

For Referees Only

*EPIC Adventure 4
Merchant Cruiser*

TRAVELLER[®] 20
*Science-Fiction Adventure in
the Far Future*

EPIC Adventure 4
Merchant Cruiser

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QLI/RPGRealms
2307 Brafton Ct.
Acworth, GA 30101
<http://www.TravellerRPG.com>
<http://www.RPGRealms.com>

Traveller for the *d20 System*
Science Fiction Adventure in the Far Future

Author
Michael Taylor

Merchant Cruiser Design
Kevin Taylor

Merchant Cruiser Deckplans
Michael Taylor

Merchant Cruiser Artwork
Bryan Gibson

Line Editor
Martin J. Dougherty

Stellar Cartography
Shane Mclean

Layout
Michael Taylor and Hunter Gordon

Additional Assistance
Jason Kemp

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About This Book

This book contains a background history of the *Lorimar* Class Merchant Cruiser, including deckplans and an adventure for *Traveller* based on a voyage in the Merchant Cruiser. It provides sufficient background data to allow it to be used without reference to any other setting or adventure book.

The adventure is presented in the standard 'EPIC' format developed by Marc Miller, creator of the *Traveller* game. It can be played straight out of the book or adapted to fit into an ongoing campaign.

It is possible to think of this adventure as being similar to the key episodes in a season of a TV series. Unrelated episodes can be slipped in between the key ones, but eventually the story will reach the series finale. Of course, there may well be another series, and so other adventures may follow this one.

The Merchant Cruiser Adventure is set in the Gateway Domain setting described in the QLI *Gateway To Destiny* sourcebook. Possession of this sourcebook will be useful but is not necessary for enjoyment of this adventure. Indeed, the adventure could be set in almost any game universe with just a little tweaking.

THE COLOR CODE

The *Traveller Epics* adventure series includes material set in the various major eras and settings of the Official *Traveller* Universe. While any of them can be tweaked to fit another region, era or even a totally different setting, each Epic sits best in its 'home' setting. To allow the home setting of any given book to be quickly determined, a color code is used for the cover-edge and central stripes. Books are coded as follows:

- 993-1000 period: Blue
- 1107-1116 period: Red
- New Era (1248) period: Orange
- Generic or one-off: Green

WHAT YOU NEED TO PLAY

Please note that this is not a standalone Supplement. It requires that you have access to a set of Traveller rules. The adventure was created for use with the T20 rules system from QLI and the original Classic Traveller rules, but can easily be converted to other versions of the game or even other rules systems.

Assuming you intend to run this adventure with the T20 rules, you will require at least the T20 Lite rules from QLI. We recommend the following:

- The Traveller's Handbook (T20 Core Rulebook) plus either the T20 Player's Book or a d20 system core rulebook such as the *Dungeons & Dragons™ 3rd Edition Player's Handbook*.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.

- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP* (Generic Roleplaying for Internet Players) will allow a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically in the world. Visit <http://www.RPGRealms.com> for more information.

THE EPIC ADVENTURE SYSTEM

This adventure uses the EPIC adventure system created by Marc Miller. The EPIC system is a way around one of the commonest problems with many RPG adventures; the fact that they are very 'linear' in design. In far too many adventures, encounter one typically leads to encounter two, which inevitably leads to encounter three, ad-nauseum. This has several problems. Firstly, the players may not notice a critical fact and thus be left in limbo with no clue how to find the next plot element. Railroading them is sometimes the only solution, and in general railroading is a common feature of this kind of linear adventure. This can lead to player frustration, since there is little worse than not being captain of your own fate.

Reducing the amount of leading-by-the-nose is fine until one of those gaming groups comes along, who insist on doing everything in the wrong order and generally do violence to the plot of an otherwise great adventure.

The Epic Adventure System provides a new way to design and organize adventures, incorporating enough flexibility that the player characters have the 'freedom to roam' without causing the Referee nightmares. Asides, delays and additional adventures can easily be slotted into an Epic Adventure.

An Epic Adventure is broken down into 6 parts:

The Cast of Characters – A description of major characters encountered in the course of the adventure, possibly including pregenerated player-characters.

The Background – The background provides the Referee with the information needed to prepare himself, and lays the groundwork for introducing this adventure to the players.

Minor incidents and encounters – Referred to as Minor Scenes or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Critical Plot Elements – Referred to as Plot Keys, Key Scenes or simply Keys, make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Key, but all of the Plot Keys should eventually be completed in their proper order.

Chapters – A Chapter or Act is made up of one of more Plot Keys. They outline the plot to the Referee, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed, and played in order to successfully run the adventure. Due to the 'cinematic' nature of an EPIC adventure, it is easy for the

Referee to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When you are ready to return the player characters back to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist – The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the player characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed the Referee may begin the first Scene in the next Chapter.

REWARDS AND ADVANCEMENT

Before embarking upon a *Traveller* game or campaign, it is worth deciding what the pace of advancement will be for participating characters. For one-off games this is not important but if the same characters are going to have future adventures, advancement becomes a major issue.

If too little experience is given out, players may become frustrated. There is always a new skill or feat that a character could have done with having, or that the player really wants to have, and for many people working towards gaining such abilities is an important part of the game. If the distant mountains never seem to be any closer, what is the point of walking towards them?

On the other hand, characters who gain large amounts of experience and other rewards may become overpoweringly powerful. True, a shotgun in the back will be as detrimental to the health of a 20th level veteran as a beginner, but skill levels are critical to adventuring success; too much too fast is bad for a game even if it does not make the characters invincible. Thus the Referee should tailor the experience awards suggested by the T20 core rulebook to his or her own game style. In our experience it is better to keep characters a little bit hungry.

This brings up the question of whether to give out experience at the end of each Act or at the end of the adventure. Each Act can be treated as a separate adventure in terms of experience awards. Typically, each Act (or Chapter) is about equivalent to an Amber Zone or Signal GK adventure, leading to the conclusion that it should be worth around 2000XP X the Average party level. This is not a good parallel, since some Acts are quite short and besides, over a 5-Act adventure this adds up to a LOT of experience.

If experience is to be given out at the end of each Act, it is better to use the following system:

Base Experience for the adventure is calculated as per the THB – this is a full adventure so experience award is set as 4,000 XP multiplied by the average party level (at the beginning of the adventure). Half of this is saved up to be awarded at the end of the adventure. The other half is available to be assigned at the end of each Act. It is possible to simply assign 10% of the total to each Act (assuming 5 Acts), but the Referee should consider assigning greater or lesser percentages to certain Acts if he/she feels that the characters would learn more from the events in that Act than from another.

The experience available for any given Act is subject to the standard multipliers listed in the T20 core rulebook; some acts are just plain more dangerous than others! The 50% block of experience is also subject to multipliers for difficulty of the overall adventure.

Remember that all experience awards are totals, and are then shared among the

participating characters. Only characters present in a given Act gain experience for it. When determining who gains experience from the adventure as a whole, the Referee must use judgment. Obviously, characters who were there the whole time should gain the full amount. People who popped in for a single Act should not. If a player brought in a new character to replace one killed or otherwise indisposed, the Referee should count the character as being present for purposes of dividing up the experience but only award a portion of the total experience, based on how long the new character was involved. The rest of the experience entitlement was lost with the dead character.

Using this system, characters who were present for just one or two Acts of the adventure gain some experience, but do not share in the overall end-of-adventure award. Referees also are able to easily deal with the situation where a player brings along three friends to a session in the middle of the adventure, only one of whom comes back to play in the remaining Acts.

Example:

Alice, Bob and Candy play 6th level characters through a 5-act adventure. Ignoring difficulty multipliers, this gives a base XP award of 4,000 x 6 = 24,000 points for the whole adventure. The Referee 'banks' 12,000 for award at the end, leaving 12,000 available to be divided up among the various Acts. She decides that Act 1 and 2 are worth 1,000 each, 3 and 4 (being much more complex) are worth 4,000 each and Act 5 is worth 2,000.

Alice's character manages to get killed during Act 2 and is replaced by a new one, who survives to the end of the adventure. She thus gains no experience for Act 1-2 (well, other than being a highly experienced corpse) but gains XP for Act 3,4 and 5.

Bob goes right through the adventure with no mishaps, but complicates matters by bringing his friend Dave along to Act 3. Dave misses Act 4 but manages to turn up for about half of Act 5.

Candy misses the very last session of Act 5 but plays throughout the rest of the adventure.

Experience is awarded as follows:

Act 1: Three characters participate. Experience is awarded: 1000 points divided by 3, or 334 points each.

Act 2: Three characters participate. Experience is awarded: 1000 points divided by 3, or 334 points each. Alice's character is dead, so this experience is buried with her.

Act 3: Four characters participate. Experience is awarded: 4,000 points divided by 4, or 1,000 points each.

Act 4: Three characters participate. Experience is awarded: 4000 points divided by 3, or 1,334 points each.

Act 5: Three characters participate in the majority of sessions in this Act. The Referee decides that Dave's relatively trivial contribution should not take experience away from the others and awards 2,000 experience divided by 3, or 1,667 points to each of the three main characters. She gives Dave a token award of a third of this – 555 experience points.

Final Award: The Referee decides that the adventure was carried by Alice, Bob and Candy, and that Dave's contribution was relatively minor. However, Act 3 was a big one and Dave not only made his character useful but also got involved in the roleplaying. She decides that the experience Dave got from the two Acts he was actually present for is enough of a reward and awards the overall adventure experience among the three main

Background

characters. This is 12,000 divided by 3 or 4,000 points each. However, Alice loses part of this award since her character is a replacement. A 3/5 award (the new character was present for Acts 3-5) does not seem fair, since the first two Acts were quite minor. The Referee decides to award the overall experience in the same proportions as the per-Act XP, i.e. Alice loses out on 2,000/12,000 or 1/10 of her possible award.

Candy missed a single session, but the Referee decides that this is of no consequence.

Thus the experience awards for the Acts and the adventure as a whole work out as:

Alice: $1,000 + 1,334 + 1,667 + 3600 = 7,601$

Bob and Candy: $334 + 334 + 1,000 + 1,334 + 1,667 + 4000 = 8669$

Dave: $1,000 (\text{Act 3}) + 555 (1/3 \text{ of Act 5}) = 1,555$

The Referee has decided that although Dave was present in Act 3, a major part of the adventure as a whole, it would represent an isolated incident to him and thus he does not qualify for the overall experience award. This also avoids the problem of players who rarely turn up for a game possessing quite powerful characters whose experience was earned by other players.

Other rewards are of course possible within an adventure. Each Act will normally include opportunities for characters to gain advantages in terms of money, equipment, weaponry and contacts among rich and powerful individuals.

CHARACTER TYPES AND SKILLS

It is not the practice of QLI to list the skills a team of travellers will need in order to complete any given adventure (though skills required to get hired for the job might be listed). This is because *Traveller* is an open-ended game, and there are a great many possible paths to success. Almost any group, of any level, with any set of skills, can complete this or any other *Traveller* adventure if they are able to think creatively and maximize their strengths. There are no encounters or challenges in this adventure aimed at any type or class of character. Different characters will use different approaches and may struggle in some circumstances, but adventuring is not about having the right weapons, skills or equipment to meet a challenge; it is about meeting what the universe throws at you with what you have and finding a way to win – or at least survive.

The characters do not need any pre-requisite skills or equipment for this adventure, but characters with backgrounds in the merchants or other star-faring careers will be particularly useful.

The following data is provided for the benefit of the Referee. How much of it can be determined by the players, and with what degree of accuracy, is a matter for the Referee to decide. In many cases a simple search on the ship's computer or any library terminal will suffice to provide at least the bones of the information.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems. It is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

THE IMPERIAL DOMAIN OF GATEWAY

Gateway Domain lies at the very fringe of the Imperium. As a result it is in some ways a backwater and in others a vital strategic area. The nominal area of the domain is the same as all others; four sectors. However, since much of the area that would be part of the Domain lies either in the two Rifts or else beyond the Imperial border, the territory administered by the Archduke of Gateway is rather smaller than that of other Imperial Domains.

The Domain of Gateway is protected by a single Named Imperial Fleet; the Ley Sector Fleet. Since the outbreak of the Solomani Rim War, force transfers have stripped the fleet of a portion of its vessels, leaving it understrength and still responsible for an area slightly larger than a normal sector.

The Imperium reached its present borders in the region about 200 years ago, and while a few worlds have applied to and joined the Imperium since then, there has been little deliberate expansion in the past two centuries.

Thus while still a frontier, Gateway Domain is also a settled area. There is some friction along the border, but for the most part the worlds and states close to the Imperial border are used to their status as clients or independent worlds. Relations are not always cordial, but understandings have been developed. Cross-border trade and travel is common and many businesses operate on both sides of the border. Law enforcement agencies usually co-operate, much to the detriment of criminals seeking refuge on the other side of the line. The Imperial Navy does make anti-piracy sweeps beyond its borders, usually but not always with the consent and cooperation of the local independent worlds.

INDEPENDENT WORLDS AND CLIENT STATES

Many of the worlds along the border of Gateway Domain are to a greater or lesser degree 'client states' of the Imperium. In effect, they are friendly independents who allow Imperial Navy vessels to use their ports and patrol their systems as a matter of course. Trade links are strong and relations generally cordial. Joint naval operations are not uncommon and extradition treaties are in place. Imperial-registered ships arriving in port on such worlds are treated more or less as if they were local shipping – papers are normally accepted at face value and customs checks are no more rigorous than usual. In

return, client worlds are guaranteed protection against aggression and can request aid from the Imperium in times of trouble.

Some worlds have formal Client status and are listed as such in the star system data. Good relations with the Imperium and its citizens can be taken for granted. Some other worlds are a kind of 'informal client state' with friendly relations but no formal treaty in place. Some words listed as Independent fall into this group.

Other independent worlds are truly that; non-aligned. Some are actually quite hostile to the Imperium and will harass ships coming through their ports with endless paperwork or intense customs inspections. Actual violence against Imperial citizens acting lawfully would be a very stupid mistake, but some worlds will do everything they can to discourage Imperial attention and Imperial visitors.

The majority of Independent worlds are fairly neutral in their attitude to Imperial citizens, and treat them no better or worse than any other visitors. Attitudes do shift, however, due to internal or external factors.

OUTWORLD MERCANTILE LIC

With its corporate headquarters on the high-tech world of Saramid (Frontier Worlds: Ley Sector), Outworld Mercantile is a relatively new company specializing in long "thin" routes in the Delta Quadrant of Ley Sector and more recently cross-border trade and speculation. Established in 910, the company started with a single Subsidized Liner and quickly established a reputation of fast, efficient service. The company established itself initially in the Frontier Worlds subsector.

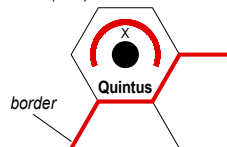
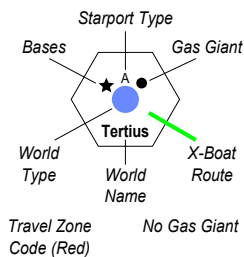
The company is majority-owned by the Lorimar family, the descendants of the first CEO (and first captain) Dethar Lorimar, who founded Outworld Mercantile. Minor nobles and private Imperial citizens own a minority. In the last decade a rival corporation, Frontier Tranship LIC has attempted to buy out the minor shareholders without success. Frontier Tranship operates in the same areas as Outworld and also engages in cross-border trade and speculation.

Outworld Mercantile also operates a number of subsidized liners and larger cargo ships in the Frontier Worlds and Diamond-Prince subsectors. The company originally used converted and uparmed subsidized liners for cross-border trade and speculation into Khuur League, Galian Federation and independent territory, but after the loss of two such ships it was decided to acquire custom-designed Merchant Cruisers. A total of 8 *Lorimar* Class Merchant Cruisers have been acquired by the company. One ship has been lost.

