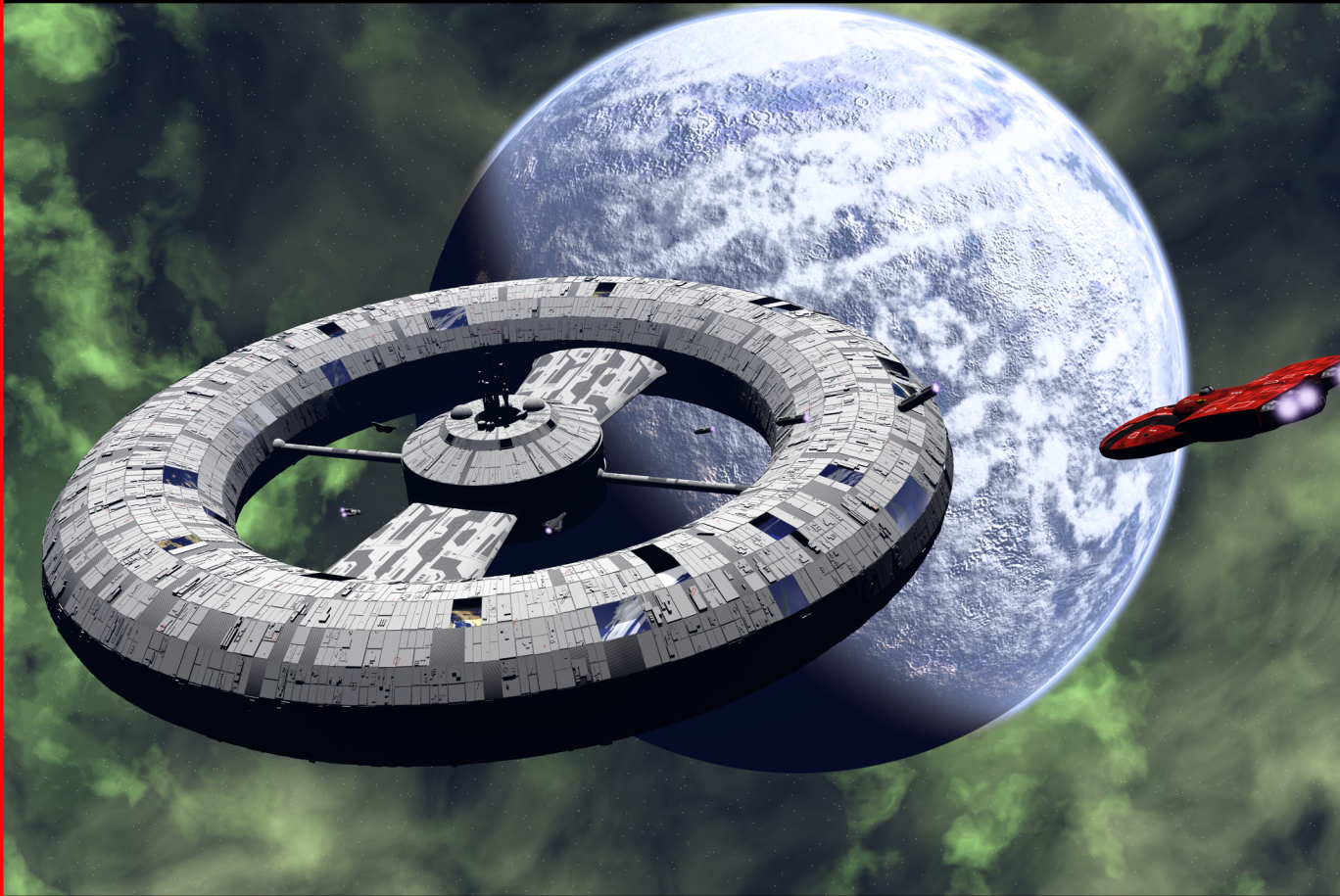# Core Setting

Clement Sector

GYPSYKNIGHTS

TRAVELLER
Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

The Clement Sector
A Setting for Traveller

Playtesters

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Keep up with the latest from Gypsy Knights Games on our news blog gypsyknightsgames.blogspot.com

And you can find all of our products on our website www.gypsyknightsgames.com or at Drive-Thru RPG.

About This Book

Welcome to the Clement Sector! Clement Sector is the location for Gypsy Knights' Games alternate Traveller universe. Here we will give you the information you will need to run or play in campaigns of all kinds in this universe.

You will need a copy of the Traveller Main Rulebook published by Mongoose Publishing to use this book. References to the Traveller Main Rulebook will sometimes be denoted as TMB. In addition, you may also need Book 2: High Guard also published by Mongoose Publishing. Other Mongoose Publishing and Gypsy Knights Games products will be mentioned throughout the book and we believe that a Referee will find those books helpful as well.

Of course, you will also need the standard tabletop RPG equipment of dice, pencils and paper. Traveller uses two 6-sided dice and it is recommended that each player has their own pair. There are also instances where, if you are using a large starship, you will be required to have percentile dice (two ten sided dice, with one die to be used as the "tens" and one die to be used as the "ones").

In the course of writing past supplements and source material, we attempted to make the products usable in any setting of Traveller. This product is set solely in our Clement Sector setting and, for this reason, there may be discrepancies between descriptions in those books and in this one. As a Traveller Referee you are free to choose which is correct, but it is our intention for this book to supersede all of those which came before it.

This book is set in the year 2342 in the Clement Sector. The Clement Sector is an area of space on the opposite side of the Milky Way galaxy from Earth Sector (where you, presumably, are sitting now as you read this). This sector was located following the expansion of a naturally occurring wormhole which was located near Epsilon Eridani in 2200.

Many of the worlds on the other side of this wormhole were better suited for colonization by humans than those which had been discovered near Earth. Over the next 131 years, colonists from Earth made their way across the wormhole to settle in Clement Sector.

However, in 2331, something went wrong. The wormhole collapsed and now all of those who settled on the Clement Sector side of the wormhole have to continue on without contact with Earth.

We at Gypsy Knights Games hope you will enjoy this setting. This is something which we have been working on for a great many years and we are quite proud of it. We hope you will have as much fun playing in this setting as we had in building it.

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History of Clement Sector

Pre-Zimm

Following a series of crises of the early-mid 21st century, the nations of Earth emerged changed in ways that few could have imagined previously. Some nations never recovered while others rediscovered greatness. There were many new players on the main stage as well.

These massive crises combined to change the perception of what many felt the future would hold. Notions of a single, unified Earth government died along with the millions who died in famine, disaster, and war during this period. Nations began to be more introspective to survive. Nationalism became far more common. Competition between nations increased as cooperation decreased. While the United Nations survived, rather than become a global government, it continued to be a place where nations could attempt to work out their differences peacefully. This did not always succeed.

By the late 2070s, the nations of Earth began not only recover but to thrive. Expansion into the frontiers of space to find new raw materials began as the increased nationalism of the post-Crisis period pushed the increasing need. Competition between the nations increased. Corporations and nations rushed to capture and mine asteroids and to place colonies on the moon. By the end of the 21st century, there were numerous colonies on Luna (as the moon came to be called) and scattered colonies on Mars.

By 2160, the major nations of Earth had spread throughout the solar system. Ion engines carried scientists to up-close views of the gas giants, carried miners to the asteroid belt, and brought untold amounts of ores, chemicals, and raw materials back to Earth.

The Zimm Drive

However, many began to experiment with different forms of propulsion. Nuclear drives were used by some governments but never gained in popularity. Solar sails were often used, but these were found to be too maintenance intensive.

A German scientist by the name of Johann Zimm began to experiment with quantum entanglement. Over time, he discovered that the force which caused two particles to become paired used a dimension of space-time which allowed for a connection over large distances.

Zimm was able to build a drive which took advantage of this force and allowed a ship to leave the dimensional space of which we are all aware. The ship would remain in this extra-dimensional space for a period of time and then re-enter normal space. The drive allowed for the covering of great distances over a shorter amount of time.

The Zimm Drive, or Z-Drive, was originally intended to simply move vessels quickly between the asteroid belt and Earth. This was initially believed to be instantaneous, but further research showed that greater distances could be covered by staying in this extradimensional space for a longer period of time. Experimental trials continued in 2179 and it was discovered that the Z-Drive could move a ship from Earth to Sedna in a matter of minutes.

Trials continued and the Z-Drive test ships were able to cover a light-year in just over 26 hours. The Z-Ship (as it came to be called) then covered a parsec in 84 hours (3.5 days). Plans were made for a trip to Proxima Centauri in 2180. The Z-Ship made it in just over 110 hours (4.5 days).

As tests continued, it was discovered that the Z-Drive could cover a distance of about 2 parsecs in one "shot" or "jump". The time it would take the vessel to cover the 2 parsecs was approximately 7 days. However,

it was also discovered that the ship simply could not exceed a distance of more than 2.4 parsecs.

Over the next twenty years, vessels powered by the Zimm drive began moving into the stars. Colonies were formed at Tau Ceti, EZ Aquarii, Ross 780, Alpha Centauri, Wolf 359, Lalande 31185, Sirius, Gleise 1061 and 388. Most importantly, a colony was founded on a world orbiting Epsilon Eridani.

Called Neu Berlin the colony was settled by Germans arriving in a Z-ship. By 2200, the colony was expanding. However, it would be a discovery later that year, approximately one light year away from the colony, which would open up new frontiers for many years to come. Two scientists, Woldemar Zielicke and Tekla Szymczak, while studying space within a light year of Epsilon Eridani discovered a naturally occurring Einstein-Rosen bridge. While it was far too small for a ship, it was exponentially larger than anyone had ever dreamed such a wormhole could ever be. When Zielicke and Szymczak discovered the wormhole, it was approximately 2 millimeters in diameter.

The Conduit

Over several years, scientists studied the wormhole. In 2205, a group of scientists, led by Dustin Thorne of the UK, began to work on methods to expand the entirety of the wormhole. In 2208, the Thorne Project succeeded and expanded the bridge large enough to send through a probe.

The probe, named EB1, traversed the wormhole, collected data and returned. The wormhole opened to the other side of the Milky Way galaxy. Scientists were ecstatic. By 2210, the wormhole had been expanded enough for ships larger than the probe to begin traversing it. A pair of permanent devices, which were octagonal (and thus referred to as "The Octagon") were put into place to hold open the bridge. Ships of many types began traversing the bridge.

The Independent Worlds Treaty of 2235

The Independent Worlds Treaty of 2235 was passed by the General Assembly of the United Nations on September 13, 2235. The IWT stated that any worlds outside the Hub subsector were to remain independent and outside national control.

In theory, this allowed the subsectors of Franklin, Cascadia and Sequoyah to be settled by independent colonies. While not officially national colonies, some of these colonies still looked homeward to the Earth and to the nations where many of their colonists originated.

At the time of the Collapse in 2331, several nations had already broken the treaty by placing colonies outside Hub. The most prominent violator of this treaty was the United States which had formed several colonies in the Sequoyah subsector and had shrugged off formal protest for doing so.

Without the Collapse, it is unlikely that the IWT would have continued to exist as national interests began to override the ability of the UN to enforce the treaty. While the US was the most prominent and open violator of IWT, it was by no means alone in this. Several nations were already in the process of seeding colonies.

The legacy of IWT is that many of the worlds of Clement Sector were already standing on their own feet by the time of the Collapse. These worlds fared far better than those which had been reliant on trade and assistance from across The Conduit.

The other side of the wormhole opened within one light year of an orange K7 V main sequence star. This star had several planets and one was located in its habitable zone. This planet, called "Hub" by Thorne, was settled and became a German colony. Hub became the first world visited by most of those who traveled to what became known as the Clement Sector.

The wormhole began to be called "The Conduit" as it seemed to many that people and materials were being piped through it on a regular basis. A steady stream of colonists who were interested in this new frontier of easier to settle worlds began to pour through to the Clement side. In return, raw materials began to come back to Earth as well. Interest in expanding to other stars on the Earth side of The Conduit slowed as nations, corporations, and other groups began to find opportunity in Clement Sector.

Colonization

During the late 21st and early 22nd century, advances in medicine had made it so the average life expectancy of humans increased to about 250 years. These advances not only created a greater need for raw materials but also created an overpopulation problem. Both problems were solved by expansion into space.

Expansion into the worlds and moons of the solar system is a daunting task. These worlds were not made for human habitation. While every effort was made to make colonists as comfortable as possible, it was still a hardship. With the creation of the Zimm Drive and thus access to the stars, it was hoped that worlds more like Earth could be located. However, this was simply not the case. Earthlike worlds, it seemed, are rare things indeed.

However, upon opening The Conduit, humans discovered a world which was habitable. Hub was a world where humans could simply live as they had lived on Earth. It wasn't always easy, but it was a lot less fraught with danger to live on Hub than it was to live on Mars, Titan, or Neu Berlin.

As humans continued to explore the Clement side of the Conduit, they found more habitable worlds. What came to be known as Franklin and Cascadia subsectors were full of worlds where humans, with adjustments and hard work, could live much as they did on Earth. Shirtsleeve weather and air that could

be easily breathed drew colonists across the Conduit.

The mid to late 2200s saw major colonization and expansion into the Clement sector. Few continued to expand and explore the stars on the Earth side of the Conduit while the colonies on the Clement side continued to grow. The garden worlds of the Clement sector beckoned to humanity and humanity came in droves.

Worlds were colonized, governments were established. Some of these initial settlements, like Hub, were direct colonies of a government on Earth. However, most of the other settlements were independent colonies.   Settlers were from political groups which felt disenfranchised on Earth, religious groups located on the fringe of society and corporations looking for new materials. Each of these found reasons to load into a colony ship and set out across The Conduit. The human presence in Clement sector continued to expand.

As these new colonies were established, trade routes began to form. Soon it was not only colony and scout ships moving across the region, but also merchant vessels. Both freight companies and single person owners began moving cargo across the Hub subsector and then to and from Franklin and Cascadia.

And with the widespread use of merchant vessels throughout the sector came the pirates. Pirates such as Colin Drake and Joanna Niarchos began to prey upon the shipping lanes for their profit.

In reaction to this, merchants, both the independents and the corporations, began to install weapons on their ships. The independent worlds began to strengthen their defense forces. The nations of Earth began to warships across the Conduit to protect their interests.

The Collapse

On April 15, 2331 everything changed. The Octagon on the Clement side of the Conduit registered a large energy surge. Within seconds, the wormhole closed. The Octagon imploded killing the hundreds of workers employed there.

Scientists rushed to the site, but the wormhole was no longer there. Most believed that it had shrunk to a quantum level, but further study showed that it simply no longer existed. The cause of the event, now referred to as "The Collapse", remains a mystery.

As word spread across the Clement sector, reactions were varied. Some believed that scientists would quickly repair the Collapse and have transit to Earth restored. Others went into panic at the thought of being stranded on this side of the Conduit. Some leaders of worlds saw it as an opportunity to expand their own power. Others simply believed that Clement Sector was strong enough to stand on its own.

Now, eleven years later, many of those same beliefs are still in place. Though panic has died down somewhat and faith in science to re-open the Conduit has waned, the idea that the Collapse presents opportunities remains. Trade and exploration continue. Tensions rise. Mysteries abound. Adventure awaits.

The Colonies

The Clement Sector is, with the exception of The Hub Federation, a group of worlds independent of one another. Each world has its own culture, its own government, its own militaries, and its own ideas of how best to survive now that they have been cut off from Earth.

In the eleven years that have passed since the Conduit collapsed, some of these worlds have become stronger. Some, like Hub, Cascadia and Kingston have sought to

expand their influence to their neighbors. Others, like Kyiv, have become fiercely independent. Some, like Sophronius, have descended into war and chaos.

Each world has its own solution and there are as many solutions as there are settled worlds. Brutal oppressive regimes have risen on some worlds while on others the people found the isolation to be an opportunity for newfound freedom.

While only the Hub Federation has a government which controls more than one star system, some systems do cooperate with one another. Several worlds have treaties which provide for some mutual assistance either through trade or military aid. Some worlds have pooled their resources to eliminate or reduce piracy in their region or to ensure that worlds experiencing disaster get assistance.

Exploration and colonization still continue but have been slowed greatly by the Collapse. Agencies such as the Cascadia Colonization Authority continue to send out vessels to explore these new systems. Colonies have sprung up in subsectors which had no population before the Collapse.

These colonies are small and are not always successful. Tales abound of colonists who were killed by pirates, weather, unknown diseases, crashed colony ships, or their own foolhardy actions.

The Clement Sector

Human habitation of The Clement Sector began when the first German colony ship traveled through the Conduit to Hub in 2210. By the time of this setting, 132 years later, humans have expanded their presence and populated worlds in seven of the sixteen subsectors.

Cartographers had already divided space on the Earth side of The Conduit into sectors and subsectors. Doing so, they placed Earth in subsector G at hex 0405. When the cartographers laid out the Clement Sector, they placed Hub in the same location giving it the same significance as Earth.

Colonists settled first in Hub (Subsector G) and then moved trailing into Cascadia (Subsector H). Following those initial settlements, colonists began moving coreward into Franklin (Subsector C) and spinward into Sequoyah (Subsector F). These four subsectors are home to most of the population of Clement Sector.

Some colonies have been started within Superior (Subsector B), Winston (Subsector D) and Dade (Subsector E). However, these populations are dwarfed by the populations of the four main subsectors. The majority of systems within these three subsectors are still uninhabited.

No colonies have been formed rimward of the main four subsectors. This is due mostly to a region called "The Darkness". This region is several parsecs wide and contains no star systems.

Several companies have explored the idea to build "bridge stations" in open space to facilitate colonization of these worlds, though so far no one has. It is possible to go around The Darkness as well, but this requires quite a long journey. Most have been content to concentrate on easier to reach worlds in the coreward region.

Ships with much larger fuel tanks than the common vessels have begun to be employed to cross The Darkness to investigate some of these systems. However, there have been no settlements formed on the rimward side of The Darkness.

Astrography

The Clement Sector is an area of space 40 parsecs long by 24 parsecs wide. This area is further broken into 16 subsectors which are 10 parsecs long by 8 parsecs wide. Each hex on the map represents a parsec-wide area of space.

Directions on the sector and subsector maps are given in terms of how the area relates to the galaxy. Looking straight-on at the map, upwards (or what would be "north" on a planetary map) on the map is to go "coreward". Going downwards is considered to be going "rimward". Moving to the left of the map (or what would be "west" on a planetary map), the viewer is going "spinward" while going to the right is called "trailing".

Each subsector is given a letter designation between A and P. Each of the subsectors was also given a name by the original cartographers. However, once populated, the name of the subsector takes on the name of the most important world within the subsector. This naming process is often the subject of much debate between the governments of the individual worlds. Several, such as Monroe in the Cascadia subsector, feel they are being slighted and many will refuse to use one name in favor of another. The most commonly used name for each subsector will be used in this book.

Each subsector is then further divided into regions. These regions are worlds which are only separated by one parsec. Although most worlds within the Clement Sector are independent, worlds within the same region will often feel an affinity for one another.

This one parsec separation is important to travellers in smaller vessels, often used by traders. Most of these are designed with enough fuel storage to travel the Zimm Drive's full range of 2 parsecs. Close proximity allows these vessels to travel to a neighboring world one parsec away and return on the same tank of fuel.

Each system (or hex on the map) will most often be referred to by the most important world in the system. As with subsectors, importance can sometimes be a bone of contention between worlds within the same system.

However, when the original cartographers laid out the sector, they continued the use of an alphanumerical designation which had been in use since the early days of stellar colonization. Each system has a designation indicating the sector name, the colonization status, the subsector letter and the hex location within that subsector.

For example: CXM-105. The "C" indicates that the system is in the Clement Sector. If the system were on the Earth side of the conduit, it would have an "E" here. Earth's designation is ECG-405.

The "X" indicates the colonization status. "X" shows the system is not colonized. If the system were colonized, this would be replaced with a "C".

The "M" indicates that this system is in subsector M. Within Clement Sector, that would indicate the system was within the Hesse Subsector.

"105" indicates the hex number upon the subsector map in question. This would place CXM-105 in the hex on the first column in the fifth row.

While all systems carry a designation like this, it is most often used only for systems without populations such as CXM-105. For instance, though it is technically correct to refer to the Hub system as CCG-405, there will be very few who will ever do so. Most will refer to it as "the Hub system".

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A Delmarva
B Superior
C Franklin
D Winston
E Dade
F Sequoyah
G Hub
H Cascadia
I Bremen
J Absaroka
K Anhalt
L Lippe
M Hesse
N Lubeck
O Baden
P Saxe

DELMARVA
SUPERIOR
FRANKLIN
WINSTON
DADE
SEQUOYAH
HUB
CASCADIA
BREMEN
ABSAROKA
ANHALT
LIPPE
HESSE
LUBECK
BADEN
SAXE

BOND
ALEXANDER
SUPERIOR
DADE
0101
0201
0301
0401
0501
0601
0701
0801
0102
0202
0302
0402
0502
0602
X
○
CXA-602
0702
0802
0103
0203
0303
0403
0503
0603
X
○
CXA-603
0703
0803
0104
0204
0304
0404
X
CXA-404
0504
0604
X
○
CXA-604
0704
0804
0105
X
CXA-105
0205
0305
0405
X
○
CXA-405
0505
X
○
CXA-505
0605
X
○
CXA-605
0705
0805
0106
X
○
CXA-106
0206
X
○
CXA-206
0306
X
CXA-306
0406
0506
0606
X
CXA-606
0706
0806
0107
0207
0307
0407
0507
0607
X
CXA-607
0707
0807
0108
0208
0308
0408
X
CXA-408
0508
0608
0708
0808
0109
0209
0309
0409
X
CXA-409
0509
0609
0709
0809
0110
0210
0310
X
CXA-310
0410
X
CXA-410
0510
X
CXA-510
0610
0710
0810

Delmarva (Subsector A)

Hex	Name	UWP	PBG	Sun(s)
0105	CXA-105	X8D6000-0	023	G4 V M2 V
0106	CXA-106	X320000-0	021	G5 V
0206	CXA-206	X730000-0	031	F0 V M6 V
0306	CXA-306	X867000-0	003	F5 V M4 V M7 V
0310	CXA-310	X649000-0	030	K4 V K7 V
0404	CXA-404	X667000-0	030	M4 V
0405	CXA-405	X430000-0	001	M9 V
0408	CXA-408	X431000-0	011	M0 V
0409	CXA-409	X452000-0	000	M9 V
0410	CXA-410	X683000-0	032	G6 V
0505	CXA-505	X200000-0	002	M7 V
0510	CXA-510	XAC6000-0	022	G8 V
0602	CXA-602	X520000-0	000	M8 V M9V
0603	CXA-603	X300000-0	002	K6 V M7 V
0604	CXA-604	X540000-0	001	M8 V
0605	CXA-605	X200000-0	000	M9 V
0606	CXA-606	X877000-0	002	M8 V M9 V
0607	CXA-607	X552000-0	004	K1 V

Delmarva is the rimward-spinward corner of the Clement Sector. While there are no colonies located here, the area has been surveyed for future colonization.

An initial survey was performed in 2328 by the United States Space Navy, ostensibly to pave the way for independent colonies. It was determined that CXA-606 would likely be the first of these worlds to be colonized. However, the Collapse three years later ended these plans.

Other than the USSN's exploratory mission into the subsector, no one has visited Delmarva .

KIRKLAND

DELMARVA

FRANKLIN

SEQUOYAH

0101	0301	0501	0701
0201	0401	0601	0801
0102	0302	0502	0702
0202	0402	0602	0802
0103	0303	0503	0703
0203	0403	0603	0803
0104	0304	0504	0704
0204	0404	0604	0804
0105	0305	0505	0705
0205	0405	0605	0805
0106	0306	0506	0706
0206	0406	0606	0806
0107	0307	0507	0707
0207	0407	0607	0807
0108	0308	0508	0708
0208	0408	0608	0808
0109	0309	0509	0709
0209	0409	0609	0809
0110	0310	0510	0710
0210	0410	0610	0810

CXB-401

CXB-302

CXB-203

CXB-404

CXB-105

CXB-308

CXB-206

CXB-108

CXB-308

Brunson

CXB-309

Superior

Tupolev

Superior (Subsector B)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0105	CXB-105	X100000-0		003	M9 V
0108	CXB-108	X410000-0		031	G1 V
0203	CXB-203	X430000-0		032	M1 V
0206	CXB-206	X000000-0		004	M6 V
0302	CXB-302	X6AA000-0		003	G6 V
0308	CXB-308	X8C0000-0		034	G4 V K7 V
0309	CXB-309	X546000-0		000	M4 V M8 V
0401	CXB-401	X200000-0		032	M0 V M9 V
0404	CXB-404	X420000-0		002	M8 V
0506	CXB-506	X300000-0		001	G4 V
0508	Brunson	D8644A6-A	Ga Ni	402	G3 V
0509	Superior	C6655A7-A	Ag Ga Ni	521	G6 V M6 V
0710	Tupolev	C9C0411-A	De Ni	400	K2 V M1 V

Each of the three colonies in the Superior subsector was founded within the last ten years. These colonies were founded by people largely from worlds in the Franklin subsector. It is the only subsector in which all of the populated worlds were colonized following the Conduit Collapse.

Tupolev was the first to be settled. The original colony was sent to Tupolev to be a bridge between the Sequoyah and Franklin subsectors. Before this colony was founded, ships had to travel into the Hub subsector, through the Hub Federation, and then into Franklin. Previous to the Tupolev colony being founded, traveling from Penn (Sequoyah 0801) to Atargatis (Franklin 0109) would require several Z-jumps and a travel time of at least 45 days (discounting any layovers). With the foundation of the Tupolev colony, that time was cut to 14 days.

Superior was the next to be settled. Those who settled there were primarily outcasts from Chennai (Franklin 0101) who had formed a belief system which was not welcome on that world. Their leader, wishing to escape the social stigma, moved himself and his followers to this system. Since then,

they have been joined by fellow believers from several other worlds becoming the fastest growing colony in this subsector.

Brunson is the newest of the three colonies. It was founded five years ago by a group who claimed they were led here by a mysterious artifact. This artifact claimed that the world was meant for habitation, and their leader, Arthur Kinkaid personally financed and led the expedition.

The remainder of the worlds in the subsector remains unsettled. Some of these worlds have been visited by humans while others have only had vessels pass through.

More information concerning this subsector can be found in our product **The Superior Colonies.**

PEEL

SUPERIOR

WINSTON

HUB

Hex	System
0101	B Chennai
0102	C Hiallt
0203	C Etxarte
0304	B Era
0105	C Tal'Kalares
0106	B Vasynov
0307	B Moffett
0108	B Serapis
0109	B Atargatis
0310	C Karnataka
0401	A Minerva
0506	A Franklin
0508	B Cybele
0408	A Sigyn
0602	B Dagda
0604	E Mictlan
0704	C Avicenna
0805	D Nolan
0807	A Bastiat
0610	B Nyx
0810	B Forseti
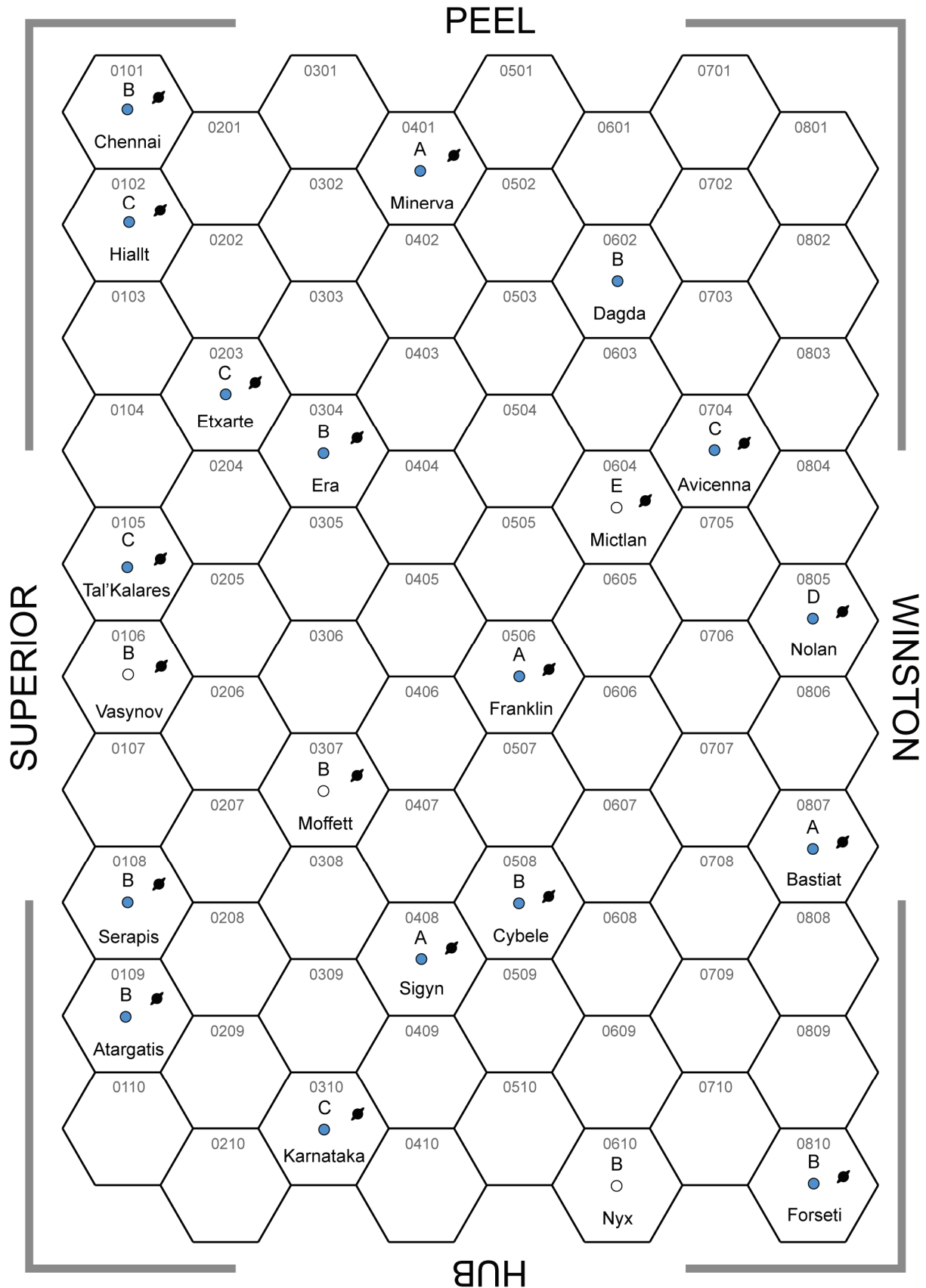
Franklin (Subsector C)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0101	Chennai	B567646-C	Ag Ga Ni Ri	823	G6 V
0102	Hiallt	C562647-B	Ni Ri	324	K2 V M6 V
0105	Tal'Kalares	CAD6835-B		423	G4 V
0106	Vasynov	B440624-A	De Ni Po	423	G2 V
0108	Serapis	B6686A7-A	Ag Ga Ni Ri	412	G9 V
0109	Atargatis	B7966B7-B	Ag Ga Ni	604	G6 V
0203	Etxarte	C9967A8-A	Ag Ga	433	K2 V
0304	Era	B668747-A	Ag Ga Ri	611	G8 V
0307	Moffett	B9B07B7-B	De	823	F7 V
0310	Karnataka	C863753-B	Ri	911	F2 V
0401	Minerva	A6698A6-B	Ri	213	G0 V
0408	Sigyn	A478688-B	Ag Ni	404	K6 V
0506	Franklin	A663896-B	Ri	422	G5 V
0508	Cybele	B577414-B	Ga Ni	352	G1 V M0 V
0602	Dagda	B679653-A	Ni	810	G4 V
0604	Mictlan	E310424-B	Ni	503	M6 II
0610	Nyx	B320445-B	De Ni Po	530	M0 V
0704	Avicenna	C679586-A	Ni	201	F0 V
0805	Nolan	D331522-A	Ni Po	334	K4 V
0807	Bastiat	A887744-B	Ag Ga Ri	211	F7 V
0810	Forseti	B4335A9-A	Po	501	K8 V

Following the settlement of systems in Hub and Cascadia, settlers began colonizing rimward from Hub into Franklin. Currently, all of the systems in Franklin are settled.

