal made by their Ahroay'if vassals. If the players changed the relationship by reinstating Kasiyl during **Adventure 8: The Prodigal Outcast**, then Staisarreal's goal here is to undermine the rebellious Ahroay'if and drag them back in line. If the players can implement a way to undermine the strength of the Ahroay'if (perhaps by betraying Kasiyl, or cutting a separate deal with the clans that excludes the Ahroay'if), then that's worth +5 Standing).

If the players place harsher levies on Aslan merchants than on Imperial ones, then Staisarreal is furious – it is worth -10 Standing on top of the existing modifiers.

- **Yerlyaruiwo:** The Yerlyaruiwo are the guardians of Aslan honour, and their representative is a clan Envoy, a duellist champion named Ehalra. As any student of Aslan culture knows, the Aslan settle some disputes with Wars of Champions, where the battle is decided by single combat. The pirates can win Standing +10 with the Yerlyaruiwo by defeating Ehalra.

If the players avoided insulting or damaging the Yerlyaruiwo clan during their previous adventures, then Ehalra remains aloof from the negotiations. However, if they did cross the keepers of honour, then honour demands revenge! Ehalra will repeatedly and publicly demand an honour duel with one of the players. If none of the players have the courage to meet him in a one-on-one fight to the death, that's a -20 penalty to Standing.

- **Syiosuis:** The pirates may recognise the representative from the notorious clan of spies and assassins – it's the mysterious Yekh (see **Adventure 8: The Prodigal Outcast**). The Syiosuis have little interest in the Trojan Reach, and are mainly here to cause trouble for the other clans. She suggests the players deal with the various clans separately, and offer a +20 bonus to Standing in such a situation as long as the players exclude the Tokolfeahr and Yerlyaruiwo from any final deal.
- **Tokolfeahr:** The militant Tokolfeahr are represented by another male, Hrilya. He brings a detachment of ships with him, and immediately proposes a Limited War for control of the planet of Asim. The Tokolfeahr believe that the other clans will not tolerate a rival interstellar power on their border, and will no doubt attack and conquer the Kingdom within a few years. The Tokolfeahr hope to get an early start on the conquests by attacking as part of the initial negotiations. If the players accept the proposal for a limited war, that's worth a +10 bonus to Standing. If they refuse to fight, it is a -10 penalty to Standing.

### Dealbreakers & Broken Promises

The same rules as on pages 11 & 12 apply to the negotiation with the Aslan.

### Separate Deals

The Imperium is a single government. Every Imperial citizen – however one defines that term, of course, for the Imperium rules the space between worlds and not the worlds themselves – owes fealty to the individual who sits on the Iridium Throne, far far far away across the many parsecs. The Imperium acts with a single will.

The Aslan Hierate, in contrast, is a squabbling bag of cats. The clans may present a common face to the outside galaxy, and are united (or bound) by the rulings of the **Tlaukhu**, but those are customs, nothing more. It is possible for the players to approach the various clans individually instead of dealing with the Hierate as a whole.

Cutting deals with the clans works in the same way as cutting an overall deal. Start with the pirate's current Standing and apply only the adjustments for that clan's representative, and any special deals that Drinax offers that clan. Trade Levies and Imperial Relations must be the same for all clans, but everything else is on the table. Drinax could, for example, offer to repair and refuel the ships of the Ahroay'if, but not those of the other clans in order to boost their relations with the Ahroay'if.

There is also a side benefit – it's easier to get support from the Aslan if you cut **some** of the other clans out, but harder if you cut **most** of them out. The Aslan like it when there are weaker clans for them to prey on, but do not like to be out in front – it makes them a target.

Clans Cut Out Of Negotiation	Standing Adjustment for Remaining Clans
1 (4 remaining)	+5 Standing
2 (3 remaining)	+10 Standing
3 (2 remaining)	+5 Standing
4 (1 remaining)	-5 Standing

The players must decide which clans, if any, they are cutting out of the negotiations before making Diplomat checks for the others. They may choose to go back to a clan that they have cut out, but must make a new concession in order to restart negotiations.