DIAMOND-PRINCE SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Data
750-857	1732	E9A5446-4	Ni		613	Im	G0	V
New Konigsberg	1733	X200735-4	Na Va		322	Im	K1	V
Lepanto	1735	C555565-9	Ag Ni	A	724	Im	G0	V A8 D
Egran	1832	C256555-8	Ag Ni		600	Im	K3	V
Dadegadi	1836	A443745-C	Po		104	Im	F3	V
Glen Murdoch	1837	A54A742-B	Wa		102	Im	K9	V
Jutland	1838	A336744-A	Ni		703	Im	K1	V
Kishimaa	1933	D785779-4	Ag Ri		903	Im	F5	V
Annapabar	1936	A4367A9-DB	Ag		210	Im	K3	V
Ur	1937	A652678-9	Po Ni		200	Im	G1	V
Igikur	1938	E37358A-7	Ni R		413	Im	F3	V G4 D
Niin	1939	D332465-7	Ni Po	A	503	Im	K3	V
Landing	2032	B560400-8	De		102	Im	G4V	K1DK6 D
Udeshasdiin	2033	C564422-9			322	Im	G7	V K1 D
Kam	2034	C354301-A			210	Im	G1	V G4 D
Saanshakase	2036	E550589-4	De Ni Po R		514	Im	G9	V
Angel	2037	C201643-8	Ic Ni Va		301	Im	M3	V K0 D
Sik	2131	C896422-4	Ni		623	Im	F9	V
Zuge	2137	B676533-A	Ag Ni		524	Im	G7	V A4 D
470-092	2140	E8A6854-8			502	Xx	F1	V
Shamuus	2133	C453758-9	Po		303	Im	F3	V
Gashuki	2232	A401431-F	Ic Ni Va		105	Hc	M2	V
Kasim	2234	D776866-3	Ag Ni	A	100	IC	K0	V
Dikam	2236	C466765-7	Ni		202	Im	G1	V M4 D
MAMIKHA	2237	E84897A-6	In R		602	Xx	G2VA9DA4	D
Lirguu	2239	D786644-5	Ni		310	Xx	F0	V
Makkidaan	2332	C553430-7	Po		212	Xx	M0VK2DO1D	
Rukirligi	2435	C243678-4	Ni Po		213	Im	G7	V
Gis	2438	B778224-8			213	Xx	F3	V K2 D
Aam	2439	C334800-7	Ni		110	Xx	G7	V F7 D

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- Imperial Naval Depot
- △ Imperial Way Station
- P Prison Camp

TRAVEL ZONES



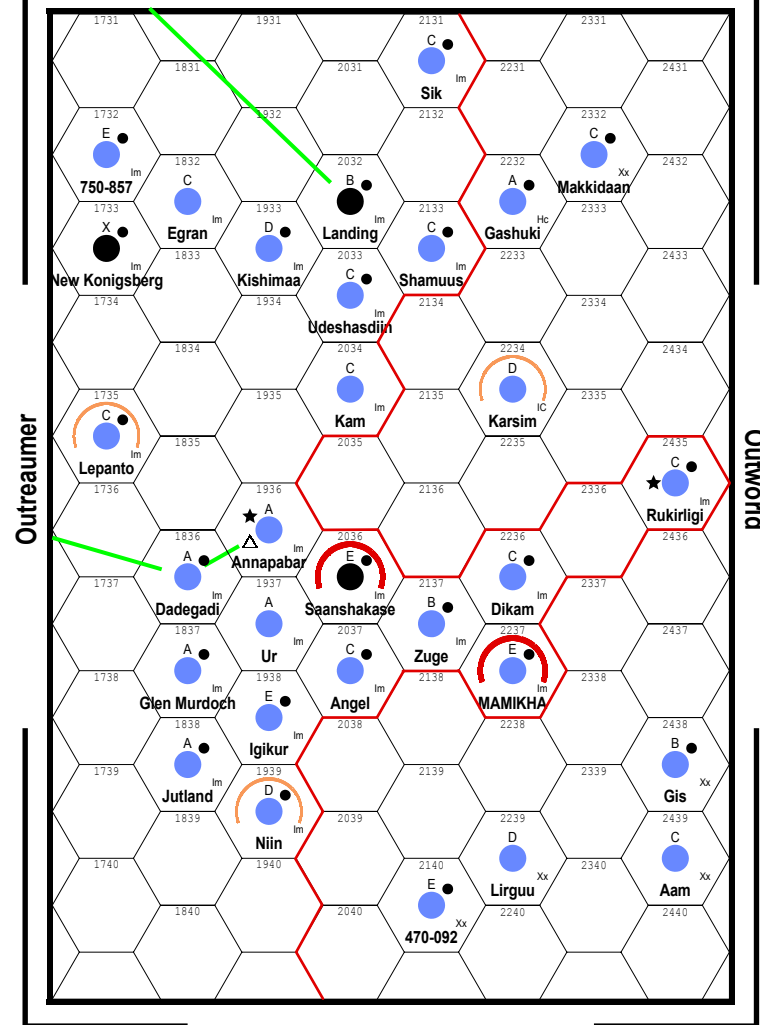
POPULATION

Secundus under one billion
PRIMUS over one billion

World names in red are subsector capitals

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

Frontier Wrlds



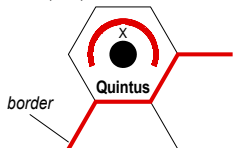
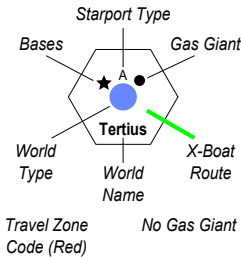
Diamond-Prince Subsector

(subsector O of Ley Sector sector)

OUTWORLD SUBSECTOR

Name	Hex	UWP	B	Trade Codes	TZ	PBG	All	Stellar Dat
Maakar	2533	A2106B9-C	Na Ni			704	Xx	G1 V
Endless Blue	2534	X68A025-1	Wa			302	Xx	K0 V
Gergigi	2537	A896340-B				623	IC	G0 V
Navarino	2538	A547424-E				203	IC	M3 V G0 D
502-740	2631	B8C2443-8				824	IC	M9 V A5 D
Annaagmaa	2635	E000400-8	As			301	IC	M5VG8D A4
Ishga	2637	C40088D-9	Na Va			125	IC	K9 V
Holloway	2639	C541757-B	Ni Po			915	IC	F0 V
Lizir	2732	X552425-3	Ni Po			103	Xx	F3 V
Iceball	2734	B200435-9	Va			601	Xx	M9 V
Revelation	2736	C897453-8	Ag Ni			904	IC	G3 V
Barely Planet	2740	C110796-7	Na			300	IC	M3 V
QARAN	2831	B67AAD0-B	In			223	Xx	M2 V
Sham	2832	A85977A-D				210	Xx	F7 V A1 D
241-281	2934	C9D6320-A				412	Xx	K5 V A8 D
Kaalan	2935	BA99242-9				213	Xx	K3 V G1 D
Du	2836	D53769D-2	Ni			403	Xx	M3 V
Vanessa	2938	B311436-B	Ic Ni			603	Xx	M3 V
Gikii	2940	B739454-A				502	Xx	M2 V
Askhar	3034	A59A410-C	Wa			803	Xx	G5 V
Larshi	3039	B562575-C	Ni			900	Xx	F7 V
475-782	3040	AAC3676-8	Ni			923	Xx	M4 V K5 D
PHONIWT	3131	B331A8A-B	Na Po			614	Xx	G2 V
Karaell	3133	A355650-B	Ag Ni			620	Xx	F4 V
Liggusla	3138	C445279-7				903	Xx	F1 V
945-755	3139	A8C2756-9				103	Xx	M1 V K6 D
807-946	3140	C54899C-A	In			502	Xx	M0 V
Aspiration	3232	C000566-B	As	A		403	Xx	K0 V A6 D
Hope	3234	D637115-8				515	Xx	K1 V
Burkona	3236	E445122-1				604	Xx	F9 V K4 D

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Way Station
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

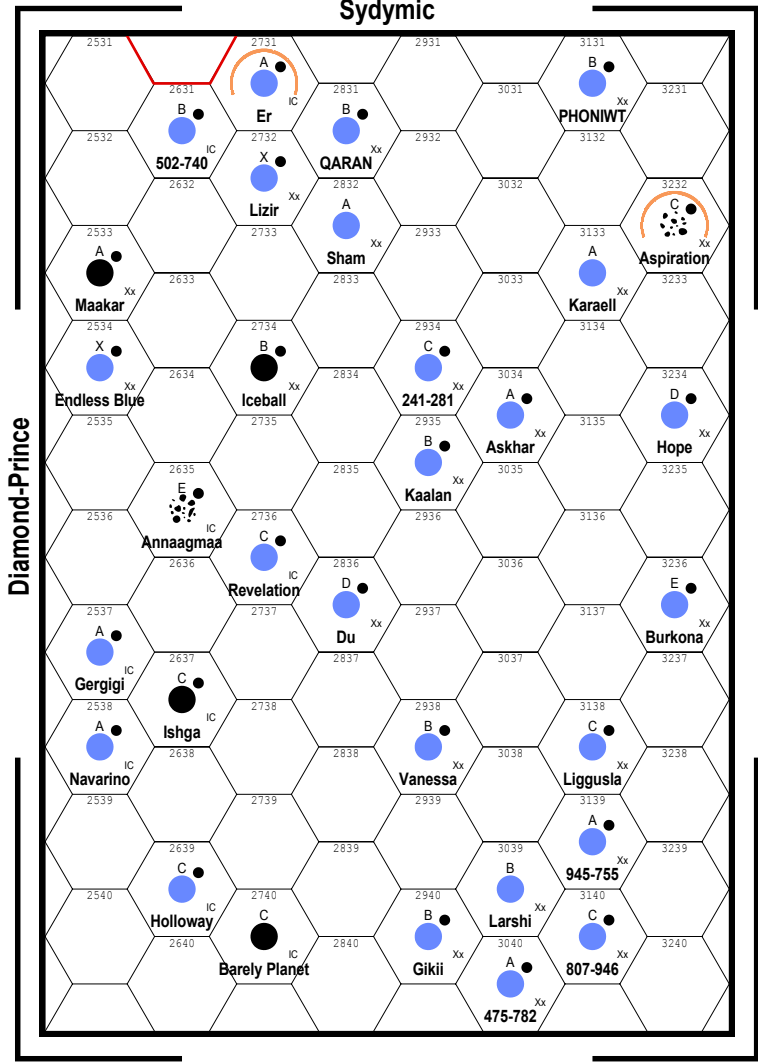
POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals

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

Sydymic



Outworld Subsector

(subsector P of Ley Sector sector)

World Data

The following information is available to the characters from Library Data files. Only those systems that the characters are likely to visit are described in any detail. If the group decides to visit other planets in the subsector the Referee can initiate other adventures or scenarios as he/she sees fit. Rumors may also be expanded into adventures, although these will probably happen after the visit to 807-946.

Diamond-Prince subsector, located on the very trailing edge of Imperial territory, is the new political hub of Ley Sector. Only 2 years ago the Sector capital was moved to Annapabar at the behest of the new Domain Archduke Marcus Erechs. A new trade grouping was created around the capital, simply called the Imperial Trade Cluster. The Imperium is spending large amounts of money in the area to enhance security and safety, creating a trade boom. It is a growth area at the present time, and there are plenty of opportunities. Commerce raiding and piracy are still a concern beyond the Imperial border however, and the Imperial Navy conducts frequent patrols of the area.

SHAMUUS

Shamuus 2133 C453758-9 Po 303 Im F3 V

Shamuus lies on the very edge of Imperial space, a mid-tech, mid-population world now receiving some trade attention from the Imperial Trade cluster established just spinward. Outworld Mercantile has a significant orbiting base which supports its trans-border merchant operations.

KARSIM

Karsim 2234 D776866-3 Ag Ni A 100 IC K0 V

An Imperial client state just beyond the Imperial border, the Karsim system is permanently garrisoned by the Imperial Navy enforcing a blockade even though the world is Amber, rather than Red, zoned. The blockade usually consists of two 1000 ton Destroyer Escorts. Visitors to the system will be escorted to the small highport where they will be refueled (and charged for the fuel) and sent on their way. It is not known why the Amber Zone blockade is in force, but there are rumors of a contagion affecting the planet's inhabitants. Anyone asking questions not get any satisfaction from the Imperial Navy crews.

ENDLESS BLUE

Endless Blue 2534 X68A025-1 Wa 302 Xx K0 V

The primary world of this system is one of the most beautiful in the sector. A tropical climate combined with crystal clear blue oceans make for a dazzling sight from orbit. The oceans have an unusual algae which clean the waters providing stunning clarity. The world would clearly make a fantastic tourist destination except for the local sea life that is apparently excessively dangerous, with large carnivores vying to become top of the food chain. The planet is virtually uninhabited. One low-tech human family has been eking out an existence on a small island for over a century. It is not known how the family arrived on the planet.

REVELATION

Revelation 2736 C897453-8 Ag Ni 904 IC G3 V

An Imperial client system close to the border enjoying Imperial Navy protection, Revelation is a hot mid-tech world populated by farmers who make decisions of State through a democratically elected assembly. The world produces a wide variety of foodstuffs that are actively marketed and exported from its extensive downport. Live animals are also exported offworld, making the downport look more like a vast cattleyard than anything else.

DU

Du 2836 D53769D-2 Ni 403 Xx M3 V

Populated by 4 million low-tech humans, Du is noted for what can only be described as a climate of remorseless savagery. Winds whip up the seas to mountainous heights making crossings by ship impossible, while the continents are regularly lashed by gales. This is despite the thinness of the atmosphere. Little is known about why the planet is so cursed, but the locals have devised clever ways of taking advantage. Many transportation methods use the wind, and balloons regularly carry cargo and people vast distances. Because of the constant winds the ride to the downport is a bumpy one and can be dangerous. Caution is advised.

VANESSA

Vanessa 2938 B311436-B Ic Ni 603 Xx M3 V

A small, virtually airless world with little population, Vanessa has an extensive highport only by virtue of its location in space as a refueling point for ships bound for the Gateway and Crucis Margin Sectors. The world has little water, most of it locked at the poles as ice caps.

807-946

807-946 3140 C54899C-A In 502 Xx M0 V

A small heavily populated world with a thin tainted atmosphere, 807-946's ruling Council has maintained a xenophobic attitude to off-worlders until recently. A dramatic policy change has opened up the system to trade. The martial law style laws are starting to be relaxed, although offworld contact with local citizens is still rigidly controlled. The starport is being doubled in size to handle the expected increased merchant traffic.

LORIMAR CLASS MERCHANT CRUISER

Outworld Mercantile Merchant Cruisers are named after sons and daughters of the majority shareholding family, the Lorimars. The *Lorimar* Class itself is based on an established Ley Sector design created by KTe Stellar Design Bureau on Shanape (Matarishan/Ley). Being a specialized ship few are in service, but orders continue to trickle in to the builders at a rate of about one a year. All *Lorimar* Class Merchant Cruisers are built at the Geschichtkreis Sternsciffbau AG (GsbAG) shipyard on Saramid (Frontier Worlds/Ley).

Outworld Mercantile purchased the lead ship of the class in 972. Sporting large cargo capacity, a 50 ton cutter, good armament, reasonable armor and multiple redundant systems, the *Lorimar* class is tough, sturdy and admirably suited for independent operations beyond the Imperial border. The ship initially suffered failures of its backup systems. The source was found to be problems with daisy-chaining of three major backup systems to the model/3 backup computer. Software workarounds have solved the problem to a great extent, but frequent reboots of the Model/3 while backup systems are running have been a source of irritation to purchasers.

SPECIFICATIONS

The 800 ton *Lorimar* Class is built to TL-13 standard and is capable of Jump-3 and 2-G acceleration. Backup systems include a Jump-2 unit and maneuver-1. The ship also has a backup powerplant, very valuable in a situation where the Merchant Cruiser is far from any repair facilities. The ship is partially streamlined (close structure) and can land on atmosphere 0 or 1 worlds, but this is a rare event. The ship relies on the cutter and starport lighters for cargo transfer. Three cargo airlocks, one for each cargo bay allow for easy transfer of cargo between small craft and the Merchant Cruiser.

The *Lorimar* sports fuel scoops and a fuel purification plant enabling fuel uptake from gas giants. It has a Model/4 primary computer with a Model/3 backup. Because the ship spends most of its time beyond the Imperial borders it is well armed with an armored hull, two triple beam turrets, two triple fusion turrets and 3 triple sandcaster turrets to ward off potential threats. *Lorimars* carry a 50 ton cutter with a cargo module, although other types of modules could be carried instead. An enclosed air/raft or speeder is also carried, having its own airlock. The ship has three separate cargo bays, all with external airlocks to facilitate multiple cargo operations or of cargo. The largest cargo bay has a direct iris-valve connection to the cutter, facilitating easy cargo transfer. Cargo can be quarantined by using one of the three cargo bays and sealing the bay.

A Deck

This deck contains a narrow corridor leading to all 7 triple turrets. The deck can only be accessed by three manual hatches from B Deck below it.

B Deck

B deck contains the bridge and living quarters. The bridge and computers occupy the bow of the deck. Just aft of the bridge is the primary lift, providing access to other decks. A large central meeting area serves both as a mess and an entertainment area. The sick bay is also located on this deck. Just aft of the staterooms is Cargo Bay 1, with an extendable airlock on the right side allowing cargo transfer from a starport hangers, airlocks or small

craft. A lift going down to C Deck also allows cargo transfer from the main cargo bay. Further aft the backup maneuver and jump drives are separated from the living area by a bulkhead.

C Deck

The main cargo deck, the ceiling has a 4m height allowing oversize cargo to be carried. On the left of the deck there are two cargo bays, Bay 2 and Bay 3. Both have airlocks to allow cargo transfer from starport hangers, airlocks or small craft. The right side of the deck is occupied by the primary jump drive and backup powerplant. To the aft the nacelles house the primary maneuver drive, while a large airlock at the rear of the ship allows the cutter egress into its own boat bay.

D Deck

This deck contains the primary powerplant, fuel purification plant, fuel scoops and all fuels for the ship's needs. It is accessed from the bow lift shaft.

Lorimar class Merchant Cruiser

Class: Starship, Type MC	EP Output: 40 (8 excess), Backup 17 (8 excess)	Battery: Two triple turrets; 6 beam lasers; +5 attack bonus (+5 USP); Damage 5d8. Battery: One triple turret; 3 sandcasters; +4 defense bonus (+4 USP). Battery: One triple turret; 3 sandcasters; +4 defense bonus (+4 USP). Battery: One triple turret; 3 sandcasters; +4 defense bonus (+4 USP). Battery: Two double turrets; 4 Fusion Guns; +5 attack bonus (+5 USP); Damage 5d20.
Tech Level: 13	Agility: 1	
Size: Medium (800dt)	Initiative: +1	
Streamlining: Partially Streamlined – Close	AC: 13 (+2 armor, +1 agility)	
Jump Range: 3 (Backup 2)	Repulsors: None	
Acceleration: 2 (Backup 1)	Nuclear Dampers: None	
Fuel: 280	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 17	AR: 2	
Staterooms: 20	SI: 205	
Small Cabins: 0	Main Computer: Model/4 (Backup Model/3)	
Bunks: 0	Sensor Range: Long (Model/4) (Backup Medium - Model/3)	
Couches: 0	Comm. Range: Long (Model/4) (Backup Medium - Model/3)	
Low Berths: 2		
Cargo Space: 116	Cost: MCr469.608 (with 20% discount)*	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: Fuel scoops, TL13 fuel purification plant (7 hours for 200 dtons Jump Fuel), sickbay, 1 50dt modular cutter, 1 pressurized air/raft or speeder, 60 sand canisters, 3 airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

* Price excludes small craft.

T20 statistics for the cutter are as per the **T20 Handbook**. The ship is armed with a single sandcaster (factor 3).

T20 statistics for the Pressurized Air/Raft or Speeder are as per the **T20 Handbook**.

SUMMARY

Primary Systems: Jump-3, 2-G, Powerplant-3.
Backup Systems: Jump-2, 1-G and Powerplant-2.
Primary Computer: Model/4. Backup Computer: Model/3.
1 50 ton cutter armed with a single sandcaster.
1 Pressurized Air/Raft or Speeder.
Fuel Scoops and Fuel Purification Plant.
1 4 ton Medical Bay.
20 Staterooms (17 for crew, three reserved for passengers).
2 Low Berths.
3 Triple sandcaster turrets.
2 Triple beam laser turrets.
2 double fusion turrets.
116 tons of cargo in three separate cargo bays.

