

TRAVELLER

THE PIRATES OF DRINAX

Written By Gareth Hanrahan

THE GAME OF SUN AND SHADOW

‘Once every few years, we head out on patrol, Fly the sunburst, catch the dumb pirates, and send the smart ones running for the shadows. It doesn’t put a stop to piracy, but it’s the Reach. Nothing will ever make those stars safe. We just play a game, a game of sun and shadow. And that’s all right – because the real game hasn’t started yet. That game begins when the Aslan cross the border.’

- Captain Lenat, private conversation.

The Game of Sun and Shadow is the sixth adventure in the *Pirates of Drinax* campaign. If you are a player in this campaign, **STOP READING NOW!** If you’re a Referee, then you should first read *The Pirates of Drinax Campaign* document to get an overview of the campaign.

This adventure takes place throughout the Trojan Reach sector. The year is assumed to be 1105. The adventure begins on Pax Rulin.

Note that this adventure refers to ship designs from *Supplement 2: Traders and Gunboats*, *Supplement 10: Merchants and Cruisers*, and *Book 6: Scoundrel*. The referee may also benefit from a copy of *Adventure 2: Prison Planet*, although this is by no means required. Should any of the listed supplements be unavailable, the referee should substitute his own designs of equal tonnage.

ADVENTURE SYNOPSIS

This adventure is divided into two strands. In the primary strand, the Pirates of Drinax must deal with an Imperial incursion into their space – an Imperial punitive fleet, sent to hunt down pirates and corsairs who prey on trade convoys. Normally, such fleets sweep through the sector like a summer storm, sending any pirate bands fleeing to marginal systems, but making no lasting change. This time, though, it is different. The commander of the fleet is an ambitious young noble eager to make a name for himself, and he is not leaving the Reach until he brings

every pirate captain back in chains. Do the characters run and hide, or try to take advantage of the threat to rally the pirates of the Reach to their banner, or do they even risk attacking the Imperial fleet directly!

In the second strand, the players take on the roles of personnel in the fleet. They roll up mid-ranking naval characters and participate in pirate-hunting operations.

You can intersperse the events of this adventure with those of other adventures in the campaign, either published segments or your own creations. *The Game of Sun and Shadow* unfolds over the course of nearly a year of game time. The suggested order of events is described in the table below.

Pirates	Navy
Pirate Hunters (3)	The New Captain (1)
Sun and Shadow (5)	Transiting the Reach (2)
In Chains (6)	The Grand Design (4)
The Duke’s Niece (7)	Planetary Assault (8)
Ending the Game (9)	

1. **The New Captain:** The Naval Campaign begins; the crew of the 198th Punitive Flotilla learn of their new commander, Vice-Admiral Krond.
2. **Transiting the Reach:** The 198th moves out and crosses the Reach. En route, the crew must deal with internal dissent and troublesome civilians.
3. **Pirate Hunters:** The Pirates learn of the approaching Flotilla. From now on, they are in danger of being hunted by the Imperium.
4. **The Grand Design:** The Naval characters are sent to find the origin of the pirate attacks on shipping in the reach.
5. **Sun and Shadow:**... and so the Pirates must ensure their base of operations remains secret.
6. **In Chains (Optional):** The pirates attempt to rescue their imprisoned comrades.
7. **The Duke’s Niece (Optional):** Krond’s betrothed visits the Reach – do the characters risk kidnapping her?

8. **Planetary Assault (Optional):** Vice-Admiral Krond has his target, and the full force of the Imperium is brought to bear upon it.
9. **Ending the Game:** The Pirates deal with the naval problem, and the Naval characters decide their futures...

CREATING THE NAVAL CHARACTERS

Before commencing this part of the campaign, the players should create a group of naval characters using the conventional *Traveller* character generation rules. All characters should end up in either the Marines, the Navy or a career from *High Guard*. Characters may attempt other careers first, but any characters that do not finish in an approved career may not be used. Any rolls for the Draft send the character to the navy.

When determining Connections, any character may take a Connection to the Old Woman, Captain Kaja Lenat, the commander of the *Planet*-class Heavy Cruiser *Eurisko*, or to any of the other key NPCs of this section. Characters may also

choose to roll on the *Eurisko Tour of Duty* events table instead of the normal Navy events table.

The naval characters are all crewmen, officers or marines on board the *Eurisko* or one of her escorts.

The Eurisko

The *Eurisko* is a Heavy Cruiser (see *High Guard*, page 119) – 75,000 tons of superdense armour and titanic drives, with a crew complement of nearly 1,200 souls. Her primary weapon is her spinal mounted particle beam, but she also carries a wealth of smaller cannons, torpedo barbettes and meson bays. Her home port is the Imperial Naval Base at Pax Rulin. While Pax Rulin does have larger warships berthed there, as befits the mainstay of Imperial strength in the Trojan Reach, the *Eurisko* is one of the most honoured and feared fighting ships in the sector.

Unlike a conventional Heavy Cruiser, the *Eurisko* carries fighters – she sacrifices two modular cutters, a pinnacle and some cargo space for a flight of twenty 10-ton multi-purpose fighters.

RUNNING THIS ADVENTURE

Unlike the other adventures, *the Game of Sun and Shadow* is not a semi-linear narrative composed of scenes and encounters. Instead, it is a collection of potential events and subsystems that expand on the standard rules for this campaign. A larger amount of improvisation may be required on the part of the referee than usual as a result of this greater scope.

Timing

Alternate between the two strands of events. You could switch on a session-by-session basis (*'this week, we're playing navy, and it's back to the pirates in two weeks time'*) or as events dictate (*'ok, your naval characters arrive back at the Flotilla and report in. Cool. Let's switch to pirates for the rest of the evening'*). A talented referee could even weave events together with dramatic cliff-hangers (*'the pirate ship fires again just as you're about to jump. The missiles come at you, closer and closer.... and... meanwhile on Drinax, your pirates are having dinner with the Princess...'*)

Don't Cross the Stands

The primary player characters of the *Pirates of Drinax* campaign are, of course, the pirates themselves. The Imperial navy characters exist to give a different perspective on the events of this adventure. The players play both sets of characters at different stages, but if the two ever come close to meeting, then the players revert to playing the pirates and the referee takes over the navy characters.

KEY NPCs

Captain Kaja Lenat, the Old Woman: The commander of the *Eurisko* and a veteran of skirmishes and pirate hunting expeditions along the Reach, Lenat's reputation as a harsh taskmistress and dogged fighter underestimates her charisma and leadership ability. She knows what her ship and crew are capable of at their best, and does not tolerate anything less than that. Those looking for a lazy assignment do not last long on board her ship. She will never be counted among the great strategic minds of the galaxy, but when it comes to small engagements, her courage and understanding of her ship make her extremely formidable.

Playing the Old Woman: Talk in a croak. Never back down.

Age 68, 12 terms

STR 6 DEX 5 END 10 INT 10 EDU 11 SOC 11

Admin 3, Astrogation 3, Battle Dress 1, Broker 1, Carouse 1, Comms 2, Computers 2, Deception 2, Diplomat 1, Engineer (power planet) 2, Gambler 1, Gunner (turret) 2, Gunner (bay) 1, Gunner (spinal mount) 2, Gun Combat (pistol) 1, Heavy Weapons (man-portable) 1, Investigate 2, Jack of all Trades 2, Leadership 5, Mechanic 4, Melee (blade) 3, Pilot (spaceship) 2, Recon 1, Remote Operations 1, Sensors 2, Space Science (planetology) 2, Steward 1, Tactics (naval) 4, Vacc Suit 3, Zero-G 3

Commander Steyland: Lenat's executive officer, Steyland is a solid, by-the-book sort. Doggedly loyal and proudly unimaginative, he applies naval doctrine to the letter. He loathes pirates, considering them the worst sort of space-faring scum.

EURISKO TOUR OF DUTY

2D	Event
2	Disaster! The first time you roll this result, describe how Captain Lenat saved you. The second and subsequent times, roll on the mishap table, but you are not ejected from this career.
3	Pirate hunting in the Outrim Void gets dangerous. Gain Gunnery (any) 1 or Gun Combat (any) 1. If you wish, throw that skill 8+. If you fail, roll on the Injury table and gain a named Pirate as an enemy. If you succeed, gain a +4 DM to your next advancement roll.
4	The Captain gives you a special assignment. Gain any one skill.
5	A border skirmish goes hot. Gain one of Tactics (naval) 1, Mechanic 1, Engineer (any) 1 or Sensors 1.
6	Another day, another one of the Captain's training drills. Throw Education 8+ to gain any skill.
7	Life Event. Roll on the standard Life Events table.
8	War games hone your skills on the border. Do you push your luck? Throw Recon 8+ or Tactics (Naval) 8+ to succeed. If you fail, skip your next Advancement roll. If you succeed, gain any skill and a +2 DM to your next Advancement roll.
9	You discover some of your crewmates are involved in illegal activity. If you turn them in, gain an Enemy and a +1 DM to your next advancement roll. If you conceal their crimes, gain Gambling, Deception and a bonus Benefit roll.
10	The <i>Eurisko</i> is reviewed by the Sector Duke. Gain 1 of Carouse, Diplomat, Steward or Perform.
11	The Captain sees promise in you. Gain Tactics (naval) or Leadership and gain a +4 DM to your next advancement roll.
12	You serve the <i>Eurisko</i> well. You are automatically promoted or gain a commission.

Playing Steyland: Never show emotion that does not seem scripted.

Age 42, 6 terms

Admin 3, Advocate 2, Astrogation 2, Comms 2, Computers 1, Engineer 0, Gunner (turret) 1, Investigate 2, Mechanic 1, Medic 2, Pilot (spaceship) 2, Recon 1, Remote Operations 1, Sensors 3, Tactics (naval) 2, Vacc Suit 2, Zero-G 3

'Fixer' Brell: If Brell was not a mechanical genius, he would never have lasted on board the *Eurisko*. He is a con artist. He slacks when it comes to his duties, spending his time organising

gambling rings, smuggling dust-spice, or fulfilling the crew's baser needs. Fixer Brell always has what you need. The Old Woman would have got rid of him long ago if it was not for Brell's uncanny talent for battlefield repairs – he can reroute around a damaged system in seconds, or unjam a clogged nuclear torpedo by kicking it. Lenat has occasionally threatened to turn Brell into a one-man frozen watch, but so far the Fixer keeps on fixin'.