### Ehalra

Age 52, 9 terms

STR 10 DEX 13 END 12 INT 7 EDU 8 SOC 10

Advocate 1, Battle Dress 2, Diplomat 2, Gun Combat (slug rifle) 3, Melee (claw) 4, Melee (blade) 6

Ceremonial Armour (4), Subdermal Armour (2), Hunter's Rifle (3D-3), Crescent Blade (2D+4)

# 5. THE BATTLE OF DRINAX

By this point in the adventure, the Kingdom of Drinax has risen again. The pirates have concluded negotiations with the Imperium and the Aslan, offering to lift the blockade of the Borderlands trade routes in exchange for recognition of the new state and the right to levy taxes on ships passing through that space.

Drinax has risen – but can it stand? Now is the time when the new kingdom's resolve is tested, as an invasion fleet approaches. Whose fleet?

- If the players failed to sign a treaty with either the Imperium or the Hierate, then it is an Aslan attack. The Imperium withdraws its ambassadors and declares the kingdom an enemy state. They will stand by while the Aslan conquer Drinax, gambling that the loss of the buffer state is worth it if it scares the rest of the Reach into line. The Aslan attack has 40 Fighting Strength and 4 Capital Ships.
- If the players concluded negotiations with **one** major power, but not **both**, then it is whichever one they did not sign a treaty with. If they have a treaty with the Aslan, for example, but not the Imperium, then it'll be another Punitive Fleet that's sent to punish the upstart pirate nation. An Imperial Punitive Fleet has 35 Fighting Strength and 6 Capital Ships.
- If the players signed a treaty with the Imperium and **some** of the Aslan clans, then it will be the first clan on the list below that the players do not have a treaty with that attacks them.
  1. Ahroay'if: 30 Fighting Strength, 3 Capital Ships
  2. Tokofeahr: 25 Fighting Strength, 2 Capital Ships
  3. Yerlyaruiwo: 25 Fighting Strength, 2 Capital Ships
  4. Tlaioawaha: 20 Fighting Strength, 1 Capital Ship
  5. Syoisuis: 20 Fighting Strength, 1 Capital Ship
- If the players managed to sign treaties with both the Imperium and the Aslan, then their attackers are a horde of aggrieved **ihatei** from Kteireo. One of the potential Aslan warlords described in **Adventure 3: Ihatei!** leads the attack.

## The Battle Begins

The advancing invasion force, whoever they are, make no attempt to disguise their approach or their intent. They head straight for Drinax by the most expedient route available. The players may choose to have the final battle happen somewhere other than Drinax, by meeting the approaching force in some other system. Drop the players' Fighting Strength by 1 per parsec of distance from Drinax, representing the logistical complications involved in getting the interception force into place in time.

The invasion force is mostly made up of smaller ships, comparable in tonnage but not necessarily in firepower to the pirate fleet. However, they also have one or more much larger capital ships – true warships. Even if the pirates have a greater number of ships (a higher Fighting Strength), then they may still be at a disadvantage, as capital ships are virtually invulnerable to the sort of weapons carried by the average pirate.

## The Grave of Empires

If the attackers are an Aslan faction, even **ihatei**, then they have at least one capital ship with them, and it's a ship that has visited Drinax before. It's the **Eikhoifiruah**, an antique Aslan heavy bomber. The Aslan rarely use heavy bombers – no sense in blowing up valuable Territory, after all – so these ships are deployed mainly against foes outside the Imperium.

Like the old Kingdom of Drinax.

Two centuries ago, the **Eikhoifiruah** bombed Drinax from orbit, setting the planet ablaze, leaving nothing standing except the palace floating above it.