CREW QUARTERS

The *Lorimar* Class normally has a standard crew complement of 17. The ship has 20 staterooms. Three passengers can be carried. The crew consists of 1 pilot, 1 astrogator, 6 engineers, 1 medic, 5 gunners/cargo handlers and 2 cutter crew. One passenger stateroom is occupied by the "Trade Negotiator", an experienced merchant negotiator who also acts as the Ship's Master.

SHIP'S LOCKER

The Merchant Cruisers' Locker usually contains the following equipment.

5 Artificial Gills
20 suits of Cold Weather Clothing
20 Filter Masks
20 Respirators
20 Vac suits
5 Hand Computers
5 Inertial Locators
5 Long Range Communicators
5 Medium Range Communicators
2 Radiation Counters
10 Binoculars
8 Light Intensifier Goggles
2 Electronic Tool Sets
2 Mechanical Tool Sets
4 TL-13 Medical Kits
1 Advanced Base
4 Pressure Tents
2 Grav-Belts

WEAPONS

4 Assault Rifles – 3000 rounds of ammunition
2 Laser Carbines
17 Snub Pistols
10 Blades

LORIMAR CLASS SHIPS IN SERVICE

22 *Lorimar* class Merchant Cruisers have been built. 8 are owned by Outworld Mercantile (one lost), 6 are owned by Tranship and two are owned by Deep Space Logistics LIC (one lost). Two have been sold to a Khuur League company, Khuur Starfarers LKC, while one was sold to the Galian Naval Reserve to undertake scout operations. Fringe Factors LIC, also operating out of the beta quadrant of Ley Sector, runs one example for operations into Rift

areas, while the Imperial Scout Service purchased an early example. A wealthy private non-Imperial citizen purchased the fifth example out of the shipyard. No details other than the name of the ship were divulged in this sale and registration is probably with the Glimmerdrift Trade Consortium or another Glimmerdrift Sector government.

MAJOR VARIANTS

The IISS registered vessel **Kepler** (ISS-5843-001) has had the cutter removed and replaced with a launch and slow boat. Extensive sensor equipment has been installed in Cargo Bay 1 and the ship has been used for exploration office LM's (Long-Missions) exclusively into the Gateway Sector. The ship is still in service with the IISS. Surprisingly, armament has been retained.

Glimmerdrift Dream (unknown registration) was fitted out with an extensive entertainment area in place of cargo bay 1, and apparently has been fitted out with first-class ornamentation more akin to a royal yacht than a cargo ship.

Terrian Wind (GNR-341F) was purchased in 1981 by the Galian Naval Reserve to undertake long-range scouting operations for the Naval Reserve, which has Scout Service responsibilities within the Galian Federation. Extensive sensor arrays have been fitted as well as fiber-optic backup for the computers.

Egran Enterprise (LSR-831-008), purchased by Tranship LIC in 1980, was attacked and heavily damaged by Corsairs in 1988 in the Gateway Sector. The ship managed to obtain repairs at a Galian Federation port. Upon return to Imperial territory it was decided to refit the damaged ship for use on short runs in Ley Sector. The backup powerplant and drives were removed to increase cargo space by 72 tons.

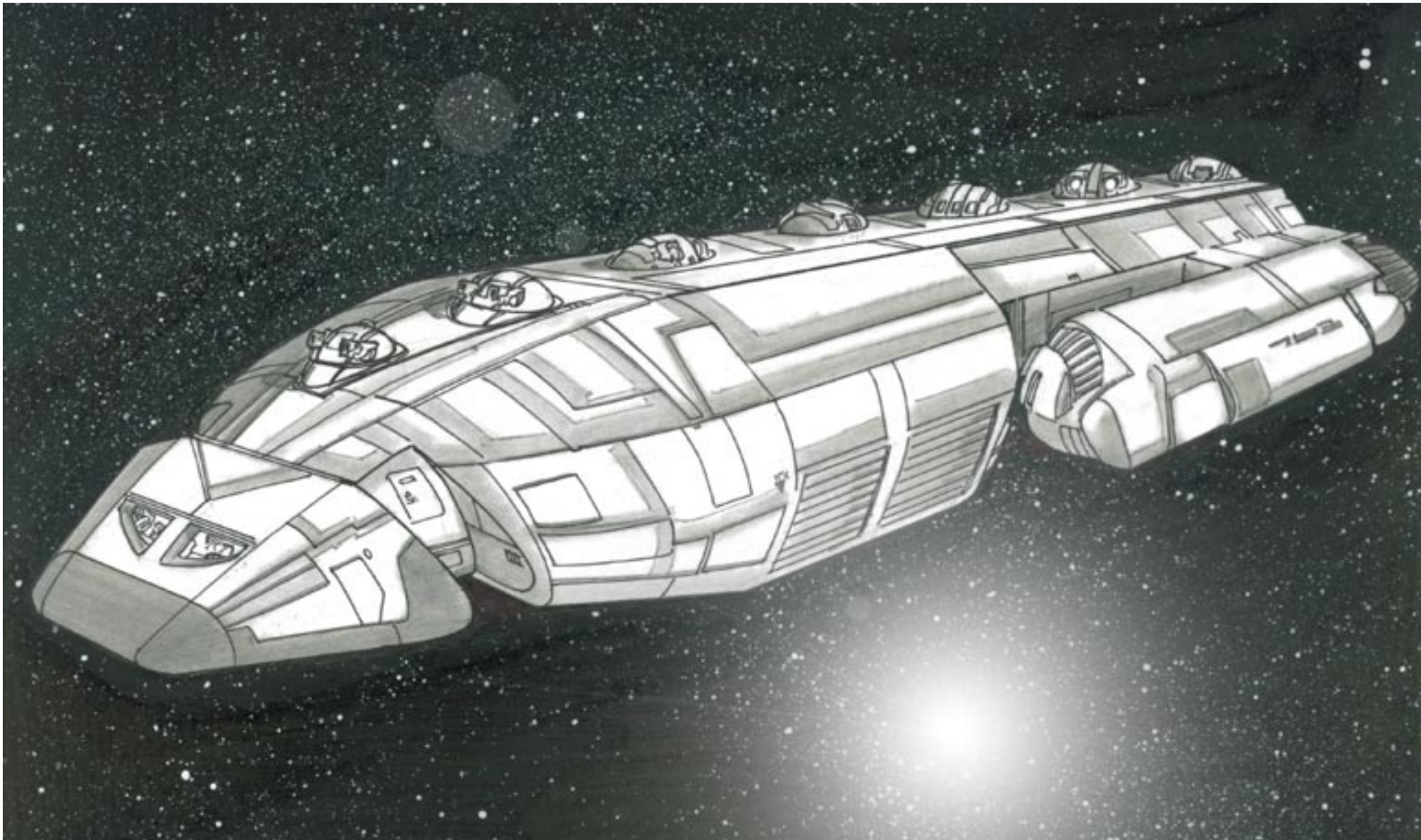
KNOWN LORIMAR CLASS SHIPS			
Name	Service Entry	Current Owner/Status (as at 001-993)	Registration
Lorimar	972	Outworld Mercantile	LSR-831-001
Loralie	974	Outworld Mercantile (Lost in 982)	LSR-831-002
Kepler	975	Imperial Scout Service Exploration Branch	ISS-5843-001
Deckamar	976	Tranship LIC	LSR-831-004
Glimmerdrift Dream	978	Private Purchase in Glimmerdrift Reaches	Unknown
Lescalla	978	Outworld Mercantile	LSR-831-006
Gateway Adventurer	979	Tranship LIC	LSR-831-007
Egran Enterprise	980	Tranship LIC	LSR-831-008
Keleshar	980	Outworld Mercantile	LSR-831-009
Terrian Wind	981	Galian Naval Reserve	GNR-341F
Glavaner	981	Khuur Starfarers LKC	KL-9321
Glimmerdrift Spirit	984	Tranship LIC	LSR-831-012
Farina Adventurer	985	Tranship LIC	LSR-831-013
Arakmee	985	Outworld Mercantile	LSR-831-014
Arconna Enterprise	986	Deep Space Logistics LIC (Lost in 989)	LSR-831-015
Dekarian	986	Khuur Starfarers LKC	KL-9329
Diamane	987	Outworld Mercantile	LSR-831-017
Emerald	988	Outworld Mercantile	LSR-831-018
Rift-Jumper	989	Fringe Factors LIC	LSR-831-019
Ashton Adventurer	990	Tranship LIC	LSR-831-020
Jeremiah	990	Outworld Mercantile	LSR-831-021
To be Named		Fitting Out (Deep Space Logistics LIC)	LSR-831-022

Vernacular: LSR-831-001 means "Ley Sector Registry ship design 831, ship number 001".

HIGH GUARD STATISTICS

TYPE MC MERCHANT CRUISER

MC-831-001 *Lorimar* MC-8432342-240000-55000-0 Mcr545.61* 800 tons
All Batteries Bear. 3 11 Crew=17 TL=13
Passengers=3. Staterooms=20. Low=2. Cargo=116. Fuel=264. EP=24. Agility=1 (Emergency=2). cutter=1. Pressurized Air/Raft=1.
Backup Model/3 Computer. Backup Jump-2. Backup Maneuver-1. Backup Powerplant-2.
*Includes 20% discount for quantity but excludes the cutter cost.



Lorimar Class
Merchant Cruiser
B Deck - 2274m3
 3m high ceiling
 • Quarters
 • Bridge
 • Backup Jump Drive
 • Backup Maneuver Drive
 • Cargo Bay 1

Legend

1.5m Square

Bulkhead

Interior Wall

Sliding Door

Crew Station

Iris Valve

Manual Hatch

Overhead Iris Valve

Floor Iris Valve

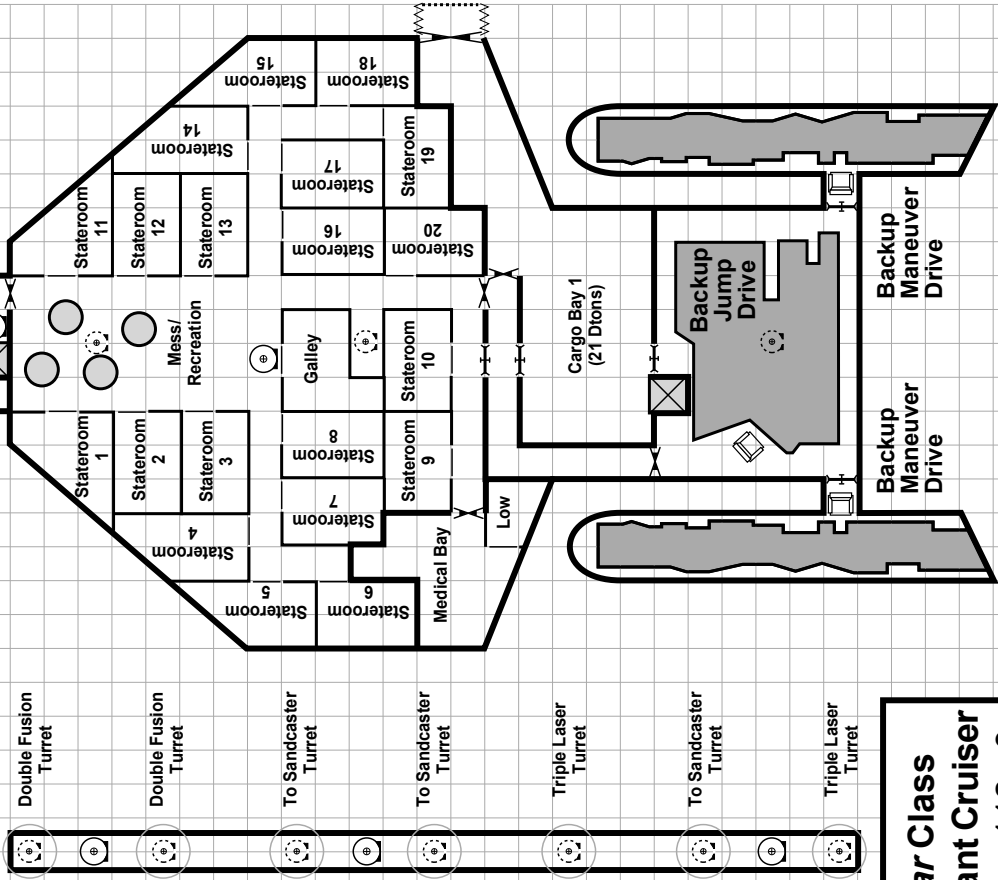
Floor & Overhead

Floor Hatch

Overhead Hatch

Floor & Overhead

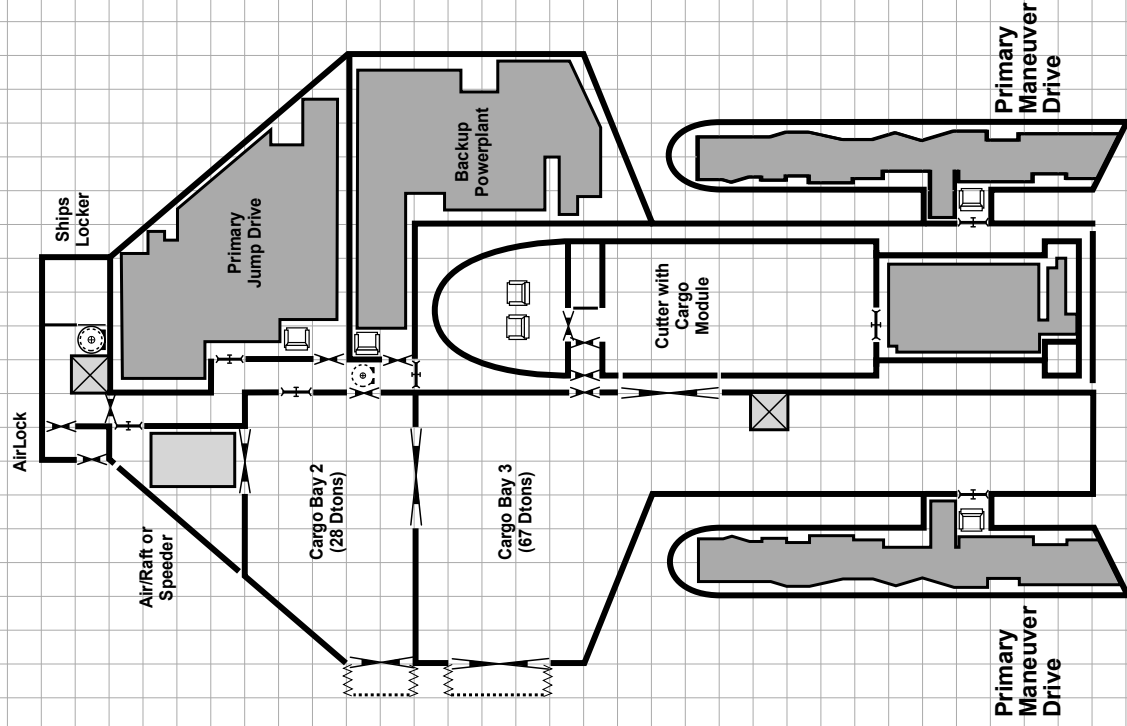
Lift Shaft



Lorimar Class
Merchant Cruiser
A Deck - 112m3
 2m high ceiling
 • Turrets

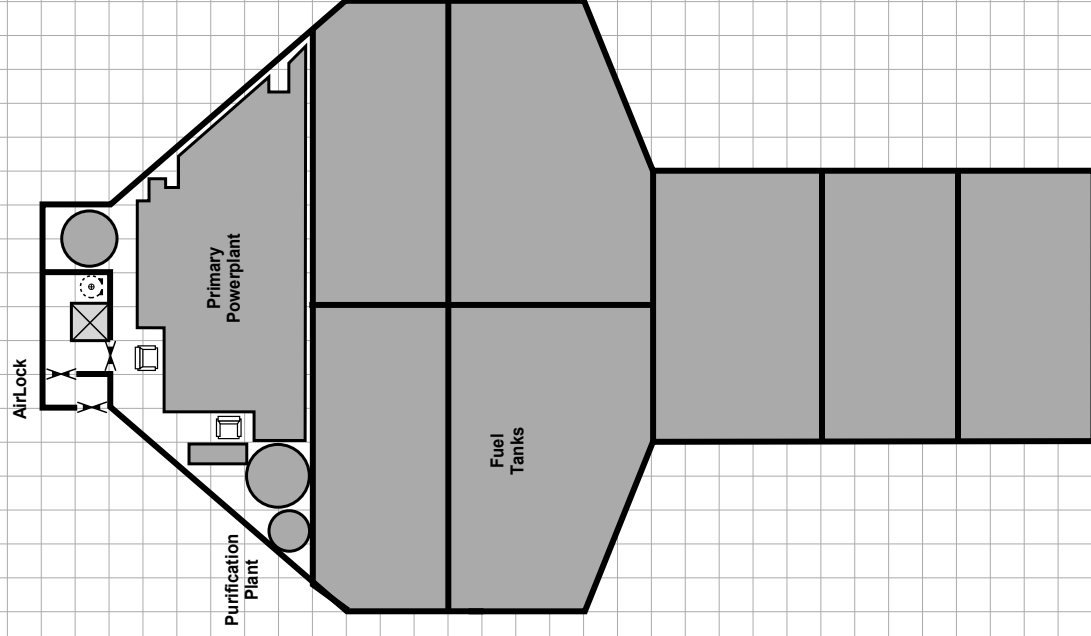
**Lorimar Class
Merchant Cruiser
C Deck - 4194m³
4m high ceiling**

- Cargo Bay 2 & 3
- Cutter Bay
- Jump Drive
- Maneuver Drive



**Lorimar Class
Merchant Cruiser
D Deck - 4620m³
6m high ceiling**

- Primary Powerplant
- Fuel
- Purification plant



Merchant Cruiser

Referee's Overview

Shipping company Outworld Mercantile is the largest operator of the Lorimar Class Merchant Cruiser, also owning the lead ship of the class. The company operates regular trans-border cargo and passenger operations between Imperial territory, the Khuur League and the Galian Federation. The Merchant Cruisers also visit independent worlds, looking for business opportunities and new trade routes. While the company has its headquarters on Saramid (Frontier Worlds/Ley) it also operates staging posts for trans-border cruises from Bastion (Frontier Worlds/Ley) and Shamuus (Diamond Prince/Ley).