Playing Brell: Slouch, leer, give the impression of being slimy.

Age 34, 4 terms

STR 8 DEX 8 END 5 INT 9 EDU 7 SOC 6

Broker 2, Carouse 2, Deception 1, Engineer (jump) 3, Gambler 1, Mechanic 4, Persuade 1, Streetwise 2

Rhoda 'Red' Voidborn: 'Red' was born on some pirate station. Under Imperial law, piracy may be punishable by death, and so at the age of eleven, Red's whole family were arrested, tried and thrown out an airlock. An Imperial naval officer – long rumoured to be the Old Woman – took pity on the child and brought her back to the Imperium. Red grew up as an orphan on Pax Rulin, hanging around the fringes of the Naval bases. Today, Red's one of the best pilots on the *Eurisko*.

Playing Red: Talk fast, be aggressive.

Age 30, 3 terms

STR 7 DEX 11 END 7 INT 8 EDU 6 SOC 5

Astrogation 1, Comms 1, Gunner (turret) 2, Pilot (small craft) 3, Recon 2, Tactics (naval) 2, Vacc Suit 2, Zero-G 3

Vice-Admiral Krond: Family counts for a great deal in the Imperium – especially in Tobia sector, where the noble families trace their lines back to Capital and the core worlds. Krond's rise in the Tobia Planetary Navy might be seen as meteoric from the outside; those inside can see the rocket booster strapped to his back, in the form of his name and family connections. He was recently betrothed to the niece of the Sector Duke, and he parleyed this increase in influence and social status into his own fleet command.

Krond may come across as a wealthy idiot, and certainly he ticks all the checkboxes, with his gang of sycophantic hangers-on, his drinking binges, his disdain for the lower classes, and his planet-sized ego. However, he is not to be underestimated. Ambition keeps his mind sharp, his spirit hungry.

Playing Krond: Play the wealthy idiot, but remember there is an iron fist behind it.

Age 34, 4 terms

STR 8 DEX 8 END 10 INT 6 EDU 10 SOC 13

Admin 2, Carouse 3, Comms 1, Diplomat 2, Leadership 1, Persuade 2, Tactics (Naval) 1

Ogleby: Ogleby is Krond's best friend, his chief servant, his advisor, his jester – and his monster. Ogleby looks absurd next to the handsome and dashing Krond; he looks like someone tried to cram a hippopotamus into a vacc suit. The hulking Ogleby clawed his way up from the streets of Tobia by dint of his utter lack of conscience – and his secret telepathic abilities. Ogleby influences enemies of Krond, driving them into madness. His

primary target in this campaign is Captain Lenat, but once she dies (see *A Verdict of Accidental Death*), he turns his attention on the player characters.

Playing Ogleby: Stare more than talk and when you speak, use a low, slow voice.

Age 42, 6 terms

STR 12 DEX 7 END 14 INT 10 EDU 7 SOC 4 PSI 12

Clairvoyance 2, Deception 3, Gun Combat (pistol) 2, Melee (brawl) 2, Stealth 2, Steward 3, Streetwise 2, Telepathy 5, Teleportation 2, Zero-G 1



THE NEW CAPTAIN

Pax Rulin is the lynchpin of Imperial defences in the Trojan Reach. This port was founded when the Imperium was young; these asteroids have seen nearly a thousand years of loyal service by generations of Navy spacers. As this segment of the campaign begins, the *Eurisko* is docked at one of the supply depots, refuelling. All the player characters are on board the ship, deep in some cargo bay. Some may be engaged in maintenance or minor repairs; others may be off duty and just hanging around. The ship currently has only a skeleton crew, as most personnel are onshore at the base.

Fixer Brell approaches one of the characters (ideally, a low-ranking officer or someone with Engineering skill), and asks for a favour.

'Here, sign off on this,' he says, offering an electronic pad.

The form declares that a fuel pump is irreparable and must be replaced. Examining the pump with a successful Education + Mechanic roll reveals that it is functioning perfectly, but the monitoring panel that displays the pump's status is suspiciously faulty. If someone wanted to fake a pump failure, they could do so by reprogramming the monitor. If this is pointed out, Brell says that he has a buddy in the Pax Rulin junkyard who'll pay good credits for a working pump. The pump can be replaced from Pax Rulin stores in a matter of hours, and no-one will ever be the wiser. Brell will even cut the character in for a thousand credits if he signs off on the replacement request form. If challenged, Brell acknowledges that there is a chance that the monitor might be faulty, and 'fixes' it.

The whistle of the public address system sounds, and the voice of the captain rings throughout the ship.

'Attention all hands, this is the captain. We are about to receive visitors. All officers, report to the docking bay in dress uniform. All hands, attend to your sections.'

As the characters scramble to make ready for these visitors, one of them passes a sensor station. On the screen are several new contacts – several small patrol and escort vessels, a titanic 30,000-ton megafreighter named *Prophet Zomon* that is nearly as half as big as the *Eurisko* – and a 600 ton superyacht. The superyacht, *Sunspinner*, approaches the *Eurisko* to dock with her.

New Orders

Have each officer make a Routine (+2) Social Standing + Dexterity check. Those who succeed make it to the docking bay in full dress uniform with all expected accoutrements in time; those who fail rush in at the last minute, and suffer a DM-1 to their next interaction with Vice-Admiral Krond.

Krond arrives wearing an Imperial Navy uniform, not the Tobia Planetary Navy uniform he is entitled too (see *Library Data* for why this is both significant and provocative). He is followed into the docking bay by a gaggle of sycophants and 'advisors', some of whom wear Tobia naval uniforms, but others wear absurdly over-equipped vacc suits that have clearly never actually seen vacuum, or even battle dress. Ogleby shuffles after them, dragging along Krond's baggage. After that ludicrous party come a squad of Imperial Marines, and after *them* comes a willowy young woman in a shimmering gown with a tiara on her head. A successful Social Standing + Recon (or Streetwise, or Social Sciences) recognises her as Eridana, the niece of the Sector Duke, recently betrothed to Krond.

Captain Lenat greets Krond stiffly.

'My lord, I was not informed of your visit – or your transfer to the Imperial service.'

'A temporary transfer, as part of our secret mission. Recall your crew and make ready to depart, captain,' orders Krond, as he hands her a message-globe bearing the seal of the Duke of Tobia. *'We jump for the Outrim Void tonight!'*

The captain is too disciplined to show emotion in public. She takes the globe, bows, then departs. Krond turns to his bride-to-be.

'Now, I must bid you adieu, sweet Eridana, until my task is done. I beg you, think fondly of me, and give my regards to His Grace your Uncle.'

He is clearly putting on a show for the crowd. Eridana embraces him and whispers something in his ear, then she too leaves. Krond addresses the assembled crew.

'Brave souls! I am Vice-Admiral Krond, of the Tobia Planetary Guard. By the command of His Grace the Duke of Tobia, I hereby declare the Eurisko to be the flagship of the 198th Punitive Flotilla. By the Iridium Throne, we shall rid the Outrim Void of piracy once and for all!'

TRANSITING THE REACH

The 198th flotilla, also known as the *Eurisko* and whatever escort ships were available at that moment, along with the *Prophet Zomon*, departs from Pax Rulin and jumps into what Krond poetically called the Outrim Void. All the flotilla ships are jump-3 capable, so their route is as follows:

Pax Rulin > Caraz > Magen > (into Sindal subsector) Albe > Realgar > Chalchiutlicu > Palindrome > (into Tobia subsector) > Boulder > Exocet > (into Borderlands subsector) > Arunisiir > Tech-World > Byrni.

This is a journey taking twelve jumps and more than six months of travel.

ENCOUNTERS EN ROUTE

The player characters should be involved in as many of these encounters as is plausible.

Caraz

The Caraz starport is officially Class-E, but has Class-A refuelling facilities and can supply the thirsty fleet. The bigger problem is the massive overpopulation; any ships docking at Caraz need to watch for stowaways. The characters are assigned to guard the *Angel of Mons* when she lands to refuel. Ask the characters how secure they wish to make the refuelling station – do they keep a low profile to avoid drawing attention, or do they station armed guards everywhere and order them to shoot to kill.

Assign a DM based on their response from -4 to +4 (-4: minimal presence, +4: shoot to kill, land mines, anyone who takes a step towards the ship is considered a hostile target) and throw 2D. On a 4-11, everything goes smoothly. On a 3-, locals try to rush the ship – do the characters open fire on civilians, or let a few stow away? On a 12+, an over-eager marine shoots a local child who was nowhere near the ship.

Magen

Magen is part of the Senlis Foedorate, an extremely minor stellar power that rules three whole systems. Krond's route through the Foedorate is technically permissible, but like any polity, the Foedorate tends to be upset when a fleet violates their border. The characters are on board one of the smaller flotilla ships when the flotilla jumps from Caraz, and through the vagaries of jumpspace they arrive several hours ahead of the rest. A Foedorate vessel – a 600-ton *Corsair* captured from some pirate decades ago (roll three times on the Old Ships table on page 136 of the *Traveller Core Rulebook*) challenges

the 'intruder' and demands they leave Foedorate space. Do the characters try to stall, fight back, or obey and risk losing touch with the flotilla?

Boulder

Krond arranged for a fuel depot to be constructed for the fleet at Boulder, which would normally be unable to cope with the needs of a fleet this size. However, on arrival, the characters spot an opportunistic Free Trader siphoning off a few dozen tons from the 50,000 dton depot. Krond orders the Free Trader destroyed as a pirate – do the characters deliberately miss?

Exocet

At Exocet, the flotilla runs into an Aslan trading expedition of a dozen small ships, mostly *Oukhaha* bulk haulers, but a few *Eakhau* traders too. One of them matches the description of a raider that attacked an Imperial-registered Free Trader four years ago, and Krond wants the raider captured and investigated. How do the characters examine the raider? The Aslan are not inclined to co-operate unless the characters force them to comply, but firing on an Aslan ship without provocation would be a diplomatic embarrassment.

SHIPBOARD ENCOUNTERS

Run these encounters as needed.