Several large corporations call Franklin home. Among these are Blaylock Mining Corporation, Foreign Nobility Computers, and Diamond Enterprises. The last two are headquartered on **Bastiat**. Blaylock Mining Corporation is headquartered in the **Cybele** system.

The only confirmed alien technology which has been located so far in Clement Sector was located on **Tal'Kalares**. Several metal objects of alien origin were located including an odd cylindrical object which emitted a holographic representation of the planet along with the spoken name "Tal Ka Lar Es".   Since then, no other such artifacts

have been located but this has not deterred several expeditions in search of more.

Era is a popular tourist destination in the region. Here the colonists have chosen to live within re-enactments of several time periods in Earth history. Each continent on the world is a simulation of a different period. The world attracts millions of visitors each year.

Nolan is a world where deception is celebrated. The residents of the world delight in crafting detailed lies to fool visitors and entertain each other.

More detailed information on the Franklin subsector can be obtained in **Subsector Sourcebook 2: Franklin**.

SOLON

0101	0301	0501	0701

X
●
CXD-301

0201 0401 0601
X
○
CXD-601

0102 0302 0502
X
●
CXD-502
0702
X
●
CXD-702
0801

0202 0402 0602 0802

0103 0303 0503 0703

0203 0403 0603 0803
X
●
CXB-803

0104 0304 0504
X
○
CXD-504
0704 0804

0204 0404 0604

0105 0305
X
●
CXD-305
0505 0705
X
●
CXD-705
0805

0205 0405 0605

0106 0306 0506 0706

0206 0406 0606 0806

0107 0307 0507 0707
X
●
CXD-707

0207 0407 0607 0807

0108 0308 0508
X
●
CXD-508
0708

0208
C
●
Winston
0408 0608 0808
X
●
CXD-808

0109 0309
C
○
Gehenna
0509 0709

0209 0409 0609 0809

0110 0310 0510 0710

0210 0410 0610 0810

FRANKLIN   **DUSK**

CASCADIA

Winston (Subsector D)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0208	Winston	C6796A7-B	Ni	401	K4 V
0301	CXD-301	X668000-0		034	A6 V
0305	CXD-305	X77A000-0		002	M7 V
0309	Gehenna	C7B0425-A	De Ni	523	F0 V
0502	CXD-502	X775000-0		021	M5 V M8 V
0504	CXD-504	X7B0000-0		022	M3 V M7 V
0508	CXD-508	X100000-0		001	M9 V
0601	CXD-601	X430000-0		001	K3 V K3 V
0702	CXD-702	X861000-0		023	G5 V F7 V
0705	CXD-705	X867000-0		002	M1 V
0707	CXD-707	X562000-0		002	K7 V
0803	CXD-803	X688000-0		003	G5 V M0 V
0808	CXD-808	X200000-0		000	M6 V

Only two worlds in Winston subsector have been settled: Winston and Gehenna. Recent attempts have been made to seed new colonies, but so far these attempts have been unsuccessful. The most recent attempt on **CXD-707** ended in tragedy.

Winston is a somewhat cold world covered mostly in water and ice. The dictator Mary Webster holds control of the colony's government which is situated on a large island on the planet's surface.

Gehenna is a moon of a large gas giant. The moon is ruled by a small representative republic consisting of settlers originating from Bastiat (Franklin 0807). The entire population lives within a station which is orbiting the moon.

DELAMARVA

0101	0301	0501	0701
0201	0401 D ● Dashwood	0601	0801
0102	0302	0502	0702
0202	0402 D ● Arnemuiden	0602	0802
0103	0303	0503	0703
0203 X ○ CXE-203	0403	0603 C ● Osiris	0803
0104	0304	0504	0704 C ○ Dade
0204	0404	0604	0804
0105	0305 B ● CXE-305	0505	0705
0205	0405	0605	0805
0106	0306	0506	0706
0206	0406 X ○ CXE-406	0606	0806
0107	0307	0507	0707 E ● Sarawak
0207	0407	0607 X ● CXE-607	0807 X ○ CXE-807
0108	0308	0508	0708
0208	0408 X ○ CXE-408	0608	0808
0109	0309	0509	0709
0209	0409	0609 X ○ CXE-609	0809
0110	0310	0510	0710
0210 X ● CXE-210	0410 X ○ CXE-410	0610	0810

HANNIBAL

SEQUOYAH

BREMEN

Dade (Subsector E)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0203	CXE-203	X300000-0		002	M8 V
0210	CXE-210	X510000-0		020	G2 V
0305	CXE-305	X668000-0		021	M2 V
0401	Dashwood	D666522-A	Ag Ga Ni	201	G1 V
0402	Arnemuiden	D79A334-A	Lo Wa	411	K9 V
0406	CXE-406	X300000-0		000	K6 V
0408	CXE-408	X100000-0		010	K6 V M7 V
0410	CXE-410	X100000-0		001	M3 V M9 V
0603	Osiris	C667525-A	Ag Ga Ni	221	G3 V
0607	CXE-607	X531000-0		032	M5 V
0609	CXE-609	X300000-0		000	M8 V M9 V
0704	Dade	C420314-A	De Lo Po	111	M4 V
0707	Sarawak	E762225-A		800	M3 V M5 V
0807	CXE-807	X410000-0		010	M4 V

The Dade subsector was settled beginning in mid-2322 with Dade being the first colony. Over the next eight years, Osiris, Arnemuiden, and Dashwood soon followed. The final two colonies were settled in 2331 at CXE-807 and Sarawak.

Tragedy struck in 2340 when the colony which had been placed in the **CXE-807** system was lost. The colony was what is referred to as a "starter orbital colony". Several large cargo vessels were placed in the system near what would soon be the mainworld. All had seemed fine when the last visitors to the colony left the system, but when more arrived they discovered that the colony had been almost completely obliterated. The exact fate of the colony remains a mystery.

However, some believe it was the desire for the colonists on **Sarawak** to remain separated from the rest of Clement Sector society that was to blame. Sarawak is now effectively cut off from the remainder of the sector, at least until someone replaces the CXE-807 colony.

Dade is a similar colony as that which was placed in the CXE-807 system. The colony is still thriving as a bridge world between Bowemiwak (Sequoyah 0103) and Osiris (Dade 0603).

Osiris is home to 230,000 people which is the largest population in the subsector. Founded in 2326, Osiris has a distinct class structure which is well-known for placing visitors to the system at a disadvantage.

Arnemuiden was settled in 2327. It is the refuge of several thousand people from the Hub Federation who followed a politician who had suffered a devastating defeat. Arnemuiden is a water world with only a few islands for people to call home.

Dashwood was settled in 2330. The world has the second largest population with over 220,000 people calling the system home. It is well-known throughout Clement Sector as a world of compromises and consensus. This has led to many from Dashwood finding jobs in the diplomatic corps of many other worlds in the sector.

More detailed information can be found in our product **The Dade Colonies**.

Superior

0101	0301	0501	0701

0201 0401 0601 0801
C
Penn

0102 0302 0502 0702

0202 0402 0602 0802
B **B**
Amadioha Kosi

0103 0303 0503 0703
C
Bowemiwak

0203 0403 0603 0803
A
Galawdewos

0104 0304 0504 0704
C
Fiume

0204 0404 0604 0804
C **C**
Chriseda Gansagi

0105 0305 0505 0705
B
Boone

0205 0405 0605 0805
C **A** **B**
Selu Sequoyah Harrison

0106 0306 0506 0706

0206 0406 0606 0806
B
Fimbulvetr

0107 0307 0507 0707

0207 0407 0607 0807
C **B**
Tukaroi Dukagjin

0108 0308 0508 0708
B
Thorpe

0208 0408 0608 0808

0109 0309 0509 0709
B **B**
Torarentsacorsus Catoosa

0209 0409 0609 0809

0110 0310 0510 0710
B
Tamaqua

0210 0410 0610 0810

Dade

Hub

Absaroka

Sequoyah (Subsector F)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0103	Bowemiwak	C866586-B	Ag Ga Ni	430	M1 III
0204	Chriseda	C656744-B	Ag Ga Ri	421	K5 V M8 V
0207	Tukaroi	C1006A7-A	Na Ni Va	211	F5 V
0304	Fiume	C663589-A	Ni	721	M6 V
0305	Boone	B977876-B	Ag Ga	621	G2 V
0402	Amadioha	B577658-B	Ga	303	M9 V M9 V
0404	Gansagi	C955624-B	Ag Ga	331	M7 V
0405	Selu	C7B0442-B	De Ni	823	M7 V M9 V
0407	Dukagjin	B200446-B	Ni Va	210	M1 V
0509	Torarentsacorsus	B555755-B	Ag Ga	711	A8 IV M3 V
0603	Galawdewos	A7C4645-B	Ni	823	M3 III
0605	Sequoyah	A678886-B	Ga	613	G2 V M6 V
0606	Fimbulvetr	B420556-A	De Ni Po	622	G5 V M6 V
0708	Thorpe	B9978B9-A	Ga	511	M5 V M7 V
0709	Catoosa	B530596-A	De Ni Po	832	M1 V M5 V
0710	Tamaqua	B664521-A	Ag Ga Ni	521	G1 V
0801	Penn	C663446-A	Ni	102	K7 V M2 V
0802	Kosi	BA747AA-A	Ag Ga	622	M3 V M6 V
0805	Harrison	B674844-B	Ga	623	G1 V

Sequoyah is the most recent of the subsectors to be fully colonized. Though cordoned off from colonization by Earth-based nations by the Independent Worlds Treaty of 2235, several nations violated the treaty. Most prominent was the United States who settled several worlds in the subsector. By no means was the United States the only offender of the IWT.

Fiume was settled by a joint effort between Italy, Slovenia, and Croatia. **Thorpe** was settled by the British. **Torarentsacorsus** was settled by Canada and **Fimbulvetr** was a joint Scandinavian project.

Not all of the worlds were settled by the Earth's nation-states. **Bowemiwak** was settled by residents of the Republic of Texas who felt that their new nation had become far too conservative. **Amadioha** was founded by Igbo from Nigeria who wished to build their own nation. **Dukagjin** was settled by a wealthy outcast family from Albania.

While all of the worlds of the Sequoyah subsector are independent, **Sequoyah** exerts a great deal of influence on the neighboring systems. Most of the US Space Navy's assets which were stranded on the Clement Sector side of the Conduit in 2331 ended up in the hands of the Sequoyahan government.

Harrison also maintains a strong military. This is largely due to concerns about the government of Kingston (Hub 0106). Many believe that the Kingston government is about to expand and that Harrison is the most likely target.

More detailed information concerning this subsector can be found in our product **Subsector Sourcebook 4: Sequoyah.**

Franklin

0101	0301	0501	0701	
0201	0401 B Hottinger	0502	0601	0801
0102	0302	0602	0702 B Maximon	0802
0202	0402			

Sequoyah

Cascadia

Anhalt
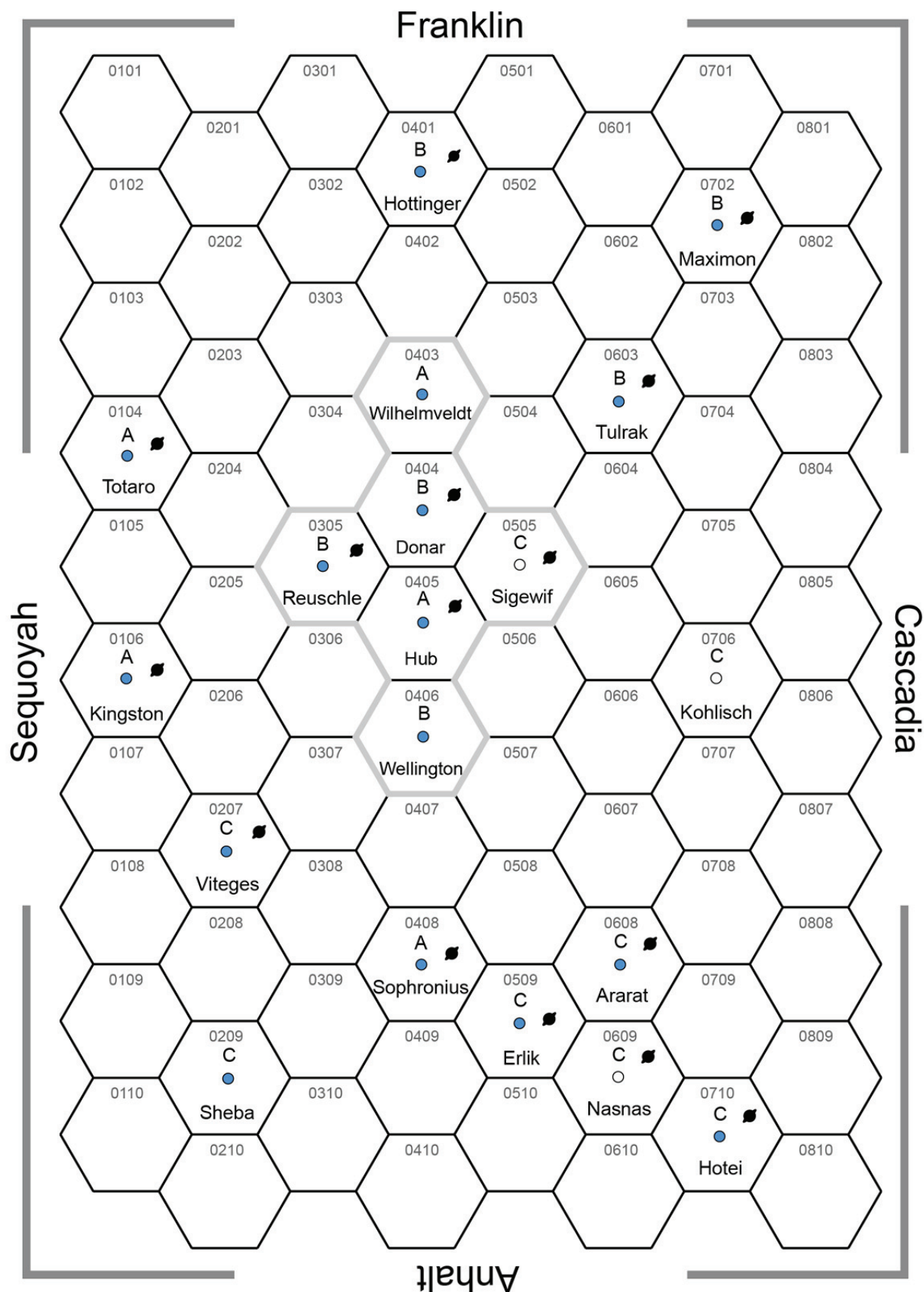
Hub (Subsector G)

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0104	Totaro	A762743-B	Ag Ri	712	K7 V
0106	Kingston	A8868DA-A	Ga Ri	821	G7 V
0207	Viteges	C563554-A	Ni	531	M8 V
0209	Sheba	C762433-A	Ni	500	M6 V M6 V
0305	Reuschle	B965725-B	Ag Ga Ri	103	M2 V
0401	Hottinger	B767886-A	Ga Ri	603	G6 V
0403	Wilhelmveldt	A664837-B	Ga Ri	630	G8 V
0404	Donar	B9668A6-B	Ga Ri	333	K2 V
0405	Hub	A565946-B	Ga Hi	504	K7 V
0406	Wellington	B572643-A	Ni	900	M5 V M5 V M5 V
0408	Sophronius	A864876-B	Ga Ri	403	A8 V G2 V
0505	Sigewif	C320367-B	De Lo Po	610	K3 V
0509	Erlik	C764735-A	Ag Ga Ri	522	K3 V
0603	Tulrakh	B5646A7-B	Ag Ga Ri	421	F4 V
0608	Ararat	C799546-A	Ni	302	F9 V
0609	Nasnas	C440646-A	De Ni Po	201	K6 V
0702	Maximon	B865846-B	Ga Ri	314	K5 V
0706	Kohlisch	C420546-A	De Ni Po	500	M4 V
0710	Hotei	C9965B8-A	Ag Ga Ri	511	M5 V M7 V

Hub is the location of the first settlements in the Clement Sector. The Conduit first brought German scientists and later settlers across from Epsilon Eridani in 2210. The Conduit stayed open from 2210 to 2331 allowing for an influx of settlers.

Hub is also the home of the only interstellar government in Clement Sector, **The Hub Federation**. This loose connection of worlds is often regarded as weak by its neighboring worlds, but its influence is felt throughout the sector. Most of this influence is economic through the Federation's creation of the credit and its shipyards at Hub and **Wilhelmveldt**.

Kingston is a powerful world as well and many fear its growing power. The government is dedicated to the religious beliefs of Ian Caxton and is dedicated to spreading those beliefs to other worlds.

Sophronius is a world embroiled in a bitter and violent civil war. Once a US colony, following the Conduit Collapse in 2331 the world descended into anarchy.

More information concerning the Hub subsector can be found in our books **The Hub Federation** and **Subsector Sourcebook 3: Hub.**

WINSTON

HUB

DAWN

LIPPE

Hex	System
0101	
0301	
0501	
0701	
0201	
0401	
0601	
0801	
0102	
0302	
0502	
0702	
0202	B Catalunya
0402	
0602	
0802	
0103	C Megara
0303	
0503	A Kyiv
0703	
0203	
0403	
0603	
0803	
0104	C Nyahururu
0304	
0504	
0704	B Antryl
0204	
0404	
0604	
0804	
0105	A Fairfax
0305	
0505	
0705	A Cascadia
0205	B Roskilde
0405	A Chance
0605	C Dimme
0805	
0106	
0306	
0506	
0706	A Tlix
0206	
0406	
0606	
0806	
0107	A Monroe
0307	C Slaren
0507	
0707	
0207	
0407	
0607	
0807	
0108	
0308	A Glagnon
0508	
0708	C Marlowe
0208	A Hendershot
0408	A Campbell
0608	
0808	B Yangon
0109	
0309	
0509	
0709	A Talca
0209	
0409	
0609	
0809	
0110	
0310	
0510	
0710	
0210	
0410	
0610	C Joseon
0810	

Cascadia (Subsector H)

Hex	Name	UWP	Trade Codes	PBG	Star(s)
0103	Megara	C9887B7-A	Ag Ga Ri	321	G4 V
0104	Nyahururu	C6628A7-A	Ri	623	G0 V
0105	Fairfax	A685745-A	Ag Ga Ri	530	K4 V
0107	Monroe	A745988-B	Ga Hi In	920	MD MD
0202	Catalunya	B788844-A	Ga Ri	531	G2 V
0205	Roskilde	B7988D8-A	Ga	934	G3 V
0208	Hendershot	A866748-B	Ag Ga Ri	501	K0 V M5 V
0307	Slaren	C665615-A	Ag Ga Ni Ri	213	G3 V
0308	Gagnon	A7667A5-B	Ag Ga Ri	624	G9 V
0405	Chance	A200612-B	Na Ni Va	200	MD
0408	Campbell	A556886-B	Ga	511	G3 V
0503	Kyiv	A6638AA-B	Ri	623	F0 V
0605	Dimme	C786842-A	Ri	703	G0 IV
0610	Joseon	C767647-A	Ag Ga Ni Ri	502	F4 V
0704	Antryl	B467655-B	Ag Ni Ri	222	K6 V MD MD
0705	Cascadia	A688846-C	Ag Ga Ri Ht	314	G2 V
0706	Tlix	A665653-A	Ag Ga Ni Ri	324	G8 V
0708	Marlowe	C000645-A	As Na Ni Va	200	M9 V
0709	Talca	A576557-A	Ag Ga Ni	632	F2 V
0808	Yangon	B8847BA-A	Ag Ga Ri	824	G5 V

Cascadia was the second subsector to be settled by humans after crossing the Conduit. After Hub, Cascadia is the location of the oldest colonies on this side of the Conduit.

Though all of the worlds in Cascadia subsector are independent, the government of **Cascadia** has been seeking to expand its control to other worlds in the subsector and beyond. Through the Cascadia Colonization Authority, the government has been exerting control over worlds like **Tlix** and **Antryl** as well as into the neighboring Tranquility Sector.

Though not as powerful as Cascadia, **Kyiv** stands dedicated to independence. Many believe there could be a war between those two systems in the not too distant future.

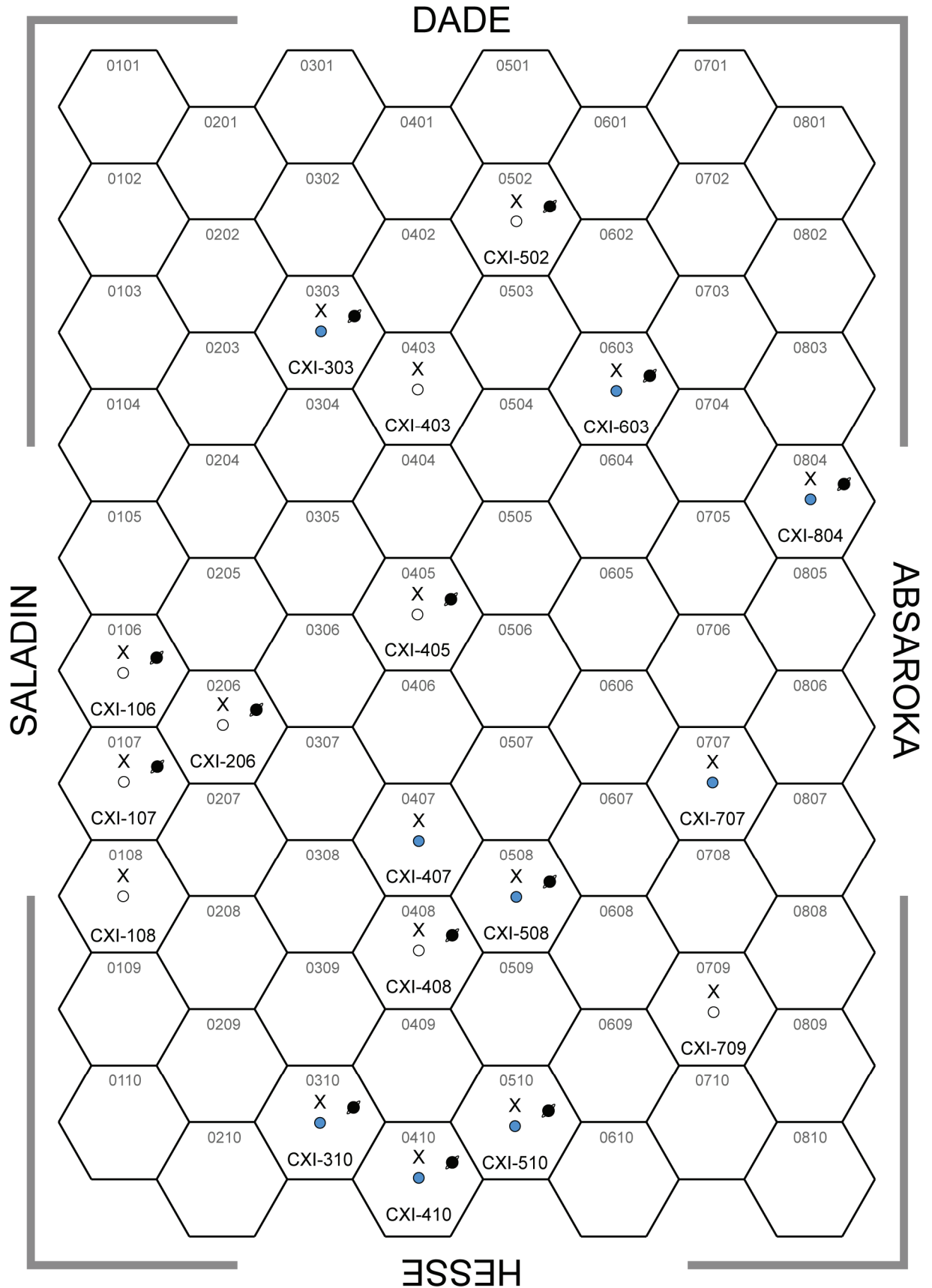The most populous world in the subsector is **Monroe**. Monroe is in competition with Cascadia as most residents believe that Monroe should be regarded as the most influential world in the subsector. Thus many from there will refer to the subsector as "The Monroe Subsector".

Chance is located near the center of the subsector. The world takes advantage of this position by providing some of the finest dining, hotels, and casinos on this side of the Conduit.

If Chance is the home of gambling in the subsector, the breweries of **Slaren** are the source of the libations. The Slaren Brewing Company owns the entire world and its mascot, Drenken Von Bierstein is a common sight throughout the subsector.

More detail and information concerning the Cascadia subsector can be found in our product **Subsector Sourcebook 1: Cascadia.**

DADE

| 0101 | 0301 | 0501 | 0701 |

| 0201 | 0401 | 0601 | 0801 |

| 0102 | 0302 | 0502 | 0702 |

X
○
CXI-502

| 0202 | 0402 | 0602 | 0802 |

| 0103 | 0303 | 0503 | 0703 |

X
●
CXI-303

| 0203 | 0403 | 0603 | 0803 |

X
○
CXI-403

X
●
CXI-603

| 0104 | 0304 | 0504 | 0704 |

| 0204 | 0404 | 0604 | 0804 |

X
●
CXI-804

SALADIN

| 0105 | 0305 | 0505 | 0705 |

| 0205 | 0405 | 0605 | 0805 |

X
○
CXI-405

| 0106 | 0306 | 0506 | 0706 |

X
○
CXI-106

| 0206 | 0406 | 0606 | 0806 |

X
○
CXI-206

| 0107 | 0307 | 0507 | 0707 |

X
○
CXI-107

X
●
CXI-707

| 0207 | 0407 | 0607 | 0807 |

X
●
CXI-407

| 0108 | 0308 | 0508 | 0708 |

X
○
CXI-108

X
●
CXI-508

| 0208 | 0408 | 0608 | 0808 |

X
○
CXI-408

| 0109 | 0309 | 0509 | 0709 |

X
○
CXI-709

| 0209 | 0409 | 0609 | 0809 |

ABSAROKA

| 0110 | 0310 | 0510 | 0710 |

X
●
CXI-310

X
●
CXI-510

| 0210 | 0410 | 0610 | 0810 |

X
●
CXI-410

Bremen (Subsector I)

Hex	Name	UWP	PBG	Sun(s)
0106	CXI-106	X6B0000-0	003	F7 V F6 V M8 V
0107	CXI-107	X300000-0	002	M3 V
0108	CXI-108	X100000-0	000	G6 V
0206	CXI-206	X400000-0	012	M1 V
0303	CXI-303	X567000-0	000	M5 V
0310	CXI-310	X788000-0	031	F4 V M3 V
0403	CXI-403	X6B0000-0	020	G6 V
0405	CXI-405	X430000-0	003	M7 V M9 V
0407	CXI-407	X572000-0	000	K4 V
0408	CXI-408	X300000-0	002	G1 V M9 V
0410	CXI-410	X554000-0	033	M4 V M4 V M6 V
0502	CXI-502	X000000-0	011	M7 V
0508	CXI-508	X777000-0	012	K4 II
0510	CXI-510	XA66000-0	003	F4 V
0603	CXI-603	X963000-0	032	M4 V M4 V M9 V
0707	CXI-707	X441000-0	000	M2 V
0709	CXI-709	X300000-0	000	M6 V
0804	CXI-804	X762000-0	002	M4 V

Bremen is the location of the only Zimm Drive capable natural route across The Darkness which is within the Clement Sector. It is fully expected that if future colonization takes place it will do so along this corridor from Dade subsector.

The remainder of the sector is separated from the colonized region by an area called "**The Darkness**". This region is an area where the stars are spread out over a distance too great for a Zimm Drive to reach. Plans have been devised to place stations in The Darkness in an effort to expand to these subsectors but so far no one has actually built them. Thus the route through Bremen remains the only existing route in Clement Sector into the rimward subsectors.

CXI-410 is likely to be the bridge world into the subsector. At present, it has only been visited once by a survey ship attached to the Chinese Space Fleet in 2302. No further known human visits have taken place.

SEQUOYAH

BREMEN

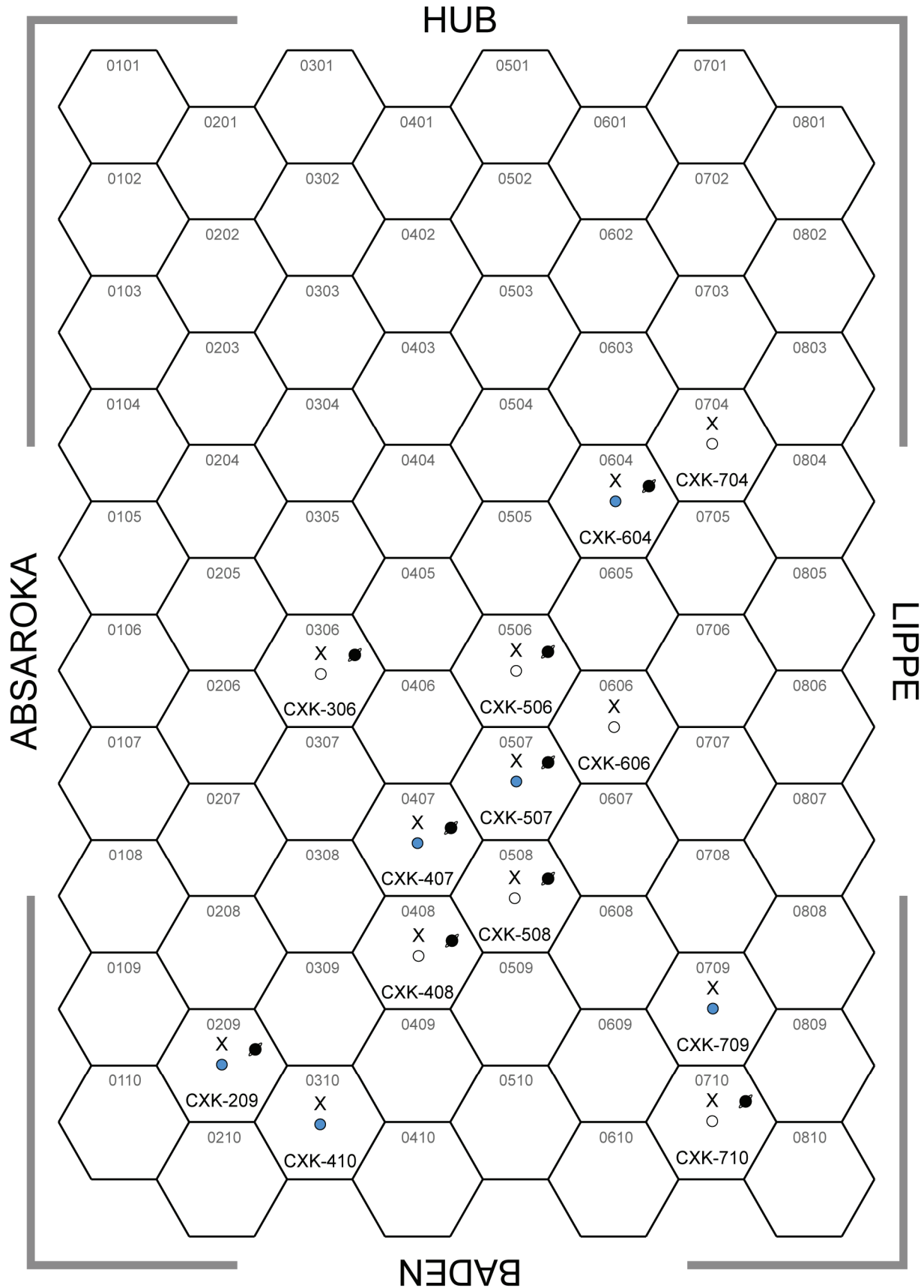ANHALT

0101	0301	0501	0701
0201	0401	0601	0801
0102	0302	0502	0702
0202	0402	0602	0802
0103	0303	0503	0703
0203	0403	0603	0803
0104	0304	0504	0704 X ● CXJ-704
0204 X ● CXJ-204	0404	0604	0804
0105	0305	0505	0705
0205 X ● CXJ-205	0405	0605	0805 X ○ CXJ-805
0106	0306 X ● CXJ-306	0506	0706
0206	0406	0606	0806
0107 X ○ CXJ-107	0307 X ○ CXJ-307	0507 X ● CXJ-507	0707 X ● CXJ-707
0207	0407	0607 X ● CXJ-607	0807
0108	0308	0508	0708
0208	0408 X ● CXJ-408	0608	0808 X ○ CXJ-808
0109	0309	0509 X ● CXJ-509	0709
0209	0409 X ● CXJ-409	0609	0809
0110	0310	0510	0710
0210	0410 X ● CXJ-410	0610	0810

LUBECK

Absaroka (Subsector J)

Hex	Name	UWP	PBG	Sun(s)
0107	CXJ-107	X300000-0	020	G4 V
0204	CXJ-204	X542000-0	021	M8 V
0205	CXJ-205	X543000-0	001	A3 V M3 V
0306	CXJ-306	X779000-0	000	K7 V M7 V
0307	CXJ-307	X100000-0	001	M5 V M5 V
0408	CXJ-408	X741000-0	013	M7 V
0409	CXJ-409	X78A000-0	002	M6 V
0410	CXJ-410	X658000-0	020	K6 V
0507	CXJ-507	X663000-0	032	M6 V
0509	CXJ-509	X7A4000-0	020	G7 V
0607	CXJ-607	X547000-0	003	M2 V
0704	CXJ-704	X686000-0	021	M8 V M9 V
0707	CXJ-707	X684000-0	002	M2 V M6 V
0805	CXJ-805	X620000-0	021	M2 V
0808	CXJ-808	X400000-0	010	G5 V

Absaroka subsector is located to rimward of Sequoyah subsector. It is separated from Sequoyah by a region of space known as The Darkness. While plans have been made, particularly by the Bridges Unlimited corporation to build a station to bridge the gap, currently these stations remain in the planning stages. Currently, no human has ever been in the Absaroka subsector.