Outworld Mercantile's primary competition in the area is Frontier Tranship LIC, which also operates a number of Merchant Cruisers of various types. Tranship competes with Outworld on the Khuur League and Galian Federation routes.

This adventure is a trading cruise into the Outworld Subsector trailing of the Diamond Prince subsector in search of new markets. However, it is also a race. Word has reached Imperial borders of a change in government policy on 807-946 (C54899C-A), known to the locals as Lepauer. The existing unelected Lepauer Council which administers all Government functions had a policy of no-contact with off-worlders. Travel by Lepauer citizens offworld was also severely restricted. The system's population of 5 billion, mostly humans of Solomani descent, has been pressuring the Council for change to this insular policy for the last century to little effect. Time ran out for the Council and after planet-wide rioting in 989 martial law was imposed. In a dramatic turn of events, the Council elected several radical reformers; the borders were opened, visitors welcomed and trade openly invited. Now the word is out: A wealthy human population of 5 billion is just waiting to be sold to, a population that has had little exposure to the best Imperial products known space has to offer. And who knows what treasures this little-known world holds, just waiting to be discovered!

The adventure should begin on Shamuus. This world on the very border of the Imperium has little to offer visitors other than its relatively comfortable C class starport. Outworld Mercantile operates an orbiting base near the highport and it is looking for a qualified crew for an urgent merchant cruise using the Keleshar, beyond the Imperial border. Double normal crew salaries are offered, but a share of potential profits is also offered as the biggest incentive.

The characters should be employed by Outworld Mercantile and given contracts to sign. Given the urgency of the situation, they are briefed on the cruise with only 24 hours before Jumping. Essentially, the voyage is to establish contact with the Government and companies on 807-946, which has just opened its borders, and find out what trading opportunities there are. Sample mid to high-tech items will be carried by the Merchant Cruiser as items to potentially make deals with. Imperial credits, still valuable outside the Imperium will be carried if samples of tradable items need to be purchased.

Little is known about 807-946. Earlier trading voyages to the system resulted in the ships being turned back at the borders, being allowed to refuel and then leave. So the characters will not know what to expect when they arrive in-system.

In addition, it is expected that other companies will be vying for opportunities, to sign trade deals and get their products and services into the system. It is not expected

megacorporations will be interested because they are too slow moving to take advantage of such opportunities. But small companies have the flexibility to react quickly. The other company which will invariably be competing will be Tranship LIC. In fact, an identical Merchant Cruiser, Tranship's Gateway Adventurer is vying to arrive first in-system. The Referee also has some other surprises to administer during the race to 807-946 and during events there.

First, a Tranship LIC undercover operative is part of the Keleshar's crew, and has been paid handsomely to try to sabotage the mission in some way, particularly preventing the Keleshar from reaching 807-946 successfully. His brief is to use non-violent methods however.

Second, Outworld Mercantile is not a squeaky-clean operation. The cutter has been modified to carry small packages in a secret compartment. Only one person on the ship, a trusted Outworld Mercantile employee who is the cutter pilot knows the whereabouts of the compartment. Currently the compartment holds about 20kg of combat drugs, destined for one of the worlds along the way, Vanessa. It has a street value of about Cr800,000. Outworld Mercantile has been smuggling drugs and arms for many years, but has managed to avoid prosecution by stealth and bribery. The company profits more from its illegal operations than from its "above-the-line" merchant activities. The moral problem is that some of the material being smuggled is staggeringly dangerous – and dangerous to anyone involved with the smuggling operation. The characters should find this out as the adventure progresses and will have a serious moral dilemma to solve.

On 807-946, there will be a covert battle between the Gateway Adventurer, the Keleshar and a Sydite merchant cruiser who beat everyone else to win the trade contracts and agreements to supply goods. All crews may resort to bribery, espionage and even overt confrontation to win the trade battle. But unless the characters are equipped with pocket-knives weapons will be on no use whatsoever as the world is law level C – martial law. The government prefers to have only one supplier for each product, so winning the contract will be worth millions to Tranship, Outworld Mercantile and the Khuur League. Both Outworld and Tranship will operate as factors: they will buy Imperial goods in bulk and ship to this vast new consumer market – whether it is grav-vehicles, computers, holo-TVs, high-tech medical equipment, starship components – the list is potentially endless.

807-946 has little industrial output which cannot already be supplied cheaper by Imperial corporations, but the system does have exceptionally rich mineral deposits – tin, copper and silver which are worth a great deal in other markets, both Imperial and non-Imperial.

The question is, will the characters win the deals? Will they be beaten by other third parties? Or will they be sabotaged before arriving at 807-946? Will the Gateway Adventurer win the race? Will the rivalry spill over into violence, something not tolerated on a Law Level C world? Will the characters discover the illegal operations of Outworld Mercantile? Will it make a difference to their mission, or will they attempt to expose the company for what it is? Or will they join the smuggling operation? This is an open-ended adventure with a large number of possibilities.

Rumors And Scuttlebutt

These rumors are to be used when characters are questioning others they encounter in the course of the adventure.

Referees may use these rumors to spark further adventures or to mislead the characters as false rumors. Or they may simply be used to create “atmosphere” in the game. Rumors may be imparted to the characters in any number of ways – watching local news programs, meeting people in bars, restaurants, starports, officials mouthing off, information from passing starships. Depending on how the characters interact with the locals, more than one rumor may be given to the characters each week.

- Trade-wise, 807-946 is a waste of time. The locals are xenophobes who refuse to buy from offworld companies.
- The Imperial Navy is looking for some corsairs in the Aspiration system (Outworld subsector). Several small escorts have been dispatched to attempt to hunt down the ships and hopefully find their base of operations.
- The Khuur League is rumored to have lost an armed merchant cruiser (AMC) in the cluster of worlds around 807-946. It is not known how the ship was lost. (This rumor is untrue. There is a Khuur Armed Merchant Cruiser in the area, but it is very much active and trading).
- Outworld Mercantile has been rumored to be smuggling drugs and arms to worlds outside the Imperial border into independent systems.
- Tranship LIC is struggling to hold its own against the rapidly expanding Outworld Mercantile and is virtually bankrupt. (This rumor is patently untrue).
- Sick of their ruling oligarchy, a group of freedom fighters on Vanessa (Outworld subsector) have been attempting to overthrow the Government. Solomani money is rumored to be behind the rebels.
- The Imperial Navy is stretched to the limit attempting to hunt corsairs and a possible Solomani commerce raider operating in the area.
- Qaran’s 20 billion inhabitants are suffering from a famine after a massive industrial accident polluted a portion of the waterworlds’ richest fishing area. Hundreds of thousands are said to have died and the zealots who run the government have refused all outsystem help.
- Navarino’s foray into high-tech intelligent robotic systems is paying off – their products are being imported into the Khuur League and being sold at high prices.
- Annaagmaa is a dangerous place to visit. Its 30,000 human inhabitants, mostly miners, are engaged in a series of family-based blood feuds that date back centuries. Families vie with each other for control of “finds” in the massive asteroid field and particularly the starport. Shooting at the starport, which is no more than a hollowed-out asteroid with a large airlock, is not uncommon.
- Sham is in the middle of armed conflict between three of its largest nation-states. Two smaller states have ganged-up on the largest state on the planet and are attempting to take control of the large A class downport which lies within the borders of the largest state. The aggressor nations have known Solomani sympathies. The Khuur League is apparently aiding the largest state in the defense of its territory. The war has not seen the detonation of any nuclear or biological weapons.

Plots and Episodes

ACT 1: RACE TO 807-946

The Characters join the payroll Outworld Mercantile as crew and head for Outworld subsector.

SCENE 1: THE MERCHANT CRUISER (KEY SCENE)

Shamuus (C453758-9) is a mid-tech mid-population on the very edge of Imperial space. Notable for little except its position on the border of the Imperium, Shamuus nevertheless has a reasonable starport and sports a major staging base for Outworld Mercantile. The company maintains an orbiting base which supports its trans-border merchant operations.

The characters arrive on Shamuus to hear an urgent call for qualified merchants and individuals with starfaring skills to go to the Outworld Mercantile base in nearby orbit and sign up for a merchant cruise across the border. A 30 minute trip in a shuttle lands the characters at the trading base, to be greeted by armed security guards who escort them to a salacious office. The Chief Operating Officer for the Shamuus Branch Lancilean Jaderot, and Outworld’s Chief Pilot Coralle Recht interview the characters. Both are immaculately dressed, with Recht in particular sporting staggering quality iridium and diamond jewelry. The company is obviously doing well.

The pair furnishes the following information to the characters to acquaint themselves with the mission:

- The merchant cruiser Keleshar has been readied for a mission into the Outworld subsector to 807-946. In service with Outworld for the last 13 years, the ship has proved very reliable and has just been overhauled.
- Outworld Mercantile’s primary competition in the area is Tranship LIC, which also operates a number of Merchant Cruisers of various types. Tranship competes with Outworld on the Khuur League and Galian Federation routes. It is rumored that Tranship is also moving to exploit the raising of trade restrictions in the 807-946 system. Khuur League Merchants may also be interested in the system.
- The voyage is to establish contact with the Government and companies on 807-946, which has just opened its borders, and find out what trading opportunities there are. Sample mid to high-tech items will be carried by the Merchant Cruiser as items to potentially make deals with. Imperial credits, still valuable outside the Imperium, will be carried if samples of tradable items need to be purchased. The population of 807-946 is 5 billion, so there is vast potential in this new market. Little is known about the state of the economy however, so the voyage is also to establish the potential for further trading.
- Cargo bay 2 and 3 have been filled with a range of Imperial goods which will be offered to the government and companies on 807-946. It has been rumored that the system has very little Grav-vehicle industry, so a range of grav-vehicles is being shipped. Outworld Mercantile acts as a “factor”, being able to source Imperial goods at cheap prices and onsell them to companies and the 807-946 Government for a profit. It is imperative that such deals be closed in writing.

The following is a complete list of items being taken. All are for sale:

- 1000 TL-11 synaptic portable computers from Naasirka LIC.
- 100 TL-11 synaptic Desktop computers from Naasirka LIC.
- 10 TL-11 synaptic Miniframe computers from Makhidkarun LIC.
- 5 TL-12 Grav Bikes from Hagajaya Sarana. (see TA-06: Against Gravity).
- 2 TL-9 Light Grav Cargo Haulers from Finmeccanica (see TA-06: Against Gravity).
- 5 TL-8 Air/Rafts from Ling Standard Products.
- 5 TL-9 Pressurized Air/Rafts from Ling Standard Products.
- 1 TL-10 Speeder from Ling Standard Products.
- 1 Dton of cybernetic parts from Standard Products LIC.
- 50 TL-11 Holo-TVs from Stella-sonic LIC. (3.5Dtons of Electronic Parts)
- 2 TL-8 G-Carriers armed with a Medium Laser (as per The T20 Handbook).
- 2 TL-12 Arurack Grav-Buses (See TA-06: Against Gravity).
- 50 ACRs from Delgado LIC with 10,000 rounds of ammunition.
- 50 Gauss Rifles from Delgado LIC with 50,000 rounds of ammunition.
- 5 Suits of TL-11 Combat Armor from Instellarms.
- 1 VRF Gauss Gun with 10,000 rounds of ammunition from Instellarms.
- 10 TL-9 Vac Suits from Standard Products LIC.
- 1 Dton of finest Imperial Liquor (wines, brandies, vodka etc).
- 1 Dton of TL-10 Medical Drugs (all legal on a Law Level C world).
- 1 Model/4 Starship Computer from Standard Products LIC.
- Total cargo space used: 62 tons

The characters may decide to take on other goods in addition to the above list. There is plenty of cargo space available. However, no more military weapons and grav-vehicles other than the above can be sourced in such a short time-frame.

If the characters question the carriage of military equipment, they are told that there is more demand for, and potential profit in, military goods than any other type of manufactured product in the area and that such trade is entirely legal.

In addition, Cr125,000 will be carried in a special safe on the bridge that can only be opened by the Ships' Master and Pilot in unison. This money is exclusively for bartering and buying samples for evaluation. Anything spent from these funds will have to be accounted for at the end of the mission.

The Deal

The characters will be offered the following for the mission: double normal pay plus a percentage of the trading profits (if any). Percentages will be offered as follows:

- Ship's Master: 1.5%
- Pilot: 1%
- Astrogator: 0.75%
- Chief Engineer: 0.75%
- Characters in other positions: 0.25%

The amount paid will be based on the value of samples sold rather than the long-term value of any contracts signed. However, long-term success will be measured by what contracts are obtained. Selling product "samples" is merely the icing on the cake. It is an

important part of the mission, but not as important as getting contracts. The characters will be told that this opportunity could be worth millions to each of them. It is a unique chance to close some huge deals and make everybody rich – if only it were that simple.

If suitably qualified, the characters should occupy senior positions on the ship, particularly the Ship's Master position.

The Route

Coralie Recht informs the characters of the suggested route. The *Keleshar* is to spend no more than 48 hours in each system before jumping to the next. This is just enough time to refuel, recompute jump co-ordinates, realign the Jump Drives and set off again. The route has only one caveat: Vanessa must be visited and a quick assessment made (no more than one extra day) of the situation in that system. There have been rumors of a coup against the government there, and Outworld Mercantile needs to know if the political situation has changed. The company deals with several factors on the world and wants to know if the situation has changed for the worse.

The Crew

Outworld Mercantile will have its employees in the following positions on the ship: these positions are not available to the characters:

Cutter pilot, the 4 gunners/security personnel, the medic. In addition, an Outworld Mercantile security robot will be present onboard to protect the humans (and Outworld Mercantile interests).

Outworld Security Armed Robot (OSAR)

TL13, Cr175,534.4, 200vl. At least one OSAR robot is aboard each Outworld ship serving as an adjunct to the human "minder" on the ship – the Outworld employee responsible for the smuggling operation. The robot has two cavities in its chest each housing a laser rifle. In non-combat mode the robot will have the laser rifles stowed, but if there is danger to the Outworld crew (priority 2 in its programming) or the "minder" onboard (priority 1 in its programming) it will take a laser rifle in each appendage. The laser rifle powerpacks are kept stored in the robot in a permanent mounting separate from the fusion powerplant. The robot has no personality interface so is simply an intelligent robotic guardian for the crew – and the minder.

Referee

The Outworld Mercantile employees on the ship are outlined in the Cast of Characters section later in this book. One, the cutter pilot Lars Bormann, is responsible for the clandestine smuggling operation that all Outworld Merchant Cruisers are involved in. He has been the cutter pilot on *Keleshar* for several years. One of the fusion gunners, Petersen Valen, is actually a Tranship LIC operative employed by Tranship to spy on Outworld Mercantile operations. This operative is trained to act independently and has been with the *Keleshar* for over six months. Given the rumors about a race with Tranship LIC to get to 807-946, the operative may act to prevent *Keleshar* from reaching its destination first.

With any adventure or campaign of this type, there is the potential for the characters to "skip" and steal the ship. As the adventure moves into Act 4, it will become clear that Outworld Mercantile is not a pleasant company to cross, so there will be inherent risks

in upsetting Outworld by stealing their recently overhauled, shiny 800 ton starship. There are other impediments to stealing the starship. The security robot is programmed to prevent skipping by the crew. Depending on the situation, it will attempt to kill any hijackers. The cutter pilot and four gunners will also resist. They are well paid, well versed in combat skills and the cutter pilot in particular is highly motivated to protect Outworld Mercantile's interests.

SCENE 2: TROUBLE IN THE RANKS (KEY SCENE)

Even before leaving port, it is clear the crew is an unhappy one. Given only 24 hours to familiarize themselves with the ship before departing, the characters have a lot to learn, and will be heavily reliant on the Outworld engineers, gunners and the cutter crew for guidance. Cutter pilot Lars Bormann, a large burly brute of a man, is reticent about anyone approaching or looking over his cutter. "Hands off! This baby's my department!" Lars has gone so far as to paint "Lars' Baby" on the side of the cutter. During the pre-launch inspection, the characters will not be allowed onto the cutter without Lars being present. One of the Outworld employees - an ex-Scout medic named Dr Johansen Vior, baits Lars. "You big fat ugly dumb brute! Get out of their way! They run this ship, not you!" Lars will attack Vior immediately, brawling with him. The other gunners will join in the free-for-all. The sole exception is Petersen Valen who stands away from the fight, impassively looking at the scene. The characters will need to break up the fight. They may attempt to get Lars transferred off the ship, but the Outworld Mercantile administration will stress that there is no other cutter pilot available at such short notice, and under no circumstances will he be relieved of his position.

The characters should get the voyage underway immediately. At 0600 the next morning the *Keleshar* thrusts out to 100 diameters. The lights are dimmed in the traditional manner as the ship transits into Jump space. The adventure beyond the Imperial border has begun.

Referee

The above confrontation will be the first the characters may detect something amiss with Lars and Petersen. During the adventure the Referee should make secret DC-30 (CT: 12+ on 2D6 + streetwise) sense motive rolls for any of the characters possessing the skills.