Proximity Alert

While one of the characters is at the helm (either of the *Eurisko*, a smaller spaceship, or a small craft), one of the Tobian Patrol Cruisers realises it is out of position and accelerates to get back into formation. The Patrol Cruiser's pilot flies much, much too close to the characters' ship, risking a collision. The character must roll Dexterity + Pilot to dodge the Patrol Cruiser; failing means a collision that inflicts 1D+2 hits on both ships, with the first hit being a triple hit representing the point of contact.

Meeting Ogleby

The grotesque Ogleby demands that one of the characters install a holo-entertainment system in a lounge that has been claimed by Krond's circle of sycophants. The holo-system is the latest thing from the core worlds, and installing it means rewiring the computer systems on half the deck – a job that will take weeks. If the characters refuse, Ogleby threatens them. If they complain to Krond, he laughs, says that Ogleby can be 'quite blunt at times until you get to know his little ways,' – then orders them to install the holo-entertainment system immediately.

THE 198TH

- *Eurisko*, Planet-Class Heavy Cruiser (75,000 tons, *High Guard*). The flagship of the flotilla.
- *Prophet Zomon*, Superfreighter (100,000 tons, *High Guard*). The *Zomon* carries supplies for the fleet. Oddly, she also carries a large load of cargo webbing, the sort used to support smaller vessels for transport in a cargo bay. Her bay doors have also been refitted to accept ships up to 1,000 tons.
- *Gorluun*, Ritchey-Class Escort (8,000 tons, *Supplement 10: Merchants and Cruisers*). While dwarfed by the *Eurisko*, old *Gorluun* from the Subsector naval forces still outguns any pirate in the Reach twenty times over. The Escort's computer systems are notoriously fragile and prone to embarrassing malfunctions, so *Gorluun* is never deployed in anything that might resemble a fair fight.
- *Petal*, a dilapidated liner (1,200 tons, *Queen Elizabeth* class, *Supplement 10: Merchants and Cruisers*). The *Petal* was bound for a breaker's yard before Krond spotted it. The once-luxurious ship has been converted into a prison hulk.
- 6 x *Gazelle Close Escort* (400 tons, *Traveller Main Rulebook*). Like the *Eurisko*, these ships (*Sapphire*, *Morluun Lake*, *Black Knight*, *Duke Alphonse*, *Ignel* and *Sentinel*) are on loan from Pax Rulin.
- 3 x *Tender* (1000 tons, *Supplement 10: Merchants & Cruisers*) *Angel of Mons*, *Mastersmith* and *Excelsior* are repair and supply ships for the fleet.
- 1 x *Escort Carrier* (2,000 tons, *Supplement 10: Merchants & Cruisers*): Belonging to the Tobia Planetary Guard, *Storm of Arrows* carries a swarm of small fighters.
- 4 x *Patrol Cruiser* (400 tons, *Supplement 2: Traders & Gunboats*): Also from Tobia, the cruisers *Courage*, *Conviction*, *Lion Hunter* and *Tobia's Bright Lance* serve much the same role in the fleet as the *Gazelles*.
- 1 x *Watchdog-class Fast Picket* (500 tons, *Supplement 2: Traders & Gunboats*) The fleet's main scout is the *Glint*.

In addition to this core of a more than a dozen ships, the flotilla picks up and loses other ships as it crosses the Reach. Small Jump-4 couriers bring messages back and forth between the flotilla and the Imperium, although with a communications delay of several months, Krond is effectively lord of his own little pocket empire.

While the player characters may be part of the *Eurisko*'s crew, they get moved around as required by circumstances. Sometimes, they might be assigned to reinforce a *Gazelle* or *Patrol Cruiser*'s crew, or take charge of a fighter wing from the *Storm of Arrows*. At other times, they'll be sent on a mission on the *Glint*.

Stirrings of Dissent

Red and some of the other members of the *Eurisko* crew approach the characters. They are unhappy about Krond's command – he's sidelined the Old Woman, he's a Planetary Navy dirt-sider, he's a fop, his coterie of drinking buddies are troublemaking idiots, he deliberately provoked the Foedorate and so on – and want the characters' support. They're not plotting a mutiny or anything so dramatic, but they want to have the crew on their side in case things get... confused. Normally, they'd go straight to the Old Woman with this sort of problem, but she seems to have lost her nerve in the face of Krond's political support from his uncle-to-be, the Duke of Tobia. They also ask that the characters express their concerns to Krond or the Old Woman if they get the opportunity.

The Captain's Table

Seeking to take the temperature of the crew, Krond starts inviting randomly selected groups to dine with him and his friends once per jump, and the characters are asked to report to the Captain's Table. The Old Woman is there, but she is overshadowed by Krond as he holds court for his friends and

supporters. Ogleby serves the drinks, and tastes Krond's food for poison.

Krond puts forward a thesis to the player characters:

'The pirate problem is a fraud, a fiction. Consider – the average pirate ship in the Outrim Void is a 200-ton Free Trader, retrofitted with a few paltry lasers. And what do they prey on? Other tramps and free traders! The merchant convoys are much too hard a target for those scamps. Why, a merchantman is more likely to fall victim to a misjump than a pirate. So, why do we hear so much about them? Why does every convoy have a naval escort? And why, I ask you, is the one hundredth and ninety-eight punitive expedition?

I shall tell you. It suits the navy to tolerate piracy. I am sure Captain Lenat would agree that most punitive expeditions are more effective as combat training exercises than as pirate hunts. They sharpen their cadets as my valet sharpens my sabre – but what good is a sabre if you never stab a chap with it? Furthermore, taxes and escort fees from the merchant

convoys pay for fine ships like the *Eurisko* – and without pirates, those fees would be much reduced.

I beg you, prove me wrong. Can any of you really argue that these vagabond raiders are an actual threat to the Imperium's interests?'

The characters may argue with Krond if they dare, or even raise the concerns of the crew. Krond will have none of it, and any characters who defy him get assigned the most dangerous or unpleasant missions for the rest of this adventure.

If the characters raise their concerns with the Old Woman, she counsels patience. She's dealt with men like Krond before, men who think that because they know one system, that they know all of Charted Space. Trying to fight Krond means crossing the Sector Duke's current protégé. They need to wait for Krond to screw everything up all on his own, and then pick up the pieces when the Sector Duke withdraws his favour.

Malfunction

A fuel pump (the very one that Fixer Breen was meddling with) threatens to blow at the worst possible time – seconds before a jump, just as the hydrogen is being pumped to the jump engine to inflate the jump bubble. One of the characters must make a split-second decision.

- **Abort the Jump!** The rest of the fleet jumps ahead without the *Eurisko*'s protection. Worse, the battleship must now find more fuel.
- **Risk It!** Have the player throw 2D. On an 8+, the *Eurisko* jumps successfully. On a 6+, she jumps successfully, but a compartment is flooded with high-pressure liquid hydrogen that expands explosively, killing 3D personnel and possibly injuring the character. On a 2, the *Eurisko* misjumps, arriving 1D x 1D parsecs off course!
- **Repair It!** Fixing the pump is a Hard (-4) Intelligence + Mechanic roll. If the character succeeds, the ship jumps

successfully. If he fails, resolve as per *Risk It*, but the character sustains 4D damage from exploding hydrogen regardless of the result.

ON STATION

At the end of its long journey, the fleet arrives at its destination – the system of Byrni. According to Imperial Intelligence, the government of Byrni loathes pirates, so Krond picked this world as a base of operations. The Byrnese government are not especially enchanted by the prospect of a small Imperial fleet sitting on their doorstep, especially if Byrni has rejoined the Kingdom of Drinax (see *adventure 2*).

Krond's deployment schemes are as follows:

- The *Eurisko* remains in orbit of Byrni (until the events of *Planetary Assault* or *Ending the Game*).
- *Prophet Zomon* offloads its cargo onto Byrni. Any captured pirate ships are towed back to Byrni if possible.
- The *Petal* is used as a prison for any captive pirates.
- *Gorluun* is Krond's heavy hitter. The 8,000 escort gets sent to fly the flag or intimidate any troublesome worlds, as well as smash any pirate bases or strongholds.
- The *Gazelles* are his primary scouts and pirate hunters. He deploys them in three squadrons of two ships each.
- Two Tenders remain at Byrni; one follows the *Gorluun*.
- The *Storm of Arrows* carrier is partnered with one Gazelle pair.
- One Patrol Cruiser remains at Byrni, the other three form a hunting squadron.
- The Fast Picket goes in search of rumours and information; it uses its advanced sensors to scan likely systems for pirates.

Krond's long-term scheme is to return home to Tobia in glory, with the *Prophet Zomon* full of wrecked pirate ships and the *Petal* full of prisoners. See *In Chains*,

PUNITIVE ACTION

Each month, roll 2D and consult the table below to determine how effective the pirate hunters are that month. Actions by either group of player character may give a DM to the roll; for example, if the Pirates of Drinax reveal the location of other pirates to the navy, that might give DM+2 to the roll.

Roll	Result
5 or less	No captures
6-7	A handful of free traders, thieves and spacefaring thugs who barely count as pirates
8-9	A small number of pirate ships, none of special note. One port moves one step away from Haven.
10-11	A notable pirate ship (Corsair-class or larger). Two ports move one step away from Haven
12+	Pirate base or named pirate (Consult the named pirate table) or ally of the player characters. Three ports move one step away from Haven.

Apply DM+1 per month of hunting after the first. (so, +0 in the first month, +1 in the second month, +2 in the third month and so on.) If this DM ever reaches +12, see *Planetary Assault*.

On a natural 1 or natural 6, one of the Flotilla vessels is significantly damaged in the line of fire. It may be out of action for some months, or continue to serve but with reduced capabilities (missing turret, reduced thrust etc).

On a double 1 or double 6, a small vessel is lost with all hands, or the *Gorluun* suffers significant damage.

NAMED PIRATES

Pick one of the pirates listed below; if that pirate is still alive and active in your game. Optionally, roll 1D; on a 1-2, the pirate is killed by the Imperium. On a 3+, the pirate is arrested and imprisoned on board the *Petal* prison hulk.

Pirate	See Also
Petyr Vallis	Adventure 1, 5
Admiral Darokyn	Adventure 1
Hroal Irontooth	Adventure 1, 2
Failokh	Adventure 5
Proactive Recycling	Adventure 5
Mira Silverhand	Adventure 1
Zheukvi	Adventure 6

Allies of the Player Characters

If the characters have recruited other pirate bands or allies to their fleet, these allies may be arrested or killed by the Imperium.