HUB

ABSAROKA

LIPPE

0101	0301	0501	0701	
	0201	0401	0601	0801
0102	0302	0502	0702	
	0202	0402	0602	0802
0103	0303	0503	0703	
	0203	0403	0603	0803
0104	0304	0504	0704	

0204 — 0404 — 0604 — 0804

0705 — CXK-704

CXK-604

0105 — 0305 — 0505

0205 — 0405 — 0605 — 0805

0106 — 0306 — 0506 — 0706

CXK-306 — CXK-506

0206 — 0406 — 0606 — 0806

CXK-606

0107 — 0307 — 0507 — 0707

CXK-507

0207 — 0407 — 0607 — 0807

CXK-407

0108 — 0308 — 0508 — 0708

CXK-508

0208 — 0408 — 0608 — 0808

CXK-408

0109 — 0309 — 0509 — 0709

CXK-709

0209 — 0409 — 0609 — 0809

CXK-209

0110 — 0310 — 0510 — 0710

CXK-410 — CXK-710

0210 — 0410 — 0610 — 0810

BADEN

Anhalt (Subsector K)

Hex	Name	UWP	PBG	Sun(s)
0209	CXK-209	X567000-0	002	M3 V M3 V
0306	CXK-306	X000000-0	021	M0 V M8 V
0310	CXK-310	X430000-0	020	K1 V
0407	CXK-407	X555000-0	021	G8 IV
0408	CXK-408	X640000-0	001	M6 V M9 V
0506	CXK-506	X300000-0	032	K8 V
0507	CXK-507	X769000-0	021	M7 V
0508	CXK-508	X300000-0	012	M5 V
0604	CXK-604	X88A000-0	002	K0 V
0606	CXK-606	X100000-0	000	M9 V
0704	CXK-704	X200000-0	000	M8 V
0709	CXK-709	X654000-0	010	M8 V M8 V
0710	CXK-710	X6B0000-0	002	M2 V

Anhalt is another subsector separated from the colonized regions of the Clement Sector by The Darkness. The information given above is only available from sensor data and speculation and may prove to be inaccurate when humans actually visit these systems.

CASCADIA

ANHALT

MOONBEAM

SAXE

0101	0301	0501	0701
0201	0401	0601	0801
0102	0302	0502	0702
0202	0402	0602	0802
0103	0303	0503	0703
0203	0403	0603	0803
0104	0304	0504	0704
0204	0404	0604	0804
0105	0305	0505	0705
0205	0405	0605	0805
0106	0306	0506	0706
0206	0406	0606	0806
0107	0307	0507	0707
0207	0407	0607	0807
0108	0308	0508	0708
0208	0408	0608	0808
0109	0309	0509	0709
0209	0409	0609	0809
0110	0310	0510	0710
0210	0410	0610	0810

CXL-404
CXL-105
CXL-605
CXL-606
CXL-107
CXL-707
CXL-108
CXL-508
CXL-708
CXL-208
CXL-608
CXL-109
CXL-409

Lippe (Subsector L)

Hex	Name	UWP	PBG	Sun(s)
0105	CXL-105	X864000-0	010	F4 V M5 V
0107	CXL-107	X764000-0	002	M5 V
0108	CXL-108	X7B0000-0	001	M7 V
0109	CXL-109	X730000-0	020	K5 V
0208	CXL-208	X300000-0	003	M2 V M4 V
0404	CXL-404	XAC4000-0	001	G5 V M8 V
0409	CXL-409	X410000-0	020	M4 V
0508	CXL-508	X566000-0	000	M4 V
0605	CXL-605	X444000-0	000	M8 V
0606	CXL-606	X754000-0	012	G1 V K8 V
0608	CXL-608	XAA5000-0	003	F1 V G9 V
0707	CXL-707	X300000-0	000	M7 V
0708	CXL-708	X100000-0	014	K1 V M6 V

Lippe is separated from the Cascadia subsector by The Darkness. Though the area has not yet been explored by humans, the data listed above is believed to be correct by the astrophysicists who compiled the data. There is a route which would lead from Cascadia subsector into the neighboring Tranquility sector (through subsectors Dawn and Moonbeam) to Lippe. However, no human has ever attempted to use this route.

BREMEN

PATTON

LUBECK

KAFKA

0101	0301	0501	0701	
0201	0401 X ○ CXM-401	0601	0801	
0102	0302	0502	0702	
0202	0402	0602	0802	
0103	0303	0503 X ○ CXM-503	0703	
0203 X ○ CXM-203	0403 X ● CXM-403	0603	0803	
0104	0304 X ○ CXM-304	0504 X ○ CXM-504	0704	
0204	0404	0604	0804	
0105 X ● CXM-105	0305	0505	0705	
0205	0405 X ● CXM-405	0605	0805 X ○ CXM-805	
0106	0306	0506	0706	
0206 X ● CXM-206	0406	0606 X ○ CXM-606	0806 X ○ CXM-806	
0107	0307	0507	0707	
0207	0407 X ● CXM-407	0607	0807 X ● CXM-807	
0108	0308	0508 X ● CXM-508	0708	
0208	0408 X ● CXM-408	0608	0808 X ● CXM-808	
0109	0309	0509	0709	
0209 X ○ CXM-209	0409	0609 X ○ CXM-609	0809	
0110 X ○ CXM-110	0310	0510	0710	
0210	0410	0610 X ○ CXM-610	0810	

40

Hesse (Subsector M)

Hex	Name	UWP	PBG	Sun(s)
0105	CXM-105	X9D5000-0	013	M3 V M5 V
0110	CXM-110	X400000-0	020	M8 V
0203	CXM-203	X300000-0	000	M9 V
0206	CXM-206	X752000-0	000	M3 V
0209	CXM-209	X440000-0	030	M8 V
0304	CXM-304	X440000-0	000	M8 V
0401	CXM-401	X730000-0	022	K5 V K6 V
0403	CXM-403	X662000-0	023	M4 V M5 V
0405	CXM-405	X477000-0	011	M7 V M9 V
0407	CXM-407	X968000-0	014	F4 V M7 V
0408	CXM-408	X8A5000-0	002	G2 V
0503	CXM-503	X100000-0	002	M8 V
0504	CXM-504	X620000-0	010	M2 V
0508	CXM-508	X654000-0	020	K5 V
0606	CXM-606	X300000-0	013	M2 V
0609	CXM-609	X520000-0	003	M2 V M5 V
0610	CXM-610	X400000-0	001	M4 V
0805	CXM-805	X750000-0	031	K2 V
0806	CXM-806	X740000-0	000	M6 V M6 V
0807	CXM-807	X67A000-0	002	K5 V
0808	CXM-808	XA61000-0	001	G3 V

Like so many of the rimward subsectors of Clement Sector, information about the Hesse subsector is sketchy at best. Sensor readings are responsible for the data listed above, but so far no human has been known to have entered the subsector.

ABSAROKA

HESSE

BADEN

POE

0101	0301	0501	0701
0201 X CXN-201	0302	0401	0801
0102	0302	0502	0702
0202	0402	0602	0802
0103	0303 X CXN-303	0503	0703 X CXN-703
0203	0403	0603	0803
0104	0304	0504 X CXN-504	0704
0204	0404	0604	0804
0105 X CXN-105	0305 X CXN-305	0505 X CXN-505	0705
0205	0405	0605	0805
0106	0306	0506	0706
0206	0406	0606	0806
0107 X CXN-107	0307 X CXN-307	0507 X CXN-507	0707
0207 X CXN-207	0407	0607 X CXN-607	0807 X CXN-807
0108 X CXN-108	0308	0508	0708
0208	0408	0608	0808
0109 X CXN-109	0309	0509	0709
0209	0409	0609	0809 X CXN-809
0110	0310	0510	0710 X CXN-710
0210	0410	0610	0810 X CXN-810

Lubeck (Subsector N)

Hex	Name	UWP	PBG	Sun(s)
0105	CXN-105	X875000-0	020	F6 V
0107	CXN-107	X100000-0	022	M3 V
0108	CXN-108	X554000-0	001	M4 V
0109	CXN-109	X656000-0	010	K5 V
0201	CXN-201	X789000-0	000	K0 V
0207	CXN-207	X97A000-0	000	G3 V
0303	CXN-303	X100000-0	002	M8 V
0305	CXN-305	X5A4000-0	022	K2 V
0307	CXN-307	X561000-0	000	M0 V
0504	CXN-504	X100000-0	000	M9 V
0505	CXN-505	X842000-0	020	F6 V F9 V
0507	CXN-507	X300000-0	000	M8 V
0607	CXN-607	X730000-0	002	M5 V
0703	CXN-703	X777000-0	002	G7 V
0710	CXN-710	X8A7000-0	030	F5 V M5 V
0807	CXN-807	X100000-0	032	G5 V
0809	CXN-809	X200000-0	013	G3 V
0810	CXN-810	X542000-0	002	G6 V M9 V

As with the other rimward subsectors, information about Lubeck is derived from sensor data and study only. Currently no humans have explored the subsector.

ANHALT

0101	0301	0501	0701 X ○ CXO-701
0201	0401	0601	0801 X ● CXO-801
0102 X ○ CXO-102	0302	0502	0702 X ○ CXO-702
0202	0402	0602	0802 X ● CXO-802

LUBECK

SAXE

WHITMAN
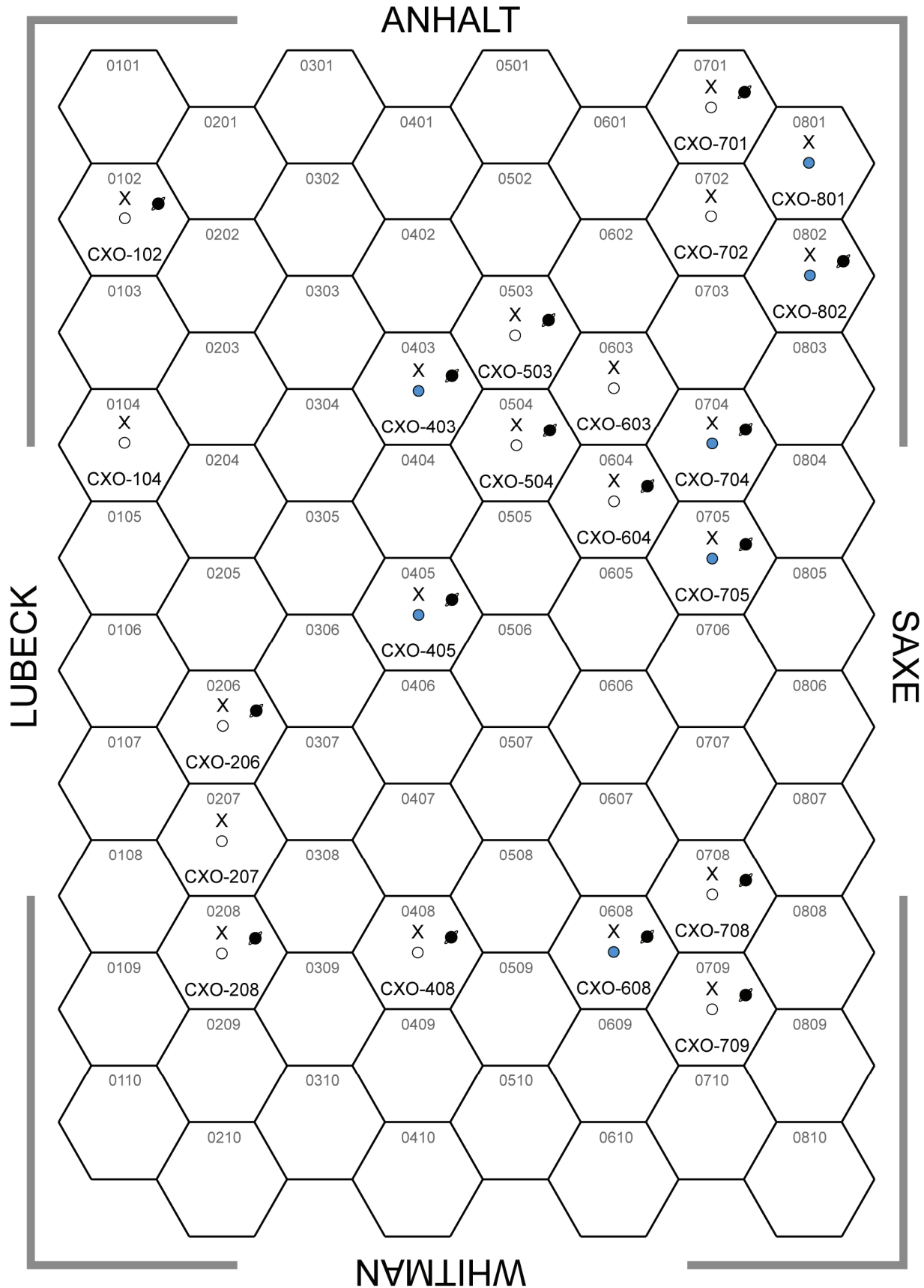
Baden (Subsector O)

Hex	Name	UWP	PBG	Sun(s)
0102	CXO-102	X100000-0	003	M4 V
0104	CXO-104	X7C0000-0	000	M5 V M9 V
0206	CXO-206	X500000-0	020	M7 V
0207	CXO-207	X430000-0	000	M9 V
0208	CXO-208	X400000-0	012	M3 VI
0403	CXO-403	X76A000-0	033	G0 V M8 V
0405	CXO-405	X642000-0	001	K4 V M5 V
0408	CXO-408	X500000-0	001	M8 V M8 V
0503	CXO-503	X330000-0	012	M8 V
0504	CXO-504	X200000-0	002	M5 V M6 V
0603	CXO-603	X200000-0	000	M2 V M7 V
0604	CXO-604	X100000-0	003	A1 V G4 V
0608	CXO-608	X769000-0	012	G2 V
0701	CXO-701	X100000-0	012	M5 V
0702	CXO-702	X565000-0	000	K0 V M8 V
0704	CXO-704	XA83000-0	011	G4 V
0705	CXO-705	XAB2000-0	013	M1 V
0708	CXO-708	X520000-0	003	M5 V M5 V
0709	CXO-709	X100000-0	011	G6 V
0801	CXO-801	X666000-0	020	F5 V
0802	CXO-802	X979000-0	032	K4 V

While there has been no human exploration of Baden subsector, many have stated an interest in exploring **CXO-403** following some anomalous sensor readings. Some, particularly those involved with the Alien Research Network, believe that these anomalies could be a form of communication. Other scientists disagree with this, but also advocate that the system would be an excellent target of future exploratory missions to the subsector.

LIPPE

BADEN

SERENITY

MILTON

Hex	Label
0101	
0301	
0501	
0701	
0201	
0401	
0601	
0801	
0102	
0302	
0502	
0702	
0202	
0402	
0602	
0802	
0103	
0303	CXP-303
0503	CXP-503
0703	
0203	
0403	
0603	
0803	
0104	
0304	
0504	
0704	CXP-704
0204	
0404	
0604	
0804	
0105	CXP-105
0305	
0505	CXP-505
0705	
0205	
0405	
0605	
0805	
0106	
0306	CXP-306
0506	
0706	
0206	
0406	
0606	CXP-606
0806	
0107	
0307	
0507	
0707	
0207	
0407	
0607	
0807	
0108	
0308	CXP-308
0508	CXP-508
0708	CXP-708
0208	
0408	
0608	
0808	
0109	CXP-109
0309	
0509	
0709	
0209	
0409	CXP-409
0609	
0809	
0110	
0310	
0510	
0710	CXP-710
0210	
0410	
0610	
0810	

Saxe (Subsector P)

Hex	Name	UWP	PBG	Sun(s)
0105	CXP-105	X664000-0	000	G7 V M7 V
0109	CXP-109	X750000-0	001	M3 V
0303	CXP-303	X300000-0	002	M5 V
0306	CXP-306	X420000-0	030	M5 V M6 V
0308	CXP-308	X441000-0	030	M7 V
0409	CXP-409	X200000-0	023	M1 V
0503	CXP-503	X698000-0	023	K7 V M4 V
0505	CXP-505	X662000-0	030	K3 V
0508	CXP-508	X964000-0	002	K4 V
0606	CXP-606	XA67000-0	001	K8 V M4 V
0704	CXP-704	X300000-0	000	M8 V M9 V
0708	CXP-708	X9E6000-0	001	M2 V M2 V
0710	CXP-710	X300000-0	002	M3 V

Saxe subsector, like all of the rimward subsectors of Clement Sector, remains unexplored. Sensors indicate that the only route into Saxe subsector would be through Baden subsector. There is no naturally occurring Zimm Drive capable route from either Lippe subsector or from the neighboring Serenity subsector in the Tranquility Sector.

Characters

Character creation for the Clement Sector setting follows the same procedures as noted in the Traveller Main Rulebook. Many of the character careers which appear in the Main Rulebook on page 5 can be used in conjunction with this setting.

It is important to remember that within Clement Sector, with the exception of the Hub Federation, there are no star spanning governments in the Clement Sector. Using any of the existing careers will need to keep this fact in mind. For instance, agent characters will need to work for a particular planetary government. It should be noted for which government the character finds employment.

Characteristics

The characteristics are the same as with the Traveller Main Rulebook with the exception of Social (SOC). Here, the social score reflects the amount of wealth and prestige enjoyed by the character not a noble rank in a large empire.

While it is possible that a character could have a noble rank within the power structure of an individual planetary government, that rarely carries any weight outside that system. Indeed, on some worlds, attempting to use such a rank will cause disadvantage rather than afford any benefits.

Homeworlds and Skills

Characters receive certain skills according to the planet of their childhood. The character's homeworld can be determined by one of two methods. The player or Referee can simply choose the location of the character's birth or it can be determined randomly.

If the player or Referee decides to determine the location of the character's birth randomly, then consult the following set of charts. These charts will determine the subsector and system where the character was born.

If a frontier subsector is rolled, it should be assumed that the character moved there in the final term of his/her career. The character's final term will automatically be in the colonist career (see p.71). Roll again on the subsector of origin chart for the character's location of birth ignoring any further result of "frontier subsector". The character will gain the background skills of both the frontier world and the birth world ignoring any duplication of these skills.

Table 1: Subsector of Origin

1d6	Subsector of Origin
1	Frontier Subsector (see chart)
2	Earth
3	Hub
4	Cascadia
5	Franklin
6	Sequoyah

1d6	Frontier Subsector
1	Superior
2	Winston
3-6	Dade

Table 2: Planet of Origin
Hub Subsector

D100	Planet of Origin
01-05	Totaro
06-12	Kingston
13-17	Viteges
18	Sheba
19-26	Reuschle
27-32	Hottinger
33-40	Wilhelmveldt
41-47	Donar
48-56	Hub
57-63	Wellington
64-70	Sophronius
71	Sigewif
72-78	Erlik
79-83	Tulrakh
83-86	Ararat
87-89	Nasnas
90-94	Maximon
95-97	Kohlisch
98-100	Hotei

Cascadia Subsector

D100	Planet of Origin
01-04	Megara
05-10	Nyahururu
11-15	Fairfax
16-22	Monroe
23-28	Catalunya
29-34	Roskilde
35-39	Hendershot
40-43	Slaren
44-48	Gagnon
49-53	Chance
54-59	Campbell
60-65	Kyiv
66-71	Dimme
72-75	Joseon
76-79	Antryl
80-87	Cascadia
88-91	Tlix
92-94	Talca
95-100	Yangon

Franklin Subsector

D100	Planet of Origin
01-05	Chennai
05-09	Hiallt
09-15	Tal'Kalares
16-20	Vasynov
21-24	Serapis
25-29	Atargatis
30-35	Etxarte
36-41	Era
42-47	Moffett
48-53	Karnataka
54-60	Minerva
61-65	Sigyn
66-72	Franklin
73-75	Cybele
76-79	Dagda
80-81	Mictlan
82-83	Nyx
84-86	Avicenna
87-91	Nolan
92-96	Bastiat
97-100	Forseti

Dade Subsector

D100	Planet of Origin
01-27	Dashwood
28-45	Arnemuiden
46-74	Osiris
75-91	Dade
92-100	Sarawak

Superior Subsector

D100	Planet of Origin
01-30	Brunson
31-70	Superior
71-100	Tupolev

Sequoyah Subsector

D100	Planet of Origin
01-03	Bowemiwak
04-09	Chriseda
10-14	Tukaroi
15-18	Fiume
19-27	Boone
38-32	Amadioha
33-37	Gansagi
38-40	Selu
41-43	Dukagjin
44-50	Torarentsacorsus
51-54	Galawdewos
55-65	Sequoyah
66-70	Fimbulvetr
71-75	Thorpe
76-80	Catoosa
81-85	Tamaqua
85-88	Penn
89-94	Kosi
95-00	Harrison

Winston Subsector

D100	Planet of Origin
01-61	Winston
62-00	Gehenna

Earth Subsector

D100	Planet of Origin
01-50	Earth
51-60	Mars
61-80	Luna (Earth's Moon)
81-00	A colony in the outer Earth solar system or an extrasolar colony of the Referee's choice.

No matter how the Referee or player determines the character's homeworld, the next step is to assign background skills. Most homeworlds give a specific set of skills which reflect the sorts of things characters will learn as a child on this world.

Education skills can be assigned as per the Traveller Main Rulebook on page 6.

Consult the charts on the following pages to determine what skills your character will gain from the local culture. Some skills are given at level 0 while others are given at level 1. In addition, some skills are given with the specialties already given.

Some may note that Survival has been split into several different specialties. There is more on this change later in the book.

Table 3: Background Skills
Hub Subsector

World	Background Skills
Totaro	Language-0
Kingston	Survival (High Pressure)-1 and Science (History)-1
Viteges	Survival (Cold)-1
Sheba	None
Reuschle	Language-0 and Admin-0
Hottinger	Admin-0
Wilhelmveldt	Science (History)-1
Donar	Carouse-0
Hub	Language-0
Wellington	Language-0 and Survival (Cold)-1
Sophronius	Gun Combat-0 or Art (Music)-1
Sigewif	Language-0 and Vacc Suit-0
Erlik	Science (History)-1
Tulrakh	Drive (Wheeled)-1
Ararat	Vacc Suit-0
Nasnas	Vacc Suit-0 and Survival (Desert)-1
Maximon	None
Kohlisch	Vacc Suit-0
Hotei	Survival (High Pressure)-1 and Survival (Cold)-1

Dade Subsector

World	Background Skills
Dashwood	Advocate-1
Arnemuiden	Survival (Ocean)-1 and Language-1
Osiris	Carouse-0 and Advocate-0 or Deception-0
Dade	Vacc Suit-0 and Steward-0
Sarawak	Advocate-0 and Language-1

Superior Subsector

World	Background Skills
Brunson	Gun Combat-0 and Survival-0
Superior	Survival-0
Tupolev	Vacc Suit-0

Cascadia Subsector

World	Background Skills
Megara	None
Nyahururu	Art (Oratory)-1
Fairfax	None
Monroe	Vacc Suit-0
Catalunya	Carouse-0
Roskilde	Vacc Suit-0
Hendershot	None
Gutierrez	None
Slaren	Carouse-0 or Trade (Brewing)-1
Gagnon	Art (any)-1
Chance	Gambling-0
Campbell	Survival (Cold)-1
Kyiv	None
Dimme	Remote Operations-0 or Science (Robotics)-1
Joseon	Survival (Cold)-1
Antryl	Survival (Heat)-1 and Life Science (Nutrition)-1
Cascadia	None
Tlix	Survival (Heat)-1 or Survival (Desert)-1
Marlowe	Trader-0 or Prospecting-0
Talca	Remote Operations-0 or Science (Robotics)-1
Yangon	Survival (Heat)-1 or Survival (Desert)-1 or Survival (High Pressure)-1

Winston Subsector

World	Background Skills
Winston	Survival (Cold)-1
Gehenna	Vacc Suit-0

Earth Subsector

World	Background Skills
Earth	Language-1 and Computers-0
Mars	Vacc Suit-0 and Survival (Cold)-1
Luna	Vacc Suit-0
Other Colony	Vacc Suit-0

Franklin Subsector

World	Background Skills
Chennai	Art (Dance)-1
Hiallt	Survival (Desert)-1
Tal'Kaleres	Survival (Jungle)-1
Vasynov	Survival (Heat)-1 and Survival (Desert)-1
Serapis	None
Atargatis	Survival (High Pressure)-1 and Melee (Blade)-1
Etxarte	Carouse-0
Era	Science (History)-1
Moffett	Vacc Suit-0
Karnataka	Survival (Desert)-1
Minerva	Survival (Ocean)-1 or Seafarer-0
Sigyn	None
Franklin	None
Cybele	Prospecting-0 or Broker-0
Dagda	None
Mictlan	Admin-0 and Vacc Suit-0
Nyx	Vacc Suit-0 and Carouse-0
Avicenna	Survival (Swamp)-1 and Carouse-0
Nolan	Deception-0
Bastiat	Admin-0 or Broker-0 or Advocate-0
Forseti	Gambler-0 and Survival (Heat)-1 or Survival (Desert)-1 or Survival (Mountains)-1

Sequoyah Subsector

World	Background Skills
Bowemiwak	Admin-0
Chriseda	Carouse-0
Tukaroi	Vacc Suit-0
Fiume	Survival (Cold)-1
Boone	Carouse-0
Amadioha	Vacc Suit-0 and Art (Music)-1
Gansagi	None
Selu	Vacc Suit-0 and Steward-0
Dukagjin	Vacc Suit-0
Torarentsacorsus	Carouse-0
Galawdewos	Vacc Suit-0
Sequoyah	Language-1 and Vacc Suit-0
Fimbulvetr	Language-1 and Vacc Suit-0
Thorpe	Vacc Suit-0 and Science (History)-1
Catoosa	Vacc Suit-0
Tamaqua	Advocate-0 and Survival (Forest)-1 and Gun Combat-0
Penn	Survival (Desert)-1
Kosi	Vacc Suit-0
Harrison	Vacc Suit-0

Careers

Careers in Clement Sector work the same as is outlined in the Traveller Main Rulebook on page 9. There are a few exceptions to certain aspects of career generation as explained below.

The Agent, Army, Citizen, Entertainer, Marines, Merchant, Navy, Rogue and Scholar careers can be used without change. It is important to note that any reference to a star spanning empire in any result should be changed to deal only with one world government.

Within the Drifter career, the Barbarian assignment should be ignored. There are no worlds with this level of technological difference within Clement Sector. The Nobles career may be used as it appears on page 26, TMB. However, as noted above, the SOC indicates the wealth and power of the individual not a noble rank.

For most careers, the career tracks presented in the Traveller Main Rulebook and the subsequent career books are to be used. However, for some organizations which are unique to the Clement Sector setting, we have included career tracks which should be used instead.

Aging

Aging works somewhat differently in the Clement Sector setting than in the base Traveller setting. In the Traveller Main Rulebook on page 36, it states that the character must begin making age rolls at age 34. In the Clement Sector, this first roll would not be performed until the character reached 76 years old or a 19th term. In practice, this will mean that most players will never roll on the aging table at all.

By the time of the setting, genetic treatments for anti-aging are commonly taken throughout Clement Sector and have been for quite some time. In our setting, anti-aging treatments became commonly available as early as the early 2100s.

Previous to that, in the late 2090s, the average human life span had already been expanded to approximately 150 years. By the time the Conduit was discovered in 2210, the average human life span had been extended to 210 years. By 2342, the time of our setting, this has been extended to an average of 254 years.

These treatments are usually first given between the ages of 25-35. This ensures that the subject maintains a youthful body well into their seventies. At that age, a second treatment is required. From that point on, the treatments are required every ten years to maintain repair of cells and continue to slow the aging process.

Aging continues but at a far slower rate. A person who has received treatments will appear at age 75, on average, to be a person of 35 years of age. At age 100, this average often increases to about the appearance of an untreated person at age 40. By the time a treated person reaches the age of 250, they will have aged about as much as an untreated person at age 80.

This has created quite a population explosion as not only are people living longer but they are remaining healthy and fertile well into their 100s. In addition, many diseases such as cancer can be easily cured. This helped create the push for expansion from Earth into the solar system, the stars, and ultimately, across the Conduit.

Skill Level Cap

In our setting, no skill level may ever go higher than 4. A skill level of 4 represents the absolute pinnacle of ability in that particular skill and no one may ever possess higher than that level. A person

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Uplifts

As stated on the next page, it is not uncommon to come across an uplifted animal such as an ape or even a bear performing tasks for a human. Such animals can be played as characters if a Referee so decides.

However, there are also other uplifts which are commonly seen within the Clement Sector. It is common to run across pets such as dogs or cats that have been given, through computers or biological technology, the ability to talk. This speech is often simple and to the point, but some owners have spent millions of credits on augmentation of their animals to the point that many can carry on a conversation with a human.

This has had some interesting side-effects on human society. Animals have been called in as witnesses in trials and given evidence against humans in everything from murder trials to divorce proceedings. Some worlds in Clement Sector recognize uplifts as citizens while others (such as Dimme (Cascadia 0605)) discriminate against them and, in some cases, will not even allow them on their world.