OUTWORLD SECURITY ARMED ROBOT (OSAR)

Combat Statistics

Str 10, Dex 14, Wis 0, Int 10, Cha 0, Edu 6, Soc 0

Initiative: +3

Agility: 3

AC: 27

AR: 12

SI: 22

Off-Road: n/a, Very Slow: 50kph, Slow: 125kph, Cruising: 250kph, Fast: 375kph, Maximum: 500kph

TL13 Design Specifications – OSAR Robot

Installed Components	Size	Cost	EP	CPU/SP	Notes
200vl Chassis	200	200	-	-	-
Drive Train, Grav	-4	46,000	-1	-	-
TL-13 Fusion Powerplant	-45	6,600	10	-	Includes 1 month of fuel (15vl)
Voder -.5	1,200	-.03	-	-	-
Holovideo (x2)	-30	40,000	-2	-	1000m range
Light Intensification (x2)	-0.4	1,000	-0.02	-	-
Auditory Sensor	-0.4	400	-0.02	-	100m range
2 Laser Rifles + powerpacks	-20	7,600	-	-	-
Str10 Appendages (x2)	-10	20,000	-2	-	-
Armor – Factor 12	-52	3,468	-0.4	-	-
Maser Communications	-1.5	2,400	-0.1	-	5km range
Light (x10)	-2	50	-0.1	-	30m range
Enhanced Tactile	-2	6,000	-0.3	-	-
TL12 Model/M1 Robot Brain	-24.435	17,500	-1.08	-	28 PP available
High Autonomous Logic Program		25,000		15PP	Int+4, Dex+4
Library Program		3,000		1PP	+4 EDU
Full Verbal Command Program		5,000		10PP	Int +2
Auto-evade Program		5,000		1PP	+2 AC
Weapons Systems Program		4,000		1PP	-
Totals	196.735	Cr219,418	7.05EP	28PP	
<i>(Cr175,534.4 with 20% standard design discount)</i>					

Take 10 and Take 20 modifiers do not apply to these sense motive rolls. One roll should be made every two days for both Lars and Petersen, and one roll can be made for each character possessing either Sense Motive (T20) or Streetwise (CT). A successful roll on either will tell the characters that there is something amiss with their behavior. But getting to the bottom of their behavior will be another matter entirely, unless one of the characters has psionics skills. In the case of psionics it may become clear Lars is involved in drug and arms smuggling and is using the cutter to hide the contraband.

Lars is loud and boorish, but plying him with alcohol will change his attitude and he will become pleasant and friendly. He is possessive of the cutter, but will certainly allow others aboard. The only caveat is that Lars has to accompany anyone onto the cutter. Lars also sleeps in the cutter's small cabin, which is highly unusual. Besides brawling, he is also superb at flying the cutter – a useful asset in any crisis. If the characters with Search

skill try to search they need to perform a DC-30 check (CT: 12+ on 2D6) to successfully find the compartment (Take 10 and Take 20 modifiers can also apply). It is located behind the powerplant at the rear of the ship.

Petersen is a complete contrast – aloof and unemotional. Little can be discerned from his behavior other than the fact that he keeps to himself. His stateroom is immaculate. He eats with the crew but does not talk much. Petersen hails from Umu Harat in the Ley Sector, a mid-tech Imperial world of little importance. He has been a merchant for over 20 years having worked for several companies, mainly on small independent Far Traders and Subsidized Liners. Six months ago he joined Outworld Mercantile, mainly because he wanted to "climb the ladder" to become a captain before he got too old. Other than these basic facts, little else can be gleaned from him.

SCENE 3: LARS' CONFESSION (KEY SCENE)

At any stage during the journey this scene may occur. It will only occur if the characters find the secret compartment in the cutter. In the compartment is 20kg of "Combat" drug, very useful for temporary increases in strength and endurance, and very illegal on high law level worlds. The discovery has a street value of Cr800,000. The amount found is enough

to administer to an entire battalion of troops.

The characters have 3 choices at this juncture:

Confront Lars and either restrain him or flush him out an airlock.

Characters who wish no part in any dealings that may endanger entry to 807-946 may choose to take this path. If aggressively confronted (i.e. with weapons) Lars will whine for his life to be spared and tell all. Outworld Mercantile pays him handsomely to be the “minder” on the *Keleshar*. Each Outworld Mercantile ship has a secret “minder” who looks after the smuggling operations. Outworld Mercantile has been smuggling arms and drugs over the Imperial border into independent space for almost 30 years. It has been a very lucrative business, but the company has recently started smuggling amazingly dangerous weapons and drugs to buyers beyond the border. If violently pressed, Lars will reluctantly reveal that Outworld has acquired (through a rogue factor working for Instellarms) nuclear and biological weapons, and transported them to an un-named State in the Crucis Margin Sector. Lars does not know which Government bought them.

The characters may decide to lock him into a low berth for the duration of the mission, or simply kill him. If the latter course is chosen, the other Outworld Mercantile employees (and the OSAR robot) will actively resist the characters, possibly with violence. The OSAR robot will certainly attempt to wipe out the characters, which could make for some rather bloody close quarter fighting on the ship. The characters may attempt to disable the OSAR in some manner. The Referee should determine the success (or bloody failure) of this course of action.

If the strongest Outworld employee on the ship (Lars) can be murdered by the characters, what is to stop the characters from cutting the other crews’ throats while they sleep?

Secretly move the drugs to another location on the ship to use for blackmail, sale or later use.

A sound move under normal circumstances, this course of action could lead to disaster as 807-946 is a very high law level world, complete with comprehensive ship searches. The characters will need to hide the drugs in very clever places to avoid detection. The success of this will be up to the Referee. Of course, the characters may have sold the drugs by then to buyers on another world along the way to 807-946.

Inform Lars of the discovery and offer to split the profits with him in return for “turning the other cheek”.

Also a potentially clever move, the characters will still be faced with the problem of hiding the drugs if they have not sold or used them before reaching 807-946. In order to save his financial stake in the smuggling, Lars will reluctantly agree to a 60/40 split – his highest offer. He will get 40% of the profits while the characters get 60%.

Referee

This scene could determine the success or failure of the merchant mission on 807-946. The characters should get rid of the drug or sell it before arriving at a law level C world like 807-946. Getting rid of Lars will be more complex because of the crew and particularly the OSAR robot. If the robot sees the minder killed or missing, it will switch to combat mode and in the confines of a starship could be virtually unstoppable.

ACT 2: SABOTAGE?

The Keleshar suffers a mysterious technical problem on its way to 807-946.

SCENE 1: TRANSHIP SIGHTING

This scene will play out only if the characters arrive in the Du system, a possible stopover on the way to Vanessa. Upon entering the system the crew may decide to head for the nearest gas giant or the small D class highport, which only offers unrefined fuel. But before this can even be decided the initial system scan reveals another 800 ton ship about 20,000km off the bow heading towards the starport. The transponder codes reveal it to be another *Lorimar* class Merchant Cruiser, the *Gateway Adventurer*, owned by Tranship. The ship appears to have just emerged from jump and is heading towards the D class starport at maximum acceleration. The opposition has a mere 20,000km lead on the *Keleshar*! The characters have several options, some brutal and violent.

Attack Immediately

If ever there was a great way to ensure the *Keleshar* beats the opposition to 807-946, attacking is it. Scans reveal no other ships in the area – just a couple of small (100-200 ton) ships docked at the highport orbiting Du.

The range is longish and the fusion guns will be useless but a pre-emptive strike may damage the *Gateway Adventurer* enough to delay their progress significantly. However there will be no unreturned rounds of fire against the Tranship merchant cruiser as it has had almost an hour since emerging from jump to power up any weapons and bring other systems online. The crew will know of the existence of the *Keleshar* a minute or two before the *Keleshar* knows of their existence. The battle should proceed and the outcome determined as per any normal combat. It is likely both ships will be damaged, and Du’s D class starport does not have the facilities to repair ships of any size. It would be the end of the road for either ship if critical damage was to be caused.

Signal GK

The characters may decide to issue a false Signal GK distress signal. The *Gateway Adventurer* would be obliged under interstellar law to reverse its course and help the vessel in distress. The characters may decide to “run silent” and light up ships’ systems when the *Gateway Adventurer* is within range of the devastating fusion gun battery. However, there will enough warning for the Tranship vessel to break off and attempt to retreat, or have one round of unreturned fire on the *Keleshar* – at the Referees’ discretion.

The characters may decide to power down all but essential systems and allow the *Gateway Adventurer* crew to board the *Keleshar*. If this happens the *Gateway Adventurer* crew will be faced with assault rifles and a rather large OSAR robot with two laser rifles. They will return fire but could be easily overwhelmed. Depending on casualties, the *Gateway Adventurer* will break the airlock seal and run for safety. It will take one combat round for the *Keleshar* to power up its weapons and maneuver drive to set off in pursuit. By the time the *Gateway Adventurer* will have put 10,000km between it and the *Keleshar*. The Referee should administer subsequent events.

Any of these options will be highly dangerous for the *Keleshar* and could end in disaster.

Shadow the *Gateway Adventurer* and attempt to sabotage it at the highport.

At maximum acceleration the *Keleshar* will arrive at the small highport only 47 minutes behind the *Gateway Adventurer*.

The highport is the safe option for refueling – the winds of Du are highly dangerous and there is not the time for the cutter to undertake multiple refueling runs. Even at 2-G the highport is 14 hours away while the nearest gas giant is 40 hours away. The highport is run by the Imperial Starports Authority – not unusual just outside Imperial borders – and consists of nothing more than a 1000 ton open structure housing fuel tanks and accommodation. A couple of cutters with fuel modules skim the gas giants for fuel on a regular basis.

The characters may decide to bribe the officials at the highport to refuse to give the *Gateway Adventurer* customs clearance. However, the *Gateway Adventurer* crew have beaten the *Keleshar* to it. When the *Keleshar* docks with the highport five customs inspectors greet the characters. They insist on a thorough customs inspection. And they take their time – about 6 hours. It is evident they are being very picky about the ship given the fact that it has just had a major overhaul. The cargo is searched, though not the cutter. Many questions are asked about the military hardware in the cargo hold, particularly the VRF gauss gun, gauss rifles and G-carriers. One of the inspectors demands answers. “What are you doing with guns like that aboard? Expecting to fight hordes of K’kree are you? And what’s with all the ammunition? There must be a million rounds in these boxes!”

Eventually the inspection ends and the characters are allowed to refuel, despite their protests. The characters may decide to wipe out the customs inspectors by force. After all, there aren’t many of them. This would upset the Imperial Starports Authority (ISA) no end, and given the fact that the ISA is so powerful it has its own marine force and can call upon the Imperial Navy, it would be unwise to upset them. But it would work temporarily. The characters could then deny the *Gateway Adventurer* any more fuel, refuel themselves, and head on their way.

Referee

The *Gateway Adventurer* crew greased the palms of the customs inspectors with a serious bribe. The inspectors, being outside Imperial territory, decided to profit from Tranship’s generous offer and delayed the *Keleshar*. By the time the customs inspection has finished, a smiling *Gateway Adventurer* crew will have left the highport, jetted out to 100 diameters and entered jump. It only takes 2 hours for the *Keleshar* to refuel but time is precious in this race. Every minute counts.

Ignore the *Gateway Adventurer* and refuel at the nearest gas giant

This is actually the best option – safe and sure. It will take longer, but at least there won’t be any complications.

SCENE 2: ERRATIC DRIVES (KEY SCENE)

At any stage after the first two jumps this scene can be played. Upon exit from jump into a system, the primary Jump Drive fails, causing some concern to the engineers. Regardless of what can be done, the primary Jump Drive cannot be brought back online unless a DC-35 roll is made (CT: 13+ on 2D6 + engineering skill). One roll may be made per day. Take 10 and Take 20 modifiers do apply. If the drive is repaired the engineers will report that they suspect the Jump Drive was sabotaged in an extraordinary manner.

The Jump Drive itself is fine – it is the Jump-3 program on the main computer that was hacked and the reporting subroutines controlling the Jump Drive falsely reported a hardware problem with the Drive. The Jump-3 program is corrupt. The Jump-1 and Jump-2 programs are still in place however, and appear to be running normally.

All trace of who changed the program has been deleted. A check of the Model/3 backup computer also reveals that the Jump-3 program has not just been hacked, but erased completely. A check of the backup tapes shows backup Jump-3 backups have also been wiped. The hacker is obviously an expert, and another computer expert is needed to find the bug and fix it. Once per week, a DC-40 roll (CT: 14+ on 2D6 + computer skill) from a character with computer skill is required to repair the Jump-3 program. Another DC-40 roll (CT: 14+ on 2D6 + computer skill) can be taken each week to determine the source of the hacking, which leads to Petersen’s stateroom. Take 10 and Take 20 modifiers do apply. Somehow he managed to hack into the terminal link in his stateroom into encrypted areas of the main computer and perform the hacking. Given the security protocols he needed to break, Petersen is a born genius with computers.

Since only Jump-1 and Jump-2 programs are available, getting to 807-946 is going to take longer. Depending on the system the ship jumped into, the crew may try to purchase a Jump-3 program and reinstall it on the ship’s computers. But the cost is phenomenal – Cr400,000 – and the option is only available on TL-C or higher worlds.

Referee

If the characters find out about the sabotage, they will inevitably confront the crew in some manner. The Outworld Mercantile engineers and bridge crew are highest on the list of possible suspects, but the culprit Petersen is the chief gunner. Sense motive checks will occur as usual on Petersen up until this time, but even if characters suspect Petersen, he is an expert in covering his tracks. On board the ship the computer tracks the opening and closing of all iris valves and lift operations - and who used them. But manual hatches are not tracked by the computer. Entry to the bridge may be gained through the manual hatch, but standard operating procedure dictates that the bridge must be manned at all times, and the chief gunner does not usually work on the bridge. What’s more, he has not been on the bridge for the entire cruise! There may be more than one saboteur! Characters may decide to keep a secret watch using cameras on Petersen if something is suspected. But the stable door has been closed after the horse has bolted. The damage has been done.

If Petersen is challenged about the sabotage, he will grimly deny all knowledge. He will however only perform a sabotage once and will not risk lives in doing so. If Petersen is threatened with ejection from an airlock into Jumpspace he will confess however. His bravery does not extend to dying for his employer, Tranship. His extraordinary computer skills may come in useful for the characters, but Petersen is extremely well paid by Tranship (Cr400,000 per month) and will only come over to the other side if he is offered the same amount.

SCENE 3: VANESSA (KEY SCENE)

Vanessa is a small barren ice world with a trace atmosphere. The small population mainly service the B Class starport, which has a downport and a small orbiting highport. Due to Vanessa’s advantageous position in the subsector merchants regularly call on the world on their way to destinations trailing. The world has three gas giants but no asteroid belts. Vanessa’s Government consists of a self-appointed oligarchy of Starport

administrators who also administer the system. The majority of the 40,000 population work for the Starport company or associated services, although some small companies manufacture specialized TL-B electronics for export. The Starport Administrator Government is fairly weak however, and they face a considerable challenge from a group of rebels based on the main planet in natural underground cave systems near the north pole of the planet. The group, calling itself "Ne Cha" is small but well equipped, and has been resorting to terrorism to undermine and topple the Starport Administrators.

Referee

The "Ne Cha" is backed by Solomani money and they know it. The isolationist "Ne Cha" are pro-Solomani as well as wishing to depose their own Government. The rebels have a secret underground base near the north pole. The group numbers over 500, armed with ACRs, explosives, half a dozen G-Carriers with pulse lasers, a dozen Speeders with autocannon and other small arms. Their tactics are hit-and-run and have caused considerable damage. Their base is protected by ECM and ECCM jammers and relies on the terrain to hide the only main entrance. Finding the base involves a DC-30 sensor roll (CT: 12+ on 2D6 + computer skill), but only if the sensor array is within 10km of the entrance. Take 10 and Take 20 modifiers do apply.

If Lars has been discovered smuggling drugs, this scene plays out in the following manner:

The course of this scene will be determined by how the characters dealt with Lars and the drugs. If the drugs are still for sale, Lars and/or the characters will complete the sale to the rebels as per the next section of this scene and pocket a lot of illegal cash.

If the players have destroyed the drugs, they will proceed to the highport of Vanessa to be greeted with the usual customs inspection. Upon entering the starport a tall human woman flanked by four security guards will approach the characters. Jackie Gener introduces herself as one of the Starport Administrators, and she is authorized to deal the characters on behalf of the planetary government. She announces that the Administration is always ready to buy goods off traders – a shoe-in for a deal if there ever was one. If the characters decide to enter into negotiations with the Administration they will find the only things they are interested in are foodstuffs and textiles. If the characters added such goods to the cargo manifest they will be in luck and have something to sell.

It is evident that the population are well served with mid-tech imperial equipment – even the highport is of Imperial design. The speeders and shuttles moving from the highport to the surface are all Imperial. The characters will notice amongst the factoring companies in residence at the highport a large sign above a suite of offices: "Frontier Tranship LIC". The opposition are firmly entrenched in this system and have obviously been providing the majority of imperial goods.

Referee

The characters may decide to spy on the opposition while in port. They will find nothing of any great importance going on. Government officials come and go, cargo handlers report to the office with papers. Of the other ships at the highport, there is a Far Trader, the *Servant Express*, a Subsidized Liner belonging to Tranship LIC and a couple of Imperial Scout/Couriers, probably on detached duty. For a B Class starport, traffic is pretty light - there is very little population to support a booming trade. Vanessa acts more as a

transit point between Imperial space and the Gateway and Crucis Margin Sectors.

The Tranship office is continually guarded, 24 hours a day by a rotation of two Tranship security guards. The doors to the office are key-coded. The characters may try to attempt to break into the offices by some cunning and devious means. If they succeed in distracting the guards the key-coded lock can only be bypassed by someone with computer skill on a DC-35 roll (CT: 13+ on 2D6 + computer skill). The roll is so high because of the limited period of time the characters have to try to break in. Take 10 and Take 20 modifiers cannot be applied in this instance.

They could simply pose as traders of some sort with business to attend to. They will be allowed to enter. The offices are clean and organized, with Tranship staff working at computer terminals. A Tranship employee, Barne Cellu will greet the characters and offer them a seat. Cellu will divulge nothing of Tranship operations, only that a Tranship Subsidized Liner calls every week to Vanessa on a regular run from Imperial territory and if the characters are interested, they can book space on the run back to the Imperium. Cellu knows nothing of other Tranship operations further afield and a sense motive check will confirm he is telling the truth.