Pirate hunting of the player character is handled in *Pirate Hunters*.

For example, the Punitive Fleet has been searching for pirates for three months, giving them a +2 to the Punitive Action roll. The Referee rolls a 10, +2 for a 12. A Named Pirate is arrested, and three ports move away from Haven.

PIRATE HUNTERS

Meanwhile...

The infamous pirate Zhuekvi the Corsair (see *Pirates of Drinax Campaign Overview*) contacts the Pirate player characters (through some mutual contact – use Sal Dancet if you do not have anyone more appropriate in mind). If the characters are doing well and have at least six starports at Friendly or Haven status, then Zhuekvi wishes to join them and offers his fleet of four Corsairs to their cause. Otherwise, Zhuekvi merely wants to arrange a non-aggression pact, to ensure that the characters do not cross him and he does not interfere with them. He suggests they meet on the system of Thebus (Sindal/0309). There's a lovely little hunting lodge in the jungle near a big flat open plateau where they can land their ships and meet face to face.

Zhuekvi brings his favourite 400 ton Corsair, the *Big Bad Wolf*. The characters may take whatever ship they wish.

MEETING ZHUEKVI

It soon becomes evident that getting anything done with Zhuekvi means listening to his endless store of anecdotes about the good old days of piracy. Everything reminds him of another story – why, did they hear about the time he won a planet in a card game? Or how he stole this cutlass from Admiral Darokyn? Or how this hunting lodge reminds him of a place owned by his old drinking buddy Vlen Backett? Or... Have the characters roll Endurance + Carouse and take the best result from among the group. If a character succeeds, he gains information based on the Effect of the check.

1-2: Zhuekvi's heard rumours about another Punitive Flotilla. The Imperium sends these through every few years. Just stay away from the Imperium trade routes for a few months. Take a vacation. Zhuekvi intends to do just that!

3-4: Rumour has it that the leader of the flotilla's some young noble from Tobia. That makes a change – it is normally out of Pax Rulin. Still, one fat Imperial's the same as another, right?

5-6: Zhuekvi lets slip that his base is hidden in the Exe system. It's an asteroid out near the seventh planet.

7+: The character impresses Zhuekvi so much that he's got a friend for life. Add Zhuekvi the corsair as an ally.

Making a Deal: If the characters are here to make a deal with Zhuekvi, roll Intelligence + Diplomat, adding the Effects of the Carouse check as a Task Chain DM. On an 8+, Zhuekvi offers a mutually acceptable deal; on a 10+, he offers an excellent deal.

INCOMING!

Zhuekvi's second-in-command, one of his pups named Zhuekaza, runs in. They have detected three ships in orbit, and they are reading as Imperial Gazelles! They are clearly scanning the surface for the pirates. Zhuekvi curses; his Corsair is somewhat notorious. The Gazelles will be overhead in minutes.

If the characters take off and flee, they may be able to escape without being seen. Have their pilot make a Difficult (-2) Dexterity + Pilot roll, with the following DMs:

- + Ship's sensor DM
- + the operator's Sensor skill
- +4 if the pirates are an Ally of the Imperium (Imperial Standing of 21+)
- +2 if the pirates are Tolerated by the Imperium (Imperial Standing of 6+)
- 2 if the pirates are an Irritant to the Imperium (Imperial Standing of -6 or more)
- 4 if the pirates are Infamous in the Imperium (Imperial Standing of -21 or more)
- 6 if the pirates are an Enemy of the Imperium (Imperial Standing of -40 or more)

Alternatively, the characters can stand and fight with Zhuekvi. There are three 400-ton Gazelle Close Escorts, all of which pack Smart Missiles. Zhuekvi's in a 400-ton Corsair, with two turrets containing two beam lasers and a missile launcher, and the last carrying two beam lasers and a sandcaster.

If any of the Gazelles reaches Hull 0, roll two dice, adding DM+1 for each Structure Hit suffered so far by the Imperials. On an 8+, they retreat.

THE HUNT BEGINS

From now until the Punitive Flotilla leaves the Reach, the following rules apply.

Increased Patrols

Apply DM+2 to the second dice when rolling for encounters using Prey Encounter Table (see the *Campaign Overview*) in any of the following systems:

Borderland Subsector: Byrni, Ergo, Tech-World, Falcon, Sperle, Inurin, Exe, Argona

Tliowaha Subsector: Asim, Drinax, Torpol, Clarke, Blue, Pourné, Hilfer, Paal

Sindal Subsector: Oghma, Marduk, Thebys, Number One, Salif, Palindrome, Vume

Dpres Subsector: Acis, Hecarda, Tyr.

If you are not using the Prey Encounter Table, then assume there is a greater chance of a naval encounter in those systems.

Imperial Spies and Informants

Whenever the Pirates of Drinax player characters visit a port, remember to roll for the Risk of Spies (see the *Campaign Overview*). Under normal circumstances, that roll merely determines the chance that some scoundrel rats on the pirates to their enemy, but with Imperial Pirate Hunters in the region, the results become much more important and dangerous. Cross-reference the Effect of the roll with the Hunter Threat table.

The actions of the player characters may apply DMs to this table. If they travel in disguise, keep a low profile and so on, apply a –DM. If they break the law, cause massive property damage, draw attention or hang around the spaceport suspiciously, apply a +DM.

THE TRAITOR

During the events of *The Grand Design* and the corresponding period for the Pirates of Drinax, *Sun and Shadow*, a private letter from Vice-Admiral Krond to his betrothed mysteriously gets sent to Drinax instead. This letter contains vital intelligence about Krond's intentions. Someone in the fleet – the Traitor –betrayed their oath to the Imperial navy. There are several possible traitors – choose one.

- **Captain Lenat:** Lenat believes that Krond is endangering not only the Flotilla, but also the stability of the Reach and the future of the Imperial Navy. She diverts the letter, then commits suicide to avoid the shame of breaking her oath.
- **Fixer Brell:** Brell sold the letter to make a quick buck.
- **Red:** Red's disillusioned with the Navy and now dreams of returning to piracy.
- **A Naval Player Character:** If any of the Naval PCs have expressed the desire to turn pirate, then the Referee should dangle this opportunity before them. Ogleby shoves a piece of paper into the character's hands, and orders him to run down to the shuttle bay and get this letter onto the next courier ship home.

The characters' Imperial Standing also modifies this roll.

–2 if the pirates are an Ally of the Imperium (Imperial Standing of 21+)

–1 if the pirates are Tolerated by the Imperium (Imperial Standing of 6+)

+1 if the pirates are an Irritant to the Imperium (Imperial Standing of –6 or more)

+2 if the pirates are Infamous in the Imperium (Imperial Standing of –21 or more)

+4 if the pirates are an Enemy of the Imperium (Imperial Standing of –40 or more)

Remember that attacking Imperial ships or troops (even in self-defence!) will lower standing by at least 1D.

Effect	Result
1-2	An informant reports on the movement of the player characters. Apply DM+2 to the next roll for Risk of Spies.
3-4	An Imperial detachment arrives in the system 2d6 weeks later and searches for the player characters. If the characters left any clues to their next destination, the Imperials uncover these clues on a roll of 10+.
5-6	An Imperial detachment arrives in the system 1d6 weeks later and searches for the player characters. If the characters left any clues to their next destination, the Imperials uncover these clues on a roll of 8+.
7-8	An Imperial detachment is in system and arrives 1d6 hours after the characters land.
9+	It's an ambush! Roll three times on the Imperial detachment table three times!

Imperial Detachment Table

2D	Space Vessels	Ground Troops
2	<i>Storm of Arrows</i> + 16 fighters	100 Marines
3-4	2 Patrol Ships	50 Marines
5-6	1 Patrol Ship	20 Marines
7	5 10-ton fighters + modular cutter	10 Marines
8-9	1 Gazelle Close Escort	20 Marines
10-11	2 Gazelle Close Escorts +4 fighters	50 Marines
12	<i>Gorluun</i> , 8000 ton Escort Cruiser	100 Marines

Re-roll any results that are contradictory. For example, the Flotilla has only one *Storm of Arrows*, so multiple results of 2 should be re-rolled.

Alternatively, instead of rolling on the Imperial Detachment table, the Referee may choose to raise the Suspicion Rating of Drinax by 2.

For example, the characters visit the world of Sperle, which is Hostile. They travel there in disguise, and succeed at a Deception check, so the referee applies DM-1 to the roll. Their Imperial Standing gives another DM-1. The Risk for Spies at a Hostile port is 2+. Rolling, he gets a 7. With DM-2 applied, that's

a 5, so he passes by 3. An Imperial detachment will arrive at Sperle in 2D weeks. Rolling, he gets a 4 – they'll be here in a month.

Unfortunately for the player characters, their return journey coincides with the Imperial presence in the system. The Referee rolls on the Imperial Detachment table, and gets a 10 - 2 Gazelle Close Escorts + 4 fighters! The characters have a fight on their hands!



THE GRAND DESIGN

Once the Punitive Flotilla is in position, Krond sends out patrols on pirate hunting duty. He also sends out smaller elite teams to gather intelligence about piracy in the Reach. If the player characters have impressed Krond (or, perversely, if they have annoyed him), they are assigned to this duty. The Flotilla is short-staffed, so officers may be obliged to take part in missions they are not ideally suited for (i.e. a gunnery officer might be issued a boarding vacc suit and told to report for a boarding action).

Krond is not satisfied with merely arresting and airlocking pirates – to solidify his reputation and position at court, he needs an epic victory. There are wild tales and rumours about a ‘pirate planet’, a system that does not merely tolerate pirates, but actively supplies and outfits them. Some call this planet Theev, others Outrimer, others the Dark Planet. Persistent rumours connect this pirate kingdom to the old Empire of Sindal. Krond’s grand design is to find this planet and blast it from orbit.

And if doing so takes the lives of half the crew in the 198th Punitive Flotilla, so be it!