If the Ahroay'if are involved in the attack, they brought the **Eikhoifiruah** along as a deliberate provocation to the nascent kingdom. If they are not involved, then they sold the **Eikhoifiruah** decades ago and it was purchased by another minor clan. Even if the attackers are just a horde of **ihatei**, there are lords in the Hierate who might arrange for the **Eikhoifiruah** to accompany the invasion force to put the upstart humans in their place.

## Engagements

In each round of the battle, both sides (the Invaders and the Pirates) roll all their Fighting Strength dice.

- Dice that roll an odd number (1, 3 or 5) are counted, but are destroyed at the end of the round.
- Dice that roll a 2 or 4 are always counted.
- Dice that roll a 6 are counted only for sides that have a Capital Ship remaining.
- The side that rolls a higher Engagement total wins the round, and may pick **one** of the following benefits.
- **Tactical Advantage:** In the next round, enemy Fighting Strength dice that roll a 1 are not counted. If you gain double Tactical Advantage through a player's actions (see below), then enemy 3s are not countered either. If you somehow gain triple Tactical Advantage, then enemy 5s are not counted either.
- **Press the Attack:** Remove one die from the enemy's Fighting Strength total for every five-point difference between the winner's total and the loser, rounding up.

- **Disable Capital Ship:** Remove one of the enemy's capital ships.
- **Force Conclusion:** If one side's Engagement total was more than twice that of their opponent, they may attempt to end the battle next round. If their Engagement total is again more than twice that of their opponent, they succeed. Otherwise, they fail and overextend themselves – the opponent may choose to gain Tactical Advantage, Destroy A Capital Ship, or remove 1D worth of Fighting Strength.

The battle ends if one side successfully Forces a Conclusion, or reduces the other side to zero Fighting Strength.

### Abstract Ship Damage

Each round, roll 1D to determine the number of Hits taken by the player's ship (if they are flying multiple ships, roll for each of them). Apply DMs as follows:

- - ship's Armour
- +2 if the Pirate's side lost that round of battle

### Player Actions

While lasers flare and starships explode around them, the players have the opportunity to act and perhaps turn the tide. Each player may take one of the special actions listed below. Two players can take the same action in a round, but the difficulty increases by 2 for each player after the first.

The characters may also use Task Chains to aid another player. For example, one player with a high Comms skill could try decrypting enemy communications, applying their result to a Task Chain benefiting another player.

- **Seize Tactical Advantage:** Make an EDU or INT + Tactics (naval) test – it's Difficult (-2) if the enemy has a higher Fighting Strength. Succeed, and you gain one level of Tactical Advantage in the next round. Fail, and you lose one level of Tactical Advantage. It is possible to blunder and give the invaders Tactical Advantage by failing.
- **Lead The Attack:** Make a DEX + Pilot (starship) or DEX + Gunner. If the Effect is 1-5, remove one enemy Fighting Strength. On a 6+, remove three Fighting Strength. On a fail, take 1d6 Hits to your ship.
- **Inspire The Fleet:** Make a SOC or INT + Leadership check. Add the Effect to the Pirate's Engagement total this round.
- **Defensive Tactics:** Make an EDU or INT + Tactics (naval) test. If you succeed, choose one. Either
  1. pick a number of Fighting Strength dice equal to your Effect that rolled a 1, 3, or 5 and save them from being destroyed, but they do not add to the Pirate's Engagement total this round
  2. pick a number of Fighting Strength dice equal to your Effect/2 that rolled a 1, 3, or 5 and save them from being destroyed. They still add to the Pirate's Engagement total this round

- **Boarding Action:** Make a STR or END + Melee (or some other suitable skill) roll; you may choose to make the roll Average, Difficult (-2), Hard (-4) or Formidable (-6). If you succeed, gain a benefit based on the Difficulty. If you fail, take 4D – your personal Armour in damage.