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with a skill level this high should be rare indeed.

In addition, each character is only allowed a total of skill levels equal to their INT and EDU scores added together. After that, the character is forced to lose skills before they obtain a new one.

For instance, Robert Carrington has an INT of 8 and EDU of 6. Carrington is allowed to have skill levels up to a sum of 14. So, if he currently has Admin-3, Gun Combat (Slug Pistol)-2, Computer-2, Pilot-2, Engineering (Zimm Drive)-2, Streetwise-2 and Vacc Suit-1, Carrington cannot take another level in any skill until he either lowers a skill he currently has or increases his INT or EDU.

Alien Races and Uplifts

There are no aliens currently in the Clement Sector setting. As of the time of the setting, no living alien races have yet been located.

However, medical and computer technology has allowed for several animal species to be "uplifted". The most commonly encountered of these animals are dolphins and apes. These follow the rules laid out in the Traveller Main Rulebook on p.41-42 with the exception of their SOC. In the Clement Sector setting, any uplift must roll 1d6 for their SOC score rather than 2d6. They do not take the -2 modifier for this roll as they do in the Main Rulebook.

Engineer Skill

In the Traveller Main Rulebook on page 54, the Engineer skill is given with several specialties. For the Clement Sector setting, the **Jump Drive** specialty should be replaced with **Zimm Drive.**

Zimm Drive (Z-Drive): Maintaining and operating a spacecraft's Zimm Drive

Using the Zimm Drive to make a jump to another system: INT, 10-60 minutes, Routine (+2)

Survival Skill

In the Traveller Main Rulebook on page 58, the Survival skill is listed as being the opposite of Streetwise and allows for a character to know how to survive in any climate. In our setting, we have divided Survival into several specialties which we feel more accurately reflects the use of such a skill.

Specialties:
Cold – The character is familiar with methods of keeping warm, finding food and shelter, and knows the sorts of plants/animals which might live in such an environment.
Desert – The character is familiar with methods of locating water and staying hydrated. The character is also familiar with ways to locate shelter and food within the desert environment.
Forest - The character is familiar with animal and plant life commonly found in forests. The character is capable of differentiating between edible and poisonous plants as well as able to locate water which is potable.
Heat – The character is familiar with methods of keeping cool and avoiding heatstroke.
High Pressure – The character is familiar with dealing with higher than standard air pressures.
Jungle – The character is familiar with animal and plant life commonly found in jungles. The character is capable of differentiating between edible and poisonous plants as well as able to locate water which is potable.
Mountains – The character is familiar with mountain climbing and the ability to avoid rockslides. The character is also familiar with the sorts of animals and plants which might inhabit a mountainous environment.
Swamp - The character is familiar with animal and plant life commonly found in swamps.

Hub Federation Navy Career Track

Enlistment: INT 6+
-2 to the roll if age 34+
-1 per previous career

Assignment: Choose from the following:

Crew/Line – You served as a crew member or officer in the Hub Federation Navy.

Engineer/Gunner – You served as a technical specialist in the Hub Federation Navy.

Flight – You served as a pilot of a small vessel such a fighter or shuttle.

Career Progress

Career	Survival	Advancement
Crew	INT 5+	EDU 7+
Eng/Gun	INT 6+	EDU 6+
Flight	DEX 6+	EDU 5+

Commission: SOC 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	500	1 Ship Share
2	1000	+1 INT
3	2000	+1 EDU
4	5000	Weapon
5	5000	Weapon
6	10000	2 Ship Shares
7	20000	+1 SOC

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Gunner (any)	Computers	Tactics (Naval)
2	+1 DEX	Gun Combat (any)	Medic	Pilot (any)
3	+1 END	Zero-G	Sensors	Tactics (any)
4	+1 INT	Pilot (any)	Remote Operations	Leadership
5	+1 EDU	Mechanic	Engineer (any)	Admin
6	Athletics	Vacc Suit	Astrogation	Persuade

Roll	Specialist: Crew	Specialist: Eng/Gun	Specialist: Flight
1	Gunner (any)	Computer	Flyer (any)
2	Astrogation	Mechanic	Astrogation
3	Pilot	Engineer (any)	Pilot (any)
4	Sensors	Gunner (any)	Pilot (small craft)
5	Melee (any)	Sensors	Gunner (any)
6	Comms	Science (any)	Zero-G

Ranks and Benefits

Rank	NCO Rank	Benefit	Officer Rank	Benefit
0	Matrose	Vacc Suit 1	Ensign	Language 1
1	Maat	Language 1	Lieutenant	Admin 1
2	Obermaat		Corvette Captain	Leadership 1
3	Bootsman	Mechanic 1	Frigate Captain	
4	Oberbootsman		Captain	Tactics (Naval) 1
5	Stabsbootsman	+1 END	Admiral	
6	Oberstabsbootsman	Leadership 1	Fleet Admiral	+2 SOC (maximum 10)

Mishaps

Roll	Mishap
1	Severely Injured. Roll twice on the injury table (Traveller Main Rulebook, p. 37)
2	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.
3	Your ship has been destroyed in battle. Roll on the injury table (Traveller Main Rulebook, p.37). You are discharged from the service following an inquiry board.
4	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
5	You become embroiled in an argument with a superior. He has sought to end your career numerous times and has finally done so. Gain 1 rival.
6	Injured. Roll on the injury table (Traveller Main Rulebook, p.37)

Events

Roll	Events
2	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
3	You have been recognized by the Hub Federation Navy for exemplary service. Gain 1 benefit roll.
4	You have been chosen to spend part of the next term as an instructor at the Hub Federation Naval Academy on Hub. Gain 2 benefit rolls and +1 SOC.
5	You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain +2 to next promotion roll. If you choose to instruct them to do otherwise, gain Leadership 1 or a roll on the service table. If you choose to ignore the action gain Streetwise 1 and an ally.
6	You have been selected for cross-training in an alternate assignment. Choose an alternate specialist table (Crew, Eng/Gun, or Flight) and roll for 1 skill.
7	Life Event. Roll on the Life Event Table (Traveller Main Rulebook, p.34)
8	You have been chosen for advanced training. Make a roll on the Advanced Education table.
9	You take part in a boarding raid against a pirate vessel. Roll Gun Combat or Melee 8+. If you succeed, gain a level in Gun Combat (any) or Melee (any). If you fail, roll on the injury table (Traveller Main Rulebook, p.37)
10	Your new commander is extremely strict and is dedicated to details. It's tough for you but you pull through. Gain 1 level in a specialist skill you already possess.
11	You suffer a language barrier with one of your fellow crewpersons. Roll Language 8+. If you succeed, you gain an ally. If you fail, you gain an enemy.
12	You have done exemplary work during this term. You are automatically promoted.

The Hub Federation, at the time of this setting, has only been in existence for 11 years. Therefore, characters can only have been in this service for three terms. Players should be made aware of this fact before they create a character. If they wish to have more than three terms in their past, they will need to have been in a previous career before the Hub Federation Navy.

Characters which were previously members of a national navy can use the planetary navy assignment in the Crewman career in **Book 2: High Guard** available from Mongoose Publishing. Those who were members of the British or German navy previous to the Hub Federation navy are not penalized the -2 for a previous career and retain their rank.

Prior to the Conduit Collapse, several of the nations of Earth had placed ships on the Clement side of the wormhole. When the wormhole collapsed, those ships were left stranded. Without orders or a clear mission, most of the nation's admirals simply joined with a planetary government. This was the case for the Hub Federation Navy.

Most of the stranded ships which joined the worlds which now make up the Hub Federation were European. German and British ships make up the bulk of the Hub force. When the Federation was formed, deals were made and alliances created to give up national loyalties in favor of a unified Federation Navy.

These vessels had been assigned to the region to protect shipping. With the vast numbers of independent worlds being settled, along with the national colonies, piracy became a major problem. These ships, many simply armed merchants, began to attack unarmed shipping.

Over time, more and more merchant vessels went armed, which, in some cases, increased the temptation for some to go into

piracy. The governments, both local and back on Earth, felt the need to protect this shipping. Before long, the worlds which craved independence began to maintain their own defense forces. Others simply called upon the Earth governments to help.

By the time of the Collapse, most of the forces (both the fledgling independents and the Earth nationals) in the Clement sector were already experienced pirate hunters. So the squadrons which joined with the Hub Federation after the Collapse already had experienced crews.

Structure

The Hub Federation Navy consists of 5 former German cruiser squadrons and 2 former British cruiser squadrons. Each of these consisted of 3 2000-ton cruisers and 6-8 smaller escort craft. Each squadron was commanded by a commodore. Overseeing the squadrons was an admiral based at a starport. In the case of the German ships, their main base was at Hub. In the case of the British, it was on Wellington. All of these joined the Hub Federation following the Conduit Collapse.

The first Fleet Admiral of the Hub Federation Navy was Admiral Joshua Clement. This was part of a deal struck with the British which not only brought in Wellington, but gave Admiral Clement his position. Soon after, Admiral Clement took a position as the senator from Wellington. A few short years later, he ascended to the presidency after Hub Federation founder Fyodor Hauser stepped down.

The current Fleet Admiral is Dietrich Degenhart. Degenhart was the admiral of the German squadrons at the time of the Collapse. Both Degenhart and Clement were instrumental in the formation of the Navy and, indeed, the entire federation.

It is Degenhart who is most responsible for the current make-up of the Federation Navy. For instance, while ranks are often listed in English and German, they are German ranks (such as Bootsman and Frigate Captain) rather than English ones.

As crews and populations began to mix over time, most of the ships were installed with translators and bilingual markings. However, the vast majority of naval personnel speak German, either as their primary or second language.

The Hub Federation Naval Academy encourages the use of both languages, but all official communications are given in German so as to avoid confusion. Language, as well as naval tactics, history, science, and leadership are among the top topics at the Academy. The Academy is located on Hub in the city of Kiel.

The Present

The current Hub Federation Navy is a growing entity. The Anderson and Felix shipyards at Hub and Wilhelmveldt have been commissioned to build a few new 2000-ton cruisers to maintain the offensive capabilities of the Federation but the concentration has been on defensive forces. In some cases, many of these vessels are not Zimm-capable and are built to be system defense platforms. It is the belief of the current President and his political allies that the navy should continue to be used in a defensive role rather than to interfere with the affairs of neighboring independent worlds.

However, the President's political opponents believe that the navy's offensive components should be expanded. This opinion usually goes hand-in-hand with a sense of destiny that the Hub Federation should expand its borders and annex nearby star systems.

In either case, the prevailing opinion is that the Navy needs to be grown, but it is the direction of that growth which is the political sticking point. The President, however, is the final word on these topics as long as he and his political allies are able to maintain power.

Cascadia Colonization Authority Career Track

Enlistment: INT 6+
-2 to the roll if age 34+
-1 per previous career

Assignment: Choose from the following:

Crew – You served as a crew member of an exploratory vessel of the CCA

Escort – You served as one of the armed escort or response teams of the CCA.

Explorer – You served as a member of one of the teams sent to study stars, systems, planets and planetary environments.

Career Progress

Career	Survival	Advancement
Crew	INT 5+	EDU 7+
Escort	END 6+	EDU 7+
Explorer	END 7+	EDU 7+

Commission: SOC 8+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	500	1 Ship Share
2	1000	+1 INT
3	2000	+1 EDU
4	5000	Weapon
5	5000	Weapon
6	10000	2 Ship Shares
7	20000	+1 SOC

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)	Officer Skills (Officers Only)
1	+1 STR	Carouse	Diplomat	Investigate
2	+1 DEX	Gun Combat (any)	Medic	Diplomat
3	+1 END	Zero-G	Sensors	Tactics (any)
4	+1 INT	Comms	Science (any)	Leadership
5	+1 EDU	Computers	Investigate	Admin
6	Athletics	Vacc Suit	Advocate	Persuade

Roll	Specialist: Crew	Specialist: Escort	Specialist: Explorer
1	Gunner	Explosives	Language
2	Astrogation	Survival	Navigation
3	Pilot (any)	Heavy Weapons	Science (any)
4	Sensors	Gun Combat	Drive (any)
5	Engineer (any)	Stealth	Survival
6	Mechanic	Recon	Jack of All Trades

Ranks and Benefits

Rank	NCO Rank	Benefit	Officer Rank	Benefit
0	Crewman	Vacc Suit 1	Ensign	Science (any) 1
1	Crewman 1st Class		Lieutenant	Admin 1
2	Petty Officer	Mechanic 1	Commander	Leadership 1
3	Petty Officer 2nd Class		Captain	
4	Petty Officer 1st Class	+1 END	Commodore	Tactics (Naval) 1
5	Chief Petty Officer		Admiral	Diplomat 1
6	Master Chief	Leadership 1	Fleet Admiral	+2 SOC (maximum 10)

Mishaps

Roll	Mishap
1	Severely Injured. Roll twice on the injury table (Traveller Main Rulebook, p. 37)
2	You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.
3	While exploring a new system, your ship experiences more radiation than it was designed to handle. You receive a damaging dose. Lose 1 STR and 2 END.
4	You are accidentally exposed to a dangerous atmosphere. Lose 1 END.
5	You have contracted an alien disease or virus on a new world. Lose 3 END.
6	Injured. Roll on the injury table (Traveller Main Rulebook, p.37)

Events

Roll	Events
2	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
3	You have been recognized by the CCA for exemplary service. Gain 1 benefit roll.
4	You have been chosen to spend part of the next term as an instructor at the CCA Academy on Cascadia. Gain 2 benefit rolls and +1 SOC.
5	While exploring a new world, you encounter an odd beast that attacks you. Roll Gun Combat or Survival 8+ or suffer an injury (Traveller Main Rulebook, p.37)
6	You have been selected for cross-training in an alternate assignment. Choose an alternate specialist table (Crew, Escort, or Explorer) and roll for 1 skill.
7	Life Event. Roll on the Life Event Table (Traveller Main Rulebook, p.34)
8	You have been chosen for advanced training. Make a roll on the Advanced Education table.
9	You are caught in a violent weather event on a new world. Roll Survival 8+ or suffer an injury (Traveller Main Rulebook, p.37)
10	Your ship (if you are Crew) or your planetary team (if you are Escort or Explorer) has stumbled on a pirate base. You may attempt Diplomat or Persuade 10+ to talk them out of attacking. If this fails, roll 8+ (Gun Combat if on surface, Pilot or Gunner if in space). If you succeed, you have defeated the pirates. Gain one level of Tactics. If you fail, roll on the injury table (Traveller Main Rulebook, p.37). In either case, gain an enemy of either a surviving pirate or someone attached to the defeated band.
11	You have a written a book or manual which is now being used for instruction at the CCA Academy. Gain 1 benefit roll.
12	You are part of a crew that discovers a new world suitable for a colony. Not only is it a prime location for colonists, it is also astrogationally advantageous as its location will provide a needed bridge between two regions.

Beginnings

The Cascadia Colonization Authority was founded in 2240 by a group of colonists who wished to settle in the Clement Sector, but away from the influence of the national colonies which were present in the Hub subsector. Their intended target was a unexplored region of space which is now known as the Cascadia subsector. At the time, the nations of Earth had no claim or holdings in that region due to a UN ruling in 2235 (see p. 10). All worlds outside Hub subsector were to be havens for independent colonies away from the influence of the nations of Earth.

James Lancaster, the wealthy founder of Lancaster Shipping, already had a fleet of ships equipped with Zimm drives which had been trading with Earth colonies on either side of the Conduit. Taking advantage of the Independent Worlds Treaty, Lancaster formed the Cascadia Colonization Authority. Lancaster would ferry colonists (or, later, even sell them the ships) to these regions for a comparatively small fee. However, the colony would have to agree to exclusive rights for Lancaster Shipping to provide supplies for the next fifty years.

Colonists agreed to the terms and the first colony ships began moving across the Conduit in 2245. Most of the colonies were successful, though some failed. However, Lancaster's vision was so appreciated that one of the colonies named their colony "Cascadia" in honor of the corporation. It is that colony for which the subsector is named.

All manner of groups looking for a new home and a new way of life began to take the CCA up on their offer to take them to a new world. Often, these worlds had been scouted by the CCA only months before. All of these colonists were going forward and seeking a new homeland across the Conduit. Some were seeking opportunity while others were simply trying to find a new life.

In time, Lancaster himself would retire and become a colonist. Living in the city of Baker on Cascadia, Lancaster had become a living legend. Following his death, the home in Baker where he lived was turned into a museum which is visited by millions of tourists annually.

Trade and Colonies

The CCA and Lancaster Shipping continued to plant colonies throughout the Cascadia subsector. Each time, this expanded Lancaster's monopoly on the region. So it became vital to Lancaster's interests to not only continue looking for other worlds, but also to protect the monopoly they currently possessed.

This required the organization to have a trained group of scouts on hand at all times. The stories of these brave explorers became known far and wide and many began to associate the CCA only with these explorers. Lancaster Shipping continued to move goods and colonists from Earth to the colonies while the CCA looked for new locations suitable for more colonies.

In the meantime, Lancaster Shipping began to arm their ships to protect against pirates and, in some cases, enforce their monopoly. Their distinctive blue ships became ubiquitous in the region.

The success was not to last forever. By 2290, Lancaster began to refuse his anti-aging treatments with the intention of retiring and letting his life end. He had no desire to continue his business and, with no heirs to pass his business to, Lancaster split his company, sold it in pieces and retired to his home on Cascadia. These smaller companies which arose from the ashes of Lancaster Shipping are still operating today with names like The Blue Star Line, Diamond Enterprises, and Falcon Shipping.

The Cascadia Colonization Authority was given to the world government which already bore its name. The CCA became an arm of the Cascadian government.

James Lancaster, however, did not immediately die as he had intended. He continued to live another forty years in retirement and seclusion. Only occasionally did he offer advice to the Cascadian

government or any of the smaller companies which had succeeded Lancaster Shipping. James Lancaster died at the age of 145 in 2330, less than a year before the Conduit Collapse.

The CCA Today

Today the CCA is an agency of the Cascadian government. With its offices in the government sector of the city of Baker, the CCA is now primarily an exploratory agency controlled by the Congress.

Of late, the CCA has been making forays into the Winston subsector just coreward of Cascadia and into the Dawn (Lancaster) subsector to trailing in Tranquility sector. So far, only a few small colonies have been established on the frontier.

There are three branches within the CCA: Crew, Escort, and Explorer. Explorers specialize in the exploration of new worlds. The explorers study, map, and explore the worlds both from orbit and planetside.

Escorts are troops trained to protect the Explorers from danger. This includes animals, pirates, or even rogue or angry colonists.

Crew mans the ships which take the Explorers to their assignments. Often, members of the crew will accompany the Explorers planetside to serve as aids or simply transport.
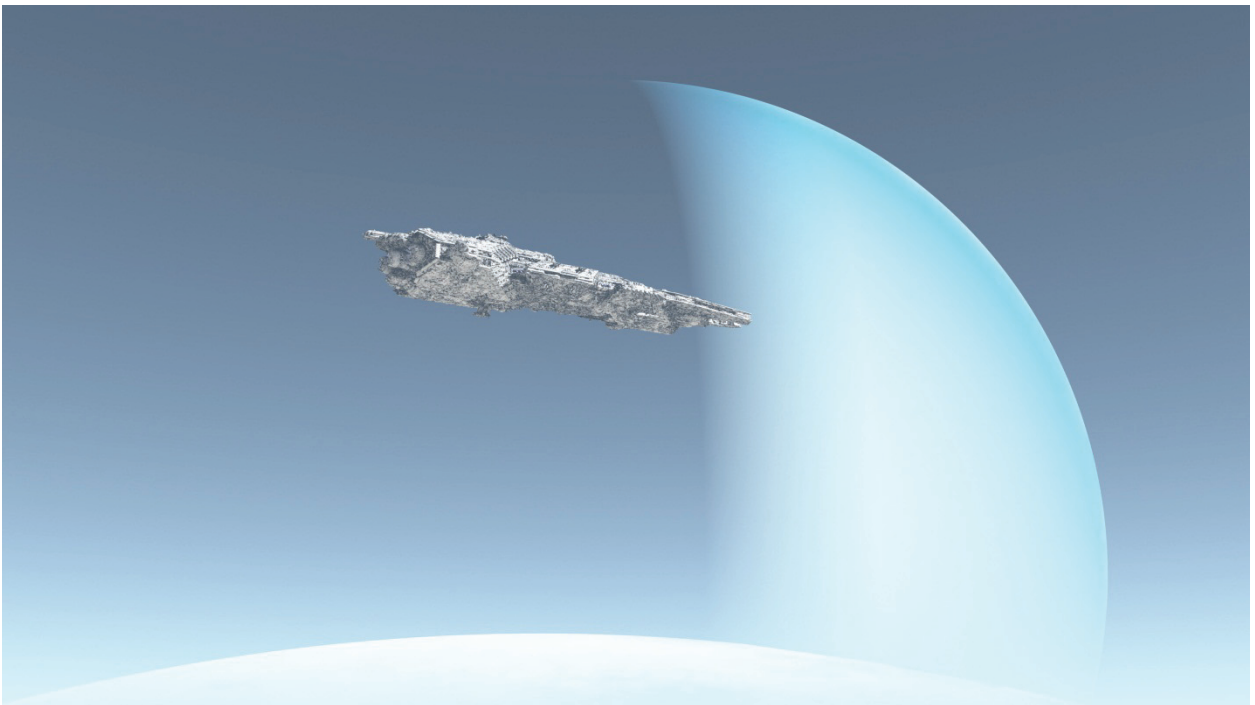
Colonist Career Track

Enlistment: END 6+
-1 per previous career

Assignment: Choose from the following:

Settler – A person who, for one reason or another, has decided to leave their home and make a new life on an unsettled world.

Politician – A person who has come to the colony for the sole purpose of advancing themselves politically in the new colony.

Commercial – A person who, either as a member of a company or on their own, has come to the new colony to establish a business.

Career Progress

Career	Survival	Advancement
Settler	END 6+	EDU 7+
Politician	INT 5+	SOC 7+
Commercial	INT 5+	EDU 7+

Mustering Out Benefits

Roll	Cash	Other Benefits
1	500	+1 END
2	1000	+1 INT
3	2000	+1 EDU
4	5000	Contact
5	5000	Weapon
6	10000	2 Ship Shares
7	20000	+1 SOC

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Drive (Any)	Art (Any)
2	+1 DEX	Computers	Medic
3	+1 END	Mechanic	Language (Any)
4	Athletics (Any)	Sensors	Science (Any)
5	+1 EDU	Comms	Tactics (any)
6	Art (Any)	Remote Operations	Leadership

Roll	Specialist: Settler	Specialist: Politician	Specialist: Commercial
1	Recon	Admin	Advocate
2	Gun Combat (Any)	Persuade	Broker
3	Survival (Any)	Advocate	Persuade
4	Animals (Any)	Deception	Trade
5	Navigation	Diplomat	Admin
6	Jack of All Trades	Carouse	Deception

Ranks and Benefits

Rank	Settler	Benefit	Politician	Benefit
0	Immigrant	Jack of All Trades 1	Handshaker	Carouse 1
1				
2	Homesteader	Animals (Any) 1	Office Seeker	Deception 1
3				
4	Resident	Survival (Any) 1	Legislator	Advocate 1
5				
6	Citizen	Leadership 1	Lawmaker	Admin 1

Rank	Commercial	Benefit
0	Shopkeeper	Trade 1
1		
2	Merchant	Broker 1
3		
4	Manager	Admin 1
5		
6	Capitalist	Diplomat 1

Mishaps

Roll	Mishap
1	Severely Injured. Roll twice on the injury table (Traveller Main Rulebook, p. 37)
2	You have contracted a disease. Lose 2 END.
3	While helping to explore a new area, you are attacked by a local beast or are involved in accident. Roll on the injury table (TMB, p.37)
4	You are accidentally exposed to a dangerous indigenous plant. Lose 1 END.
5	A group of pirates attack the colony. You are injured and gain the pirate group as an enemy.
6	Injured. Roll on the injury table (Traveller Main Rulebook, p.37)

Events

Roll	Events
2	Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.
3	You have been recognized as a valuable member of the community. Gain 1 benefit roll.
4	You have discovered a local commodity which might help to increase trade to and from the colony. Roll Broker 8+. If you succeed, gain 2 benefit rolls. If you fail, take a -2 penalty to your next advancement roll.
5	While exploring your new world, you encounter an odd beast which attacks you. Roll Gun Combat or Survival 8+ or suffer an injury (Traveller Main Rulebook, p.37)
6	You find some quiet time on this new world. You use that time to increase your knowledge. Gain +1 EDU.
7	Life Event. Roll on the Life Event Table (Traveller Main Rulebook, p.34)
8	You volunteer with your community law enforcement. Gain a level in Streetwise.
9	You are caught in a violent weather event on a new world. Roll Survival 8+ or suffer an injury (Traveller Main Rulebook, p.37)
10	A disagreement between the colonists leads to an armed conflict. Roll Diplomat 8+ or Gun Combat 8+. If you succeed, you are able to survive the conflict. If you used Diplomat, gain a level in Leadership. If you used Gun Combat, gain a level in Recon. If you failed, roll on injury table and gain the rival colonists as enemies.
11	A natural disaster strikes the colony. You are faced with a choice to save yourself or try to save others. If you attempt to save yourself, roll Survival 8+. If you succeed, gain a level in Recon or Survival (any). If you fail, make a roll on the injury table (TMB,p.37). If you succeed or fail, roll SOC 7+. If you fail, lose -2 SOC. If you attempt to save others, roll Survival 8+. If you succeed, gain a level in Recon or Survival (any) as well as an Ally. If you fail, make a roll on the injury table (TMB, p.37) but also gain a level in Leadership.
12	Your contributions to the success of the colony are celebrated. Increase your rank by one.

Technology

The technology level or "tech level" (see Traveller Main Rulebook, p. 4) is roughly the same throughout the colonized worlds of Clement Sector. The tech level of all worlds in the sector is between 10-12. Items of tech levels 10-12 are seen throughout the sector.

The descriptions of the tech levels in the Traveller Main Rulebook apply to the Clement Sector with certain notable exceptions. Those exceptions are covered throughout the following pages.

Zimm Drive

The Zimm Drive, or Z-Drive, is the method of travel between the stars used in the Clement Sector setting. While it does allow for ships to move over great distances faster than light could travel there, it does not actually go faster than light. The Zimm Drive uses a property of quantum relationships to remove the vessel out of our "normal" space and into a region called "Z-space" or "Zimmspace".

The Zimm Drive, unlike the Jump Drive (see the Traveller Main Rulebook, available from Mongoose Publishing, p.141), will never go more than 2 parsecs not even in a misjump. Thus, there is no "jump number", rather the Zimm Drive can be set to go to a specific location within 2 parsecs and then "jump" (which is still the preferred nomenclature). So despite the fact that there are TL12 worlds in the Clement Sector, there will never be a Zimm Drive capable of jump-3.

The Zimm Drive creates a bubble which surrounds the vessel and moves it out of normal space. Like the jump drive described in the Traveller Main Rulebook, the ship must be 100 diameters away from a large object to perform the "jump".

The rules listed in the Main Rulebook for preparing to use the jump drive and the consequences of a misjump are the same for the Zimm Drive with the exception that a ship will never exceed two parsecs in distance traveled.

However, the time one spends out of normal space is not uniform like the jump drive described in the Traveller Main Rulebook. If one jumps the full 2 parsecs allowed by the Zimm Drive, one can expect to stay in "Z-space" for a full week (168 hours). If you decide to travel less distance than this, the time goes down in direct relation.

For instance, while it takes 168 hours to travel two parsecs, it will only take 84 hours to travel one parsec. So a jump from one hex to an adjacent hex will take only 84 hours (3.5 days). To travel one light year, the travel time would be just over 26 hours. To travel 1 Astronomical Unit (1 AU) would take 0.15 seconds. This is explained more fully on p. 100.

The Zimm Drive's chief flaw is that the bubble created around the vessel becomes weaker as it increases in size. The larger the ship, the more fragile the bubble becomes. For this reason, most vessels seen in the Clement Sector are smaller ships. At a size of about 5000 tons displacement, it becomes impossible to create a bubble at all.

Holograms

Holographic technology throughout Clement Sector is commonly tech level 13, even on worlds with tech levels of 10-11. Only in places where the technology is being repressed will holographic technology be less than what would, in the baseline Traveller universe, be considered to be tech level 13.

That is not to say that some individuals may have less state of the art equipment, merely to say that the equipment for such holography is available for purchase throughout the Clement Sector.

It is a common practice for ships, shops, and entertainment venues to use holograms. These holograms are so realistic

that it can sometimes be difficult for a person to differentiate between a hologram and a real person.

It is common throughout Clement Sector for computers to have a holographic interface. This can be as simple as a holographic keyboard appearing from a wall or as complex as a holographic avatar appearing to interact with the user.

Computers

Computer technology in the Clement Sector averages at TL12. This varies from world to world according to the tech level listed in the UWP. Hardware and software are available as listed in The Traveller Main Rulebook on pages 91-92.

As a general rule of thumb, consider the tech level of available computers on worlds within the Clement Sector to be one tech level higher than the UWP listed. This would mean that TL13 hardware and software will be available on worlds which are listed at TL12.

Augments

Like computers, augments available on a world should be considered to be two tech levels higher than the tech level listed in the UWP. So on a world listed as tech level 10, augments listed in the Traveller Main Rulebook at tech level 12 will be available for the characters to purchase. Augments are listed in the Traveller Main Rulebook on pages 89-90.

Robotics

As with computers, robotics should be assumed to be available at one tech level higher than that listed in the world's UWP. Robots are listed in the Traveller Main Rulebook on pages 94-96 and covered in **Book 9: Robot**, both of which are available from Mongoose Publishing.

Cloning

Cloning of body parts is common in the Clement Sector setting. This is normally associated in the Traveller Main Rulebook as being TL13, however, cloning of individual body parts can be performed in this setting at any world listed in this volume at TL11 or higher. The exception to this is Superior, which has concentrated its technological efforts toward this goal. While Superior is listed as TL10 and most other aspects of society are at that tech level, their cloning and medical technology is equal to what would be TL13 in the Traveller Main rulebook.

Full body cloning and the transferal of consciousness are currently beyond the tech level of the Clement Sector.

Equipment

The equipment lists in the Traveller Main Rulebook, the Career books, and certain other Mongoose publications may be used in concert with this setting. Unless noted otherwise in the Technology section on the previous pages, the highest tech level of equipment available should be 12 while the most common equipment should be TL10-11.

Listed below is equipment which is setting specific. Note that the tables already factor in the difference between Clement Sector tech levels and those presented in the base Traveller rules.

Handcomps

A handcomp is a portable hand computer which allows the user to communicate using voice and text, connect to the local worldnet, and perform a wide variety of other tasks using software which is widely available. Software for handcomps is listed on p.92-93 of the Traveller Main Rulebook

Handcomps become available as early as TL7 and are still in use by many in this setting particularly on worlds where there may be a bias against mindcomps and other cyberware.

Rules for computer use in Traveller can be found in the Traveller Main Rulebook p.91. Listed below are the types of handcomps available in this setting, their weight, their cost, and the tech level required on a Clement Sector world to produce them.

Handcomp Power	Mass (kg)	Cost in HF Credits	Tech Level
Computer/2	1	1000	10
Computer/3	0.5	2000	11
Computer/4	0.5	3000	12

Note that this table already factors in the difference in the Computer TL within Clement Sector as opposed to the Computer TL within the base Traveller rules.

Mindcomps

Mindcomps are the ultimate in portable computer technology. The mindcomp functions just like any other computer; however, it is controlled by the user's brain rather than by hand. A mindcomp is placed inside the user's skull and displays through holographic images which can only be seen by the user.