The crew of the Far Trader *Servant Express* are a typical independent trader crew, consisting of a male human, two female humans and two male Luriani. If approached they will be friendly and co-operative. They have been trading in this area for only the last few months and have generally made very little money. They have also been chased by a corsair in the Karaell system which was scared off by a local system defense boat. That is the extent of their adventures recently, but they are hurrying towards 807-946 because of rumors that the market has just been opened up there. "We have only have a small hold, but it's full of gadgets they'll love!" explains the Luriani captain Narry Reeve. Even if pressed, Reeve will not divulge the contents of his hold.

If Lars has not been discovered smuggling drugs, this scene plays out in the following manner.

The ship arrives in-system and proceeds to either the gas giant or the B Class starport which is situated on-planet. Bearing in mind the mission on Vanessa, the characters will have to orbit the planet and make some preliminary scans. However before orbit is achieved, a verbal warning sounds from the bridge computer: • WARNING • UNAUTHORIZED SYSTEM OVERRIDE • CUTTER BAY DOORS OPENING • SYSTEM OVERRIDE • CUTTER LEAVING BAY • WARNING •

Within seconds, the holoscreen shows the cutter speeding towards the planet. Sensors reveal the cutter's transponder has been turned off.

The characters may decide to fire on the cutter. This may damage the ship or destroy it, in which case the characters will never know why Lars took the cutter on the unauthorized trip. More likely, the characters will try to follow as Vanessa has a 1 atmosphere and the *Keleshar* will be able to land, although it will be a rough ride. As the *Keleshar* plummets through the trace atmosphere it struggles to keep a lock on the cutter, but tracks it to a mountain range north of the main domed city of Vanessa. The cutter disappears from the *Keleshar's* sensors. Attempts to reacquire will be on a DC-20 sensor roll (CT: 10+ on 2D6 + computer skill). If the *Keleshar* flies low enough over the area the cutter will be reacquired – stationary on the surface, along with a speeder which promptly speeds away north at 1100kmh. The *Keleshar* may choose to follow the speeder, but it will be risky as the speeder is flying at 60m or lower at tremendous speed and using terrain to

mask its flight path. The *Keleshar* will lose the track of the speeder when it ducks into an underground cave system.

Lars will hail the *Keleshar* asking permission to return to the cutter bay. He will happily explain his actions, despite the fact that he ignored all previous comm hails. "Outworld Mercantile gave me a special mission – to meet a representative from the rebel group to negotiate safe passage of all future Outworld ships and trade missions on-planet. The meeting was pre-arranged but I was instructed not to advise you or the rest of the crew about it."

When asked why the Speeder left quickly when the *Keleshar* arrived overhead, Lars answers. "Wouldn't you if a massive starship armed with turrets full of fusion guns and lasers suddenly turned up? These rebels have been fighting superior firepower with stealth for years now. They know when to bug out. I gave the rebels a draft agreement from Outworld to consider."

It is evident Lars is lying but sticks to his story, however implausible. It is also strange that Outworld would be so confident that the rebels will win the battle.

Referee

Lars concluded the sale of the drugs to the rebels, pocketing over Cr800,000 which is stashed in the secret compartment on the cutter. A search of the cutter will require the same success roll (DC-30 check) to successfully find the compartment the money is hidden in. The characters may also choose to get rid of Lars as he clearly is a law unto himself. The Referee should administer the situation according to how the characters react. Outworld Mercantile is also secretly supporting the rebels with arms sales.

ACT 3: THE MAD SCRAMBLE

The Keleshar arrives at 807-946 – has it been beaten by the Tranship Merchant Cruiser?

SCENE 1: WHO BEAT WHO? (KEY SCENE)

Depending on their route and delays along the way, either the *Gateway Adventurer* or the *Keleshar* will be first into the system. The Referee should track the route of the *Gateway Adventurer* carefully to determine who won. The Tranship Cruiser started from Ur (Diamond-Prince Subsector) within 24 hours of the departure of *Keleshar* and proceeded on this route: Ur to Dikam, Dikam to Gergigi, Gergigi to Du, Du to Liggusla, Liggusla to 807-946. Each stopover was only 48 hours, enough time to refuel and recompute the next jump. Under ideal circumstances the *Gateway Adventurer* will enter the 807-946 system 6 weeks and 3 days after leaving Ur. However on a roll of 2-4 on 1D6 the *Gateway Adventurer* will have encountered some problems which delay it one week, arriving 7 weeks, 3 days after leaving Ur. If a 1 is rolled on 1D6 the ship will have been delayed 2 weeks, giving an ETA of 8 weeks, 3 days after leaving Ur.

However, there is a problem. When the *Keleshar* emerges from Jump space, scans of the system reveal some local small craft transiting to and from outer system bases, possibly the *Gateway Adventurer* in orbit around the primary planet, and a larger ship of unknown origin at the downport on the planet's surface. As the *Keleshar* enters orbit it is revealed by sensors that the ship is a 1200 ton Khuur League Armed Merchant Cruiser. A slow but well armed and heavily armored vessel, it is a typical Sydite design, a ponderous military vessel dressed up like a merchant ship. But it has arrived first!

The *Keleshar* requests, and is given permission to use the cutter to visit the downport.

It is instructed to land at Bay 9. The Khuur League Cruiser occupies Bay 2, on the other side of the starport.

Note: the OSAR robot will only be allowed to accompany the characters off the ship if its weapons locker is empty.

If the Characters have found the secret compartment and got rid of the drugs (or hidden them in the most cunning places imaginable):

As the cutter docks at a bay at the downport, they are welcomed by a group of customs inspectors who demand entry to the ship. The group is armed with ACRs and cloth armor and will tolerate no interference from the *Keleshar's* crew. None of the inspectors identify themselves, and they carry hand-held scanners. The cutter is clean and the characters are permitted to enter the starport itself. As they leave the customs area they are confronted with a sight some characters may not have witnessed before. Towering over everybody are some 8 foot tall humans, with 4 arms. These are the Sydites, the traders who beat the *Keleshar* (and possibly the *Gateway Adventurer*). They stare down the characters but make no attempt to communicate. They are obviously familiar with the starport as they are talking freely with the local starport workers.

If the Characters have not found the secret compartment...

As the cutter docks at a bay at the downport, they are welcomed by a group of customs inspectors who demand entry to the ship. The group is armed with ACRs and cloth armor and will tolerate no interference from the *Keleshar's* crew. None of the inspectors identify themselves, and they carry hand-held scanners. One of the inspectors discovers something very unusual in the cutter. In a panel behind the powerplant a panel opens to a secret compartment about 1 cubic meter in volume. The chief inspector confronts the characters, leading them to the void. "What is this? Look inside!" One of the characters or NPCs is forced to take the items out of the void. There are four clear bags each containing about 5 kilograms of a black powdery substance. It is "Combat" Drug, giving the user increased strength and endurance. It is probably also highly illegal on high law level worlds.

The chief inspector is not pleased. He orders the crew arrested. If the characters plead innocence, they are ignored. If the characters attempt bribery to avoid arrest, they will need to make a DC35 bribery check (CT: 13+ on 2D6 + bribery skill) for a serious crime. They will need to pay off not just the chief inspector, but the other guards will also need to be bribed to ensure their silence. The characters may also try an admin DC40 check (CT: 14+ on 2D6 + admin skill) to get off the laying of major charges, also this is a long shot. Take 10 and Take 20 modifiers are not available for these rolls.

Resistance

If the characters decide to resist, the firefight will be short and bloody, and probably wound or kill some of the crew or characters. One of the customs officers will have time to radio for backup, so it is likely that this course of action will be a disaster. If the characters succeed in overpowering or killing the customs officers, they will have to return to the *Keleshar* and leave the system very quickly. Two local *Tijar* Class system defense boats will move to intercept the *Keleshar* and give it a hard time. If the characters opt for the path of violence, their mission will surely fail and they will not be able to return to the system without being immediately arrested.

807-946 (LEPAUER)

The 807-946 system has a solitary red dwarf star with 2 gas giants, one small and one large. The main world, Lepauer, orbits very close to the red dwarf (30 million km distance) and has two ring systems surrounding it, the remnants of two old satellites which collided in the distant past. Eight other planets occupy orbits further out, all of which are small, cold frozen iceworlds. Beyond these 8 worlds are the large gas giant orbiting 5.8 billion km out, then the small gas giant at a distance of 11.5 billion km from the red dwarf. The Lepauer Planetary Navy has a base orbiting the large gas giant, which serves as a support platform for its small fleet of System Defense Boats.

Known to its own citizens as Lepauer, the primary high population, mid-tech, low gravity (.625g) world was originally settled during the just before the start of the Long Night by Solomani colonists. Now an independent world run by an unelected Council which chooses its own members from the party hierarchy, the world nevertheless enjoys a high standard of living. The Lepauer World Council does however maintain martial law with complete weapon restrictions to maintain order in the cities. A small, temperate world 80% covered by water, there are many low-lying swamp and delta areas that are frequently flooded which further reduces the areas available for building. The cities have grown vertically to cope with space demands. During its industrial growth the atmosphere became tainted from industrial pollutants, but recent draconian steps to improve the air quality are contributing to a reduction in airborne pollutants. Lepauer is looking to solve its population and resource problems by expanding throughout the system and establishing colonies on other planets or in space.

A temperate world, the temperature varies between 15°C in daytime and -15°C at night as the thin atmosphere does not retain heat, especially at night.

Lepauer is primarily a marine culture which harvests virtually all its food stocks from the seas. The locals are experts in building marine transportation, with large ferries and hydrofoils criss-crossing the planet servicing the hundreds of islands. An underwater colony (Ucra) has been established at the equator which houses 50,000 inhabitants, but this is the only underwater city on the planet. A small population of sentient dolphins is rumored to be present on the planet.

Lepauer Starport

The "highport" consists of nothing more than a traffic-control satellite with a small docking hub for three ships. A regular 95 ton shuttle service, run daily, helps move cargo and passengers from non-streamlined ships to the downport. The downport itself is located in the southern hemisphere about 40km from the outskirts of Vikar city, also seat of the Lepauer Government. A highspeed monorail train connects the city with the starport. The downport itself is a rather small Class C facility, with unrefined fuel available and limited maintenance facilities. The downport is protected by three triple sandcaster turrets and three double pulse laser turrets. It is obvious the authorities are not expecting a planetary invasion anytime soon. The ground security is tight however. There is a company of 150 Lepauer Army troops permanently based at the downport, armed with ACRs and cloth armor. Wheeled armored fighting vehicles also patrol the perimeter of the starport.

There are 13 landing bays, 2 120m x 120m bays for large craft up to 3000 tons, 6 60m x 45m bays for craft up to 600 tons, and 5 smaller bays for craft up to 100 tons. Given the fact that the system has just opened up to offworlders, it is not surprising the starport is

being doubled in size, but it may be a year or two before the expansion is complete. Most typical class C starports are triple the size of Lepauer's starport.

Law

With Law Level C, all weapons outside of personal residences are illegal. Anyone caught with weapons will be immediately held by the authorities for an indefinite period of time. Political agitation of any kind is also banned, including demonstrations against government policies. A curfew is in force, with no-one allowed out between 11pm and 6am unless they have the proper passes (i.e.: night workers).

Lepauer Planetary Navy

The Navy has its base on a remote island in the northern hemisphere. It is small with four locally-built 400 ton system defense boats and some orbiting beam laser platforms, but due to the recent opening of the system the navy is attempting to acquire or build light fighters for patrols in the system. The Lepauer Space Navy Insystem Light Fighter Contract has been snatched by the Sydites, who will no doubt provide a heavily armored slow fighter for the Lepauer Navy.

Lepauer Water Navy and Army

The water navy is the largest armed force on the planet, patrolling the seas with long-range aircraft as well as ships. The Navy maintains bases on virtually every island. The Navy actually provides all the ground troops and security as well, having absorbed the Army several centuries ago. The Army is now simply a branch of the Navy. Navy troops are generally armed with cloth armor and ACRs and patrol virtually every area of every city, providing police-type functions as well. An armed constabulary still exists but this government agency provides little more than traffic and parking violation enforcement.

ANIMALS ON LEPAUER

SURFACE WATER Terrain Medium World, Thin Atmosphere

1d6	Animal	Size	SP/LB	AC/AR	Attacks and Damage	AFS	S/D/C	F/R/W
1	Triphibious Grazer	50kg (M)	10/9	18/9	-2 Bite* (2d6-2)	A7 F4 S15	7/8/9	+5/+3/+6
2	Amphibious Gatherer	2kg (T)	2/6	20/7	+17 Sting* (2d4-2)	A7 F6 S15	7/16/6	+4/+5/+2
3	Swimming Carrion-eater	1600kg (L)	44/14	12/5	+0 Slam 1, +0 Slap (1d4+3)	A11 F8 S9	16/5/14	+0/+16/+0
4	Triphibious Carrion-eater	<1kg (D)	3/4	16/6	+5 Gore (1d2-5)	A8 F3 S6	2/11/4	+1/+14/-1
5	Amphibious Intermittent	36,000kg (G)	55/9	8/0	-1 Bite (1d10+7), -4 Gore (1d10+7)	A14 F14 S6	24/6/19	+4/+4/+4
6	Swimming Carrion-eater	1kg (D)	6/3	13/0	+4 Claw 1	A12 F10 S15	1/17/3	+0/+18/+0

PRAIRIE Terrain Medium World, Thin Atmosphere

1d6	Animal	Size	SP/LB	AC/AR	Attacks and Damage	AFS	S/D/C	F/R/W
1	Grazer 1	6000kg (H)	27/20	9/0	+19 Spit* (3d4+5)	A10 F1 S21	20/9/20	+5/+3/+8
2	Grazer 2	150kg (M)	10/10	13/3	-1 Kick (1d8-1)	A11 F5 S18	8/10/10	+3/+5/+3
3	Grazer 3	200kg (M)	8/10	14/5	+21 Claw (2d8)	A9 F4 S15	11/9/10	+6/+3/+5
4	Grazer 4	3kg (T)	2/7	17/5	+7 Kick (1d2-4), +8 Bite (1d2-4)	A9 F1 S24	3/15/7	+1/+12/+1
5	Intermittent	3kg (T)	1/7	6/0	+0 Bite* (2d4-3)	A10 F10 S12	4/3/7	+4/+5/+5
6	Grazer 5	800kg (L)	11/8	8/0	+1 Bite (1d3+1)	A10 F1 S21	14/6/8	+2/+8/+2

While the characters will spend most time on Lepauer in the cities and the starport, they may have reason to travel through the countryside or on water. The law level is slightly lower in the countryside (9) so there is no surveillance of character movements in these areas – although weapons are still banned. The following animal encounter tables are included for the sake of completeness if the characters spend any length of time on water or in the country.

Grazer 1; Herbivore 12; Init -1 (-1 Dex modifier); AC 9; AR ; F1 A10 S 21; SP/LB 27/20; Atk +19 Spit* (3d4+5); SV Fort +5, Ref +3, Will +8; SZ H (6000kg); Str 20, Dex 9, Con 20, Int 1, Edu 0, Wis 17, Cha 6, Soc 0.

Skills: +1

Feats:

Special Abilities: Poison

Grazer 2; Herbivore 3; Init +0 (+0 Dex modifier); AC 13; AR ; F5 A11 S 18; SP/LB 10/10; Atk -1 Kick (1d8-1); SV Fort +3, Ref +5, Will +3; SZ M (150kg); Str 8, Dex 10, Con 10, Int 1, Edu 0, Wis 11, Cha 3, Soc 0.

Skills: +4

Feats: None

Special Abilities: None

Grazer 3; Herbivore 4; Init -1 (-1 Dex modifier); AC 14; AR ; F4 A9 S 15; SP/LB 8/10; Atk +21 Claw (2d8); SV Fort +6, Ref +3, Will +5; SZ M (200kg); Str 11, Dex 9, Con 10, Int 1, Edu 0, Wis 8, Cha 5, Soc 0.

Skills: +1

Feats: None

Special Abilities: None

Grazer 4; Herbivore 1; Init +2 (+2 Dex modifier); AC 17; AR ; F1 A9 S 24; SP/LB 2/7; Atk +7 Kick (1d2-4), +8 Bite (1d2-4); SV Fort +1, Ref +12, Will +1; SZ T (3kg); Str 3, Dex 15, Con 7, Int 1, Edu 0, Wis 10, Cha 6, Soc 0.

Skills: +8

Feats: None

Special Abilities: None

Intermittent; Herbivore 1; Init -4 (-4 Dex modifier); AC 6; AR ; F10 A10 S 12; SP/LB 1/7; Atk +0 Bite* (2d4-3); SV Fort +4, Ref +5, Will +5; SZ T (3kg); Str 4, Dex 3, Con 7, Int 3, Edu 0, Wis 12, Cha 4, Soc 0.

Skills: +3

Feats: None

Special Abilities: Poison

Grazer 5; Herbivore 6; Init -2 (-2 Dex modifier); AC 8; AR ; F1 A10 S 21; SP/LB 11/8; Atk +1 Bite (1d3+1); SV Fort +2, Ref +8, Will +2; SZ L (800kg); Str 14, Dex 6, Con 8, Int 3, Edu 0, Wis 10, Cha 1, Soc 0.

Skills: +7

Feats: None

Special Abilities: None

Triphibious Grazer; Herbivore 2; Init -1 (-1 Dex modifier); AC 18; AR ; F4 A7 S 15; SP/LB 10/9; Atk -2 Bite* (2d6-2); SV Fort +5, Ref +3, Will +6; SZ M (50kg); Str 7, Dex 8, Con 9, Int 2, Edu 0, Wis 12, Cha 6, Soc 0.

Skills: +8

Feats: None

Special Abilities: Poison

Amphibious Gatherer; Omnivore 0; Init +3 (+3 Dex modifier); AC 20; AR ; A7 F6 S 15; SP/LB 2/6; Atk +17 Sting* (2d4-2); SV Fort +4, Ref +5, Will +2; SZ T (2kg); Str 7, Dex 16, Con 6, Int 2, Edu 0, Wis 6, Cha 5, Soc 0.

Skills: +7

Feats:

Special Abilities: Poison

Swimming Carrion-eater; Scavenger 10; Init -3 (-3 Dex modifier); AC 12; AR ; A11 F8 S 9; SP/LB 44/14; Atk +0 Slap (1d4+3), +0 Slam 1; SV Fort +0, Ref +16, Will +0; SZ L (1600kg); Str 16, Dex 5, Con 14, Int 4, Edu 0, Wis 11, Cha 2, Soc 0.