1. Average: Remove one enemy Fighting Strength die
2. Difficult: Remove one enemy Fighting Strength, gain a Fighting Strength
3. Hard: Remove one enemy Fighting Strength and one enemy Capital Ship
4. Formidable: Remove one enemy Fighting Strength and one enemy Capital Ship, gain a Capital Ship

- **Heroic Sacrifice:** Your Traveller perishes in battle. Choose one of the following heroic ways to go:

1. **Suicide Run:** Destroy an enemy capital ship
2. **Into the Teeth of the Enemy:** Roll DEX + Pilot or Gunner; reduce enemy Fighting Strength by your Effect
3. **Draw Their Fire:** Pick a number (1, 3 or 5). Fighting Strength dice of yours that roll this number are not destroyed this round.

Obviously, a player needs a ship of their own to carry out a Heroic Sacrifice.

### Events in the Battle

Optional complications or advantages for the players; throw any of these in as needed.

- **The Challenge:** The enemy commander snarls a threat to the players over an open channel. *'Pirate curs! You think you are anything more than scum? Your fleet is nothing but a flock of vultures. Flee while you can – no pirate has ever won in a true battle against a professional navy!'* If the players can come up with some witty or insulting rejoinder, that is worth +2 Engagement in the first round of battle.
- **Head-Hunters:** Enemy ships attempt to locate and board the pirate's command ship. It is a task chain of Sensors, then Pilot to avoid them; otherwise, run a boarding action.
- **Lord Wrax's Assault:** Lord Wrax leads the last remnants of the old Star Guard into battle. They have only a few antiquated System Defence Boats, but it's enough to count as another 4 Fighting Strength.
- **Distracted By Loot:** Some of the pirates in the players' retinue get distracted by looting a disabled enemy ship. How do the players get them back in line?
- **Planetary Bombardment:** The *Eikhoifiruah* attempts to line up its weapons for a bombardment of the Floating Palace. How do the players stop it from blasting the surface of Drinax?

- **Flight of the Hawk Warriors:** The Hawk Warriors of Drinax rise from the planetary surface and fly into battle wearing spacesuits. It seems absurd to see winged warriors in grav-belts try to take on enemy ships with hand-held weapons – but some of the Hawk Warriors are carrying nuclear mines. One last buried treasure from the old Sindalian arsenal. Destroy an Enemy Capital Ship.
- **The Palace Rises:** The Floating Palace is not a spaceship. It is not even airtight. But if it seems as though the day is lost, then the palace rises from the surface of Drinax. Gravity-engines howl as they are pushed far beyond the redline. Atmosphere vents from a hundred unsealed cracks and hatches. Gargoyles and statues crack and float away into the void, forming a short-lived ring of relics around Drinax. The palace will not survive this last gesture – but it brings its massive defence cannons into the battle, which are worth 10 Fighting Strength.
- **Death to Drinax:** The enemy commander refuses to accept defeat at the hands of pirates, and chooses instead to ram his or her flagship into the Floating Palace. How do the players stop this attack – or do they let the ruler of Drinax perish and take over the kingdom for themselves?
- **The Treasure of Sindal:** If the players still have the weapons from the Sindalian weapons cache, they can turn them on the Aslan fleet, reducing enemy Fighting Strength by 2-12 (roll 2 dice).
- **Escape!** If the pirates are losing, it may be time for the players to save their own skins. Inform them that they will be killed if the pirate side loses the battle – there will be no chance to escape or flee after this. They need to bug out **before** the final dice roll. Do they flee?

### **Victory & Defeat**

No middle ground, no quarter. If the players lose, everyone dies. The kingdom of Drinax falls; the Floating Palace is destroyed. The players either die in battle, or else are captured, tried and executed as criminals. Their letter of marque is worthless – as common pirates, they were *hostis sophonti generis*, the enemies of all sentient beings, and deserve nothing but death. Let them hang!

If the players win, then the Kingdom of Drinax is reborn – and endures! They have helped bring a new empire into being, and their names will be blazoned across the star charts for eternity. Their days as pirates and travellers are at an end; now they can retire as nobles and admirals. If the hand of Princess Rao (or Prince Harrick) was offered as a reward at the start of the game, then that offer may still stand.