These are extremely convenient with users almost constantly in connection with a worldnet on more civilized worlds. However, it is not without risk. Some users report feeling depressed or isolated when the mindcomp is no longer in constant connection with a worldnet such as on a frontier world or in deep space. In addition, some worlds such as Harrison (Sequoyah 0805) have banned the use of mindcomps and any mind enhancing device. Other worlds such as Kingston (Hub 0106) require a mindcomp to be installed in all citizens and use the mindcomp to monitor and, some believe, control their citizens.

All mindcomps include the ability to communicate using voice or text, connect to the worldnet or perform a wide variety of tasks using available software. Software for mindcomps is listed on p.92-93 of the Traveller Main Rulebook and below. All mindcomps include an Intelligent Interface. However, this Intelligent Interface is considered to run at Rating 0 rather than Rating 1 as listed on p.92 of the Traveller Main Rulebook.

In addition, all mindcomps have the ability to directly interface with other computers creating a direct neural link between the computer and the user. This allows the user to manipulate a connected computer at a faster speed than with his/her

hands. Interacting with a computer in this fashion gives the character a +1 to any computer related task.

Mindcomp Power	Cost in HF Credits	Tech Level
Computer/3	60,000	11
Computer/4	100,000	12

Mindcomp Software and Hardware

Unlike normal computer software, mindcomp software can be used not only to run programs but also to improve the user. Some of the available programs are listed below.

Improved Memory (TL11): This is an option which can be added as an augment to any mindcomp. This will allow the user to make use of increased memory on board the mindcomp to enhance the user's own memory.

Cost in HF Credits	Effect
30,000	+1 EDU
60,000	+2 EDU
120,000	+3 EDU

Intellect Improvement (TL11): This program provides the ability for the user to improve the speed at which they think. This, in turn, boosts the character's INT score.

Program Rating	Cost in HF Credits	Effect
0	1500	+1 INT
1	3000	+2 INT
2	6000	+3 INT

Skill Software (TL11): These are programs which allow for the character to use a skill at a certain level. This software can be purchased for any skill listed in the Traveller Main Rulebook or within this book.

Program Rating	Cost in HF Credits	Effect
0	2000	Skill Level 0
1	4000	Skill Level 1
2	8000	Skill Level 2
3	16,000	Skill Level 3

Targeting Program (TL11): This is a program which will assist in firing in a weapon by using the holographic visual interface as a targeting sight.

Program Rating	Cost in HF Credits	Effect
0	500	+1 to hit
1	1000	+2 to hit
2	2000	+3 to hit

Spacecraft Design

For the most part, spacecraft design in the Clement Sector setting works as it does in the Traveller Main Rulebook pages 105-113. Larger and smaller vessels will use the design rules presented in **Book 2: High Guard**. The differences between the base rules and the Clement Sector setting will be addressed here.

Hull

Due to the manner in which the Zimm Drive works, no vessel which contains a Zimm Drive will ever be over 5000 tons displacement. Most starships, due to the danger of having a ship of that size, will stay well below that threshold. There will be more concerning the Zimm Bubble limit in the section on Starship Operations.

Vessels which do not intend to attempt interstellar travel with a Zimm Drive will not face this size limitation. Therefore insystem only ships can be built with any size hull.

Zimm Drive

For the purposes of starship design, the Zimm Drive is identical to a Jump-2 drive as described in the Traveller Main Rulebook. To determine which drive letter to use for a Zimm Drive in the design of a vessel for Clement Sector, consult the chart below. This chart should be used instead of the chart on page 108 of the Traveller Main Rulebook.

For vessels between 2000 and 5000 tons, the design rules in **Book 2: High Guard** are used. A Zimm Drive will require 3% of the ship's tonnage.

Zimm Drives cannot be installed on vessels smaller than 100 tons.

Zimm Drive Letter Chart

100	200	300	400	500	600	700	800	900	1000	1200	1400	1600	1800	2000
A	B	C	D	G	H	J	J	K	K	L	M	N	P	Q

Starships of Clement Sector

While there are as many designs for starships as there are cultures and shipbuilders within the Clement Sector, these are some of the most commonly encountered ship classes. Each set of statistics and deck plans listed on the next few pages are examples of vessels within that class. Prices are given in terms of millions of Hub Federation credits.

Rucker-class "Odd Job" Merchant Vessel

The *Rucker*-class or "Odd Job" as it often known is a commonly seen vessel in the Clement Sector. It is a 300-ton vessel intended to be an independent or corporate merchant vessel. They are built by Anderson and Felix in the Hub system.

Most, however, do not refer to the ship by its official A&F name; rather they refer to the ship as an "Odd Job". The ship class earned this nickname from the wide variety of uses that people find for the ship. *Rucker*-class vessels have seen use as everything from system defense ships to pirate ships, from yachts to garbage haulers.

The version presented here is the standard merchant vessel version. This is the stock version sent out by the hundreds every year from the shipyards of Anderson and Felix.

1. Passenger Stateroom
2. Cargo Bay
3. Airlock / Loading Bay
4. Crew Common Area
5. Store Room
6. Crew Stateroom
7. Crew Facilities
8. Bridge
9. Sensor Room
10. Captains Stateroom
11. Captains Office
12. Recreation Area
13. Medical Bay
14. Air / Raft Launch Bay
15. Engineering / Life Support
16. Zimm Drive
17. Manoeuvre Drive
18. Power Plant
19. Gunnery / Fire Control
20. Passenger Common Room

Lower Deck

Airlock

Upper Deck

Avionics

Computer / Bridge Systems

Fuel

Fuel
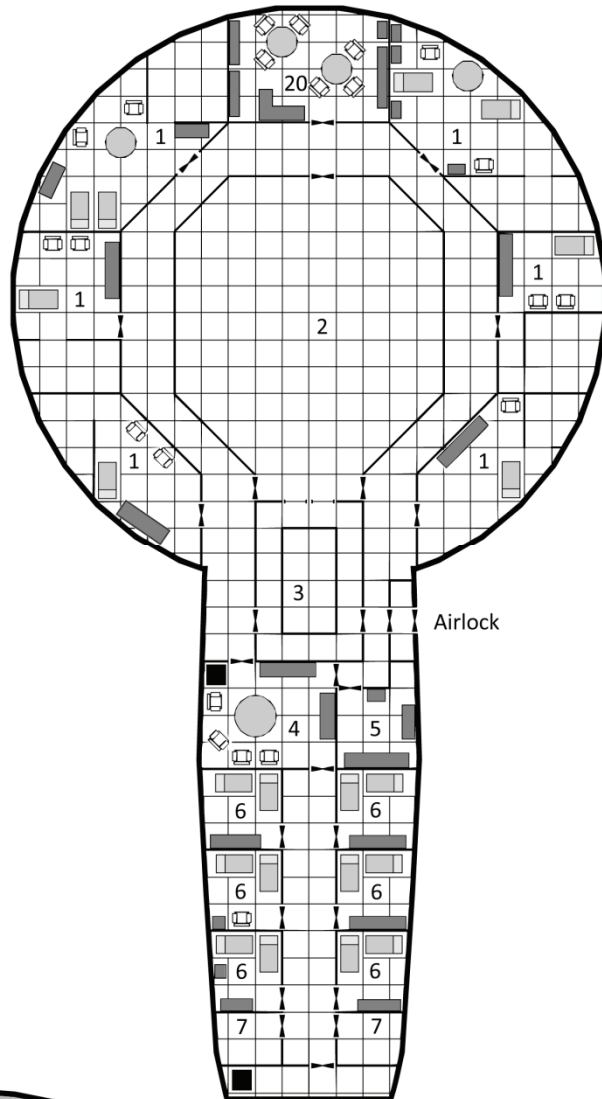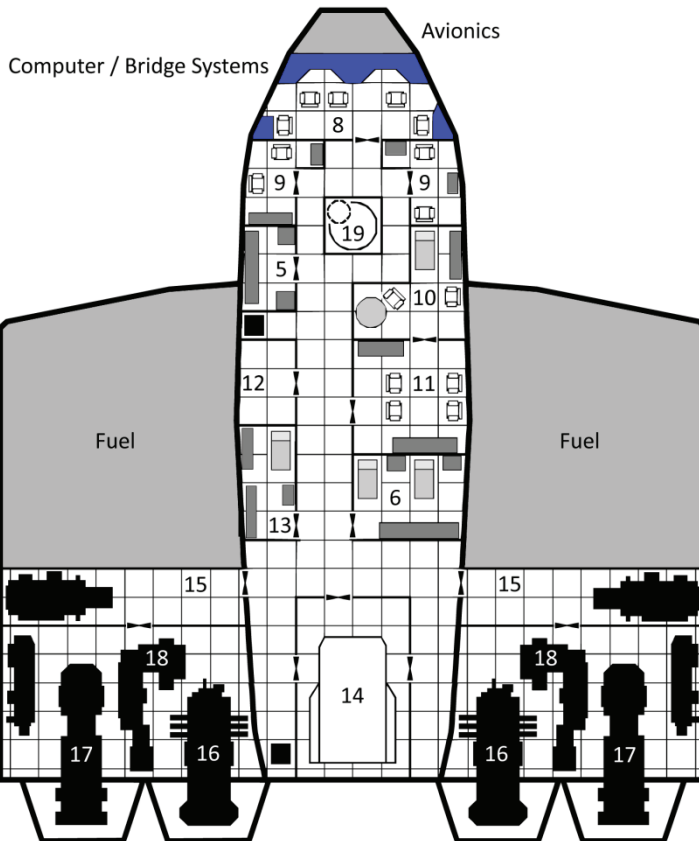
RUCKER-CLASS

Iris Valve
Overhead
Bed
Seating
Storage
Ship Systems
Elevator
Furniture
Sliding Hatch
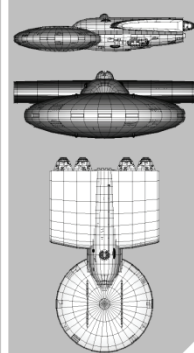
Rucker-class "Odd Job" Merchant Vessel

Hull	300 tons Streamlined	Hull 6 Structure 6		13.2
Armor	Crystaliron	4 Points	15	2.4
Zimm Drive C		2 parsec range	20	30
Maneuver Drive C		Thrust 2	5	12
Power Plant C			10	24
Bridge			20	150
Computer	Model 2	Rating 10		0.16
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	66 tons	1 2 parsec jump and 2 weeks of operation	66	
Cargo	92 tons		92	
15 Staterooms		One converted to office	60	7.5
20 Low Berths			10	1
Extras	Ship's Locker Air/Raft			0.275
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				0.021
Life Support Cost (Monthly)				0.032
Total Tonnage And Cost			300	247.785

Luxury-class Yacht

The *Luxury*-class yacht is a personal craft used most often by the wealthiest in the Clement Sector.   Built by Anderson and Felix at their Wilhelmveldt shipyard, the *Luxury*-class ships are designed to be the ultimate in elegance and refinement.

It is not uncommon to see a corporate leader or system politician using one of these craft. Rumor has it, however, that there are pirates making use of the ship as well, particularly within the Dade subsector.

The *Luxury*-class depicted here is the most common model. Anderson and Felix will custom make the vessels with personalized layouts for an additional service fee.

Key

Chair		Manual Hatch	
Bunk		Personnel Lift	
Double Bunk		Bay Doors	
Fresher Unit		Turret Access	
Iris Valve		Bulk Head	
Iris Valve Floor		Outer Hull	
Iris Valve Ceiling		Sliding Door	
Iris Valve Both		Escape Pod	

1 Square = 1.5 Metres

Luxury Class Yacht

Deck One

1. Triple Stateroom
2. Double Stateroom
3. Passenger Common Room & Entertainment
4. Office
5. Galley
6. Cutter Access

Cargo Bay

Airlock

Cargo Bay

Bay Door

Bay Door

Cutter

Cargo Bay

Cargo Bay

Luxury Class Yacht

Deck Two

1. Bridge
2. Office
3. Ship's Locker
4. Computer Room
5. Medbay
6. Crew Quarters
7. Common Room
8. Engineering
9. Airlock

Sensors / Avionics

Turret

Fuel Tanks

Fuel Tanks

Zimm Drive

Fuel Scoops

Fuel Scoops

Processors

Processors

Power Plant
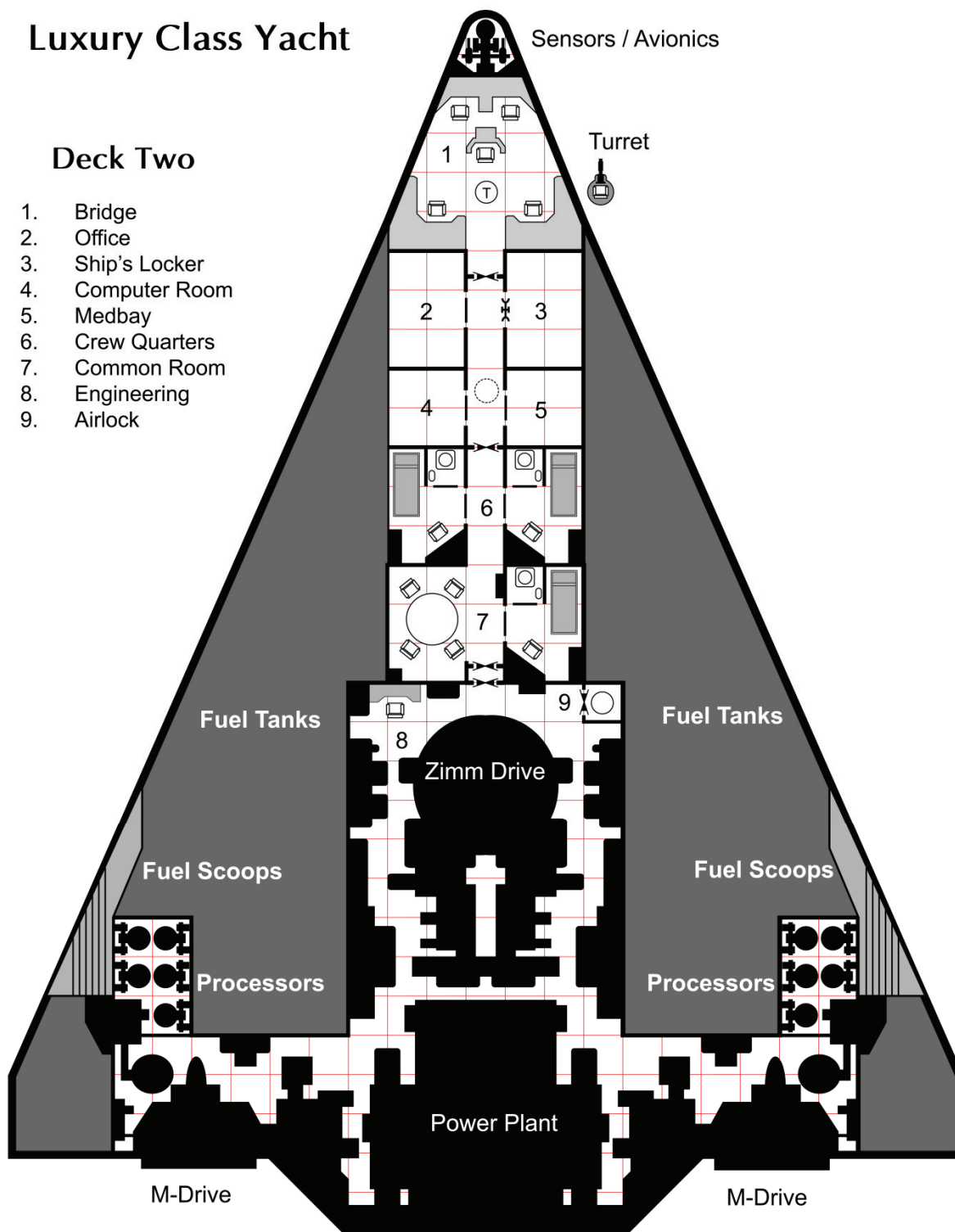
M-Drive

M-Drive

Luxury-class Yacht

Hull	400 tons Streamlined	Hull 8 Structure 8		17.6
Armor	None			
Zimm Drive D			25	40
Maneuver Drive J		Thrust 4	17	36
Power Plant J			28	72
Bridge			20	200
Computer	Model 4	Rating 20		0.5
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Beam Laser Turret	1	0.2
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	98 tons	1 2 parsec jump and 2 weeks of operation	98	
Cargo	87 tons		87	
12 Staterooms			48	6
Luxuries			20	2
Extras	Ship's Locker Cutter Fuel Processor		50 5	28 0.25
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				0.0339
Life Support Cost (Monthly)				0.024
Total Tonnage And Cost			400	406.8

Trailblazer-class Scout

The *Trailblazer*-class scout ship is a ship used primarily by the Cascadia Colonization Authority. The ships are built in the Lancaster Memorial Shipyards orbiting Langley, a gas giant in the Cascadia system. These ships are often encountered in the trailing region of the Cascadia subsector and in areas where the CCA have exploratory missions underway. Some of the older ships have been sold or even given to ex-CCA members. These older ships are always lacking the improved sensors installed in active CCA vessels.

Trailblazer Class Scout

Sensors

1

2

3

4

Fuel Tanks

Fuel Tanks

Cargo Bay Lift

Upper Cargo Bay

5

M-Drive

Zimm Drive
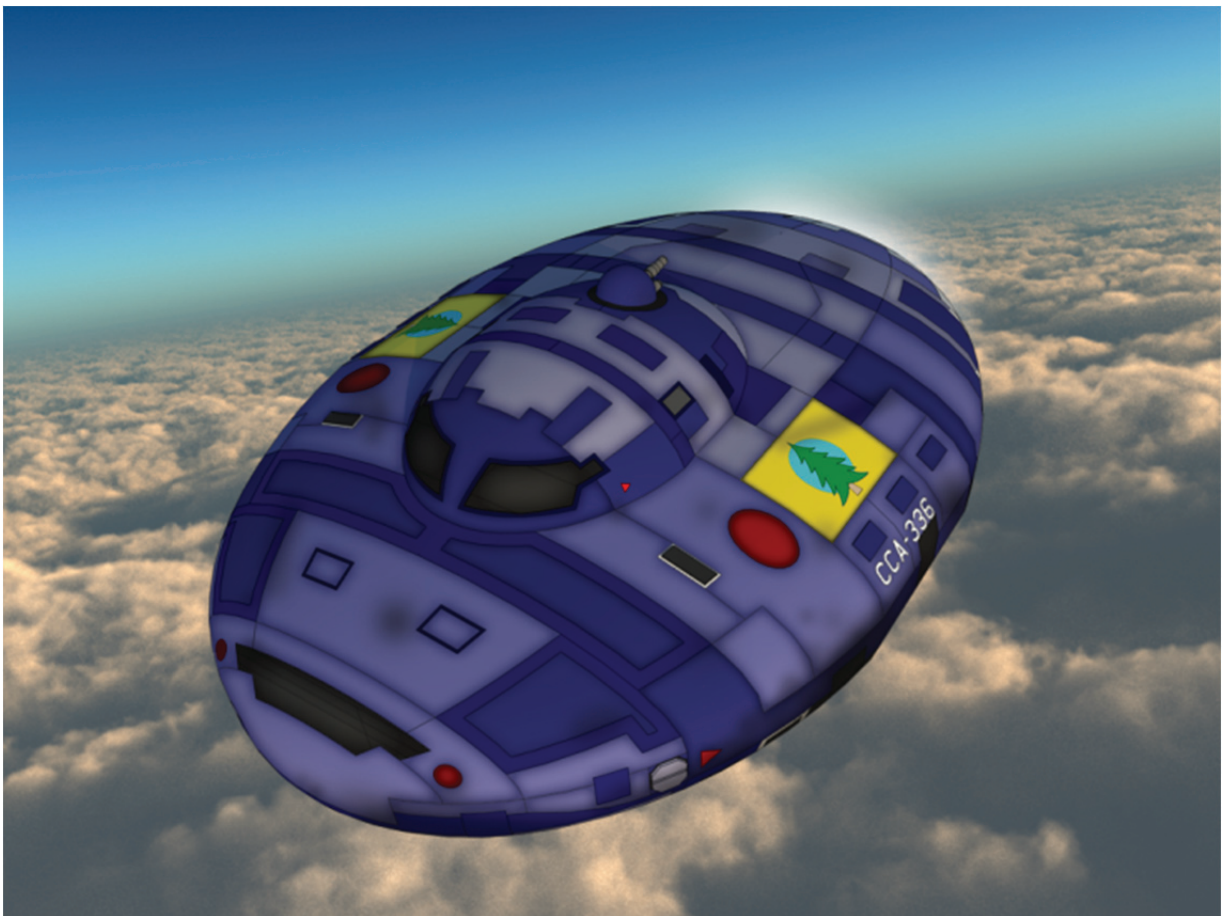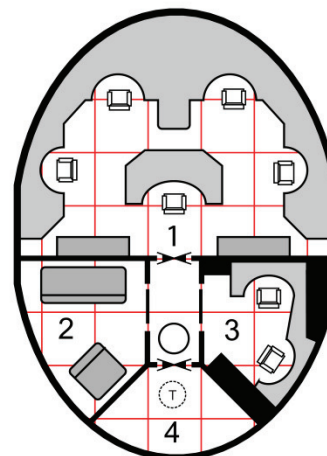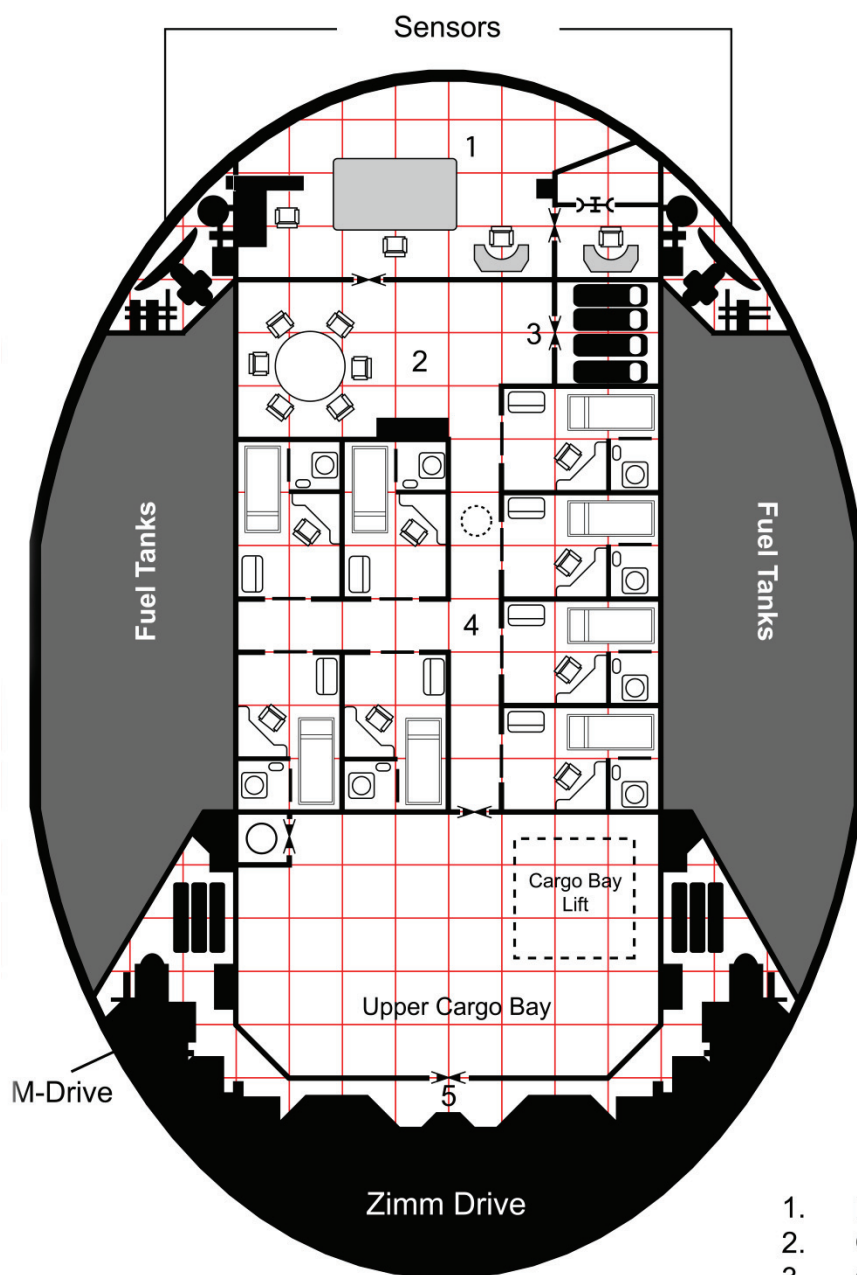
Triple Turret

Deck One

1. Bridge
2. Ship's Locker
3. Computer Room
4. Turret Access

Deck Two

1. Lab
2. Crew Common Room
3. Cold Berths
4. Crew Staterooms
5. Upper Engineering

Trailblazer Class Scout
Deck Three

Vehicle / Cargo Ramp

Airlock

Airlock

Fuel Tanks

Fuel Tanks

Air Raft Bay

Fuel Scoops

Fuel Scoops

Lower Cargo Bay / ATV Garage

Fuel Processors

Cargo Bay Lift

M-Drive

Power Plant

Key			
Chair		Manual Hatch	
Bunk		Personnel Lift	
Double Bunk		Bay Doors	
Fresher Unit		Turret Access	
Iris Valve		Bulk Head	
Iris Valve Floor		Outer Hull	
Iris Valve Ceiling		Sliding Door	
Iris Valve Both		Escape Pod	

1 Square = 1.5 Metres
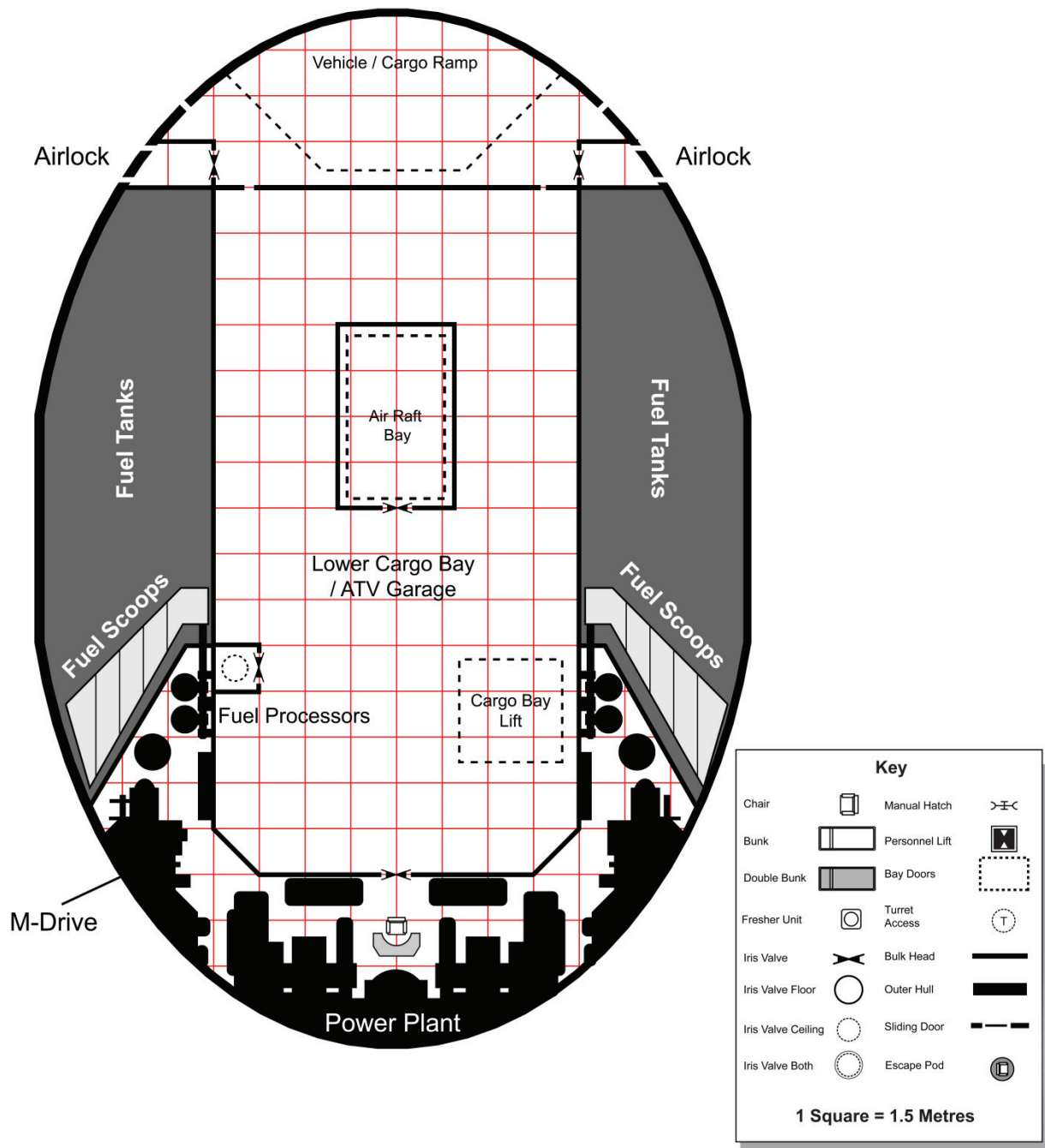
Trailblazer-class Scout

Hull	300 tons Streamlined	Hull 6 Structure 6		13.2
Armor				
Zimm Drive C		2 parsec range	20	30
Maneuver Drive E		Thrust 3	9	20
Power Plant E			16	40
Bridge			20	150
Computer	Model 4	Rating 20		5
Electronics	Very Advanced Sensors	DM +2	5	4
Weapons	Hardpoint 1	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	90 tons	1 2 parsec jump and 2 weeks of operation	90	
Cargo	87 tons		87	
8 Staterooms			32	4
4 Low Berths			2	.2
Extras	Ship's Locker Air/Raft ATV Fuel Processor		4 10 4	0.275 0.05 0.2
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				0.0228
Life Support Cost (Monthly)				0.0164
Total Tonnage And Cost			300	274.125

Atlas-class Freighter

The *Atlas*-class freighter is an all-purpose cargo carrier used most often by corporations to ship material. The original design of the ship was created by James Lancaster and his company built the original vessels. Since his corporation was broken into many other companies, the design for the vessel passed to those companies.

Other companies which are not descendants of Lancaster Shipping also use the *Atlas*. Some companies purchase older freighters while others simply copy the design.

The six cargo pods on the sides of the *Atlas* are detachable for easy transfer. Some have used the *Atlas*-class ships as easy "starter colonies" leaving the detachable pods to be welded together as a habitat. Others have installed weapons in the place of the cargo pods for use as defense of the vessel or even as a supplement to a system defense fleet.