GATHERING RUMOURS

The characters are issued with a captured pirate ship, a 200-ton Far Trader with two double turrets (Missile Launcher/Sandcaster and twin Pulse Lasers) named the *Dirty Beast* and sent to gather intelligence about pirate strongholds in the Borderlands subsector. This will be a three-month tour of duty, starting at Byrni. That’s time to make up to six two-parsec jumps, enough to get the characters to worlds like Acrid or Argona. Krond issues the characters with Cr. 2,000,000 for expenses and to purchase supplies for the flotilla. Specifically, the flotilla needs Polymers, Advanced Machine Parts, Advanced Weapons and Vehicles and Luxury Consumables. Failure to return with a cargo hold full of such goods is not acceptable.

At each world, ask the players how they intend to gather rumours and intelligence about piracy. They might hang around starport bars with Carouse, cultivate underworld contacts using Streetwise, capture some pirates and interrogate them with Persuade, hack into planetary networks with Computers or pursue whatever other tactic they wish.

Next, the character rolls using the appropriate Characteristic DM and Skill (Endurance + Carouse, Intelligence + Streetwise and so on). Each attempt to find information takes 1D days. Compare the Effect of the check to the table below.

Effect	Information Gleaned
-6 or less	The character runs into big trouble (a pirate band or criminal syndicate, an Aslan <i>ihatei</i> raid)
-2 to -5	The character learns a Wild Rumour . Roll on the Rumours of the Reach table in the <i>Pirates of Drinax Campaign Overview</i> .
-1	The character gains one Accurate Rumour if he pays some cost (a bribe, a favour) or overcomes some added danger (a mugging, dealing with loan sharks, a run-in with local authorities).
0	The character gains one Accurate Rumour .
1-5	The character gains D3 Accurate Rumours .
6 or more	The character gains D3+1 Accurate Rumours and is pointed to another world where they can gain more information (DM+2 to next attempt to find information)

Accurate Rumours are relatively accurate information about piracy in the Reach. They fall into six categories – roll 1D to determine the type of rumour.

1. Rumours about pirate bases, refuelling points, and worlds that are Tolerant of Piracy.
2. Recent events in the Reach (such as the results of recent adventures in *The Pirates of Drinax* campaign)
3. Information about specific pirate bands, including the player characters. Remember to include amusing or exaggerated accounts of past events in the campaign!
4. Information about one of the other candidate worlds. Raise the Suspicion rating of the following world by 1. Roll 1D: 1-2: Oghma; 3-4: Tyr; 5: Wildeman; 6: Any other world of the Referee’s choice.
5. Information about Theev. Raise the Suspicion Rating of Theeve by 1.
6. Information about Drinax’s sponsorship of piracy. Raise the Suspicion Rating of Drinax by 1.

Getting into Trouble: Optionally, the naval characters can become involved in random encounters or patron missions on any world they visit.

Reporting Back: If the characters have not gathered at least 15 Accurate Rumours during their expedition, Krond is extremely displeased. If they gather more than 30, or if a world now has a Suspicion Rating of 10 or more, he promotes them all one rank on the spot.

IDENTIFYING THE PIRATE WORLD

There are two leading candidates for Krond's target – Drinax and Theev. Other potential target worlds include Oghma (Sindal/0410), Tyr (Dpres/0608) or Wildeman (Tobia/0400). Each planet has a Suspicion Rating, which starts at 3, with the exception of Drinax, which starts at a value dependent on the character's Imperial Standing.

-6 if the pirates are an Ally of the Imperium (Imperial Standing of 21+)

-3 if the pirates are Tolerated by the Imperium (Imperial Standing of 6+)

0 if the pirates are Ignored by the Imperium (Imperial Standing of 5 to -5)

3 if the pirates are an Irritant to the Imperium (Imperial Standing of -6 or more)

6 if the pirates are Infamous in the Imperium (Imperial Standing of -21 or more)

9 if the pirates are an Enemy of the Imperium (Imperial Standing of -40 or more)

The world with the highest Suspicion Rating after this section gets targeted for the Planetary Assault.

The referee should inform the players of the existence of Suspicion Ratings, and even display the current scores visibly. However, the purpose of Ratings remains obscure until the Pirates of Drinax players receive *the Letter* or the Planetary Assault begins.

Drinax? Who Cares!

If the characters have adopted a different system as their primary base of operations, then move Drinax to the list of secondary targets, and put the characters' base in Drinax's original place.

THE FIX

On returning to the Flotilla, the characters are given two weeks leave on Byrni. Fixer Brell, however, has other ideas for their free time. He tells them that the Flotilla is running low on many key components. He wants the characters to take the *Dirty Beast* to Paal (Tliowaha/0805) to purchase Basic Consumables and Uncommon Raw Materials. To pay for these goods, he's 'borrowed' some weapons from the *Eurisko's* armoury – ten tons of Illegal Weapons! He wants the characters to smuggle the weapons onto Paal and buy the supplies Fixer needs. He promises them a cut of the profits...

Growing Dissent

The mood on the Flotilla is strained when the characters return. While navy personnel are used to hardship and long tours of

YOUR CHARACTER WOULDN'T KNOW THAT!

The naval characters have no knowledge of the activities of the Pirate player characters or the Kingdom of Drinax's schemes to establish a new empire. If a player acts out-of-character knowledge, ask them to justify their character's actions. Why, for example, did your character suggest checking out Drinax over all the other worlds in the Reach? If the player can come up with a plausible excuse, run with it. If the player says 'it's just a hunch' or 'my character has a feeling', then run with that too – the character has latent Psionic abilities. Over the next 1D weeks, the character has more precognitive flashes, including visions of his own death from a massive brain bleed. Unless the character finds a Psionic Institute and remains there for training, he dies horribly as his brain overheats and boils within his skull.

duty, especially in the Reach, the stress of pirate hunting and the lack of leadership from Krond or the Old Woman has eroded morale to dangerously low levels.

The arrival of a supply convoy from Tobia does temporarily lift spirits, though. The convoy brings spare parts, consumable supplies, and news from the Imperium. All hands are called down to help transfer the supplies onto the *Eurisko*, and a curious thing occurs when one or more of the player characters is present.

An over-eager crewman who has clearly not yet obtained any ranks in Zero-G fumbles one crate of luxuries meant for Krond and his circle of friends. The crate tumbles lazily across the weightless cargo bay and bounces off a bulkhead. It pops open, revealing a secret compartment beneath the lid. Inside are a dozen phials of an unfamiliar pharmaceutical. If the characters analyse this substance, they discover it is a Psi-Drug (see the *Traveller Core Rulebook*, page 157).

Someone in Krond's circle is a psion...

THE RED ZONE

When they return to duty, the characters are sent pirate hunting on board the *Morlunn Lake*, one of the six Gazelle Close Escorts. Her regular crew were injured when a pirate rammed her. Instead of a launch, she carries two 10-ton microfighters, one of which is piloted by Rhoda 'Red' Voidborn. They are to engage in a patrol of the worlds of Sink, Fantasy, Burgess, then return via Vorito and the World – a total of 6 jumps, or nearly another three months.

In the Fantasy System, the characters detect two known pirate ships – a 300-ton Pirate Carrier (see *Scoundrel*, page 99) named the *Skull* and an Armed Far Trader (two triple turrets with Pulse Lasers and Missile Racks) called the *Happy Accident*. The pirates were refuelling by melting an icy asteroid down and cracking the water for hydrogen. The pirates attempt to warn the player characters off; they do not want a fight, but will give one if they have to. The carrier's fuel tanks are full, but the *Happy Accident* has only half-full tanks.

When the Carrier sustains more than three Hits or loses more than three fighters, it tries to flee by jumping. It recalls its fighters and prepares to jump to a secret outpost in The World's system. Red recognises the flying style of one of the fighters – it is her older sister Una! Just before the Carrier jumps, Red flies her fighter right up to the *Skull*, so close that she is inside the jump bubble when it forms. Carrier and fighter vanish.

If the characters cripple the *Happy Accident*, they can interrogate its crew. The captain is a Vargr who gives her name as Yowler. Under interrogation, she reveals the existence of a small pirate outpost in The World.

Rescuing Red: The characters can return to Byrni and the Punitive Flotilla with the location of this base, or follow the *Skull* to The World and attempt to rescue Red.

The Pirate Base: The base in The World is another hollow asteroid. Calling it a pirate base is a misnomer – it is a waystation, a refuelling point for raiders, traders and refugees. It has an internal biosphere, built by biological engineers from Burgess. It is unarmed, but at any time there are 1D+1 small ships docked here, some of which have engaged in piracy in the past. The base has a population of 100 + 2D per ship docked. The ruler of the base is an eccentric computer system that claims to be a renegade AI from the Strend Cluster named *Minister*. If you believe Minister, it was on a long-range automated probe

that was launched in search of Ancient sites; it crashed into an asteroid and built the base around itself centuries ago. The locals ignore Minister's ramblings, but take advantage of its technical skills.

Red's older sister and family live here. If the characters follow her here, then Red asks them to help conceal the existence of the base from the Punitive Flotilla; failing that, she asks for their help in smuggling her sister and nephews to safety.

ASTEROID ASSAULT

If Krond learns of the existence of the asteroid base, he sends the *Gorluun* (or the *Eurisko*) together with the *Storm of Arrows* and three *Gazelles* to destroy it. His plan is simple – the battleship rains down hell from its missile bays (or its spinal cannon) to 'shake' the asteroid, then the *Gazelles*, fighters and marines capture any fleeing or surrendering pirates. Then the base is destroyed by another barrage, killing anyone who tries hiding in the deeper caverns.

The characters might participate in the storming of the base, or chase down fleeing ships. If Red is on the base, she tries to sneak her sister and family out in a scout ship; the characters may choose to let her go, or follow Krond's orders and treat her as a pirate.

A VERDICT OF ACCIDENTAL DEATH

When the characters return to the *Eurisko*, the Old Woman contacts whichever character has the closest relationship with her, asking him to meet with her privately. En route to her quarters, the character passes Ogleby, Krond's servant, who sneers at him.

The character discovers the Old Woman dead in her quarters. Her body is still warm, and there are no signs of injuries. An autopsy will conclude she died of a sudden stroke (a character with Medic 3+ or Life Science (psionics) 1+ knows that damage from Telepathic Assault attacks often looks like a stroke). On the captain's desk is a copy of an Imperial Intelligence report on Aslan activity in the Trojan Reach. The report stresses the importance of not provoking the Aslan Hierate with an excessive Imperial military presence, as it could unify the warring clans by providing them with a common enemy. The Old Woman intended to use the report to convince her superiors that Krond had put the Flotilla at risk by remaining at Byrni instead of following the usual 'sweep through and return home' pattern of previous Punitive Flotillas.