Skills: +7

Feats: None

Special Abilities: None

Triphibious Carrion-eater; Scavenger 0; Init +0 (+0 Dex modifier); AC 16; AR ; A8 F3 S 6; SP/LB 3/4; Atk +5 Gore (1d2-5); SV Fort +1, Ref +14, Will -1; SZ D (Less than 1kg); Str 2, Dex 11, Con 4, Int 2, Edu 0, Wis 6, Cha 3, Soc 0.

Skills: +5

Feats: None

Special Abilities: None

Amphibious Intermittent; Herbivore 18; Init -2 (-2 Dex modifier); AC 8; AR ; F14 A14 S 6; SP/LB 55/19; Atk -4 Gore (1d10+7), -1 Bite (1d10+7); SV Fort +4, Ref +4, Will +4; SZ G (36,000kg); Str 24, Dex 6, Con 19, Int 2, Edu 0, Wis 11, Cha 5, Soc 0.

Skills: +9

Feats: None

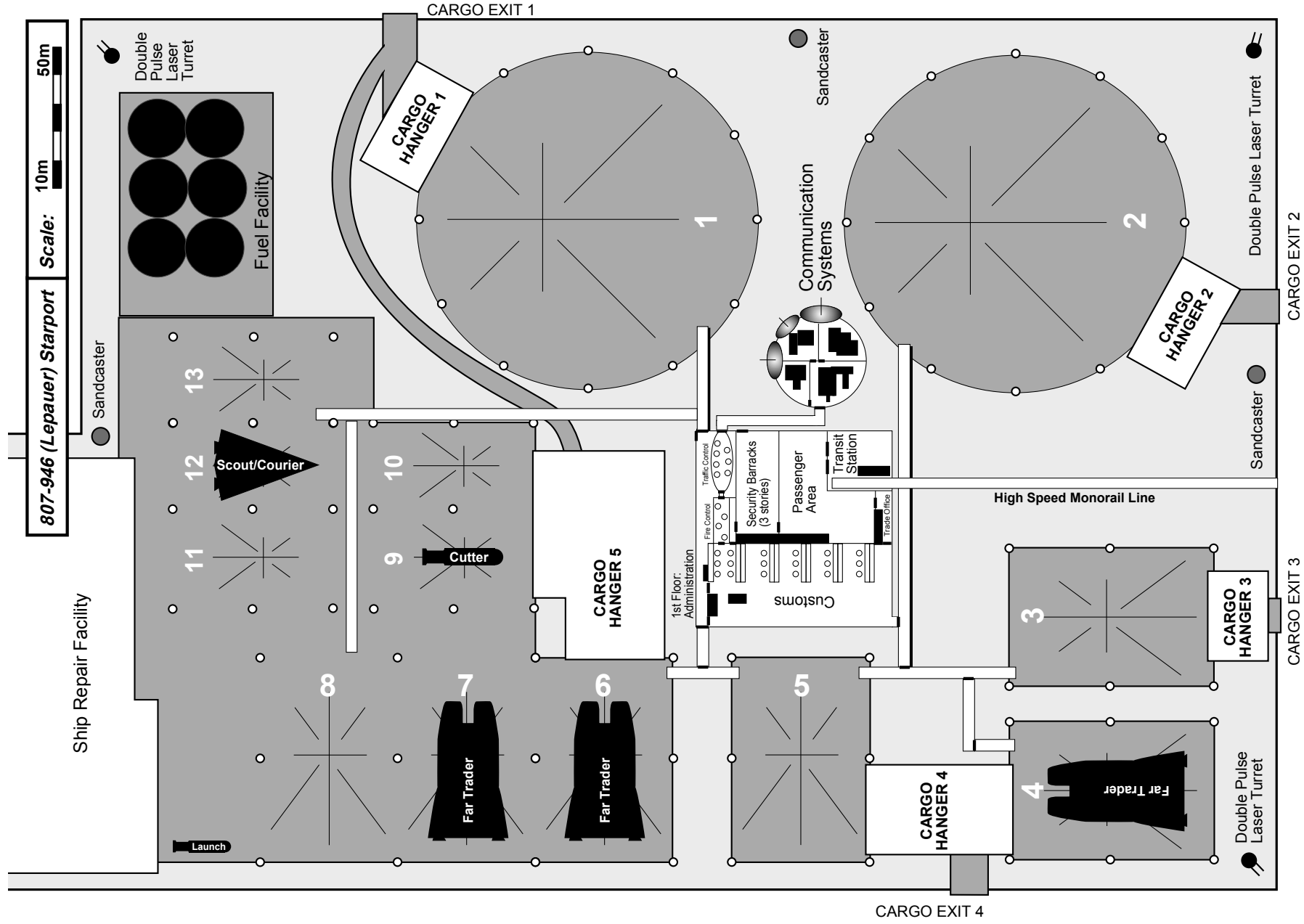
Special Abilities: None

Swimming Carrion-eater; Scavenger 0; Init +3 (+3 Dex modifier); AC 13; AR ; A12 F10 S 15; SP/LB 6/3; Atk +4 Claw 1; SV Fort +0, Ref +18, Will +0; SZ D (1kg); Str 1, Dex 17, Con 3, Int 4, Edu 0, Wis 10, Cha 4, Soc 0.

Skills: +8

Feats: None

Special Abilities: None



SCENE 2: TRINKETS FOR SALE (KEY SCENE)

The characters are greeted by the Chief Trade Commissioner for Lepauer, Sir Beraner Tolpar, a 60 year old man of great stature and regal appearance. He motions the characters to the “Offworld Trade Commission Office” at the starport, and begins detailing the rules surrounding any trade transactions. Sense Motive checks on Tolpar will reveal him to be honest, but bound by the rules and regulations of his Trade Office.

“You know the Sydites are offering us amazing deals in return for exclusivity.” Even if pressed Tolpar will not reveal what the Sydites have offered. “Offworld trade is primarily handled by this office. We grant Import Licenses for various goods and services Lepauer does not have the expertise to manufacture itself. I would love to see what you have brought for us to appraise.”

The characters should show Tolpar their hold of Grav-goodies, high-tech computers and other goods. He should take a trip into orbit in the cutter to see the goods on the ship or the cutter could make several runs bringing the goods onto the planet. Tolpar's primary interest will be in filling the contracts on offer. The Lepauer Government and its companies manufacture a wide range of goods but lack the know-how to manufacture commercial quality null-gravity devices. Hence the large number of Grav-vehicle contracts.

Tolpar invites the characters to inspect the contracts that are up for grabs:

- **Government Mass Grav-Transit Contract.**
- **Lepauer Army Troop Grav Vehicle Contract.** [Provisionally closed – won by the Sydites]
- **Lepauer Army Troop Personal Weapons Upgrade Contract.**
- **Lepauer Wet Navy experimental War-Bot Contract.**
- **Lepauer Wet Navy New Strike Aircraft Contract.**
- **Lepauer Space Navy Insystem Light Fighter Contract.** [Closed – won by the Sydites]
- **Government Statistics Bureau Contract to supply fast miniframe TL-10+ computers.** [Closed – won by the Sydites]

Since contact with the citizenry is heavily restricted, most contracts from private corporations are passed to the Trade Commission Office and handled from there. The following contracts are offered from private corporations:

- **Private University Contract to supply TL-10+ computers.**
- **Lepauer Personal Transportation Corporation Contract to supply Grav-vehicles to private citizens.** [Provisionally Closed – won by the Sydites but parties open to bribes.]

If the *Gateway Adventurer* beat the *Keleshar* into 807-946 by a week or more, the following contracts will have been closed with Tranship LIC and are **not** available:

- **Lepauer Army Troop Personal Weapons Upgrade Contract.**
- **Private University Contract to supply TL-10+ computers.**
- **Lepauer Wet Navy New Strike Aircraft Contract.**

If the characters decide to investigate the *Gateway Adventurer* deals they will find that they have closed the massive New Strike Aircraft Contract. Because of the specialized nature of this contract it is certain that Tranship must have had inside or prior knowledge in order to fill that contract. After all, not every starship on a speculative trading mission contains specialized supersonic strike aircraft.

From the look of the contracts it is evident that they are above board, and Outworld Mercantile's intelligence was correct. The *Keleshar's* hold is bursting with sample goods to win some of the contracts. However the Sydites have already snapped up four major contracts. - they hold the front-running. Tolpar will reveal that the Lepauer Government is open to undercutting bids from other parties on provisionally closed contracts, part of the strange contract law that exists on this world. Contracts are still “provisionally” open for 7 days after a contract is signed.

Bribery

Bribing Tolpar will not work under any circumstances. The suggestion of bribery will be met with a look of horror from Tolpar. A second suggestion of bribery will result in the characters being banned from participation in the contracts process.

Administering the Contracts Process

Act 4 contains a scene for each contract and outlines subsequent events in their attempts to win that contract. The characters may attempt to go after multiple contracts by dividing into teams, so the scenes may be played out concurrently. Contracts provisionally won by the Sydites are still open to undercutting. Only those contracts that are capable of being won by the players are listed as scenes. The new Strike Aircraft contract for the Navy cannot be looked at because Strike aircraft are in very short supply in the crowded hold of the *Keleshar*. War-Bots are not on the *Keleshar's* cargo manifest either.

SCENE 3: A MILD EXPLOSION (KEY SCENE)

Lepauer is not just looking for goods to buy – the Government is offering TL-A manufactured consumer goods (mainly consumer electronics) and foodstuffs for export. It is also offering silver – by the ton. The planet has large reserves of the metal which is used in many industries like electronics manufacturing. Tolpar introduces the characters to a senior officer in the Lepauer Mining Consortium, Kale Norstrum, who offers the characters a trip to a silver mine. Not wishing to be rude, the characters should accept and will be treated to a magnificent flight in a private jet aircraft to an island in the southern hemisphere. Landing on an airstrip, the characters are then flown by helicopter to an enormous offshore platform. The platform is a huge silver mining facility that is strip-mining the shallow sea-floor. It is hardly an environmentally friendly operation, but there is certainly plenty of silver appearing in the tailings. And it is for sale for a paltry Cr40,000 per ton.

The characters will be free to buy as much silver as they can afford. They can try to negotiate an exclusive agreement to buy the silver production from Lepauer Mining Consortium. The company will want to sell as much silver to anyone who will buy it and will not enter into any agreement with one buyer.

However, as the characters are on the landing pad getting back into the helicopter a huge explosion rips through the mining platform, knocking everyone to the ground. A huge pall of smoke and flame issues from the platform, cloaking the landing pad in smoke. Pandemonium breaks out across the rig. Each character receives 1D8 damage from falling debris and shrapnel. The helicopter pilot has been killed however – he was at the controls when he was hit by shrapnel that went through the windscreen. Kale is injured but still conscious. Injured characters are taken to the medical room for examination. If asked for an explanation, Kale states that there is a terrorist group operating on the planet

– Pure Lepauer (PL) that wishes to keep Lepauer from opening up to offworlders. This highly xenophobic group has targeted offworlders before (i.e. traders like the characters), hence the tight security around the starport. “I didn’t think PL could target our mining platform though. They must have sympathizers on the inside of our consortium. How else could they have known?” The characters fly back to the starport, obviously shaken in the knowledge they were the target. Of course, the other merchant crews will be targets as well...

Referee

ANY time the characters travel on their own outside the starport on Lepauer (i.e.: without Army or Navy escorting them) they will be targeted by PL. This may occur before or after the mining platform incident. The Lepauer Government will not tell the characters about the existence of the group. They do not want to put traders off.

For each hour after the first four hours away from escort of the starport, roll 2D6. Consult the table below for chance of an attempt.

5th Hour: 10+

6th Hour: 9+

7th Hour: 8+

8th Hour: 7+

9th Hour: 6+

The attempt will take the form of a series of shots from a convenient location by a PL sniper. It could be as the characters exit a bar, a market, even in the mountains or walking down a street in one of the cities. The Referee should determine the exact location. The assassin will go for a character (randomly determined) with a high powered ACR equipped with electronic telescopic sights and a silencer. Use of the electronic sight enables a possible night assassination attempt. If the first character is felled in the first round of the attempt, the assassin will attempt to go after another (randomly determined) character, but he will only fire for two rounds, then flee. Given the high law level it is surprising such a group can survive, but rumors the characters overhear indicate the group receives “protection” from elements high in the Lepauer Government who also wish to go back to the insular policies of old.

Milder Trading Conditions

Back at the starport other cargoes are available for speculative purchasing.

The consumer electronics are of high quality (music systems, TVs, computers, personal communicators and more) and are for sale at Cr80,000 per ton. They could be sold on a non-industrial planet for substantially more. The characters are free to purchase as much as they like.

The foodstuffs are primarily based on local marine life – frozen storage containers by the hundred are available for export. Taste tests of these foodstuffs will reveal great quality products. Each ton is for sale for Cr7000.

Ready markets can be found for the electronics and foodstuff products, but the silver mining is a real find. It could be worth a fortune.

The characters may also attempt to sell the remaining goods in the hold. The prices obtained should be determined according to the T20 Handbook rules on speculation.

ACT 4: STRIKE IT RICH?

The Keleshar tries to outbid and undercut every deal made so far.

SCENE 1: GOVERNMENT MASS GRAV-TRANSIT CONTRACT

The only item on the *Keleshar* which could be offered for this contract is the Grav-Bus. Since it is too big to get into the cutter the Bus is flown from orbit to the starport, a most unusual sight. A group of officials from the Mass-Transit Ministry are awaiting its arrival as it is maneuvered into Bay 9 at the starport. After putting the bus through its paces, the officials appear impressed. The contract includes provision for maintenance of the buses.

The officials outline the size of the contract: 30 buses per month for five years, a total of 1800 buses. Although it will take a lot of cargo capacity to supply so many, the contract will be worth hundreds of millions over 5 years. The officials request the bus be kept on-planet for further testing.

If asked, the officials will indicate to the characters that the Sydites and Tranship (if they’ve arrived) have no equivalent product.

If the characters insist on payment for the sample bus, they will be politely refused, since the locals are not buying it, just test-driving it.

Any characters with sense motive skill will be able to determine that the officials are intent on getting the best price possible.

Referee

Characters with broker or trader skill will be able to use these skills to maximum advantage in these negotiations.

The following information should be used by the Referee to determine if the players with the contract and how much it is worth. The “wholesale price” is the price Outworld Mercantile can source the goods for in bulk from the manufacturer.

GRAV-BUS RETAIL PRICE: Cr1,140,000

GRAV-BUS WHOLESALE PRICE: Cr855,000

OPTIMUM PROFIT MARGIN: Cr285,000* (This is gross profit – freight cost has to be deducted).

MAXIMUM PRICE LEPAUER WISHES TO PAY PER BUS: Cr900,000

MINIMUM PROFIT MARGIN: Cr45,000

The amount actually agreed upon for each bus should be modified by broker and trader skill. For each level of skill (whichever is higher) the price obtained will be 1% higher than the minimum price Lepauer wishes to pay per item. The contract will be sealed at that price. The *Gateway Adventurer* and the Sydite ship do not have anything comparable in their holds to compete with the bus. Tranship’s *Gateway Adventurer* could easily obtain a Gravbus in Imperial territory, but it would take a 10 week round trip to pick one up and return to Lepauer, and by that time the contract would have gone unconditional.

SCENE 2: LEPAUER ARMY TROOP GRAV VEHICLE CONTRACT

If the characters decide to go after this contract with the G-Carriers, the Lepauer Navy (Army branch) representatives will allow a demonstration at an army base near the starport. If the characters fly the G-carrier into the base there will appear to be many

wheeled AFVs but not a grav-vehicle in sight. G-Carriers would be of great use to the Army as it would allow flights over water without having to ask for Wet Navy transport.

The contract is for the supply of 300 G-Carriers per year, the contract renewable on a year by year basis.

Referee

Characters with broker or trader skill will be able to use these skills to maximum advantage in these negotiations.

The following information should be used by the Referee to determine if the players with the contract and how much it is worth. The "wholesale price" is the price Outworld Mercantile can source the goods for in bulk from the manufacturer.

G-CARRIER RETAIL PRICE: Cr506,880

G-CARRIER WHOLESALE PRICE: Cr380,160

OPTIMUM PROFIT MARGIN: Cr126,720 (This is gross profit – freight cost has to be deducted).

CONTRACT PRICE SIGNED WITH THE SYDITES: Cr440,000

PROFIT MARGIN: Cr59,840

If the characters offer below Cr436,000 per G-Carrier the Army will get back to them within 24 hours with a signed contract. The characters will not know the Sydite price, but characters will be easily able to wring that information out of the Army negotiators with a DC-20 roll modified by broker or trader skill. (CT: 10+ on 2D6 + broker or carousing skill). The contract will be worth MCr16.45 profit per year assuming 300 G-Carriers are sold to the army.

The army will pay for the two G-Carriers as they wish to test them operationally. The price will be as per the contract price. If the characters ask why the contracts process can be broken by someone undercutting, it will be explained that this is a provisional contract and under Lepauer contract law a contract is not binding until one week has passed since signing. Each contractor is free to try to source better prices elsewhere.

If the characters win this contract from the Sydites, things will get ugly quickly at the starport. As the characters go back to the cutter in Bay 9, and only under cover of darkness, the characters will be set upon by 5 Sydites armed with pipes and other brawling tools. In the ugly fight that follows, there will be 10 rounds of combat before 5 Lepauer guards armed with cloth armor and ACRs arrive to break up the brawl. Anyone not stopping immediately is fired upon by the guards. The entire group is thrown in holding cells at the starport pending an investigation. Within 24 hours the characters are released while the Sydites are charged with assault under the Lepauer penal code. Video evidence shows who started it. It was obviously a very stupid, ill-timed attack, but this is not surprising coming from the Sydites.