Atlas Class Freighter
Deck One

1. Bridge
2. Ship's Computer
3. Office
4. Medical Bay
5. Ship's Locker
6. Passenger's Common Room
7. Mini Galley
8. Passenger's Staterooms
9. Utility Room
10. Storage
11. Cutter Access
12. Engineering Control / Workshop

Forward Airlock

Cargo Bay Upper Doors

40 Ton Cutter

Fuel

Cutter is attached to the ships dorsal section

Zimm Drive

M-Drive

Sensors / Avionics

Triple Turret

Atlas Class Freighter
Deck Two

1. Turret Access
2. Cold Berths
3. Crew Common Room
4. Mini Galley
5. Crew Staterooms
6. Fuel Processors

Cargo Bay
6 Metres High

Fuel

Scoops

Key			
Chair		Manual Hatch	
Bunk		Personnel Lift	
Double Bunk		Bay Doors	
Fresher Unit		Turret Access	
Iris Valve		Bulk Head	
Iris Valve Floor		Outer Hull	
Iris Valve Ceiling		Sliding Door	
Iris Valve Both		Escape Pod	

1 Square = 1.5 Metres

Aft Airlock

Power Plant

M-Drive

Atlas-class Freighter

Hull	800 tons Standard; Self-Sealing	Hull 16 Structure 16		80
Armor				
Zimm Drive J		2 parsec range	50	90
Maneuver Drive J		Thrust 2	17	36
Power Plant J			28	72
Bridge			20	4
Computer	Model 3	Rating 15		2
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoint 2	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoints 3-8	Empty		
Fuel	166 tons	1 2 parsec jump and 2 weeks of operation	166	
Cargo	377 tons		377	
20 Staterooms		10 Crew Staterooms 10 Passenger Staterooms	80	10
20 Low Berths			10	1
Extras	Ship's Locker Pinnace Fuel Scoops Fuel Processor		40 9	20 1 0.45
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				0.027225
Life Support Cost (Monthly)				0.05
Total Tonnage And Cost			800	326.7

Farragut-class Destroyer

The *Farragut*-class destroyer is a 1200-ton warship which was used extensively by the United States Space Navy in the Clement Sector before the Collapse in 2331. After the Collapse, these vessels were stranded on the Clement Sector side of the wormhole. In the eleven years following the Collapse, these have since become part of several planetary system defense squadrons and planetary navies.

The vessel shown is *USS John Paul Jones*, which is now part of the Boone Space Navy in the Sequoyah subsector.

Farragut Class Destroyer

Sensors

Fusion Gun

Deck Two

1. Sensor Control
2. Meson Gun FIre Control
3. Common Room
4. Mini Galley
5. Crew Staterooms
6. Office
7. Utility Room
8. Ward Room
9. Fuel Processors
10. Upper Engineering

Fusion Gun

Meson Gun

Fusion Gun

Gun Bay Machinery

Meson Gun

Deck Three

1. Sensor Control
2. Fusion Gun FIre Control
3. Common Room
4. Mini Galley
5. Crew Staterooms
6. Office
7. Ship's Locker
8. Medical Bay
9. Utility Room
10. Engineering Control / Workshop
11. Lower Engineering

Sensors

Fusion Gun

Gun Bay Machinery

Fusion Gun

Air Lock   **Air Lock**

Deck One

1. Bridge
2. Tactical Operations
3. Fresher
4. Computer Room

Air Lock   **Air Lock**

Fuel Tanks   **Fuel Tanks**

Fuel Tanks

Gun Bay Machinery

Meson Gun

Gun Bay Machinery

Fuel Tanks   **Fuel Tanks**

Fuel Tanks

Key

Chair	Manual Hatch	
Bunk	Personnel Lift	
Double Bunk	Bay Doors	
Fresher Unit	Turret Access	
Iris Valve	Bulk Head	
Iris Valve Floor	Outer Hull	
Iris Valve Ceiling	Sliding Door	
Iris Valve Both	Escape Pod	

1 Square = 1.5 Metres

Power Plant

Zimm Drive

M-drives

Farragut Class Destroyer

Deck Four

Main Airlock / Docking Port

Repair Drones

Cold Berths

Cargo Bays   Cargo Bays

Fuel Scoops   Fuel Scoops

50 Ton
Cutter

Fuel Tanks   Fuel Tanks

Farragut-class Destroyer

Hull	1200 tons Standard	Hull 24 Structure 24		120
Armor	Crystaliron X2	8 points	120	24
Zimm Drive L		2 parsec range	60	110
Maneuver Drive S		Thrust 4	33	68
Power Plant S			52	136
Bridge			40	6
Computer	Model 4 (fib)	Rating 20		7.5
Electronics	Advanced Sensors	DM +1	3	2
Weapons	Hardpoints 1-4	Triple Turrets (missile rack, beam laser, sandcaster)	4	4
	Hardpoints 5-8	Meson Bays	200	200
	Hardpoints 9-12	Fusion Bays	200	32
Fuel		1 2 parsec jump and 4 weeks of operation	274	
Cargo	44 tons		44	
21 Staterooms		Captain and XO have private offices	84	10.5
20 Low Berths			10	1
Extras	Ship's Locker Fuel Scoops Fuel Processor Repair Drones Cutter		14 12 50	1 0.7 240 28
Software	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/3			6
	Library			
Maintenance Cost (Monthly)				0.08324
Life Support Cost (Monthly)				0.063
Total Tonnage And Cost			1200	998.9

Travel and Starship Operations

One of the most common activities in which characters will be engaged is the act of running a starship. In this section, we will cover how starships work in the Clement Sector setting and the things which characters have to be familiar.

It is highly recommended that you be familiar with the information concerning spacecraft operations in the Traveller Main Rulebook beginning on page 137. Much of what is stated there is also true of the Clement Sector setting. Differences between the Main Traveller Rulebook and the Clement Sector will be addressed in this section.

Planetside Operations

Many worlds in the Clement Sector do not have orbital starports. This requires the vessel to enter the planet's atmosphere (assuming it has one) and for the ship to land on the planet. If the planet has an atmosphere rated at 2 or higher, the ship will be required to have a streamlined hull to land.

If a ship does not have a streamlined hull, most worlds will require that the ship remain in orbit for safety reasons. This means that anyone who wants to go to the surface will need to have other means of transportation (such as a shuttle onboard the ship or a shuttle service). For the vessel to refuel, the crew will need to rely upon fuel shuttles to bring fuel up from the surface. This is often a costly procedure.

Vessels which are not streamlined, but wish to attempt to land on a planet with an atmosphere should consult the rules on page 137 of the Traveller Main Rulebook under the section on Atmospheric Operations.

Landing At A Downport: Pilot, DEX, 1-6 minutes, Routine (+2)

Most worlds have laws stating that vessels must land at the downport. However,

Common Terms

Here are some common terms used throughout Clement Sector.

Planetside – Planetside is a term used to describe being on the surface of a planet. Occasionally, some will use it to describe something going on in the atmosphere of a planet as well.

"Following our refueling stop at the port, we took *MV Gypsy Rose* planetside to load more cargo."

Insystem – Insystem is defined as the area of space between the outermost planet and the area around the primary star. Most space travelers will not refer to the area between a planet and its moon(s) as "insystem" though some will.

"After the cargo was loaded on *Gypsy Rose*, we left the planet and then took the ship insystem."

Upport – Often used interchangeably with highport to mean an orbital station.

"The system defense force wanted to inspect the cargo we had picked up planetside so we docked at the upport for inspection."

Bridge World – A system located in a position which allows Zimmspace travel between regions (see pages 9-10). The most famous bridge world in the Clement Sector is Chance (Cascadia 0405).

"Chance takes advantage of its location as a bridge world in the Cascadia subsector to make money on those traveling from one side of the subsector to the other."

if characters wish to land their vessel at a location other than the downport, the Referee should take the location into account. Difficulties should be raised according to uneven ground, obstacles (trees, rock formations, etc.), or even a moving landing zone.

Getting back to orbit is also a routine task for a streamlined vessel. The same difficulties experienced in landings for non-streamlined vessels apply to this task as well.

Highport Operations

Docking at an orbital port is also a Routine (+2) task which takes 1-6 minutes. Many of the worlds with highports will force visiting vessels to stop at the highport before continuing on to the planet. This will often require that the crew have a visa or other permission to continue to the planet.

In some cases, the planetary government will not allow visiting ships to land on the planet at all.

Gas Giant and Ocean Refueling

In most systems in the Clement Sector, the local government will permit ships to refuel by skimming from the atmosphere of a local gas giant. Some systems will charge a fee for doing this and, rarely, some systems have laws to prevent it.

To refuel in this manner requires that the vessel is equipped with fuel scoops. If the vessel is so equipped, the pilot of the ship will be required to take the vessel into the upper atmosphere of the gas giant.

Piloting A Ship Into A Gas Giant To Refuel: Pilot, DEX, 1-6 hours, Routine (+2)

This will fill the tanks of the ship with unrefined hydrogen. Using this unrefined fuel is dangerous and can cause problems for the drives. Most vessels equipped with fuel scoops are also equipped with processors to refine the fuel. This will require an engineering skill check to perform.

Refining Unrefined Fuel: Engineer, EDU, variable (see p.110, TMB), Routine (+2)

This procedure can also be performed in a world's ocean. Most worlds in Clement Sector have laws preventing this, but it is often used by vessels visiting unpopulated worlds.

Performing A Water Landing: Pilot, DEX, 1-6 minutes, Difficult (-2)

Refueling in a gas giant or in the water can be dangerous. If one of these task checks is a failure, the Referee should consult the Refueling Mishaps tables starting

MV

One of the many holdovers from the pre-Collapse days is the use of the term "MV" or "Merchant Vessel" before the names of ships primarily designed to carry cargo. Before the Collapse, vessels would usually register with the United Nations, a nation of Earth, or an independent world. These vessels would be given the designation "MV" or "Merchant Vessel".

Most vessels, though not officially registered at all, will maintain this convention. The Captain's Guild (see p. 113) will register the ship of any member of its organization and will give the ship an official designation of MV (for merchant vessel) or PV (for passenger vessel).

However, these designations are not always indicators of an affiliation with the Captain's Guild or a world government. Some vessels simply carry the designation because their captains feel that it makes the ship sound more official. Others, even members of the Captain's Guild will not use the designation preferring to use only the ships' name

on page 107. The Referee may either roll 1d6 and consult the table or choose a mishap which he/she feels is appropriate to the situation.

Zimmspace Travel

In the Clement Sector setting, traveling by Zimm Drive is the only practical way to travel between star systems. This requires a vessel to have a Zimm Drive and the correct amount of fuel for the Zimm Drive to burn in the creation of a Zimm Bubble.

Each system hex and empty space hex has 1-6 established areas where a ship may "jump" as a destination. These are called "Zimm Points".

Zimm Points are regions of space located at 100 diameters or more from a large object (such as a star, planet, or gas giant) which are designated as an area where ships can come out of Zimmspace. Each system and each area designated on a starmap as a "hex" will have at least one Zimm Point for which an astrogator can aim when plotting a course from one system to another. These regions are only used for incoming ships. Outgoing ships merely have to get to a location 100 diameters from all objects in the system.

The more traffic that a system expects, the more Zimm Points are present. These are usually spheres of about 500 thousand to 1 million kilometers in diameter and are located at points which are 100 diameters away from any large object (such as a star, planet, or moon). In major systems, these will be located as close as possible to the most populated world in the system. In areas where there is little traffic, the Zimm Point will often be located near a gas giant.

These areas are kept clear of local traffic. Once a ship has emerged from Zimmspace into normal space, the vessel is asked to clear the area as quickly as possible to avoid collisions. Zimm Points are well-known and are included in all starmaps of the region. Some systems choose to mark the boundaries of the Zimm Points with beacons while in other systems it simply appears on astrogational programs. To plot a course through Zimmspace to a Zimm Point requires a skill check by the astrogator of the vessel.

Plotting A Course To A Zimm Point In Another System: Astrogation, EDU, 10-60 minutes, Routine (+2)

Unfortunately, travel with a Zimm Drive is not entirely safe. Mishaps, called "misjumps" can occur which can place vessels light-years away from their intended destination. Larger vessels can face the danger of their Zimm Bubble collapsing. And even as large as a Zimm Point is, collisions, though rare, have occurred.

For a vessel to enter or leave Zimmspace, a skill check is required of the engineer.

Moving A Ship Into Zimmspace: Engineer, EDU, 10-60 minutes, Routine (+2)

As stated above, one of the limitations of the Zimm Drive is that larger vessels are often unable to maintain the Zimm Bubble. At a hull size of 5 thousand tons, it becomes impossible to create a bubble which can encompass the entire vessel for the period of time needed to make a jump.

Any vessel larger than 2000 tons is required to make a percentage roll based on the size of the ship to determine if the vessel made the jump. Consult the chart below.

Hull Size	% Chance of Bubble Collapse
2000-2500	2%
2501-3000	5%
3001-3500	10%
3501-4000	15%
4001-4500	20%
4501-4999	25%

If the bubble collapses, the vessel will immediately precipitate out of Zimmspace leaving the ship in a location between its

starting point and its destination. It is entirely the decision of the Referee as to where to have the ship fall out of Zimmspace.

It is recommended that the difference between the target number and the roll on the percentage dice be taken into consideration. Rolls closer to the target percentage might get the vessel close to the system or even into the outer system of the destination. However, this is not necessary and is entirely up to Referee fiat.

The maximum range of a Zimm Drive is 2.4 parsecs. Tests have been conducted with the Zimm Drive to attempt to exceed this range but so far none have been successful. In some cases, the Zimm Bubble would collapse as early as 2.35 parsecs travel. Most ships will attempt to keep the distance traveled close to 2 parsecs.

The Zimm Drive can cover a distance of 1 light year in 26 hours. It will take 84 hours (3.5 standard days) to travel one parsec and 168 hours (7 standard days) to cover two parsecs. The Zimm Drive can also be used for insystem travel allowing a ship to cover 1 AU in 1.44 seconds.

The following chart will give travel times for several distances for a quick reference:

The amount of fuel expended by a starship's Zimm Drive to create the Zimm Bubble is also relative to the amount of distance the ship wishes to travel. This is also relative to the size of the Zimm Bubble which is being created.

This can be calculated as 0.1 X the tonnage of the ship per parsec. For instance, a ship which is 400 tons will require 40 tons of fuel to create the Zimm Bubble which will allow the ship to travel one parsec. If the ship is traveling two parsecs, the multiplier becomes 0.2. So, using the same ship for an example, two parsecs of travel will require this same vessel to expend 80 tons of fuel (or 0.2 X 400).

The following table will give the fuel multiplier to be used for several popularly traveled distances. For example, a ship of 2000 tons would require 0.000094 tons of fuel to travel 1 AU. That same vessel would require 0.00094 tons of fuel to travel 10 AU, 0.007238 tons of fuel to travel 77 AU, 60 tons of fuel to travel 1 light year, 200 tons to travel 1 parsec and 400 tons to travel 2 parsecs.

Distance Covered	Fuel Multiplier
1 AU	0.000000047
10 AU (often the distance to a nearby gas giant to refuel)	0.00000047
77 AU (often the distance to the outer reaches of the system)	0.000003619
1 light year	0.03
1 parsec (or 1 hex on a starmap)	0.1
2 parsecs (or 2 hexes on a starmap)	0.2

Distance Covered	Time Spent in Zimmspace
1 AU	1.44 seconds
10 AU (often the distance to a nearby gas giant to refuel)	14.40 seconds
77 AU (often the distance to the outer reaches of the system)	1.85 minutes
1 light year	26 hours (1.08 standard days)
1 parsec (or 1 hex on a starmap)	84 hours or 3.5 standard days
2 parsecs (or 2 hexes on a starmap)	168 hours or 7 standard days

Standard Time

Each system government has its own way of keeping the local time. This is often derived from the rotation period and orbital period of the main world in the system, though this is not always the case. This can cause confusion for space travelers who travel from one system to the next.

To solve this, the accepted practice since the colonization of Clement Sector has been for starships, spaceships and highports to use a system referred to as Standard Time. Standard Time is based on Greenwich Mean Time on Earth. Most ports will feature several prominent clocks in high traffic areas within the station that have both the local time and that of Standard Time.

Standard Time also includes the Standard Calendar. The date and year of the Standard Calendar are based on the Gregorian calendar. To prevent confusion, most ports will have the Standard Calendar and Local Calendar prominently displayed.

In addition, most handcomps, mindcomps, and other communications will feature methods of conversion from one clock or calendar to another.

Trade

Trade between the worlds is vital to the existence of the Clement Sector. While there are many worlds which are self-sufficient, there are many which survive only through trade. Raw materials to be used in production of goods can be traded from worlds with a lack of food growing areas. More agriculturally based worlds may have a need for the goods created with those raw materials.

For this reason, there is a constant flow of goods from world to world. From the large corporations to the independent trader, many people's livelihoods come from the exchange of goods from system to system.

Coin of the Realm

Due to the fact that communications between systems only moves as fast as a person can travel, depending on money which is kept in computer memory up to a week's travel away can be a problem. For this reason, the Hub Federation Credit exists in both physical form and in the worldnet of the individual planets. Other currencies such as the Cascadian Dollar are also available in physical form.

The Hub Federation currency is in coin form for .01, .05, .25, .50, and 1 credit. Paper currency is in use for 2, 5, 10, 20, 50, 100, 500 and 1000 credits. Each of these has artwork portraying an important person in Hub Federation history as well as anti-counterfeiting devices placed in them. Competing currencies are similarly presented.

Trade in Clement Sector is handled much the same as it is in the Traveller Main Rulebook. Refer to page 160 of that volume for more information.

Currency

Due to the balkanized nature of the Clement Sector, there is no standard currency. For ease and playability, amounts are given using the Hub Federation "credit". Many worlds such as Chance (Cascadia 0405) accept currency from many worlds without problem while others such as Hottinger (Hub 0401) will force visitors to exchange other worlds' currency for local currency.

Most often, due to the ease of use, those traveling from system to system will carry the Hub Federation Credit. The majority of worlds in the Clement Sector accepts the credit or will easily exchange the credit for local currency. Lesser used currencies or less valuable currencies can run into problems at some starports.

In general, unless stated otherwise in a world's description, the currency exchange rate should be performed according to the chart below. Simply multiply the amount in HF credits by the amount given in the second column to determine the amount of local currency given for one credit.

Starport Type	Exchange Rate Vs. The Hub Federation Credit
A	1
B	2.25
C	10.5
D	30
E	100

Referees may choose to use their own exchange rates for individual worlds where they feel the economy may be stronger or weaker than what is given in the table. The table is provided for ease of play and should not be regarded as immutable law concerning the economies of all worlds within the sector.

Most worlds will also charge a fee to exchange one currency for another. Usually this is between 0.5-2.5% of the value exchanged. As a rule of thumb, worlds which are in regions (see p.13) charge lower rates than worlds which are bridges. A notable exception to this is Chance (Cascadia 0405) which charges an even lower rate of 0.25%.

Members of The Captain's Guild can go to the guildhouse and exchange their money without charge. Guildhouses are usually found on worlds with A and B-class ports.

Pricing

Due to the nature of the Clement Sector economy, the prices of items purchased on certain worlds may be different than what is listed. Referees who wish to reflect this in their game can use the following formula and charts to determine the price of an item on a certain world.

Prices listed in this book as well as other Traveller products should be considered to be those on a world with an A-class port and a law level of 4-7. In addition, the prices should be considered to be given in Hub Federation credits.

As with currency above, these rules can be ignored by Referees who do not wish to add this level of complexity to the game. Referees who wish to add additional layers of complexity should consider the culture, government type, and other factors on a world to world basis.

$$X = P \; x \; S \; x \; L$$

X= The adjusted price of the item
P= The original price of the item
S= Starport Adjustment
L= Law Level Adjustment

Starport Type	Starport Adjustment (S)
A	1
B	1.25
C	1.5
D	1.75
E	2

Law Level	Law Level Adjustment (L)
0	1.5
1-3	1.25
4-7	1
8-A	1.5
A+	2

Communications

For interstellar communication, the fastest method is to place the message onboard a ship and allow it to travel by Zimm Drive. In general, this means that a message can travel as fast as two parsecs in one week or one parsec in 3.5 days. In game terms,

this means that a message can travel up to two hexes in one week.

There is no established method of communications between systems. Most governments, organizations, and corporations have couriers in their employ which take messages back and forth. Those without their own personal couriers can hire a ship to carry their message from one place to another. This is usually handled by independent vessels that will load the messages into their ship computer and haul them along with other freight and cargo to be taken to another system.

Insystem communication is often performed by using lasers. This has a lag in communication time of approximately 8 minutes/AU traveled by the laser. So sending a message to someone 1 AU away from you will take about eight minutes. Assuming they immediately responded, it would take approximately 16-17 minutes to get a response.

This can create quite a lag and makes conversations quite slow. For this reason, most messages sent back and forth from ship to port are often done in the form of text and information dumps.

When a vessel arrives at the Zimm Point, it is expected that they will instantly contact the main port. In the case of a highport, this will be a direct communication with the port. In the case of a downport, this will most likely require communication links with a satellite in orbit around the main world. The ship will be expected to tell the port their destination within the system.

In any case, the port will most likely send information to the ship. This information will include docking instructions and local news. Many times this will also include personal messages which may have been left for the ship by others who expected the ship to pass through this system.

For important insystem messages, ships with Zimm Drives may be used to carry the message. While this is not always needed, a vessel equipped with a Z-Drive can travel across a system in far less time than laser communications can achieve.

Colin Drake

One of the most famous pirates of the colonization period was the infamous Colin Drake. Drake had begun life as a member of the United States Space Navy, but deserted the force once on the Clement side of The Conduit.

Drake joined a group of pirates as a gunner, but after a particularly heavy firefight ended up the captain of the ship. As time passed, Drake was able to gather other ships to his cause. By 2280, Drake commanded an entire fleet of armed merchants.

Drake's most famous raid was against an Egata Mining vessel *MV Disco Volante.* Egata had not only armed their ore carrier, but placed a group of armed troops on board as well. Drake and his compatriots were able to overpower the troops and not only steal the ore but also the vessel.

The large armed ore carrier became Drake's flagship *The Shadow.* It was in this vessel in 2287 that he and his small fleet of armed merchants fought and lost their epic battle with a British ship, *HMS Endeavour,* in the Nyx system.

Drake is still remembered throughout the Clement sector. Many claim that Drake knew it was only a matter of time before someone caught up to him and he hid his pirate treasure. Some even claim that Drake had more than simply valuables, but even had some alien artifacts. So far no one has located it and most historians believe that, if he had a treasure at all, it perished with him.

The popular holovid *Superpirate!* Is based loosely on Drake's life and exploits. However, those who think Harbringer's show has any basis in historical fact are likely to be disappointed. Not only is Drake's life highly fictionalized but so is the rest of his crew. Such crewmembers as the pacifistic "Singing Engineer" and the lovesick gunner (who dies during a space battle by getting onboard a shuttle and then crashing into a small moon in an effort to save his lover) are complete fictions.

Planetside communications are usually handled by the planet's worldnet. This is usually performed by voice or text using a handcomp or mindcomp. The availability of a worldnet on a planet can be determined by consulting the starport type.

Keep in mind that even with advanced systems, there will continue to be a lag in service of approximately 8 minutes/AU from the mainworld. Some systems will establish worldnets nearer to other important worlds within the system to make up for this problem.

Starport Type	Worldnet
A	Available throughout the system
B	Available only at mainworld and worlds in adjacent orbits
C	Available only at mainworld and its satellites
D	Covers only mainworld
E	Covers only locations near major cities
X	Unavailable

Piracy

Piracy, or the act of attacking another vessel and stealing its cargo, was extremely common in the early years of the Clement Sector. Vessels would be attacked as they came out of Zimmspace by armed ships intent on disabling the target vessel, boarding, and stealing the cargo or other valuables.

This early age saw not only famous and dedicated pirates such as Colin Drake and Joanna Niarchos but also many others with armed merchant ships who simply saw opportunity. Those were dangerous days for any cargo ship moving through most of the Clement Sector.

In modern times, things have changed greatly. Most of the older and more established systems have armed system defense forces which patrol the area

System Defense

While piracy does exist in the Clement Sector setting, it is often very difficult to attack shipping within a system which has a dedicated system defense fleet. Indeed, attacking a well-defended system with any sort of an invasion fleet is a difficult prospect in this setting.

Due to the size restrictions facing any vessel that is equipped with a Zimm Drive, an attacking vessel can be no larger than 5000 tons displacement. Because of the chance that a vessel close to that size might be lost or destroyed when they attempted to go to another system, most militaries tend to create Z-drive powered ships of around 1000-2000 tons.

These restrictions do not face vessels which are being built without a Z-Drive. Ships being used as system defense only can be any size. Thus, it is not uncommon to see wealthy system governments defended by ships far larger than 5000 tons.

This not only prevents piracy in these systems but also gives a great advantage to well-defended systems in the event of a military invasion.

around the Zimm Points of their respective systems. Vessels are routinely watched in these systems to avoid any wrongdoing.

This is not the case in all systems. Some systems, particularly on the frontier, may have little to no system defense at all. Many frontier systems will have only a token force of armed *Rucker*-class merchant vessels to act against incursions.

The famous pirates of the early days have now passed into legend. A popular holovid show which gets passed along among travellers is *Superpirate!*, a show which glorifies Colin Drake and his crew of pirates. The show is considered by many critics to be somewhat over the top, but it is wildly popular with the general populace of the sector. The show's producer, Richard Harbringer, has made a fortune on this

program alone and promises that there will be many more episodes of the show to come.

That is not to say that piracy does not still exist. In systems with small or nonexistent navies, pirates will often locate a base in an asteroid belt or an outer planet. In some systems this may come with a system defense force which turns a blind eye to their activities while in other systems, the government may actively employ or aid the pirates. These pirates may attack ships coming out at the Zimm Point or lie in wait near the gas giant hoping to attack a refueling vessel. Fears of these sorts of attacks are what prompt most merchant ships, both corporate and independent, to install weapons on their ships.

Refueling Mishap Tables

Gas Giant

D6	Mishap
1	The characters' ship passes through a herd of aerostatic animals at high speed. The characters will be forced to clean the remains off their vessel. There is possible damage to sensors, fuel processors, engines, turret weapons, and other external components.
2	The ship's trajectory sends it toward a massive continent-scale cluster of tornadoes. The characters must go far off course to dodge this danger. This will place them into a position where the time to refuel is doubled.
3	The ship takes a massive jolt of electricity from a close call with a powerful lightning bolt. The ship will experience sensors and/or avionics totally melted. A hull breach will be caused as well causing toxic atmosphere leaks which will result in uncontrollable coughing, burning eyes, and intense smells of ammonia for anyone not in a vacc suit.
4	The ship passes through a strange, vividly colored vapor column from deep below and the paint job immediately starts peeling off. As they stay within this vapor column, things will begin to happen to their ship such as: pointy bits of their spacecraft wilt, sensors degrade, airlock outer door melted shut, windscreen/viewport pits and frosts over.
5	As the ship clears the gas giant's cloud tops, the ship has a close call with a small moon or moonlet. The pilot takes psychological damage as reduced Dexterity from anxiety.
6	The crew takes a radiation hit from the gas giant's high strength radiation belts.

Ocean

D6	Mishap
1	A tentacle reaches in through the fuel processor and grabs or damages a piece of equipment in engineering.
2	An odd creature has clogged the scoops or the conduit and will attack the mechanic if released.
3	The ship is ambushed by native wildlife while refueling near land. Characters on the outside of the ship will be attacked as well as the possibility of some damage to some outer sensors.
4	A mechanical mistake by a member of the crew damages the fuel processor equipment.
5	A nasty storm forces the characters to either relocate, submerge, or wait it out.
6	Fuel processor blows a seal. It must be repaired before processing can continue.

Comet or Asteroid Ice

D6	Mishap
1	Small creatures within the ice begin disassembling the connections to the landing gear or another exterior system.
2	A member of the crew suffers -2 Dexterity from an injury caused by extreme frostbite when he/she accidentally comes in contact with the ice.
3	The spacecraft has acquired frostrot from the comet or ice asteroid which slowly alters the crystalline structure of metal. The ship will suffer 1 armor point of damage per day until repairs can be made.
4	A collapse in the ice threatens the characters' ship. The characters are forced to act quickly to move the ship or suffer damage from impact.
5	Another ship arrives and informs the characters that this comet or asteroid is private property. The prospector is a "shoot first, ask questions later" sort and will cause problems for the characters.
6	Outgassing blasts the ship loose from the asteroid or comet. The ship suffers minor damage as it impacts the comet or asteroid as it is flung loose. Characters who are outside are also thrown clear and must now be rescued.

Ice Giant

D6	Mishap
1	Extremely high winds force the pilot to make violent maneuvers. Take 1 point of structural damage.
2	A powerful upward draft of diamond rain pelts the underside of the ship. The characters are rattled from the intense noise and suffer temporary hearing loss.
3	The intensely cold gas being brought into the ship overloads the system. Repairs will need to be made to the scoops, conduit, or processor before the fuel can be refined.
4	A viewport or windscreen on the ship cracks under the thermal and wind stresses. Repairs will need to be made quickly before the extremely cold gas begins to overcome the characters and internal heat begins to dissipate.
5	Cargo is lost or damaged by the extreme cold when a hull breach occurs in the cargo bay.
6	A massive windstorm hits and causes two of the above to occur at the same time.

Steam Atmosphere

D6	Mishap
1	Super-heated steam atmosphere under high pressure enters a random room through a stressed part of the spacecraft's skin before emergency doors seal it out causing injury to any character in the room and damage to the interior.
2	Due to the nearness of the planet to its primary star, a dangerous solar flare will arrive in a few minutes. The characters are forced to rush any further skill checks.
3	The atmosphere contains no water. That's not steam, it's carbon dioxide and clouds of acid. The charts are wrong; the water is elsewhere in this system.
4	The high temperature outside taxes the life support system. Crew must remove all clothing and stay away from hot surfaces to survive. A few naked crewmembers have no choice but to operate broiling hot controls for a moment unless they can think of an alternative to getting burned.
5	High water condensation on the spacecraft's surfaces causes drag and turbulence. Piloting tasks now increase in difficulty by two levels.
6	An error in the operation of the fuel processor forces the characters to try the whole thing over again.

Siphoning From a Derelict

D6	Mishap
1	Crewmembers get lost in the maze of girders and razor-sharp debris. Armor is damaged or suits torn on the way through.
2	The characters are hassled by officialdom or other entities for diverting from stated flight path.
3	Officially sanctioned reclaimers in the area lay claim to the player's prize and warn them away.
4	The ship is still inhabited. Peaceful but odd hermits welcome the players and offer to barter water or fuel for something within the characters' cargo bay.
5	The characters discover the reason the derelict was abandoned in the first place: run away mutated bacteria or mutated plant growth has completely clogged all access within the ship.
6	Players discover their spacecraft is attached to the derelict by some sort of booby trap. It could be organic, a mechanism, or just a simple tangle.

Corporations

The following is a list of commonly encountered corporations in the Clement Sector. This is by no means a complete list as there are thousands of businesses, large and small, across the sector. However, players will encounter these corporations often in their travels across Clement Sector.

ANDERSON AND FELIX

The Anderson and Felix Shipbuilders Company was started on Hub in 2299 by Jamie Anderson and Reynaldo Felix. Both Anderson and Felix had started off working for the Atlantic Shipbuilding Corporation, which had built several vessels for travel between Earth and the Earth-side colonies. Anderson and Felix felt the same expertise could be used on the Clement side of the Conduit and departed for Hub.

A&F started off with headquarters in the city of Vogel. Using the start-up capital from investors, they began making shuttles for use in carrying passengers from the downport to the recently built highport. A&F were praised for the reliability and quality of their shuttles and were soon providing those shuttles to several worlds in the Hub subsector.

As time went on, A&F were able to expand their operations into space and create larger vessels. Their current main shipyard is in orbit around Hub. This shipyard has become the main shipyard in the subsector. A second A&F shipyard has been built in orbit around Wilhelmveldt which is the second busiest shipyard in the subsector.

The majority of ships seen in the Hub subsector today were built at one of these two shipyards. All of the Hub Federation Navy ships which were not leftovers from the pre-Collapse national fleets were built at

Anderson and Felix. Many corporations, such as Blaylock Mining, the Blue Star Line, and Winterkorp have their ships built at these yards as well.

Jamie Anderson was born on Earth in 2249. Educated in the United Kingdom, Anderson went to work for Atlantic Shipbuilding Corporation in 2275. At the age of 50, Anderson joined with Felix to from A&F. Jamie Anderson still serves as an advisor to the company at the age of 93.