### **Decision Points**

In addition to these events, the players may have some unresolved business to take care of:

- **The GeDeCo Bargain:** If the players cut a deal with GeDeCo during **Adventure 7: The Vorito Gambit**, then they know that the Corporation will ‘take care of them’ if they leave Drinax fall at the last hurdle. Do they deliberately jump out of the battle at a key moment, allowing the Aslan to destroy the Floating Palace? According to the psychohistorical predictions of the Jaskarl Plan, the myth of Drinax will inspire the Trojan Reach to defy the Aslan.

Have each player narrate what happens to his or her character in the years after the Battle of Drinax. Do they stay as lords of the new Kingdom, or is the call of piracy and the open stars too strong to resist?





---

# APPENDIX 1: NOTES

## ***Continuing the Campaign***

The title of this adventure is ***Finale***, and with good reason – it is designed to bring the campaign to a close, finishing the story of Drinax one way or another. However, if you are having fun with the campaign and wish to continue, feel free!

The core ***Traveller*** system is not primarily designed to cope with players who rule planets. You might consult the ***Dynasty*** supplement for insight, or focus on the pirates' missions outside the new Kingdom. They might be sent to survey the rest of the Outrim Void for potential allies, or to explore the chances of an alliance with the Florian League, to anchor both sides of the sector against the Aslan.

Alternatively, you may wish to advance the timeline a few years, and roll up some new characters who use the Kingdom of Drinax as a backdrop. If the Kingdom brings stability to the Reach, then that stability brings trade... and that trade attracts more pirates!

## ***Designer's Notes***

First, I must thank Mike Jackson, the author of the ***Third Imperium*** fanzine. My work on the Trojan Reach in the ***Aslan*** sourcebook was built on his material written thirty years prior. The weight of history and geekery in ***Traveller*** can be a burden, but it is also a joy and an honour to contribute to it.

I would also like to acknowledge my debt to Brian Caball and Tom O'Neill, two stalwart gamers of my acquaintance. While our occasional discussions about ***Traveller*** certainly influenced this campaign, what really inspired it were the fragments and war stories from their campaigns that I overheard. Drinax, with all its Byzantine lunacy and adventure, aims to inspire similar tales.

Finally, a note of appreciation to Matthew Sprange. His enthusiasm for the concept of a pirate campaign carried it through long periods when the series itself was becalmed or besieged. It's been more than four years since this campaign began, and I've been carrying the seeds of it around for even longer. It is very satisfying to see it finally grown and bearing fruit.

At its heart, ***The Pirates of Drinax*** is an attempt to find a structure that fits with the ***Traveller*** ethos, to embrace the idea of jumping in, having an adventure, and travelling on while still having an epic overarching story. It could have been ten or twenty times longer – every world could be an adventure in itself. It could also, of course, have been twenty times shorter. A campaign, no matter how detailed or well designed, often compares poorly with a toolkit, a few rules, and the on-the-spot improvisation that comes with dice hitting the table.

If ***The Pirates of Drinax*** helps a few more dice hit the table, then it has achieved its goal whether or not Drinax rises or falls.

# APPENDIX 2: WORLDS OF THE NEW KINGDOM

## SINDAL SUBSECTOR

Recruited?	Name	Loc	Attitude	Profile	Other DMs	Final DM	Statistics	Trade	Fighting Strength
	Ace	0109	Suspicious	-11			E7A08B9-5	De Lt	1
	Number One	0208	Suspicious	1-3			C9C6778-7	FI	2
	Thebus	0309	Tolerant	22-			B534320-6	Po Ni Lo	1
	Noricum	0408	Hostile	211			D8867BB-1	Ag Lt	0
	Oghma	0410	Neutral	001			B214754-9	Ic	2
	Vume	0505	Suspicious	-22			B100477-C	Ni Va An	2
	Theev	0506	Friendly	-00			A434500-F	Na Ni Ht	4
	Marduk	0510	Neutral	—			C377436-3	Ni Lt	1
	Palindrome	0606	Neutral	203			B433334-B	Po Ni Lo	1
	Borite	0609	Suspicious	121			E655796-4	Ag Lt	0
	Chalchiutlicu	0704	Suspicious	0-1			B76A787-7	Ri Wa	2