MUTINY! ASSASSINATION!

While the crew do not like Krond, and loved the Old Woman, the characters are unlikely to be able to start a mutiny – or certainly not a *successful* mutiny. Murdering Krond is more plausible, but that puts command of the Flotilla into the hands of Commander Steyland, who will follow Krond's last orders until they are countermanded. Any such skulduggery on the part of the Naval player characters should ultimately result in them being forced to flee the ship and turn pirate.

THE FUNERAL

At the Captain's funeral, Krond pays tribute to Lenat's leadership and heroism, but also takes the opportunity to rally the fleet to his plan.

'We have waited here on Byrni because I intend to be thorough. We have waited here on Byrni because I intend to be sure. We

have waited here on Byrni because I intend to find the Pirate's World and destroy it once and for all – and I tell you, I have found it!

And now, in Lenat's name and in Lenat's memory, the Eurisko will burn that world to cinders!'



SUN AND SHADOW

With Imperial Patrols passing through the Drinax system, pirates getting arrested on a daily basis, and a trigger-happy admiral with a 75,000 ton warship sitting four parsecs away from the Floating Palace, King Oleb is understandably nervous about the future of his scheme. How do the characters ensure Drinax is spared?

THE LETTER

Through covert channels (like the merchant Rachando, or their own informants), the characters meet a scoundrel called **Lang Fossa**, who has a proposition for them. Fossa recently came into possession of a very interesting document, one he will sell to the characters for a mere 50,000 credits. It is Handout 1 – a letter from Krond to Eridani.

From the letter, it is clear that Krond intends to stay in the Reach until he has found and destroyed his 'pirate world'. The letter also hints at the possibility of several countermeasures that the characters could take to defeat or delay Krond's plans.

- They could rescue the captured pirates – see *In Chains*.
- They could intercept and kidnap Eridani – see *The Governor's Niece*
- They could try various tactics to make Krond's position untenable – see *Ending the Game*

GUESS WHO'S COMING TO DRINAX

Drinax is one of the better-known worlds in this part of Charted Space. The wonders of the eccentric Floating Palace are well known and there is an Imperial ambassador at King Oleb's court. At some point, Krond and his courtiers simply *have* to pay a visit to the Floating Palace.

You can run this encounter with either group of player characters – the naval characters can tag along as bodyguards and escorts, or the Pirates can be introduced as 'courtiers'. The characters might use the dinner as cover to investigate Drinax for signs of piracy, to deflect suspicion, or to launch some crazed scheme like trying to kidnap or assassinate or mind-control Krond.

First, though, they need to ensure that the hammer does not fall on Drinax by deflecting suspicion away from their base.

DEFLECTING SUSPICION

In effect, the Pirates of Drinax characters must do the opposite of what the naval characters were doing – instead of gathering intelligence and searching for clues about piracy, they need to start hiding their tracks and spreading false rumours. How the players accomplish this is up to them. They might:

- Find Imperial spies and informants and bribe them, or give them false leads
- Have their allied governments and friends mislead the Imperium
- Plant evidence 'proving' the pirates did not come from Drinax
- Prey on ships coming from Drinax
- Offer gifts and tokens of appreciation to the pirate hunters for 'saving' Drinax from the scourge of pirates
- Sneak onto the *Eurisko* and alter the computer records
- Mount 'false flag' attacks – launch a series of raids, and broadcast a false identity loudly to everyone in the system.

For each of these schemes, the referee should assign a suitable task. For example, misleading an Imperial spy might be a Task Chain using Intelligence + Investigate to identify the spy, then Social Standing + Deception to lie to him. Convincing the government of Torpol to lie to the Imperium might require Social Standing + Diplomat; planting false computer files might involve Intelligence + Computers. These tasks take, on average, 1-6 weeks to take effect, and reduce the Suspicion Rating of Drinax by the Effect of the check.

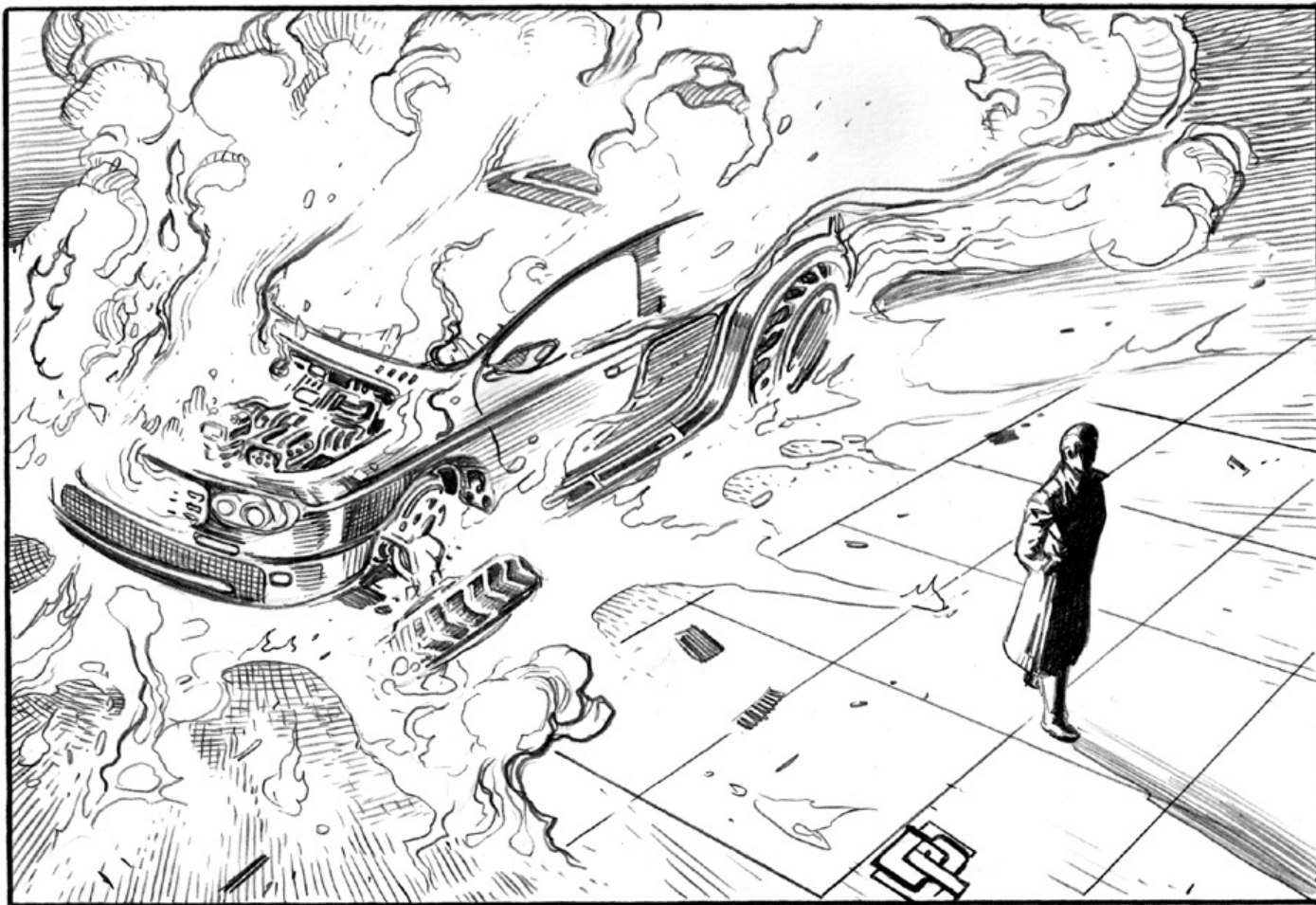
Note that while the characters flit about the Reach, they still need to dodge imperial patrols and spies as described in *Pirate Hunters*.

MOVING THE CROSSHAIRS

Each time the characters deflect suspicion, they must choose whether to simply make Drinax less suspicious (reducing that system's Suspicion Rating) or to deflect it onto another world. They could, for example, arrange events to make it look like raiders from Theev are responsible for all the pirate attacks. Doing so raises the target world's Suspicion Rating by an equal amount.

If the characters try to deflect suspicion onto an obviously improbable world – say, a TL1 wasteland – then the Suspicion Rating is raised by only half the Effect.

The characters can deflect suspicion onto the Aslan Hierate. Even Krond is not going to start a punitive war with an entire star empire.



IN CHAINS

Over the course of the Punitive Flotilla's operations, Krond's force arrest dozens of pirates, adventurers, thieves and scavengers. These reprobates get thrown in the *Petal* prison hulk. Their ships – if they can be captured intact or at least taken whole – get thrown into the cavernous cargo hold of the *Prophet Zamon*. Krond intends to return to Tobia with a truly impressive monument to his own heroism in the form of a few thousand tons of pirate ship and a few hundred chained prisoners.

Of course, if the Pirates of Drinax could break those prisoners out, then they'd have hundred of pirates who owed them a big favour.

MOVING THE PRISONERS

Six months after establishing a base at Byrni, the Flotilla's supplies run dangerously low. Krond therefore decides to send the *Petal* and the *Prophet Zamon* back to the Imperium, escorted by two of his *Gazelles*. The four ships are to link up with an Imperial trading convoy at Tech-World, then travel from there to Exe, Cordan, then into Tobia subsector at Wildeman – and then they are to detour to the independent world of Iilgan, where the *Zamon* drops the wrecked ships in orbit and the pirates are interned in a special camp built in the wilderness. The *Petal* is then to wait while the *Zamon* restocks at Tobia, then they return to Byrni to fill up on more prisoners and wrecks, respectively.

If the characters keep watch on the Flotilla, they can anticipate this movement, and could intercept the ships en route to Iilgan. Alternatively, they can follow them all the way to Iilgan, then break the prisoners out of the camp there.

THE PRISON HULK PETAL

The *Petal* is almost unarmed (three double turrets with twin pulse lasers). She has a crew of nine, plus some thirty Imperial Marines as guards for the prisoners crammed into her stripped-down staterooms. The *Petal* was supposed to be able to handle around two hundred guests in her role as a hotel, but as a hulk, the wardens will cheerfully cram in far more prisoners, even though the air becomes hot, stale and mildly poisonous.