Reynaldo Felix was born in 2230 on Earth. Educated in in the United States, Felix went to work for Atlantic Shipbuilding in 2276. Felix was 69 when he left the company to join Jamie Anderson in forming A&F.

Felix was on a business trip to Earth when the Conduit collapsed in 2331. It is unknown if he is still alive.

Blaylock Mining Corporation is the largest corporation in the Clement Sector. BMC employs millions of people from miners to administrators. BMC controls an entire star system, the Cybele system, where its main offices are located.

BMC was founded as a subsidiary of Cameron Mining, an Earth corporation which was founded in the mid-21st Century. When the Conduit was expanded and colonists were allowed to cross over, one of the first colonists, Andrew Blaylock, was a member of the Cameron Mining staff. Blaylock was allowed to set up his own subsidiary of the company on the Clement side of the wormhole.

Blaylock Mining Corporation met some initial resistance on the Clement side of the wormhole. The German and British governments had already sold rights to a British company, Paulsen Mining. Blaylock, undeterred, hired a ship and crew and began exploring for new areas to mine.

Arriving in what is now the Tulrakh system, Blaylock staked his claim to the two planetoid belts there. BMC expanded to control the two belts and move on to explore into the Franklin subsector. Within twenty years, BMC had moved its base of operations to the massive and rich belts of the Cybele system.

In 2235, Blaylock was able to purchase the company outright from Cameron Mining and become his own corporation. In truth, Blaylock had already begun to put back money and material in preparation for this split. BMC now controlled the belt mines and a large percentage of the capital moving through the colonized worlds.

Blaylock turned over control of the company to his son, Thomas, on the occasion of Andrew's 100th birthday in 2268. Andrew Blaylock would live for another fifty-four years and would continue to act as an advisor to the company until his death.

BMC controls all aspects of its mining operations. The corporation owns everything including the means of production, the means of shipping, and the means of upkeep. BMC has its own fleet of cargo vessels to carry the ore and a fleet of escort ships to protect it from pirates.

Thomas Blayock is now 129 years old and has passed on control of the company to his son Andrew Blaylock II. Following the lead of his father, Thomas passed the company to his son on his 100th birthday in 2313. Thomas has now retired and lives on Cybele.

The Blue Star Line was founded in 2290 when owner Dalia Sterk purchased the Cascadia-Hub routes from Lancaster Shipping. The company operates from its two main offices on Chance and Hub. Blue Star specializes in transporting cargo, information, and passengers along a route from The Hub Federation to Cascadia.

None of the original vessels purchased from Lancaster Shipping remain in service, but have been replaced by the 3000-ton *Cascadia*-class ships built by Anderson and Felix at Hub. Blue Star currently operates ten of these ships (*Cascadia, Britannia, Olympia, Titania, Abyssinia, Persia, Virginia, Avicenna, Catalunya,* and *Carpathia).*

While the ships of Blue Star are capable of carrying large amounts of cargo, the ships are best known for the luxury accommodations provided to passengers. Each ship is capable of carrying up to five hundred passengers in style and elegance.

Blue Star keeps cargo prices between low and reasonable. However, passenger prices are set quite high and are rated not by the full distance travelled, but by the number of stops made by the ship. As, in some cases, the ship does not travel its full two parsec range in one jump. For instance, to travel from Hub to Kohlisch, one would need to stop at Sigewif. This would be charged as two systems visited.

A "high passage", which is a first class class suite, costs 36,000 credits per system visited. Medium passage, which consists of a 4 meter by 4 meter room, costs 18 thousand credits per system visit. Low passage, which consists of being placed in cold sleep and stored with cargo, is the most economical at 1500 credits per system. Thus, a journey from Hub to Cascadia would take seven stops and thus cost 252,000/126,000/10,500 credits respectively. For this sum, one can expect the finest treatment to be found in the colonized worlds.

In the case of low passage, this means that a team of doctors are on stand-by at all times to monitor your voyage. In the case of middle passage, one can expect a steward to be available to you at all times. Middle passages can experience fine dining, a plush casino, and sonic showers in each stateroom.

High passage holders can expect the finest in luxury. A steward is dispatched to each room to act as a personal servant for the traveler during their stay on the voyage. High passage holders are treated to the finest foods and wines. Each high passenger is given access to an exclusive restaurant, three exclusive bars, an exclusive casino, and the observation deck.

Bridges Unlimited is a corporation founded by Jacob Kolikov in 2304. The company was started by Kolikov to place stations in systems where colonists might not desire to settle. The idea being that he could build a "bridge colony" to allow ships to stop at systems without gas giants or a world with water. In the process, he could place a station there with many forms of entertainment which would not only satisfy those who had to stop but perhaps be a draw to the system in and of itself.

The first system he colonized was Selu (Sequoyah 0405). Though Selu is not a bridge world, Kolikov felt it would be a good place to test his business model. If it worked here, he would find an undesirable system for a colony. From there, his plan was to place a colony in an area with no system at all near an established open space Zimm Point.

Kolikov was a wealthy man through his inheritance from his family on Earth. The Kolikovs became very wealthy in the hotel business in the United States and then across Earth in the 1950s and 1960s. Kolikov retained much of this wealth and intended to use it as start-up capital for his business in the Clement Sector.

However, even Kolikov's wealth was not enough to build such a complex and he began to seek out investors. Kolikov met with some resistance as most felt the established routes worked well enough. Kolikov's original intent was to build a station like Selu Station in Cascadia subsector between Kyiv and Catalunya. However, his investors balked.

Kolikov came back with a second plan. He approached the United States government who had staked claim to the Selu system, but had done little other than scientific research in the system. He agreed to lease the moon Selu and allow US military vessels to access the station without cost. The US government agreed as did Kolikov's investors. Selu Station was under construction by 2305.

After several false starts and construction problems, the station was finished in 2312. Kolikov was already living in a large home inside Selu Station when the first workers arrived to live and work there.

Selu Station was not an immediate success. Most who were traveling on the Boone-Sequoyah route traveled instead to Gansagi. While he was able to get some to travel directly to Selu from Fimbulvetr (rather than travel to Sequoyah first) most continued to go along the established Sequoyah-Gansagi route.

Over time Selu became a popular destination and in time BU placed other colonies as well. In 2323, the company established a colony in the CXE-807 system (Dade 0807) which ended in a mysterious disaster. In 2334, the corporation established a bridge colony in the Tuploev system (Superior 0710) which has so far been more successful than the CSE-807 disaster.

Diamond Enterprises began on Bastiat in 2290 when Maxwell Chandra purchased a portion of Lancaster Shipping. Chandra's original purchase gave him the rights to Lancaster shipping routes in the Franklin subsector. These routes, the ships (including the armed escorts), and the crew members were thought to be well worth the 1.2 gigacredits Chandra and his investors paid for them.

Diamond began shipping cargo from the Franklin subsector to Hub and then onward to Earth returning materials and often colonists back to Franklin. In addition to this trade route, Diamond shipped materials, information and cargo around the Franklin subsector as well as to other subsectors such as Cascadia and Sequoyah.

Often other companies felt that Diamond was attempting to steal their routes and in many cases they were correct. This sort of "route jumping" would often occur when a ship would arrive before the scheduled transport. A few credits spread by the captain of the ship to the local cargo handlers and the cargo would get "mistakenly" loaded onto the wrong company's ship.

These sorts of tactics would often lead to disagreements between the companies. These disagreements often led to fistfights at bars and night clubs (and even a Captain's Guild lounge or two). In a few incidents, the armed escort vessels have fired upon one another.

In 2331, just before the Collapse, Diamond was accused by the Blue Star Line of engaging in piracy. Two captains of the BSL accused Diamond Enterprises escort vessels of attacking BSL ships and stealing their cargo. The accusation was never proven, but it did cast a shadow on the company for several years to come.
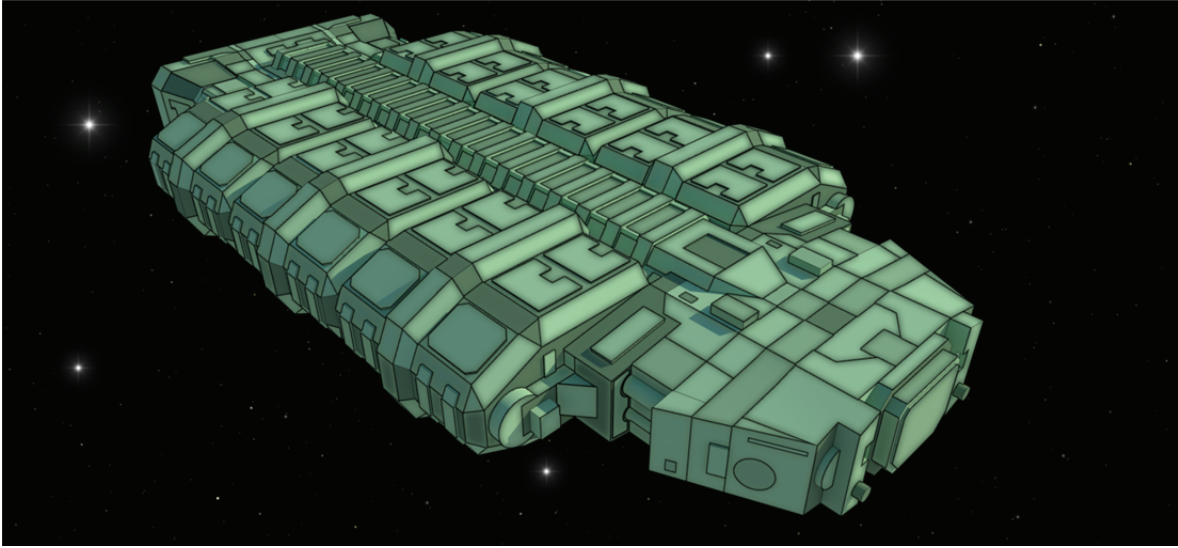
Egata Mining Corporation is a family owned resource mining company. It is based in the Marlowe system in the Cascadia subsector.

Egata was started by Arthur Egata in 2240. A few years earlier, Egata, a wealthy young man, had been an 18 year old colonist on board the colony ship *SS Garrett* which was on its way to the Talca system. The ship stopped to refuel at a small independent refueling base at Marlowe. Egata was inspired by the sight of the planetoid belt and vowed to return and mine it.

Egata did just that in 2241 when he joined a small company called Jeglum Metals. Within two years, he had moved up to become a supervisor of the company. In 2250, when the results of the company's poor investments happened to coincide with the death of his wealthy father, Egata purchased the company for the price of its debts.

Egata immediately changed the name of the company and began to institute better working conditions for the workers as well as better management practices. In addition to this, he also began to adopt a green color scheme for all of his vessels. This distinctive green color would become the symbol of the company as it began to expand across the subsector.

By the 2280s, Egata was a powerful mining and shipping corporation. Of course, this drew the attention of pirates, specifically infamous pirate Colin Drake (see p. 104). Drake began to make a habit of attacking Egata Mining vessels. When Drake captured one of Egata's vessels, *MV Disco Volante,* rumors were rampant that Drake had help from Foreign Nobility. While FN's president Zanto Stance claimed publically that this was ridiculous, the company seemed to be enjoying the connection to the famous pirate. One FN advertising campaign stated that if Egata had been using their holographic security interface, the ship would not have been taken by Drake. Arthur Egata was furious and believed that Foreign Nobility had perpetrated an elaborate publicity stunt.

This incident has created a rivalry between the two companies which still exists today. It is not unheard of for FN and Egata crews to get into bar fights or cause problems for one another. At times, this hatred has grown so intense to involve firefights between crews in port or vessels insystem.

Currently 120 years old, Arthur Egata still consults with the company. However, most of his days are spent in retirement with his fourth and fifth wives, Michelle and Katarina on Chance.

His granddaughter, Rebecca Egata, currently runs the company from its offices in the Marlowe system (Cascadia 0708).

The Foreign Nobility Computer Company was founded in 2271 by Zanto Stance, an entrepreneur in the field of holographic imaging. Stance originally founded the company on Wellington, but within a few years had moved his operations rimward to the new colony of Sigyn in the Franklin subsector. By 2280, the company had moved again, this time to Bastiat where the headquarters is located today.

The company then, as now, specialized in the creation of realistic holographic interfaces. Their most popular product is the FN Mark IV interface which provides a fully interactive holographic avatar which, in concert with the ship's central computer, assists in control of a ship. Most crews find working with the interactive interface to be like having an additional member of the crew. On vessels which carry passengers, these interfaces are often used to interact with passengers in lieu of additional crew.

Other products include training simulators for the military and law enforcement, holomasking for actors attempting a new look, and holographic instructors for children. These products have been widely available for several years now and the company continues to improve upon them.

Foreign Nobility also owns a fleet of ships which haul not only their own products, but other cargo as well. These vessels are often armed to prevent piracy. In addition, Foreign Nobility also operates a fleet of small escort vessels to protect these shipments.

These ships are often colored in the company paint scheme which is black and red. Most often the ships are black with red stripes or accents. The company logo is a simple black field with the letters "FN" in red.

Zanto Stance is currently 103 years old. Having founded the company when he was 32, he spent most of his 30s building the corporation. Following the death of his wife, Anastasia in 2280, Stance had a dark period for about five years where he refused to see visitors and the company was forced to replace him as CEO. In 2285, Stance came back and was able to retake control of the company. Both Foreign Nobility and Stance seemed to be more dynamic than ever before.

However, Stance became widely known as a womanizer during this period as well. His romantic exploits caused many to doubt his wisdom; however, he rarely allowed these pursuits to interfere with the operations of the company. This sort of activity did win him many detractors and several companies refused to continue to do business with FN on that basis.

Stance currently lives in a spacious mansion outside the city of Bayonne on Bastiat.

Organizations

The Captain's Guild is an organization designed to meet the needs of the merchant captain. Whether you are an independent trader or the captain of a corporate freighter, you can become a member of the guild.

Membership in the guild comes with many privileges. One of the best known is the Guildhouse. The Guildhouse provides information, lodging, meals, and camaraderie. There is a Guildhouse located on every A or B class port and on some C class ports.

The Guildhouse features luxury accommodations for members only. Each Guildhouse has exactly 250 suites available without charge to members. Members can remain in the Guildhouse for up to 21 standard days. Suites are first-come, first-serve and no reservations are accepted.

Each Guildhouse features an exceptional restaurant which provides sumptuous meals to members and up to three guests. Meals for both members and guests are provided at no charge. Local foods are featured on the menu if possible.

The Guildhouse also features a lounge area where members can meet and greet their fellow captains. Lounges are tastefully decorated with dark wood panels and leather seating.

Guildhouses are staffed by some of the finest professionals in their fields. One of the most visible is the Purser. The Purser is available at the front desk and is available to answer questions from members. Guild members are expected to take a moment and inform the Purser of certain information. This can include, but is not limited to, their previous port of call, their next planned port of call, and difficulties they may have faced at their previous locations. In this way, the Purser can remain informed and be able to share this information with other members.

Membership in the guild costs 625,000 credits per standard year. At no point will the Guild ever ask for more money from you for any of their services until it is time to renew your membership.   All memberships must be paid in full.

Along with the membership holocard comes several vouchers for lessened fuel prices at all participating ports of call. Members may also exchange currency at the Guildhouse without an exchange fee.

The Loyal Order of the Mystic Platypus was founded in 2282 on Hub by a group of people which included holovid maker Richard Harbringer, physicist Dr. Rebekah Makas, and Yuri Smithson, the popular billionaire philanthropist. The central idea of the organization was that wealthy individuals could come together, enjoy themselves, and use some of their wealth to aid those who were less fortunate.

The name of the group was chosen for two reasons. The first reason was that the name sounded whimsical and reflected the entertainment aspect of the organization. "Party with the Platypus" was often an early motto used by Smithson in early invitations to their parties (which were often membership drives as well).

The second reason was the nature of the platypus itself. The animal had often been described as being the best parts of several different animals combined. This appealed to the founders of The Order, as they felt they were organizing several different types of people whose only commonality was their wealth. Harbringer was often quoted as saying "The parties bring people in and that brings money in. It is almost like fooling people into becoming charitable."

In their sixty years of existence, the group has become well-known throughout the colonized worlds. The group has established three hospitals which treat underprivileged children free of charge. It is estimated that several thousand children have had their lives saved by these hospitals. Often corporations, governments, and independent traders will be asked by The Order to donate time, fuel, or simply cargo space to bring children or supplies to these hospitals.

The LOMPers (as they are often known) are also famous for the parties they throw as well. These are often wild and raucous affairs and attract the wealthy and famous. These parties are often thrown using the personal funds of Order members. While there is a large fee for each party, that entire fee is then turned over to the Order to help pay for operations and the hospitals.

The membership in the LOMP grows every year. Members include political figures, sports stars, holovid stars, and corporate presidents and officials. In addition, parties thrown by The Order often attract those who are not members but simply want to be involved in a gathering of the wealthy and powerful.

Many worlds will have a meeting place called "The Platypus Burrow". The Burrows host meetings which take place

every 30 standard days. Details of these meetings are often holorecorded and shipped to the "Central Burrow" for keeping and sometimes approval. Often these meetings will involve plans for smaller, more locally based charitable works.

Membership in The Order costs 750 thousand credits per year and members must attend meetings at least three times per standard year. Members must attend all parties (or throw one themselves) thrown in their subsector and be capable of paying the entrance fee. The entrance fee to the parties is often in the 10-25 thousand credit range.

Members are often asked to wear the "Duck Bill Hat". The Duck Bill Hat is a cap with a bill shaped much like a platypus' bill extending over the face. These hats are worn by members at meetings, charitable functions, and parties.

The LOMP logo is often seen across the colonized worlds as a symbol of entertainment, whimsy, and charity. The logo consists of two platypuses navigating across the "river of life".

The hospitals owned by The Order are located on Hub, Cascadia, and Franklin as these worlds are often seen as the leading worlds in their subsectors. There are currently plans to build a hospital on Sequoyah as well. The hospitals treat children under the age of 16 who are unable to afford or receive treatment in any other medical facility.

Characters that have a high Social score might be called upon to join the Order or to attend a party. Those who do join the order should be given a +1 bonus to SOC.

Any character or character party who owns or operates a starship might encounter The Order as well. Characters might be asked to ferry a child to one of the hospitals. While this may not make them any money, it can give them powerful contacts in The Order and the wonderful feeling of helping a child in need.

Dynasty and TCS

While it is beyond the scope of our license with Mongoose Publishing to go into specific details concerning how such a campaign might be created, we do highly recommend using these books for possible campaigns within Clement Sector. **Supplement 12: Dynasty** and **Adventure 3: Trillion Credit Squadron** (both available from Mongoose Publishing) could be used to create some very interesting campaigns.

Such issues as the political arguments of possible expansion and the difference in military theory within Hub Federation could be played out in such a campaign. Others might consider pitting company vs. company using Egata Mining, BMC, and Foreign Nobility. The expansionist tendencies of the Cascadian government could also be played out using these books.

In either case, we highly recommend these books for your gaming library and we feel they could be used effectively with this setting.
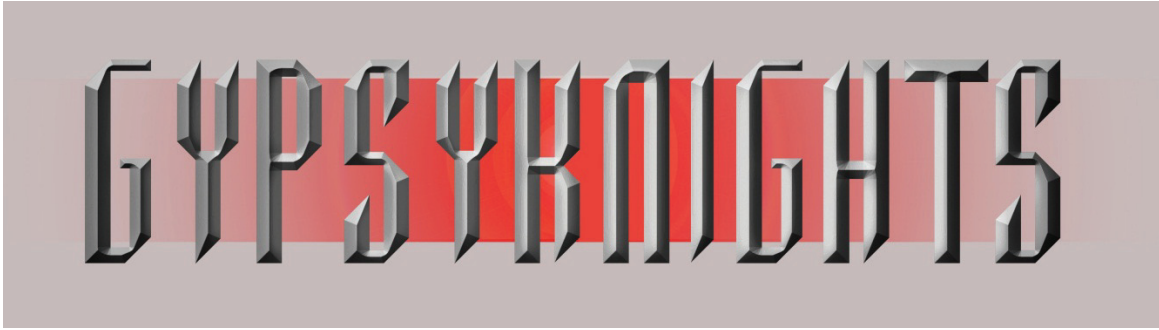
GYPSYKNIGHTS

The Gypsy Knights are a group formed to travel across the colonized worlds helping those who are in need. The Knights travel separately or in teams across Clement Sector using their talents to resolve situations.

The Gypsy Knights are chosen by the leader of the order. It is a closed organization with only a few select members, many of whom do not publicize their membership in the order. Each potential member is evaluated to insure their usefulness as well as potential loyalty to the order and the desire to aid others. The current membership in the order is believed to be fifty persons.

Each Knight is expected to travel extensively across the colonized worlds providing services without requiring compensation from the aided person. Knights have their expenses covered by the order, which is funded by the leader of the organization as well as donations. However, the Knights never solicit donations.

These services can take many forms. For instance, a Knight who is a former businessman might aid a failed business with advice. A Knight who is a former pilot might aid an independent trader whose pilot has fallen ill. A Knight with a military background might seek to defend a person whose home is threatened by local gang members.

Gypsy Knights work to solve these problems and then are expected to move on to another location and help to solve problems there. While many travel alone, there are times when the order comes together to aid a large-scale disaster.

The order was founded in 2322 by Jefferson Atkins, a wealthy businessman

Jefferson Atkins

STR 6 DEX 6 END 5 INT 8 EDU 8 SOC 8 Age:74

Skills: Admin-2, Broker-2, Trader-2, Social Science (History)-1, Pilot-1, Investigate-1, Leadership-1, Persuade-1

Jefferson Atkins was born on Bastiat in 2268 and was the heir to the Atkins Chemical Corporation fortune. Using this fortune as a base for his own endeavors, Atkins was able to start Haven Shipping.

Haven Shipping was moderately successful as a shipping company. Indeed, some say the company was only successful due to piracy being engaged in by some of its armed trade ships. Atkins has always denied this, but some point to guilt over this piracy as the reason he began the Gypsy Knights order.

Atkins continues to be the leader of the order and handpicks the membership. Atkins only picks those who he feels have already been a success in their chosen fields, but, like himself, might have a reason to no longer be in that field. Some will be willing to enter this new career because of a new found freedom while others may be trying to repay society for some perceived wrong. Atkins will approach them personally and offer them membership in the order.

living on Bastiat. Atkins was born into a wealthy family and then built his fortune through a small shipping company, Haven Shipping.
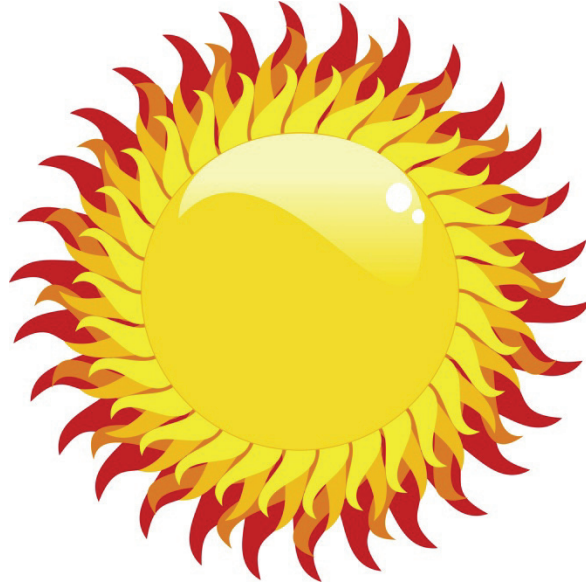
Solar Purity is a radical group dedicated to the belief that humans should not be on this side of the Conduit. They believe that humans should have remained in the region surrounding Earth. Members feel that, since humans are now trapped on this side of the wormhole, they should attempt to keep the worlds as pristine as possible.

Solar Purity believes that humans are, by their presence, a destructive force to the natural order in the Clement sector. They point to the fact that no living intelligent life has been found in the Clement sector. They believe this signifies that the universe did not want intelligent life in this region and that humans interfered with the pristine nature of these worlds by expanding the Conduit.

Members of the organization are often seen protesting mining operations (both on worlds and in planetoid belts) and the importation of non-native plants and animals. These protests are usually non-violent, but violence has ensued in isolated incidents. The more moderate members of Solar Purity believe that humans should live in harmony with nature. These members believe that human exploitation of the worlds, planetoid belts, and gas giants in the sector should be stopped. Most of these members are confident that changes can be made through political influence in The Hub Federation and other worlds where elections are present.

The more radical members of the organization believe that human life must be removed from the Clement Sector for good. Many believe that the human presence must be reduced by any means necessary and then placed in ships to be sent back to Earth. While such a journey would take an enormous amount of time, these members firmly believe that such actions would preserve the Clement sector.

Most members of Solar Purity are between these two positions and eschew violence. However, members of all sides often attend the same rallies and meetings. This allows critics to often paint the group with a broad brush.

Politics in the Clement Sector

Politics in the Clement Sector can be somewhat complex. Within the sector there are 86 independent worlds. The lone interstellar polity consists of six worlds in a federation, each with their own rules of governance as well. Each world has its own political beliefs, biases, and outlooks.

For ease, we will look at the political relationships by subsector. However, some of the loose alliances and intense rivalries cross those imaginary borders.

This is a brief overview of the political situation within the sector. More detailed information can be obtained about the political situation of each subsector and the individual governments of each world in our subsector sourcebooks.

Hub and The Hub Federation

Hub is home to the only interstellar polity so far seen in the Clement Sector. Though it exerts some political and military power in the region, its main influence is the fact that so many travellers use the Hub Federation credit as their choice of currency.

The worlds of the Hub subsector which surround The Hub Federation remain independent. The reasons for their desire to be independent are as varied as the people and governments of the worlds themselves.

Following the Collapse in 2331, the worlds of the Hub Federation banded together in an alliance. Fyodor Hauser, President of Hub, was able to secure the cooperation and loyalty of several of the now stranded Earth national fleets to join his cause. Hauser also had the power of tradition and history on his side. At the time of the collapse, Hub had been the accepted center of the Clement Sector for 121 years. Any trade or communications with the Earth-side of the Conduit had to pass through Hub. All of this presented a façade of strength which helped Hauser in the Federation's

formation and then kept many within the fledgling polity from panicking.

However, many outside these six worlds were unimpressed. Most of the remaining systems in the subsector determined early in the process that they intended to remain independent. Some did it because they had been founded as independent colonies thanks to the UN's Independent Worlds Treaty for ninety-six years and had no desire to suddenly join a new polity simply because they had been cut off from Earth.

Others simply felt that, eventually, the Conduit to Earth would re-open. Either naturally or through the work of a group of scientists on one side of the Conduit or the other, the Conduit would reinstate the previous political situation. After eleven years, most have abandoned that hope but continue to feel their best chance for prosperity is continued independence.

On Sophronius, independence has gone horribly wrong. Sophronius is now embroiled in a violent and deadly civil war with multiple factions fighting against a repressive government. Some worlds and organizations have sent aid to the civilians and some have attempted to aid one faction or another. Currently, there seems to be no end to the violence in sight.

During the eleven years since the Collapse, many have come to believe that the Hub Federation is far too weak to exert control over them. President Clement, the new leader of the Hub Federation, is so far maintaining his defensive and insular posture.

For some, like the government of Kingston, this may spell opportunity. Kingston is ruled by a religious dictatorship of the Caxtonist religion (see p. 127). It is believed by many that the Caxtonists have infiltrated several world governments in Hub and Sequoyah subsectors and intend to overthrow those worlds and form an interstellar Caxtonist polity.

Cascadia

The twenty inhabited worlds of the Cascadia subsector are all independent. Due to the astrography of the subsector, however, many of these worlds do work closely together.

Perhaps the most powerful world in the subsector is Cascadia. Cascadia maintains a powerful navy and its exploratory arm, the Cascadia Colonization Authority (CCA). Though there are no official treaties, Cascadia does tend to influence (both overtly and covertly) the internal affairs of Antryl, Dimme and Tlix. Some on these worlds resent this intrusion into an independent world's internal proceedings, but others welcome the Cascadians.

Cascadia is also attempting to spread its influence into the adjacent Tranquility Sector. The Dawn subsector (which they insist on calling the Lancaster subsector) of Tranquility Sector has been the focus of much of this expansion of influence. The CCA has seeded some colonies there and this, coupled with growing expansionist fervor in Cascadian politics, has led many to believe that Cascadia may soon be at the head of the second interstellar polity with the sector.

Monroe is the most populous world in the subsector. Most of the residents of Monroe believe that this means the subsector should be called the "Monroe subsector", something which is often heard there but nowhere else. Monroe, however, tends to be more insular and does not exert the same amount of influence on other worlds as does Cascadia.

Gagnon is home to a strong dictatorship under Major Keith Calderon. It has long been rumored that Calderon has provided safe haven and funding for pirates which attack shipping in other systems in his region of the subsector.

Perhaps the strongest challenger to Cascadian domination in the region is Kyiv. Kyiv is separated from the rest of Cascadia due to the astrography and limits of the Zimm Drive. While Cascadia has been expanding its influence, Kyiv has been increasing the

That's The News

Staying informed of the news in the Clement Sector can be challenging. Many worlds within the sector control the news and the media which arrives to the average citizen. In general, one can assume that any world with a Law Level of over 6 is censoring, changing, or bending the news to match the information they want their citizens to know. The higher the law level, the more in control of the news the world's government is.

Even on worlds where the news is getting to the average person unchanged, it is most likely old news when it arrives. News from a system in an adjacent hex is, at minimum, three and a half days old. From a world two parsecs away, it is a minimum of a week old. Because news can only travel at the same speed as a vessel carrying the news, astrography can also play a role. In many cases, the location of systems can force a ship to take a more indirect route.

This means that news leaving Dashwood (Dade 0401) can take 52.5 days to get to Hub (Hub 0405) and even that speed assumes that the crew of the ship took only the time to refuel at each stop.

size of its navy. Most believe this is a defensive reaction to the possibility of a Cascadia dominated polity nearby while others believe it could be the prelude to some sort of attack on Cascadia itself.

Unfortunately, the astrography of the region forces traffic going to Kyiv to travel through the Cascadia region. The Grand Duke of Kyiv has stated publically on many occasions that he intends to build a station near the accepted Zimm Point of Hex 0403. This would give Kyiv direct access to Chance and Catalunya without passing through the Cascadia region. However, if the Kyiv government is proceeding with this plan, it is doing so covertly.

Franklin

The Franklin subsector is home to twenty-one independent worlds. This independence is often punctuated by the astrography of the subsector. The only regions in the subsector consist of two systems each. The other worlds are all bridge worlds.

Franklin (Franklin 0506) is the most populous planet in the subsector narrowly beating out Tal'Kalares (Franklin 0105). While Franklin can exert a great deal of power, the Prime Council of Franklin is dedicated to independence and non-interventionism. The Prime Council is building an increasing number of titanic vessels which, while too large to use a Zimm Drive, are powerful weapons platforms. These vessels have been built to defend Franklin's independence at any cost.

Meanwhile both Bastiat (Franklin 0807) and Minerva (Franklin 0401) are both moving toward expansion. Bastiat, with assistance of some of its large corporations such as Diamond Enterprises, has been exploring the placements of colonies in the Winston subsector.

Minervan dictator Blake Wofford has instituted a division of the Minervan Space Navy to explore and colonize. Several vessels have been dispatched into the Peel subsector to coreward. As of yet no colonies have yet been founded by the Minervans, but they have begun to influence some of the existing colonies.

Sequoyah

Sequoyah (Sequoyah 0605) is regarded as the most powerful world in the Sequoyah subsector. The government controls two squadrons of United States Space Navy cruisers. So far Guwisguwi, the dictator of Sequoyah, has used them only to defend the system and prevent piracy.