\*: On the Imperium/Florian League Trade Route

## TOBIA SUBSECTOR

Recruited?	Name	Loc	Attitude	Profile	Other DMs	Final DM	Statistics	Trade Codes	Strength
	Boulder	0107	Suspicious	021			D100758-9	Va Na	2
	Exocet	0110	Suspicious	1-2			A574126-8	Ni Lo	1
	Scaladon	0206	Hostile	0-3			AAD98DK-A	FI	3
	Iilgan	0309	Suspicious	231			C467787-8	Ag Ri	2
	Wildeman	0409	Neutral	231			B201674-C	Ic Na Ni Va	3
	Pandora	0410	Neutral	-2-			B878313-B	Ni Lo	2

## TLIOWAHA

Recruited?	Name	Loc	Attitude	Profile	Other DMs	Final DM	Statistics	Trade Codes	Strength
	Khusai	0403	Unfriendly	X21			A5766M5-C	Ag Ni Ht	4
	Asim	0503	Neutral	222			B867564-6	Ag Ni	1
	Kteiroa	0505	Unfriendly	01-			C4601K4-8	De Lo Ni	3
	Torpol	0601	Unfriendly	121			B55A77A-8	Wa	3
	Drinax	0603	Haven	N/A			A33645C-F	Ni Ht	-
	Tyokh	0606	Suspicious	XXX			B466AH7-E	Hi Ht	5
	Iroioah	0607	Neutral	XXX			B6301G3-E	De Po Ni Lo Ht	2
	Clarke	0702	Neutral	33-			B899753-8		2
	Pourne	0704	Suspicious	133			A9B2887-A	FI	4
	The World	0707	Tolerant	0-2			E100551-6	In Ni Va	1
	Vorito	0709	Hostile	XXX			E595ABB-A	In Hi	3
	Blue	0801	Suspicious	010			B443487-C	Po Ni Ht	2
	Hilfer	0804	Hostile	221			BA5077A-6	De Po	2
	Paal	0805	Suspicious	222			B564679-6	Ag Ni Ri	2
	Sink	0806	Tolerant	0—			D665220-5	Ni Lo Lt	0
	Fantasy	0808	Tolerant	112			E788400-2	Ni Lt	0

# BORDERLANDS

Recruited?	Name	Loc	Attitude	Profile	Other DMs	Final DM	Statistics	Trade Codes	Strength
	Byrni	0107	Suspicious	330			B955699-6	Ag Ni	3
	Arunisiir	0201	Tolerant	211			B776530-6	Ag Ni	1
	Tech-World	0204	Neutral	020			A455154-F	Ni Lo Ht	2
	Ergo	0205	Tolerant	2-2			X767500-0	Ag Ni Lt	0
	Tanith	0301	Tolerant	122			A589342-B	Ni Lo	1
	Acrid	0302	Suspicious	111			AAC1388-D	FI Lo Ni Ht	2
	Inurin	0304	Suspicious	2-0			E668776-5	Ag Ri Lt	2
	Falcon	0305	Suspicious	121			A158448-D	Ni Ht	2
	Cordan	0401	Suspicious	211			A895347-9	Ni Lo	1
	Exe	0403	Tolerant	00-			B300101-A	Ni Va Lo	1
	Sperle	0404	Hostile	12-			BA8A76A-7	Ri Wa	2
	Umemii	0501	Suspicious	112			C521877-6	Na Po	2
	Argona	0503	Suspicious	122			B612586-9	Ic Ni	2

# APPENDIX 3: UNLISTED WORLD PROFILES

The tables in Appendix 3 cover all of the likely candidates (as well as some exceedingly unlikely candidates) for membership in the new Kingdom of Drinax. However, it is possible that your players cultivated other worlds in the Reach, and wish to know if those planets might join the kingdom. Use the guidelines below as a starting point, but the referee should adjust the profile based on the planet's history, culture and current situation.