The prisoners are kept locked in their staterooms except at mealtimes. Key prisoners, or dangerous ones, are chained. The whole prisoner deck is rigged with anaesthetic gas dispensers. Individual staterooms or the whole deck can be flooded with knock-out gas at the touch of a button, and the marines always wear rebreathers when on duty.

THE PROPHET ZAMON

Zamon is a smaller version of a standard megafreighter – her crew section sits like a little bubble atop gargantuan fuel tanks, titanic jump drives, and a mountain of 2,000-dton cargo containers. She has a crew of 40, plus another dozen marines. All the captured pirate ships are kept in support webs inside cargo containers; freeing a ship takes thirty minutes per hundred tons of ship and a Zero-G roll, unless you are willing to try blasting it free, which inflicts 1D Hits on the ship and 2D Hits on any other ships in the container.

For each pirate ship, roll two dice. On a 10+, the ship is ready to fly once freed from its webbing, with cargo tanks that are 1Dx10% full. On an 8 or 9, the ship can be repaired in a matter of hours, and again has tanks that are 1Dx10% full. On a 7 or less, the ship is wrecked and may never fly again, or requires months of repair work.

PIRATE'S HONOUR

If the characters successfully rescue the pirates, then one of the characters may make a Social Standing + Leadership roll. A number of pirate bands equal to the Effect join the characters' fleet. The other pirates owe a considerable favour to the characters – they gain 1D Allies, 2dD Contacts, and 4D Favours. A Favour may be cashed in for DM+2 to any interaction roll with a pirate in the Trojan Reach. Alternatively, 5 Favours may move a Tolerant or better port one step towards Haven.

THE INTERNMENT CAMP

Iilgan is a peaceful agricultural planet. The camp is located in a savannah region near the equator. It consists of many rows of prefabricated shelters, with the guard building on the south side of the encampment (optionally, the referee may wish to use the prison from *Adventure 2: Prison Planet*, in which case move the camp to the tundras of Iilgan's south pole).

The camp is guarded by some forty local troops, armed with TL7 weapons. While the starport is on the far side of the planet, there is a smaller regional spaceport only a few kilometres away, where giant agricultural transports launch for orbit and the lucrative Imperial trade routes. The freed prisoners can steal a transport, head to orbit, and then reclaim any functional ships.

THE DUKE'S NIECE

Eridani, the young niece of the Duke of Tobia, is engaged to Vice-Admiral Krond. Theirs was a whirlwind romance and an impetuous engagement. As a member of the ducal family, Eridani's hand in marriage is a significant asset, not to be squandered. While Krond's family are of good standing and considerable wealth, in political terms, it is far from an ideal match; Krond may be a dashing officer in the Tobia Planetary Guard, but planetary navies have little cachet outside their home systems. Eridani accepted his proposal out of a sense of excitement and adventure, and certainly Krond seemed much more interesting than some boring planetary baron or megacorporate executive. If Krond cannot solidify his reputation in the Reach, then the Duke may 'arrange' for the engagement to be cancelled. His tolerance for his niece's ill-considered romance only goes so far.

As described in Krond's letter, Eridani intends to secretly visit Byrni.

Behind the scenes, of course, the telepath Ogleby 'pushed' Eridani into accepting Krond's engagement. He also planted the seed of the idea that she should visit Byrni, so he can reinforce the telepathic conditioning. Krond has no idea just how much his lackey manipulates those around him with psionic powers.

ERIDANI'S ROUTE

Eridani and her retinue travel on board the *Sunrise*, a Long Trader (see page 77 of *Supplement 10: Merchants and Cruisers*), refitted with luxuries and staterooms appropriate to a woman of her rank. Another *Gazelle*, the *Leopold*, escorts the *Sunrise*. They follow the usual J4 trade route from Tobia (Fist>Cordan>Tech-World) before branching off for Byrni. They travel as part of a trade convoy as far as Cordan, but leave that system in haste before the other ships are ready to jump.

She travels with four bodyguards (elite ex-marines with battle dress) as well as a few servants, all of whom are combat-trained. She is also accompanied by a TL15 android duplicate of herself. In addition, the ship has a single escape pod with an advanced stealth coating (DM-4 to detect the pod). If the ship is boarded, then Eridani flees to the pod and ejects, leaving her



android counterpart to pretend to be her. The escape pod heads for the *Leopold*, if that ship is still flying; otherwise, it makes for the nearest habitable planet.

The android's programming is excellent; spotting that it is not actually Eridani requires an Intelligence + Investigate roll. Of course, a medical exam or densitometer scan would also instantly give the game away. The android is programmed to protect Eridani's life as long as possible; if she is safe or it can no longer protect her, it switches to combat mode. The android can be reprogrammed if disabled; doing so is a Formidable (-6) challenge to the character's Computers skill.

Bodyguards

Age 34, 4 terms

STR 10 (16) DEX 10 (14) END 9 INT 7 EDU 7 SOC 6
Battle Dress 2, Gun Combat (energy rifle) 3, Heavy Weapons (man portable artillery) 3, Melee (brawl) 2, Recon 2, Zero-G 2
Equipment: Battle Dress (armour 18), PGMP-14 (damage 12D, Auto 6) or Laser Rifle (damage 5D+3)

Eridani

Age 22, 1 term

STR 7 DEX 7 END 9 INT 6 EDU 10 SOC 14
Carouse 1, Diplomat 1, Social Science (history) 1

Android

STR 12 DEX 9 END 15 INT 4 EDU 6
Deception 2, Melee (brawl) 4

Armour 6, Claws (damage 1D+4), Self-Destruct (12D)

Note that any attack on Eridani reduces the character's Imperial Standing by 3D.

USING ERIDANI

Should the pirates kidnap Eridani, they have several options:

- **Hold Her For Ransom:** They could ransom her to Krond for some of his prisoners, or to the Duke of Tobia for credits (MCr. 100 is not unreasonable). Ransoming Eridani reduces their Imperial Standing by a further 2D.
- **Use Her As A Bargaining Chip:** Instead of a formal ransom, they can contact Krond and come to an arrangement. Krond's political support for his punitive fleet is dependent on his engagement to Eridani, just as he needs the punitive fleet to succeed to be able to marry her.
- **Convince Her To Stop Krond:** If the characters show her that Krond's mishandling the whole situation, attacking innocent worlds, committing atrocities and so on, they can convince her to use her influence to turn the flotilla around.
- **Break The Telepathic Conditioning:** Telepathically scanning Eridani or observing her with Social Science may reveal her telepathic conditioning.
- **Convince Her To Turn Pirate:** This last option is unlikely – but she does secretly long for adventure...

PLANETARY ASSAULT

If the Hunting DM for the flotilla reaches +12, if the Suspicion Rating for a world hits 25, or at the Referee's discretion, the planetary assault begins. The Flotilla departs Byrni and heads straight for the target world, which is the world with the highest Suspicion Rating.

Once the flotilla arrives, the *Gorluun* and the smaller ships engage the planetary defences, if any, while the *Eurisko* opens fire on the 'pirate port'. Marines and landing craft swarm in to 'make arrests' and find proof of piracy, but Krond is more interested in making a big, dramatic blast than in actually capturing criminals.

THE TARGET WORLD

Drinax: The Floating Palace is a hard target to hit, but the *Eurisko* has plenty of firepower. If Drinax is hit, then this campaign is effectively over in its current form. Adventures 2, 3, 4 and 7 may still be salvaged, but the annihilation of the Floating Palace kills key NPCs for the other adventures, along with the dream of a renewed Kingdom of Drinax.

Theev: Port Blacksand has plenty of ships, but none that are big enough to take on a warship. The Windows of Blacksand may be dangerous foes on the streets of that town, but all the cybernetic and genetic upgrades cannot stop orillery. The only thing that might save Theev is if Failohk's company got hold of *The Treasure of Sindal* (see Adventure 5). If they did, then at the height of the battle, an atomic planet-killer bomb explodes right on top of the *Eurisko*.

Oghma: Icy Oghma has only TL9 ships. The infamous slave-taking raiders possess insane courage, hurling their ships into the teeth of enemy fire, but they inflict only minor losses on the Flotilla. On the cold wastes of the surface, though, it is a different story – the Oghman Clans are vicious fighters, and the Imperial forces must battle guerrilla attacks and snipers amid the blizzards.

Tyr: Tyr is already only a shadow of its former self. A few centuries ago, Tyr ruled a pocket empire of a dozen worlds, until it was shattered by Aslan mercenaries. The capital world,

though, still has extensive automated satellite defences, making it a hard target for an understrength flotilla.

Wildeman: The asteroid miners of Wildeman know the system better than anyone, and their ships – while only TL13 on average – are still a cut above most civilian ships. They still lose, but they do manage to accelerate a rock into the prow of the *Gorluun*, destroying the whole ship in the process.

RUNNING THE PLANETARY ASSAULT

Focus on a smaller-scale engagement for the player characters – they might be assigned to take out a particular defensive satellite, or to pursue a specific suspected pirate. Making them part of the ground assault is ideal; have them hunt their target in the midst of ruined, burning buildings as missiles rain down from orbit.

If the characters have clashed with Krond or Ogleby, then they are deliberately assigned a suicide mission. Having the naval player characters die in the line of duty might be a suitable conclusion to that side narrative, if they do not choose to turn pirate.

AFTERMATH

If one of the minor targets (Tyr, Wildeman or Oghma) is destroyed, then the *Pirates of Drinax* campaign is largely unaffected.

The discovery and destruction of the pirate stronghold of Theev may be a boon for the player characters. Theev was the primary repair yard and market for stolen goods in the whole Trojan Reach. Drinax could easily step into this role. (Note, however, that Theev is secretly backed by the General Development Company, who will not take kindly to the destruction of a major investment. Furthermore, if the characters' involvement in the destruction of Theev is ever revealed, their reputations in the underworld of the Reach will be ruined.

If Drinax is destroyed, then the campaign is effectively over.

ENDING THE GAME

Some possibilities for the end of the 198th Flotilla are outlined above – the Pirates kidnap Eridani, or the Flotilla bombs a target world before leaving the Reach. However, there are ways that a proactive band of player characters could hasten Krond's defeat.