Popular Media

With the large number of independent worlds in the Clement Sector, it is difficult to be specific about what people on each world enjoy. However, there are a few holovid programs which get spread among the worlds and have found a wide audience.

The Annie Feingold Show – While Annie does still tour the Clement Sector with her group of entertainers, she has found most of her popularity with audiences who have seen holos of her performances. These can be illegal on some worlds for one reason or another.

The Annie Feingold show features anti-grav gymnastics, two strippers, a two person comedy act, a dramatic reading of Shakespeare, a holography-based history lesson and Annie Feingold's comedy routine which is peppered with Annie's own political views.

Cascadian Football League - The league was founded on Tlix during the offtime of many workers who lived there. The rules used are a variation of Canadian football, which had gained in popularity on Tlix with the number of Canadian settlers there. The league now has 12 teams which play a set schedule of 11 games per year.

The CFL is now the most popular sporting event in the Cascadia subsector and is growing in popularity throughout the other subsectors as well.

It is known that Sequoyah is in the process of building large system defense vessels. Most believe that this is to head off a supposed attack from supporters of the former leader, Robert Welch, who now lives on Harrison (Sequoyah 0805). Welch is believed by many on Sequoyah to have the support of the Harrison government in returning to power though the Harrison government denies this.

Another former US colony, Boone (Sequoyah 0305) also has control of two former USSN cruiser squadrons. These ships have been used most recently to "show the flag" by warding off pirates not only in the Boone system but also in the nearby Gansagi (Sequoyah 0404) coordinating relief efforts after a recent disaster.

As of yet, the Boone government has not shown any interest in power projection other than to assist its neighbors. However, the governments of Gansagi and Chriseda (Sequoyah 0204) have been distrustful enough of the Boone government's intention to have signed a mutual assistance treaty. It is not clear what either government could do to help the other or that there is a danger to the sovereignty of either world. However, both worlds feel they are presenting a united front against possible aggression.

Harrison is another world preparing for what it believes is a future strike against its independent status. While those on Sequoyah are often worried about insurrections supported by the Harrison government, the people and government of Harrison are far more concerned with the threat from Caxtonism. The Caxtonist government on Kingston (Hub 0106) is believed to have sent spies and "sleeper agents" to aide in coordinating attacks on Harrison.

In response to this threat, the Harrison government has stepped up security measures and has made mindcomps illegal. The official position from the Harrison government is that those people with this enhancement are not being discriminated against, though it is not entirely clear that is the case in practice.

In addition, the Harrison government is working on building a large system defense force to prevent such an incursion. This coupled with the start of a shipyard expansion project last year has raised concern from Harrison's neighboring worlds.

The government of Galawdewos in partnership with Awasa Shipbuilders has just completed a large shipyard facility. While the government of Galawdewos has often stated

Secret Agent Man (Or Woman)

With all of this possible political intrigue going on in the Clement Sector, it is entirely possible that the characters might need to be hired by one or more government or corporations to act as spies. Characters can either be spies temporarily as a change of pace from another type of campaign or they could be career agents in a campaign of espionage and intrigue.

In either case, when you're a spy, you can be involved in a lot of interesting and dangerous operations. Many of the governments and corporations in the Clement Sector are extremely interested in the actions of their neighbors and competitors. Characters may be called upon to gather information, sabotage a project, kill another intelligence asset, or even assassinate a leader.

There are several tried and true espionage tropes which can be exploited for an interesting spy campaign. The concept of the spy who has now been exiled from their agency for one reason or another has become quite popular lately as well. Characters may find themselves asked to do something a bit too unsavory or to seek revenge on an unauthorized target. For many, being reminded than an intelligence agency is "not a country club" is enough to keep them in the agency. Others may find themselves on an agency hit list as an enemy of the very organization for which they once worked.

their dedication to noninterventionism, there are those who see this new shipyard as a prelude to a much larger naval force in the system. Many believe this force may be used to establish control of such systems as Penn (Sequoyah 0801) and Kosi (Sequoyah 0802) to exert control over shipping lanes moving from Franklin subsector to Sequoyah subsector.

Religion in the Clement Sector

Much as it has been for humans across the centuries, religion is often an important part of the daily life of people in the Clement Sector. While all of the religions originating from Earth are represented in the Clement Sector, some newer religions have also appeared. These new religions will be covered in this section.

The Church of the Holy Light

The Church of The Holy Light was founded in 2331 by The Holy Receiver Erich Hauk. Hauk was a member of the German Navy who witnessed the Collapse of the Conduit at Hub. During the Collapse, Hauk reported that a light shone from the center of the Conduit into his face. According to Hauk, the light spoke to him and told him that he must save everyone on this side of the Conduit from the Great Unspeakable Evil.

Hauk reported that The Light informed him that this Great Unspeakable Evil was present on this side of the Conduit and that The Light was closing The Conduit to keep The Great Unspeakable Evil from crossing to Earth. Hauk was told, in detail, how to save his fellow humans from The Evil.

Hauk outlines this method of keeping The Evil at bay in a book called *The Book of The Holy Light.* Hauk took three years following The Collapse to write the book while still serving in what would become the Hub Federation Navy. It is a carefully detailed instruction manual concerning how to live one's life to be saved from The Evil.

The Book gives readers a detailed exercise regimen, tips for a healthy diet, advice for avoiding relationship problems, and a guide on "psychic defense methods". It also includes instructions on how to build temples, homes, farms, and even military defenses to guard against The Evil.

Over 265 pages The Evil is never clearly defined. The Evil seems to be among humans at all times and could strike at any

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Thakur Menis

STR 7 DEX 8 END 7 INT 8 EDU 6 SOC 8 Age: 37

Skills: Advocate-3, Persuade-3, Admin-2, Athletics-1, Language-1, Pilot-0

Thakur Menis was an apprentice pilot on a Blue Star Line ship, *SS Virginia,* when he met The Holy Receiver Erich Hauk on board the vessel. Menis was struck by Hauk's demeanor and passion to his beliefs. Hauk, upon seeing potential in the young man, took it upon himself to personally mentor him in the teachings of The Light.

Menis was a quick study and had already begun to gain converts during the long voyage from Cascadia to Hub. Menis left his employment with Blue Star and began to follow Hauk on all of his journeys.

Upon Hauk's death (or disappearance as the Church would say), Menis was heartbroken but continued to be driven. Menis quickly took it upon himself to calm the faithful with his message that Hauk had simply been taken for more instruction by The Light.

Some cynics claim that Hauk was a shyster and Menis was simply his apprentice continuing the grift. However, those who have met Menis claim that he is a true believer and a dedicated member of the Church. As one reporter said, "It is unknown if Hauk was telling the truth or running a scam, but Menis believed in the man and the message".

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moment. At times in The Book, The Evil is described as being a spirit-like being calling humans to do evil in its name. At other times, it seems to be a person or group of people actively working to destroy the plans of The Light.

The Light is described in The Book as a benevolent figure who originates from within The Conduit. Hauk wrote that The Light did not tell him its location, but that it seemed to indicate that it lived within extradimensional space. Hauk himself never specified the location of The Light beyond those words.

Hauk finished The Book at the same time as he was leaving The Hub Federation Navy. Following this, he had the book made into several forms including hardcopy books, audio recordings, and holographic renderings. Hauk traveled across The Hub Federation spreading the account of his experiences and giving away copies of The Book.

Temples built to the specifications given in The Book were built on all of the worlds in The Hub Federation except Sigewif. Temples were later built on other worlds in Hub subsector as well.

In 2337, he began to travel into Cascadia subsector spreading his message there. During a jump from Antryl to Kyiv, Hauk's vessel was lost. To this day, no one is sure what happened to the ship.

Hauk's following continued to grow after his death. Much of the continued interest in his teachings came from one of his converts, Thakur Menis. Menis had been converted during one of Hauk's seminars on The Book and had become an ardent follower. Menis recorded several speeches concerning his belief that Hauk had "been taken by The Light" for "more instructions". Menis advised that they continue Hauk's work for him until his return.

Menis has worked tirelessly to do just that. Menis oversaw the building of temples to worship The Light and teach The Light principles across Cascadia, Franklin, and into Sequoyah subsectors. In 2340, Menis was also instrumental in the construction of The Holy Light Primary Temple on Hub in the city of Vogel.

Today, the temple is two years old and is a learning center for The Light's teachings. Members of the church visit the temple from all over the colonized worlds. Plans are moving forward for the construction of a university dedicated to training members not only in the teaching of The Light but also in general education.

Members of the church can be found now in all walks of life across the Clement sector. For some, the teachings of The Light are a valuable map to life and a comfort to them in difficult times.

The church has also faced a great deal of ridicule. Some have been ostracized for their belief in the church's teachings. Much of the population of the colonized worlds scoffs at the notion of a light from within The Conduit speaking to anyone. Others point to Hauk's poor service record in both the German Space Navy and The Hub Federation Navy as proof that he was a charlatan.

Although the Hub Federation has been generally accepting of the religion, The Hub Federation government and The Church have faced off against one another on occasion. One of those instances happened just after Hauk's disappearance.

When the news arrived at Hub concerning Hauk, around 350 members of The Church traveled to Terminal, a station located near the former location of The Conduit. Following The Collapse, Terminal became a Hub Federation military facility. The members parked their vessel near Terminal and waited for Hauk to return through the re-opened Conduit. When the Conduit failed to re-open, the church members attempted to board Terminal. Hub Federation military members were then forced to fire warning shots at the church ship until they eventually left the area.

Caxtonism

Kingston (Hub 0106) is ruled by a religious dictatorship based on a local religion called Caxtonism. Caxtonism is based on the teachings of Ian Caxton.

Caxton was a popular religious figure on Earth in the late 22nd century who said that God had spoken to him in the form of an angel of light called Tralixi. In 2172, Caxton

had been working outside the lunar city of Huang when he was approached by the angel. Tralixi is said to have touched Caxton's space suit and transferred a "Book of New Revelation" into the memory of his suit.

This "Book of New Revelation" was then copied by Caxton and given away free across Earth, Luna and Mars. By 2210 and the opening of the Conduit, Caxtonism had gained millions of followers.

The "New Revelation" was a call for all humans to reject all other philosophies and live by the "original law of God". The "Book of New Revelation" essentially repeated the laws given in the Biblical book of Leviticus and added a few more that Tralixi said were "important to the modern age". Among these were a call for polygamy, a call for increased use of cyberware, a rejection of the false prophets (specifically mentioned are Christ, Muhammad, Joseph Smith, Elvis, Zorka and Murphy), a rejection of genetic engineering (with the exception of long life treatments) a rejection of animal uplift projects, and a ban of holography as a form of "graven image".

The Caxtonists spread their message across the solar system and, as the Zimm Drive allowed the colonization of other worlds, into the stars as well. Fourteen of the original German colonists who crossed the Conduit to Hub were Caxtonists.

Ian Caxton himself, at the age of 85, in 2225 crossed the Conduit to Hub with a colony ship full of followers. These followers were not met with enthusiasm by the German colony and the Caxtonists soon felt the need to leave.

A group of Britons had founded an independent colony at Kingston and several among the government were either followers or sympathetic to the Caxtonists. The government invited the Caxtonists to come from Hub to Kingston in 2227.

Kingston was soon overrun by Caxtonists coming to the "New Holy Land". By 2235 and the signing of the IWT, Kingston was already known as the Caxtonist colony rather than as an independent colony.

Caxton's Afterlife

It is said by the government and religion of Caxtonism that Caxton was "taken into heaven" in 2322. Most Caxtonists believe this literally and that God simply took him, body and soul, into the hereafter. Most outsiders believe that this is a euphemism for his death.

However, there are others who believe that something else has occurred here. Some believe that Caxton may have downloaded his mind into the worldnet of Kingston. They postulate that the belief that he still exists and the influence felt by Caxtonists on Kingston is very real. There is a person working to guide them each day and he is inside the Kingston worldnet.

The previous government of Kingston was a representative democracy. The Caxtonists soon controlled a majority of the government. By 2237, they had full control of the government and had installed Caxton as their leader.

Caxton remained the leader of the world until his death in 2332. His trusted lieutenant Calvin Richmond assumed command and continued all of Caxton's policies.

Most Caxtonists believe that Caxton was "taken by God" into heaven and that he speaks to them and influences their lives. This is also the official history as told by the Caxtonist religion. Richmond often refers to Caxton in speeches which are sent out over the worldnet and Caxton is always referred to as if he were still alive.

Many believe it is only a matter of time before the Caxtonists begin to not only spread the message of their religion but also the control exhibited by their leader. This fear is especially prevalent within The Hub Federation and on Harrison (Sequoyah 0805) where the local government is preparing for a possible Caxtonist invasion.

Aliens

There are no aliens known to be in the Clement Sector. Over the 132 years of settlement in the sector, there has not been one proven human-alien encounter.

However, there have been aliens present on several worlds. Evidence has been found to support an alien presence but not within the time frame of human habitation in the sector.

Perhaps the most famous of these alien artifacts was located on Tal'Kalares (Franklin 0105). Popularly known as "The Big Find", a local military group, known as Alpha Delta Force, located a set of artifacts within the central jungle region of the planet.

In the early days of colonization, the planet was known by its intended name of Rhea. There was a belief that many different natural resources might be located in an area referred to locally as "The Bottoms" and so the colonists set up exploration teams. Each of these teams was given a designation with Greek letters.

The ADF had been sent out to explore a possible location for a settlement in the Bottoms near Lake Ford. While the ADF had planned for a great many things, they were unprepared for what they located there.

To the north of Lake Ford, the ADF found several metal objects which appeared to be tools. While the intended use for many these tools were (and remain) a mystery, it was obvious that they were powered tools. However, they did not appear to be created for human hands and no one in the team recognized them as tools in use by any modern colonization teams. Upon picking one of the tools up, one of the ADF team members triggered a holographic display.

This holographic display seemed to operate from a solar power source and showed the planet as seen from space. When the planet was shown, a voice came from the display which said "Tal Ka Lar Es". Several other locations on the world were also shown with the same voice introducing the location by name (or, at least, that's the conclusion made by ADF team members and subsequent scientists have agreed). Other than this tool, which still remains largely a mystery, none of the other items found have done anything of interest. Their function and origin remain a mystery.

Since this discovery, exploration teams and scientists have been sent out into the Bottoms but to no avail. Indeed, the government of the Queen of Tal'Kalares makes a great deal of money on adventurers and tourists who want to brave the jungle and locate alien artifacts. So far there has been no other significant discovery.

It is generally accepted that these items were left behind by an alien race of technological sophistication some 300-400 years ago. However, it remains a mystery as to whether or not the artifacts were the property of a visiting alien race or the property of natives who are no longer on the planet. As of yet, no ruins or other proof of alien intelligence has been located on Tal'Kalares.

However, on Fairfax (Cascadia 0105), aliens have been located. Following exploration in the Coran Rift Valley, several skeletons of an upright bipedal creature were located. The creatures appeared to be about 1.98 meters (6 feet 6 inches) tall and seemed to be thinly built.

Over time, scientists located more skeletons. Each of these skeletons appeared to have been buried facing the rising sun and with a specific burial ritual. Some were found with the bones of small local animals as well as stone tools.

No other evidence exists for this race of aliens. Scientists are currently studying several other locations on the planet as well as the Coran Rift Valley. Current theory holds that 1.22 million years ago, there was a civilization in the rift valley using stone weapons and tools to hunt animals and that, for an unknown reason, that race went extinct. Little more is currently known, but scientists are actively exploring the area.

Despite the fact that no one has located firm evidence of alien habitation in Clement Sector other than what is listed above, there are those who believe that the two finds are not only linked but also that the finds point to an advanced civilization which may or may not still be influencing human affairs. The largest group of proponents of this theory is the Alien Research Network (ARN).

The Alien Research Network was founded by archaeologist Aria Sacratini and anthropologist Ikaros Duffy in 2336. They have offices on Fairfax, Tal'Kalares, and Franklin. The Alien Research Network believes that there has been and still is a non-human civilization in the Clement Sector. They also believe that this civilization has been in contact with humans in the past and may still be in contact with them today.

The current ARN membership is about 22,000 people across the sector. Membership includes people from all backgrounds and disciplines. While some are ardent members who are dedicated to the research, others are simply members to receive the holorecording sent out by ARN to members. This holorecording, often made by Sacratini and Duffy themselves, outlines the newest information uncovered by ARN.

Sacratini and Duffy insist that the scientific conclusions reached concerning Fairfax and Tal'Kalares are wrong. They have spent a great deal of money and effort to prove this and have located what they feel is evidence for their theory all across the Clement Sector. For instance, the ring around Franklin (Franklin 0506) is believed by most scientists to have been a moon which once orbited the planet and was destroyed. Sacratini and Duffy agree with this but also maintain that the moon was an alien colony which was destroyed in a war between the aliens from Fairfax and another unknown alien race.

The crux of their central theory is that the skeletons found on Fairfax are the predecessors of a powerful alien civilization. Sacratini and Duffy believe that the aliens continued to evolve and then left Fairfax, establishing a vast interstellar civilization.

This civilization, they believe, was capable of much faster travel between systems than the Zimm Drive. They also maintain that the wealth of habitable worlds in the Clement Sector is not by accident but through the terraforming efforts of this race. It is believed that the finds on Tal'Kalares, the ring around Franklin and many other astronomical and geological oddities throughout the sector are evidence of colonies of that civilization.

In addition, most ARN members believe that the Conduit was left by this civilization for humans to find. These theories usually include the idea that these aliens visited Earth and perhaps influenced civilizations there. They believe this is why the Conduit was large enough for scientists to locate and expand. Most believe that the Conduit was closed by these aliens who, once humans had arrived in the sector, felt that these humans should be held here and not allowed to return to Earth.

Many of the ARN membership also hold the belief that these aliens may also still be among us. A popular theory is that these aliens are shapeshifters and walk among humans on a regular basis. Some even believe that many of the governments, corporations, and organizations in the region are controlled secretly by these aliens.

Most in the colonized worlds believe these theories to be nonsense. While ARN does uncover some compelling evidence, this is often undermined by some truly bizarre and paranoid conspiracy theories which they also embrace. Sacratini and Duffy, in particular, have had their careers in the scientific community damaged by their theories.

Adventures and Campaigns

There are many different types of adventures and campaigns which can be run in the Clement Sector setting.

Active Military

Most of the worlds In Clement Sector have their own militaries. Most of these seldom leave their own system and, if they do, it is part of a joint operation between two system governments. Rarely are there attacks from one world to another, though many worlds are believed to be gearing up for such actions. Only the Hub Federation Navy has bases and facilities in more than two systems and only a scant few of the other worlds in the sector have a base in more than one system.

The politics section of this book (p.122) covers the political and military landscape of the sector to give a better idea of what sort of situation might be faced by active military characters. Such scenarios as the Hub Federation Navy stepping out of its borders to aid another world against piracy or the Cascadian Navy assisting the Cascadia Colonization Authority in seeding colonies in Tranquility Sector can provide ample material for an adventure or campaign.

Characters in and from the Space Defense Forces and Navies of the independent worlds of the Clement Sector can be created using the Navy career track in the Traveller Main Rulebook. However, we would recommend the use of the career tracks within **Book 2: High Guard** for any naval characters. However, keep in mind that any references to an interstellar empire should be ignored or changed. In the Crewman career track, only the Planetary Navy assignment should be used. Both the Traveller Main Rulebook and High Guard are available from Mongoose Publishing.

For characters which are in or from the Hub Federation Navy, we recommend using the career track presented in this book on page 61.

Many of the worlds within Clement Sector also maintain a standing army which can includes atmospheric aircraft operations as well as ground forces and security forces. For characters involved in any of these, we recommend the use of the career tracks listed in **Book 1: Mercenary** available from Mongoose Publishing**.** The Air Force and Wet Navy career tracks listed there along with the Army and Marines career tracks in the Traveller Main Rulebook are ideal for the sort of forces which might be found on both independent worlds and within the Hub Federation.

Mercenary Company

Mercenary companies are in wide use throughout Clement Sector. In any location where the government or a political faction is in need of armed persons, the mercenary company can find work. Characters for such a campaign can be created using **Book 1: Mercenary** which can be purchased from Mongoose Publishing. Referees can find information concerning the feeding and care of mercenary companies there as well.

Perhaps the most common location for mercenaries to find work is on worlds with oppressive governments. With no large-scale interstellar government in Clement Sector, there is no one to oversee or control individual world governments and keep them from controlling those worlds with an iron fist. On these worlds, it is not uncommon to see mercenaries employed to reinforce governmental control and perform tasks against the populace which local armed forces will be unwilling to undertake. These sorts of jobs will commonly pay well but will be accompanied by moral questions.

The opposite is often true as well. Those who are being oppressed by such a

government may have little choice but to ask for help from a mercenary company who is willing to help them shed the yoke of oppression. These rebels may have limited funds but will often promise more funding once their goals are reached. However, the act of helping to free the oppressed can sometimes be its own reward.

One location which has seen its share of combat between mercenary companies has been Sophronius (Hub 0408). On Sophronius, there are mercenary companies working for both the government and the several factions working against the government and each other. More can be learned concerning Sophronius in **Subsector Sourcebook 3: Hub.**

Exploration

Clement Sector's rimward half is still an open frontier. While there is no large exploratory agency in place, there are many reasons why a group of characters might be sent out to explore this region of the sector.

Corporations might send characters out to a specific location in order to determine if the reality matches up to a perceived bounty of riches. Some of the governments (such as Cascadia (Cascadia 0705)) have decided to attempt to become interstellar empires by planting colonies in unsettled regions rather than by conquering their neighbors. Individuals who want to leave the settled worlds may turn to the characters to gain their aid in locating a suitable location for their colony.

This might also entail finding the best route to this location to allow for gas giant refueling. If the area is on the other side of The Darkness, then the characters might need to find the best route around The Darkness or to determine if the location warrants the risk and expense of placing a bridge colony in open space.

According to how the Referee wishes to run such a campaign, the characters could be made in any number of ways. If the

characters are working for Cascadia, then they would be created using the Cascadia Colonization Authority career track from this book. If the characters are operating as an explorer from another government or from a corporation, then the scout career track from the Traveller Main Rulebook could be used though any reference to the Imperial Scout Service or an interstellar empire would need to be scaled down to the planetary government or corporation. We would recommend the use of the Exploration career or the Survey career in **Book 3: Scout** available from Mongoose Publishing. Although, within the Survey career, the Cultural Analysis assignment would not be appropriate for the setting.

Bounty Hunters

With the lack of widespread interstellar government, it is quite common for criminals on one world to escape to another world. In this way, they believe they can avoid being prosecuted for their crimes. Many governments will hire independent bounty hunters to locate and return such criminals.

Law enforcement on other worlds may work with the bounty hunter or may be offended by their presence. Some law enforcement personnel may find the bounty hunter's work distasteful. Other worlds may even actively work against the hunters to protect a target. Some targets may even be members of another world's governmental structure and thus protected by the full weight of that world's government.

Corporations will also hire bounty hunters to locate those who have committed some action against the company. These hunters may find that no world government will aid them and that they will have other corporations working against them as well.

Banks and other lenders may also hire bounty hunters to locate those who may have taken out a loan and decided not to pay it back. Often this will be to purchase a

starship and the hunters will be paid to either regain the money or repossess the vessel.

A Bounty Hunter career track can be located in our book **21 Organizations** along with a description of a typical bounty hunter company.   Additionally, there is a Bounty Hunter career track in **Book 5: Agent** but all references to an interstellar government will need to be changed.

Merchant Vessel

Perhaps the most common type of campaign within Traveller is the independent merchant campaign. Within the Clement Sector setting, this is quite easily done as well. Independent merchant ships are very common in this small-ship universe.

The *Rucker*-class merchant vessel is designed with this sort of campaign in mind. These sorts of adventures feature an independent trade ship moving from planet to planet within the civilized worlds and on the edge on the frontier. These are often built with the captain of the ship paying off the huge debt of a starship by trading world to world and having an adventure or two along the way.

Piracy is common on the frontiers, so arming that merchant ship with weapons would not go amiss. A membership in the Captain's Guild would be helpful as well in order to network with other captains.

However, merchants do not have to be independent. Characters could be working for one of the many corporations, such as Egata Mining or Foreign Nobility who, despite their main concern being something else, maintain their own shipping fleets. The characters could also work for Diamond Enterprises or Blue Star Line which are strictly about moving freight and passengers.

Career tracks from **Book 7: Merchant Prince** available from Mongoose Publishing can be used for this type of campaign. However, the Royal Trader career is not applicable to this setting.

Piracy

Piracy can be quite common in the Clement Sector setting. In fact, it is not unusual for some independent merchants or even corporate merchants to use their weapons on another vessel to take their cargo. While this is far less common in settled areas like Hub subsector, it is often business as usual on the frontiers where system defense fleets are scarce.

Pirates exist who are fully dedicated to the theft of cargo, but most of the piracy which occurs in Clement Sector is performed by merchants who are down on their luck. Merchants who are between jobs or cannot locate cargo will often resort to attacking another ship to gain their cargo.

Characters can be part of a dedicated pirate ship or a merchant who tends to cross the line into piracy occasionally. Those characters who are more often merchants than pirates should use the merchant career tracks from **Book 7: Merchant Prince** available from Mongoose Publishing. Those who are more often pirates than merchants should use the Jumpcusser assignment in the Pirate career track in **Book 6: Scoundrel** also available from Mongoose Publishing. Dedicated pirates can use either of the other assignments in the Pirate career in **Book 6: Scoundrel.**

Some worlds, particularly those on the edges of settled space, will even aid and support piracy so long as it does not negatively impact their own interests. These worlds may simply turn a blind eye to the activities taking place in their system or they may provide aid and comfort as well. Some governments and some corporations will hire the pirates as privateers and give them resources and even ships to use in attacking the shipping and livelihood of a rival government or corporation. Characters may find themselves well paid to attack or delay ships or steal the cargo of those ships.

Criminal Work

As in any time period or setting, in Clement Sector there will be those who wish to commit actions which will be against the law. Campaigns and adventures can easily be built around criminal actions and characters which commit these crimes. For these types of characters, we recommend the use of the career tracks in **Book 6: Scoundrel** which is available from Mongoose Publishing.

As noted in the Bounty Hunter section above, it is often easy for criminals to commit a crime on one independent world and then flee to another. This can also be assisted by organized crime figures or impeded by those who are involved in the crime world themselves. Our **Cascadia Adventures Series** centers on the exploits of a group of characters performing actions, legal and illegal, for an organized crime family on Chance (Cascadia 0405).

With so many independent worlds and differing laws on what is acceptable and what is not acceptable, one of the most common crimes is smuggling. It is not uncommon for products which are illegal on one world to be commonly available in a nearby system. Characters may find themselves interested in exploiting this difference for profit.

This is not always an easy task. Many world governments, being as aware of the differences in law as the smugglers themselves, will be vigilant against the import of such items. However, some worlds simply do not have the resources to prevent the influx of illegal items.

Of course, smuggling is not the only illegal activity in which the characters might find themselves interested. Theft is a common crime as well and if the characters are able to steal the right object it could provide them with an impressive payday. Stealing the item itself can be difficult but often fencing the stolen item is the more difficult part of the job.

In Clement Sector, fencing a stolen item is somewhat easier to do. With no interstellar government or law enforcement agency, there is often only a bounty hunter or other criminal crew with which to be concerned. Selling the item to a fence or broker will often never be investigated by the world's government on which the fence resides.

Smuggler's Blues

While we at Gypsy Knights Games certainly do not condone such behavior, it is often common for characters to take on a life of crime. This is common within fiction of all genres from Robin Hood to Malcolm Reynolds and it may be something which your characters wish to attempt.

It is entirely up to the Referee as to whether or not to allow the characters to enter a life of crime and to determine if crime does, in fact, pay. In our setting, smuggling illegal items can sometimes be a bit easier than it would be in other Traveller settings. For that reason, here are two popular illegal drugs within the Clement Sector setting.

Water Dragon - Water Dragon is a small fungus which grows on the banks of underwater aquifers on Vasynov (Franklin 0106). The fungus is a powerful hallucinogenic which is highly addictive. It is used by consuming the fungus most often by ingesting it with food. It is illegal on many worlds including its world of origin but many have found ways to grow it elsewhere.

Sternlight - Sternlight is a powerful hallucinogen which can cause the user to see intensely realistic visions. These visions often end with the user being able to see nothing but a white light at the end of the vision hence the name. The drug is synthetic and was created by Senhao Pharmaceuticals for psychiatric treatment. It is illegal on most worlds.

Band on the Run

Musical acts are still popular in 2342 on most of the worlds of Clement Sector. With the lack of faster than light communications, music is either spread on holocubes or music files by space travelers or the musicians have to tour. An interesting campaign could be designed around characters who are members of a popular musical group. An example of one such group is The Ducks of Death which are presented in our product **21 Organizations.**

Musician characters could be made using the Celebrity career track from **Book 8: Dilettante** available from Mongoose Publishing. Alternatively, some or all of the characters could be "roadies" or other staff members and be from various backgrounds.

The group could face any number of obstacles on their tour. Such things as rabid fans, stalkers, intoxication and the consequences of life on the road could be used as plot complications. In addition, the group could face legal problems from activities in which they engage or social objections to their lyrics.

In addition, the life of a musician could be a cover story to some other activity such as a smuggler or even as an intelligence operative. The problems listed above could be further complicated by the additional problems of attempting to take note of system defenses, stealing a file from a computer, or smuggling in a controlled substance.

Some musicians will also become social activists as well. This could create additional administrative problems which include overseeing a charity or preventing the charity from being used in an unwanted manner. This can also cause additional legal problems as some governments may harass the characters because of political statements they have made when visiting this world in the past.

Working as a Gypsy Knight

The Gypsy Knights, who are also the namesake for our game company, are dedicated to serving the public. As noted in their description on p. 120, the order recruits people who have had successful careers in many different fields to aide those who need help but cannot get that help. Sometimes this can be providing a small service such as home repair to someone who cannot do it for themselves or a large service such as defending a small town from pirates.

The order wants to have member knights moving through the sector looking for people to help. A referee could easily base a campaign around this concept having one or more characters in a group be members of the order, going forth to aide those in need. Characters could move from one system to the next, going from adventure to adventure providing assistance.

In addition, it is possible that one or more of the characters had a somewhat shady background before becoming a knight. This past could be used to haunt the characters as they moved from system to system doing good deeds as they seek to repair something in their past or simply try to outrun someone who wants revenge.

Solar Purity and The Return Home

As it states in their description on p. 121, Solar Purity believes that humans should not be on the Clement Sector side of the Conduit. Even after the Conduit collapsed, there were many who still held the opinion that humans were destroying the natural order of things by being present in this sector.

Some of the more radical elements of Solar Purity believe that humans should not have come to the Clement Sector but also that they should begin a program to leave Clement Sector. While this would be a

daunting task and take thousands of years to accomplish, many believe it is the right thing to do. Some advocate building ships automated to use the Zimm Drive and refuel in gas giants while the inhabitants of the ship sleep. Others advocate creating a fleet of 4000-ton vessels to carry a few families in each ship to return to Earth Sector.

Many, even those in the Solar Purity movement, have pointed out the problems with such a journey. However, there are many true believers who want to attempt such a mission. Characters might play a family or two families who are part of this fleet attempting to get home to Earth. These characters could come from any background although Solar Purity would try to recruit people with some expertise.

Another possibility is that both of these plans might be attempted. An interesting campaign could be built around the automated vessels becoming damaged or evolving in their programming. If the builders of the automated systems allowed the automated systems to know that they wanted them to be the first to get to Earth, then there might follow a competition to get there. Perhaps there would be a situation where the computer AI systems would begin to attack the fleet of families who were attempted to take their fleet to Earth.