## Government

Apply a +1 to the Preferred Government if the world was known for its loyalty or long association with the old Kingdom of Drinax.

Code	Type	Preferred Government
0	None	0
1	Company/Corporation	0
2	Participating Democracy	1
3	Self-Perpetuating Oligarchy	2
4	Representative Democracy	1
5	Feudal Technocracy	2
6	Captive Government	Ask the ruling world, or 2 if Drinax is sponsoring a rebellion
7	Balkanisation	0 or 2, depending on the degree of contact with the wider galaxy
8	Civil Service Bureaucracy	1
9	Imperial Bureaucracy	1
10 (A)	Charismatic Dictator	2
11 (B)	Non-Charismatic Leader	2
12 ©	Charismatic Oligarchy	2
13 (D)	Religious Dictatorship	0 (unless promised the title of state religion of the new Kingdom)

## Security

Start with Law Level. Apply a +1 DM if the system is within six parsecs of the Aslan border.

Law Level	Desired Security
0-2	0
3-5	1
6+	2

## Technology

Repressive or superstitious governments want a Technology Policy of 0 or 1.

Low-tech planets usually want a Technology Policy of 1.

Average-development planets involved in trade want a Technology Policy of 1 or 2.

High-tech or weird planets want to go for a Technology Policy of 3, unless their own power base is dependent on having a technological advantage over their neighbours.

## Fighting Strength

0: The planet has no ships whatsoever – it is uninhabited, or has slipped into barbarism, or has a cultural taboo against spaceflight.

1: A handful of battered old ships. Low-tech planets unable to build, maintain or regularly buy ships, or really small, low-population outposts.

2: A few armed trade ships, maybe a third-hand Close Escort or a bad tech-shifted knockoff of an old Sindalian cruiser – or a lot of pirates. The average backwater in the Reach.

3: Either a large number of traders and pirates, or a well-organised planetary militia. An above-average world.

4: Either this is a pirate stronghold like Theev, or it is one of the few systems in the Reach that has a navy worth a damn.

5+: Massive military presence.



# APPENDIX 4: TABLES & CHARTS

## Imperial Negotiation Adjustments

	Adjustment	Effects
The Blockade		
	Lifting the Blockade	Permits Negotiation
	Also lifting the Jump2/ Jump3 Blockade	+10
	Lifting the Blockade from other key planets	+1 per planet
Trade Levies		
Minimal Trade Levy	-5	The Kingdom will be impoverished for decades, and risks civil war in the short term and collapse in the medium.
Average Trade Levy	-10	What Princess Rao expected when she planned the rebirth of Drinax – the trade levies will sustain the Kingdom as it grows and matures
Extortionate Trade Levy	-20	It is good to be the pirate king.
Imperial Relations		
Friendly Relations	+0	Normal relations between Drinax and the Imperium
Non-Aggression Pact	+5	Drinax pledges not to attack the Imperium, and vice versa
Favoured Trading	+5	Drinax favours trade with the Imperium, not the Hierate
Defence Pact	-30	The Imperium will come to the aid of Drinax if the Aslan attack
Imperial Naval Base	+10	Drinax will service Imperial scouts and naval patrols at minimal cost
Aslan Relations		
Harsher Levies on Aslan Merchants	+5	Whatever Trade Levies are imposed on the Imperium, the Aslan levy must be at least one level higher (Average if the Imperial Levy is Minimal)
No Non-Aggression Pact with Aslan	+5	The Kingdom will not sign a non-aggression pact with any Aslan clan
Commitment to oppose Aslan expansion	+10	The Kingdom will stop the Aslan from claiming any worlds within its sphere of influence. Cannot be taken if the players have promised not to interfere with Aslan expansion
Other Adjustments		
Piracy punished by death throughout Kingdom	+10	
GeDeCo advisors to all Kingdom governments	+10	Who does not love GeDeCo?
Arranged marriage between senior Drinaxian leader and Imperial noble	+5	Pick a PC or nominate a suitable NPC
Answering for Atrocities	+5 or more	If the PCs committed any terrible crimes against the Imperium (destroying the <b>Eurisko</b> , freeing the Als on Neumann, kidnapped the Duke of Tobia's niece), then they must answer for their crimes before an Imperial court. Prepare to transition to the <b>Adventure 2: Prison Planet</b> module.
Apologies and reparations for piracy	+5	PCs must personally pay fines for acts of piracy committed against Imperial ships and individuals. Fines up to the Referee, but should be commensurate with the PC's wealth