ATTACK LINES OF SUPPLY

The Flotilla needs around MCr. 8 worth of supplies every month. Some of these can be obtained from Byrni and other nearby systems, but others have to be shipped down from Tobia. The Pirates cannot take on warships, but they can blow up freighters and cargo haulers en route to Byrni, as well as use their networks of contacts and friendly governments to cut off local sources of spare parts and consumables. Attacking the supply lines forces Krond to allocate more and more of his ships to defending his freighters, and less to hunting pirates. If the characters can pull off a big heist – say, by crippling the *Zomon* as it returns from Tobia – then the Flotilla will be forced into ignominious retreat.

THE TREASURE OF SINDAL

If the characters found the Treasure of Sindal in Adventure 5, they could use the weapons on the Flotilla. Smuggling a nuclear weapon onto the *Eurisko* would be challenging in the extreme, but could destroy the warship if successful. Alternatively, they could drop a virus bomb on Byrni, which would also infect the fleet. Using weapons of mass destruction like this is an atrocity, reducing Imperial Standing by 4D.

POLITICAL PRESSURE

As Captain Lenat pointed out, one of the reasons that past Punitive Flotillas have just swept through the Reach and returned home was to avoid the impression of a military build-up on the border with the notoriously touchy Aslan. If the characters were to make contact with an Aslan noble, and draw the attention of the Hierate to the growing Imperial presence only four parsecs away from the key trade world of Tyokh, they could spark a confrontation. The Pirates might not be able to go toe-to-toe with the *Eurisko*, but the Aslan have plenty of capital ships of their own...

APPENDIX 1: LIBRARY DATA

Punitive Flotillas: The first punitive flotilla was launched in Year 115 of the Third Imperium, to put down a pirate king in Gazulin subsector. In the intervening years, a Flotilla has been dispatched roughly every four years. These flotillas vary in size and composition, but normally consist of a mix of Imperial Navy and subsector ships. They usually follow the trade routes between the Imperium, the Aslan Hierate and the Florian League; they sweep through those systems and neighbouring ones, looking for pirates and other threats. Sometimes, a flotilla is formed with a specific target like a pirate stronghold as its target, but more often they just go 'cruising for trouble'.

Many in the navy, especially those of Pax Rulin, consider the flotillas to be a useful training exercise. An Aslan naval officer may engage live-fire combat in a clan war every year or so; with the Imperium at peace, a human officer is much less likely to have a similar opportunity.

Types of Navy: There are several types of naval force in the Imperium. The Imperial Navy is the most powerful and prestigious. Its role is to defend the Imperium as a whole, and to deal with internal dissent or other major threats. They are the Emperor's sword amid the stars. Subsector navies, under the command of the capital world of each subsector, are local

defence forces and law enforcement. They also serve as auxiliaries to the Imperial Navy. Finally, planetary navies are effectively private forces in the employ of a planetary ruler or government. Their size, skill, equipment and prestige varies wildly from world to world. In general, an officer of the Imperial Navy outranks a subsector officer, and a subsector officer outranks a planetary naval officer.

Imperial Culture in the Trojan Reach: There are two distinct 'poles' of Imperial culture within the Reach. Worlds in Tobia and Gazulin profit greatly from trade with the Aslan; citizens of those systems tend to be cosmopolitan, mercantile, status-obsessed and consider themselves closer to Deneb, Corridor and the core worlds than to the backward Spinward Marches. On the other side, there is the naval base at Pax Rulin and the world around it; those citizens see themselves as being right on the frontier and surrounded by enemies like the Aslan, Vargr and Zhodani. They prize martial discipline, frugality and strength. To those of Tobia, Pax Rulinites are xenophobic, militaristic martinets who jump at every shadow, and do not appreciate the importance of commerce or social standing. To those of Pax Rulin, Tobians are pretentious, shallow fops who think that the Trojan Reach is as safe and secure as Capital.

APPENDIX 2: KROND'S LETTER

My dear Eridani,

I write this letter in my quarters, illuminated by the lights from a dozen pirate ships that burn like torches. The litany of my victories here is already too long to recite, and it will not be long before I return to your uncle's court to be acclaimed the Victor of the Outrim Void – and on that day, none shall gainsay our marriage. 'When!' I hear you ask as if you were here in the room with me, our souls entwined across the parsecs. When? When I find the fabled Pirate's World, that secret stronghold of villainy, and when I blast it to cinders, thus putting an end to piracy amid the stars forever!

I pray you, go to the world of Iilgan, and look upon the prison camps. See the vile rogues and scoundrels who daily preyed upon the poor innocents, until I put an end to their murderous ways. Then, if your courage holds, jump further rimward and join me here on Byrni. My friends and I yearn for news from home, not to mention the comforts and provisions we were accustomed to on Tobia. Supplies run thin. Erick demands Tobian brandy, Vasher wants cigars, and why, I think even dour Ogleby would be cheered by some wine from home. For myself, all I desire is you.

Victory will come soon, but not, I think, soon enough to soothe my aching soul. Rest assured that I strive daily to find the Pirate's World, and when I do, why, it shall be the pyre that lights your route to me!

A thousand adorations,

Krond

WORLDS OF THE REACH

Argona

Every MCr. 1 worth of Luxuries or Illegal Drugs donated to Argona moves it one step towards Haven.

Boulder

Boulder was once a mining belt like Wildeman, but is now worked out. The population numbers in the tens of millions, clustered into a few large hollowed-out asteroid cities. While Boulder has a Class-B starport, it is unused as the natives dislike contact with the outside universe. This prejudice is cultural, the result

of several epidemics brought by visitors that flourished in the hothouse conditions.

Patron: Jopple Ort, Administrator

Reward: MCr. 2 or access to the Class-B starport on future visits

Mission: Imperial miners in the Wildeman system have developed a new processing technique that could make mining some of the asteroids in the Boulder belt economically viable again. However, this technique is a trade secret of the Wildeman



Mining Consortium. He wants the characters to capture a Wildeman ore processor and steal the technology.

Cordan

Cordan is a GeDeCo waystation on the Imperial trade route; the only settlement on the planet is around the starport. Cordan was once home to a much larger population, but the planet was depopulated by raiders.

Patron: Uht Vamos.

Mission: There is a secret civilisation on Cordan. They are the descendants of the original population. They fled into the extensive cave network beneath the surface to hide from the raiders, and remained there for centuries. They have become a barbaric, low-tech people, but they want their world back. General Development Corporation troops protect the waystation, and shoot the barbarians on sight. What Uht Vamos needs is weapons. Lots of weapons.

Reward: Cordan drops to TL2 and Low Tech, but becomes a Haven.

Exocet

A recently-established colony on the fringes of Imperial space. Exocet's tainted atmosphere comes from volcanic emissions. The colony is located on an island, but the planet's true wealth is in the volcanic soil of the main continent.

Patron: Terraforming Engineer McGrath

Reward: Exocet moves two steps towards Haven.

Mission: McGrath believes that it should be possible to 'cap' some of the more active volcanoes, cutting off their sulphurous fumes and making the colonisation project much more valuable. To do so, he needs two things – nuclear weapons, and a pilot crazy enough to fly into an active volcano and drop a nuclear weapon at a precisely calculated location to collapse the mountain on top of the volcano. McGrath needs high-yield atomics of tremendous destructive power (aka Illegal Weapons on the trade table).

Hilfer

A hot desert world, Hilfer was once part of the Kingdom of Drinax. The rebellion cost Hilfer dearly, as the planet lost the technology to maintain the water reclamation technology that kept the desert at bay.

Allocating a ship to drag water ice asteroids to Hilfer moves the planet one step towards Haven.

Every MCr. 5 spent on water reclamation moves it one step towards Haven.

Iligan

The estates of Iligan are mostly owned by Imperial citizens, and this system – along with its neighbour Wildeman – are likely candidates for incorporation into the Imperium within a few years. The planet was previously overlooked for development, but recent advances in biotechnology created artificial bacteria that makes Iligan capable of producing food and other agricultural products.

Patron: Lord Selwyn haut-Bizlant

Mission: One of haut-Bizlant's neighbouring landowners, Poetachus, has ordered a new shipment of the artificial bacteria from Tobia. Bizlant wants Poetachus ruined, so the characters are to intercept the shipment and secretly replace the bacteria cultures in the cargo hold of the transport with different ones. The bacteria will render Poetachus' estates worthless and barren.

Reward: MCr. 1, plus the use of haut-Bizlant's land as a hideout.

Paal

Paal's association with Drinax is an old one – this rich world once supplied Drinax with its produce. Many of the dukes and kings of Paal still covet the technology of Drinax.

Every MCr. 1 worth of Advanced Electronics, Advanced Manufactured Goods, Advanced Vehicles, Cybernetics, Luxury Consumables, Luxury Goods, Medical Supplies, Polymers, Robots, Pharmaceuticals or Vehicles donated to Paal moves it one step towards Haven.

Scaladon

See *Alien Module 1: Aslan*, page 187 for a description of the bizarre theocracy of Scaladon.

Patron: Themis Bioplastics

Mission: The natives of Scaladon believe that only those who dwell on their world will be saved when the apocalypse comes. Their world is almost uninhabitable, as the caustic seas force the population to cling to a small few overcrowded islands. Themis Industries has developed a new bioplastic that could be used to create artificial islands cheaply and effectively, expanding the living space on Scaladon. The problem – the Chosen cult shoot down any ships that enter their airspace, making testing the bioplastic a dangerous business.

Reward: Cr. 500,000.

Sperle

This planet is best known for the practise of hunting titanic amoeba colonies called 'Sperle Whales', which can be processed into valuable Biochemicals. The General Development Corporation invested in Sperle Whale processing factories, and now exert almost total control over the government.

Patron: Free Sperle Society

Mission: Establish a smuggling route off Sperle so they can bypass the GeDeCo-owned shipping companies.

Reward: Sperle moves three steps towards Haven.

Umemii

Bypassed by Imperial traders, Umemii is a parched world, with most civilisation clustered around the salty brown lakes near the southern pole. The Umemiites have an extremely strict caste system based on age – anyone over the age of fifty instantly drops to Social Standing 2.

Patron: Thona Zorn

Mission: Disable the starport at Tanith, Acrid or Cordan, thus forcing Imperial trade ships to stop at Umemii and bringing prosperity to this barren world.

Reward: Umemii becomes Friendly.