## Aslan Negotiation Adjustments

	Adjustment	Effects
The Blockade		
	Lifting the Blockade	Permits Negotiation
	Also lifting the Jump2/Jump3 Blockade	+10
	Lifting the Blockade from other key planets	+1 per planet
Trade Levies		
Minimal Trade Levy	-5	The Kingdom will be impoverished for decades, and risks civil war in the short term and collapse in the medium.
Average Trade Levy	-10	What Princess Rao expected when she planned the rebirth of Drinax – the trade levies will sustain the Kingdom as it grows and matures
Extortionate Trade Levy	-20	It is good to be the pirate king.
Aslan Relations		
Friendly Relations	+0	Normal relations between Drinax and the Imperium
Non-Aggression Pact	-10	Drinax pledges not to attack the Hierate. It's not reciprocal – the Aslan reserve the right to move as they wish, kill as they wish.
Favoured Trading	+5	Drinax favours trade with the Hierate, not the Imperium
No Interference	+10	The Kingdom will not attempt to interfere or block Aslan expansion into the Reach. Cannot be taken if the players have agreed to oppose Aslan expansion.
Aslan Naval Base	+10	Drinax will service Aslan warships and <i>ihatei</i> migrations
Imperial Relations		
Harsher Levies on Imperial Merchants	+5	Whatever Trade Levies are imposed on the Hierate, the Imperial levy must be at least one level higher (Average if the Aslan Levy is Minimal)
No Defence Pact with the Imperium	+10	The Kingdom will never sign any Defence Pact with the Imperium.
Other Adjustments		
Hand over Kasiyl	+10	If Kasiyl is still a renegade after the events of <b>Adventure 8: The Prodigal Outcast</b> , handing him over to the Aslan gives a bonus to Standing
Answering for Atrocities	+10 or more	If the PCs committed any terrible crimes against the Aslan
Allowing Aslan settlers	+2 per world	Allowing Aslan to claim territory on Kingdom worlds. Worlds with no water or unbreathable atmospheres do not count.

## Trade Route Table

Jump-3 Route	Jump-2 Route	Throw	Other Key Systems	Throw
Wildeman	Wildeman	15+	Pandora	9+
Cordan	Cordan	12+	Arunisiir	8+
Acrid		10+	Blue	8+
	Argona	10+	Clarke	7+
	Sperle	9+	Torpol	7+
Techworld	Techworld	11+	Ergo	8+
Paal	Paal	10+	Byrni	10+

---

## ***APPENDIX 5: LIBRARY DATA***

### ***Taken from the Encyclopaedia Galactica***

Kingdom of Drinax: Successor state of the Empire of Sindal, centred around the old provincial capital at Drinax (Tliaowaha/0603). Destroyed by Aslan in 885. Briefly resurged around 1105; destroyed again by Aslan in 1119.