SCENE 3: LEPAUER ARMY TROOP PERSONAL WEAPONS UPGRADE CONTRACT

Currently the Army uses ACRs. The world does not manufacture gauss weapons and the army is wishing to upgrade some of its elite units to better weapons than ACRs. A demonstration is undertaken at the army base of the gauss rifles from the *Keleshar's* hold. Deeply impressed, the army inspectors will immediately buy the small cache the characters have. They outline the numbers of weapons and ammunition they require.

Gauss Rifles: 20,000

Ammunition: 10 million rounds of ammunition.

GAUSS RIFLE RETAIL PRICE: Cr1500

GAUSS RIFLE WHOLESALE PRICE: Cr1125

OPTIMUM PROFIT MARGIN: Cr375 (This is gross profit – freight cost has to be deducted).

CONTRACT PRICE OFFERED: Cr1250

PROFIT MARGIN: Cr125

The Rifle sale would be worth MCr2.5.

GAUSS RIFLE AMMUNITION RETAIL PRICE: Cr30 (per 40 round clip)

GAUSS RIFLE AMMUNITION WHOLESALE PRICE: Cr22.5 (per 40 round clip)

OPTIMUM PROFIT MARGIN: Cr7.5 (This is gross profit – freight cost has to be deducted).

CONTRACT PRICE OFFERED: Cr25 (per clip)

PROFIT MARGIN: Cr2.5 (per clip)

The sale of 10 million rounds of ammunition (250,000 clips) would yield Cr625,000 profit.

A provisional contract will be signed if the characters agree on the contract price.

Gateway Adventurer characters or Sydites may try to undermine the provisional contract by offering a lower price. The characters may wish to attempt to stop the *Gateway Adventurer* team or the Sydites from entering into negotiations. This may be achieved by bribing officials to hold up customs clearance for the characters' competitors to leave the starport compound, delaying their competitors by espionage, false rumors, sabotage of their competitors' starships – the list is potentially endless.

The Referee must administer these situations as they come up. But it will be highly probable that their opposition may be trying to undermine the *Keleshar's* mission in the same manner. Again, the Referee must administer the situation according to how the characters approach the negotiations. The following is a guideline of how the opposing crews will approach the *Keleshar's* antics.

Gateway Adventurer: The crew will not participate in an espionage or sabotage, but will attempt to bribe officials to reopen negotiations in the same manner as the *Keleshar* crew could.

The Sydite crew is open to espionage and sabotage of product demonstrations or even the *Keleshar's* cutter, transporting the goods to and from the *Keleshar* docked at the highport. The sabotage will be limited to cutting fuel lines or attempting to wreck key equipment if the Sydites can get close enough to the goods and the cutter. There is too much security at the downport to attempt anything more violent. An "accident" could also be arranged with something crashing into the cutter or colliding in midair with the cutter or at a grav-vehicle demonstration. Anything is permissible to make the *Keleshar's* crew and products look bad.

SCENE 4: PRIVATE UNIVERSITY COMPUTER CONTRACT

The Lepauer State University, the largest university on the planet with over 4 million students, is looking to replace its old TL-9 portable and desktop computers with TL-10+ models. The contract calls for the supply of 750,000 TL-10+ portable and 100,000 TL-10+

desktop computers.

The negotiations are handled by Tolpar himself, who seems to take a special interest in computer equipment. A demonstration is arranged to show the TL-11 synaptic computers carried in the hold of the *Keleshar*. Two university professors arrive to compare speed ratings with their old models and data processing power. Obviously impressed with the massive jump in processing power, the financial numbers also stack up well for a deal.

PORTABLE COMPUTER RETAIL PRICE: Cr750

PORTABLE COMPUTER WHOLESALE PRICE: Cr562

OPTIMUM PROFIT MARGIN: Cr188 (This is gross profit – freight cost has to be deducted).

CONTRACT PRICE OFFERED: Cr650

PROFIT MARGIN: Cr88

DESKTOP COMPUTER RETAIL PRICE: Cr7500

DESKTOP COMPUTER WHOLESALE PRICE: Cr5625

OPTIMUM PROFIT MARGIN: Cr1875 (This is gross profit – freight cost has to be deducted).

CONTRACT PRICE OFFERED: Cr6500

PROFIT MARGIN: Cr875

While the profit margins are not high, the volumes of computers required are. The potential **profit** from this transaction based on the contract price offered is MCr66 for the portable computers and MCr87.5 for the desktop computers. Again, there is a 7 day delay after the contract is signed before the contract goes unconditional. The opposition may attempt to undermine the *Keleshar*'s contract by various means outlined in Scene 3.

SCENE 5: LEPAUER PERSONAL TRANSPORTATION CORPORATION CONTRACT

This lucrative contract was provisionally won by the Sydites. No matter how the characters approach the two company representatives, they will not consider a new contract with anyone. Bribery will, in this case, get the characters somewhere. Characters with bribery skill can attempt a DC-35 bribe (CT: 13+ on 2D6 + bribery skill), the roll modified with lots of money. A minimum bribe of Cr25,000 will be required before the representatives can be swayed. In addition the representatives will expect to be wined and dined at the capital city at the characters' expense.

The two representatives will evaluate the air/rafts and grav-bikes as well as the speeder. Due to the thin nature of Lepauer's atmosphere, unpressurized air/rafts are not a serious option, and the speeder is too fast for the stringent traffic regulations. The representatives are not impressed with the Ling Stand Products pressurized air/raft, claiming the Sydite air/raft is superior in specification. That leaves the grav-bikes.

After 48 hours deliberation, the representatives come back with a proposal. The Sydites do not have a comparable product and they are prepared to trial the grav-bike in their retail stores around the planet. They will buy the 5 the *Keleshar* has in its hold, and want 200 delivered per month, the contract renewable yearly. The contract price is offered below.

GRAV-BIKE RETAIL PRICE: Cr38,188

GRAV-BIKE WHOLESALE PRICE: Cr28,641

OPTIMUM PROFIT MARGIN: Cr9547 (This is gross profit – freight cost has to be deducted).

CONTRACT PRICE OFFERED: Cr33,000

PROFIT MARGIN: Cr4359

With 200 per month required the profit margin would be MCr10.46 per year. The characters may attempt to use broker or trader skill to bring the contract price up. They will only succeed in raising the price by Cr500 on a DC-35 roll modified by broker or trader skill. (CT: 13+ on 2D6 + broker skill).

EPILOGUE

Depending on how the contracts are played out, the *Keleshar* may return to Imperial space with signed contracts worth millions, a cargo hold of valuable silver and other goods, or it may sell the goods along the way. The important thing is the signed contracts (if any). Of course, many events will have transpired which may have changed the outcome. Did the characters find the drugs? Did Lars get ejected through an airlock? Did the OSAR robot go haywire onboard the *Keleshar*? Did Lars' confession about Outworld's grubby secrets move the characters to expose the company to Imperial authorities, attempt to get a slice of the action, or push the crew towards joining with Tranship? Did the *Gateway Adventurer* and the Sydites get the better of them in the negotiations? Did any of the characters get a bullet in the head from a PL assassin?

The characters have a moral dilemma on their hands. They can turn a blind eye to Outworld's bad ethics, or do something about it. The subsequent course of this adventure, as the characters arrive back in Imperial territory, is up to the Referee. Perhaps Tranship is willing to take on a crew experienced with the *Lorimar* Class merchant cruiser...

Epic Adventure Checklist

Act 1: Race to 807-946

Key?	Done?	Scene
K1	_____	Scene 1: The Merchant Cruiser
K2	_____	Scene 2: Trouble in the ranks
K3	_____	Scene 3: Lars confession

Act 2: Sabotage?

-	_____	Scene 1: Tranship Sighting
K4	_____	Scene 2: Erratic Drives
K5	_____	Scene 3: Vanessa

Act 3: The Mad Scramble

K6	_____	Scene 1: Who Beat Who?
K7	_____	Scene 2: Trinkets For Sale
K8	_____	Scene 3: A Mild explosion

Act 4: Strike it Rich?

-	_____	Scene 1: Government Mass Grav-Transit Contract
-	_____	Scene 2: Lepauer Army troop Grav vehicle contract
-	_____	Scene 3: Lepauer Army Troop Personal Weapons Upgrade Contract
-	_____	Scene 4: Private University Computer Contract
-	_____	Scene 5: Lepauer Personal Transportation Corporation Contract
K9	_____	Epilogue

Starship Encounters

The ship encounter tables from the T20 Handbook should be used to determine starship encounters. However, Xboats and tenders, Naval capital ships and Imperial Naval squadrons will not be encountered. Most merchants will be armed. Some merchants and traders may be Sydite (30% chance), Tranship (10% chance) or from the Glimmerdrift Trade Consortium (10% chance). Others will be independent merchants. The **Lorimar Class Merchant Cruiser** is detailed in part 1 of this book.

MODULAR CUTTER

The modular cutters on *Lorimar* Class Merchant Cruisers usually have a 30 ton cargo module fitted.

TL-9 50 Ton Modular Cutter

Class: Small Craft	EP Output: 1 (no excess),	Battery: One triple turret; 1 sandcaster; +3 defense bonus (+3 USP).
Tech Level: 9	Agility: 0	
Size: Small (50dt)	Initiative: +0	
Streamlining: Streamlined – Cylinder	AC: 11 (+1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 2	Nuclear Dampers: None	
Fuel: 1	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 2	AR: 0	
Staterooms: 0	SI: 92	
Small Cabins: 1	Main Computer: Model/2)	
Bunks: 0	Sensor Range: Close (Model/1)	
Couches: 3	Comm. Range: Close (Model/1)	
Low Berths: 0		
Cargo Space: .5 tons	Cost: MCr15.36 (new)	
Atmospheric Speeds:	NoE = 875kph Cruising = 2625kph Maximum = 3500kph	
Other Equipment: 1 airlock, 30 ton cargo, fuel or ATV module.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TIJAR CLASS SYSTEM DEFENSE BOAT

The Lepauer Interplanetary Navy's major assets are four 400 ton system defense boats. Built using local technology to an old Imperial design, the boats are heavily armored and bristle with missile racks. They are over 40 years old but are maintained to a high standard. Two boats are always stationed in orbit near the starport while the others are usually stationed at the large gas giant.

TL-10 400 Ton System Defense Boat

Class: Large Craft, Type SDB	EP Output: 42 (16 excess),	Battery: One triple turret; 3 missile racks; +2 attack bonus (+2 USP); Damage 2d6. Battery: One triple turret; 3 missile racks; +2 attack bonus (+2 USP); Damage 2d6. Battery: One triple turret; 3 missile racks; +2 attack bonus (+2 USP); Damage 2d6. Battery: One triple turret; 3 sandcasters; +4 defense bonus (+4 USP).
Tech Level: 10	Agility: 4	
Size: Medium (400dt)	Initiative: +4	
Streamlining: Streamlined – Flattened Sphere	AC: 23 (+9 armor, +4 agility)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 42	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 12	AR: 9	
Staterooms: 12	SI: 145	
Small Cabins: 0	Main Computer: Model/4)	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 0		
Cargo Space: 1 ton	Cost: MCr15.36 (new)	
Atmospheric Speeds:	NoE = 1175kph	
Cruising = 3525kph	Maximum = 4700kph	
Other Equipment: Fuel scoops, 1 20dt lifeboat, 20 sand canisters, 9dt Missile Magazine (180 missiles), 1 airlock.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

VIKRANT CLASS SYDITE ARMED MERCHANT CRUISER

The Khuur League operates various types of Armed Merchant Cruisers that trade with independent worlds beyond their borders, as well as with the Galian Federation. A common cruiser in service with several Khuur League worlds, the *Vikrant* Class is slow but heavily armed and armored. Despite the irritation of double occupancy for the ratings, the ship is reliable and well-liked by its crews.

TL-12 1200 Ton Armed Merchant Cruiser

Class: Starship, Type AMC	EP Output: 37 (12 excess),	Battery: Three double turrets; 6 pulse lasers; +3 attack bonus (+3 USP); Damage 6d10. Battery: Three double turrets; 6 pulse lasers; +3 attack bonus (+3 USP); Damage 6d10. Battery: Four triple turrets; 12 missile racks; +4 attack bonus (+4 USP); Damage 12d6.
Tech Level: 12	Agility: 1	
Size: Large (1200dt)	Initiative: +1	
Streamlining: Streamlined – Flattened Sphere	AC: 19 (+9 armor, +1 agility, -1 size)	
Jump Range: 3 (backup 1)	Repulsors: None	
Acceleration: 1	Nuclear Dampers: None	
Fuel: 42	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 29	AR: 9	
Staterooms: 21	SI: 250	
Small Cabins: 0	Main Computer: Model/3	
Bunks: 0	Sensor Range: Medium (Model/3)	
Couches: 0	Comm. Range: Medium (Model/3)	
Low Berths: 2		
Cargo Space: 239.5 tons	Cost: MCr537.82 with 20% discount*	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: Fuel scoops, TL12 fuel purification plant (purifies 200 tons every 8 hours), 1 20dton lifeboat, 1 pressurized air/raft, 10dt missile magazine (200 missiles), 3 airlocks.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

* Price excludes small craft.

T20 statistics for the lifeboat are as per the **T20 Handbook**.

T20 statistics for the pressurized air/raft are as per the **T20 Handbook**.

Cast Of Characters

CREW OF THE KELESHAR

The positions below should be filled by Outworld Mercantile Merchants.

THE KELESHAR'S ENGINEERS

T20: (merchant level 4) TL12 Medium human

Stamina 14, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+2	1d4	--	20	--	--

Skills: T/Computer +7, T/Engineering +7, T/Mechanical +7, T/Electronics +7, T/Sensors +7, Trader +7, Broker +7, Pilot +7.

Feats: Vessel (grav, Ship's Boat), Armor (light, vac suit), Weapons (Marksman), Barter, Jury Rig, Gearhead.

Equipment: vac suit, snub pistol.

CT: Merchants 3 Terms: 878887

Skills: Engineering-2, Electronics-1, Ship's Boat-1, Vac suit-1, Pistol-1, Broker-1.

CHIEF GUNNER/CARGO HANDLER PETERSEN VALEN

T20: (merchant level 6) TL12 Medium human

Stamina 24, Lifeblood 10; Init +0; Speed 9m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 14, Wis 13, Cha 9, Edu 11, Soc 8

SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+1	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, T/Electronics +9, Appraise +9, Gather Info +9, T/Astrogation +9, T/Computer +9, Gunnery +9.

Feats: Vessel (grav, ship's boat), Armor (light, vac suit), Weapons (Marksman), Barter, Override Ship Security, Skill Focus (T/Computer), Weapons Proficiency (Ship's Weaponry).

Equipment: vac suit, snub pistol.

CT: Merchant 6 Terms: 686BA8

Skills: Computer-3, Gunnery-2, Electronics-2, Pistol-1, Broker-1, Ship's Boat-1, Navigation-1, Vac suit-0.

THE THREE OTHER GUNNERS/CARGO HANDLERS

T20: (merchant level 2) TL12 Medium human

Stamina 10, Lifeblood 11; Init +0; Speed 9m (6 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10, Edu 9, Soc 8

SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Assault Rifle	+1	1d12	45	20 x2	1/4	30
Fist	+2	1d4	--	20	--	--

Skills: Pilot +5, P/Merchant +5, T/Astrogation +5, T/Computer +5, T/Sensors +5, Gunnery +5, Appraise +5.

Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman, Combat Rifleman), Barter, Weapons Proficiency (Ship's Weaponry)

Equipment: snub pistol, vac suit, assault rifle.

CT: Merchants 2 Terms: 788776

Skills: Gunnery-2, Computer-1, Ship's Boat-1, Pistol-1, Rifle-1.

DR JOHANSEN VIOR

T20: (Scout level 6) TL14 Medium human

Stamina 35, Lifeblood 11; Init +1; Speed 6m (4 squares);

Armor Class: 13 (+2 vac suit, +1 dex), Armor Rating: 3 (vac suit)

Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10, Edu 10, Soc 10

SV Fort +2; Ref +4; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Carbine	+5	1d10	45	20 x2	1	20
Fist	+6	1d4	--	20	--	--

Skills: Pilot +7, T/Medical +9, T/Electronics +3, T/Computer +9, P/Survey +5, Survival +3.

Feats: Vessel (grav, starships), Armor (light, vac suit), Weapons (marksman, combat

rifleman),
Surgery, Zero-G/Low-G adaptation.
Equipment: vac suit-12, carbine, communicator, hand computer

CT: Scout 6 Terms: 798877
Skills: Medic-3, Vac suit-1, Computer-1, Pilot-1, Pistol-1, Rifle-1.

CUTTER PILOT: LARS BORMANN

T20: (merchant level 6) TL12 Medium human
Stamina 32, Lifeblood 13; Init +0; Speed 6m (4 squares);
Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)
Str 14, Dex 10, Con 13, Int 10, Wis 10, Cha 9, Edu 8, Soc 7
SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+1	1d12	45	20 x2	1/4	30
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+2	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +9, Appraise +9, Gather Info +9, T/Computer +9, T/Sensors +9

Feats: Vessel (ship's boat, starship), Armor (light, vac suit), Weapons (Marksman, Combat Rifleman), Barter, Brawling, Skill Focus (Pilot).

Equipment: vac suit, snub pistol, assault rifle.

CT: Merchant 6 Terms: B8A764

Skills: Ships Boat-3, Pilot-2, Computer-1, Vac suit-1, Brawling-1, Rifle-1, Pistol-1.

TRANSHIP SECURITY GUARDS ON VANESSA

T20: (merchant level 2) TL12 Medium human
Stamina 10, Lifeblood 12; Init +0; Speed 9m (6 squares);
Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)
Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10, Edu 9, Soc 8
SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+1	1d12	45	20 x2	1/4	30
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+2	1d4	--	20	--	--

Skills: Pilot +5, P/Merchant +5, T/Astrogation +5, T/Computer +5, T/Sensors +5, Gunnery +5, Appraise +5.

Feats: Vessel (grav), Armor (light, vac suit), Weapons (Marksman, Combat Rifleman), Barter, Brawling.

Equipment: snub pistol, flak jacket, assault rifle.

CT: Merchants 2 Terms: 979776

Skills: Gunnery-2, Computer-1, Ship's Boat-1, Pistol-1, Rifle-1.

SYDITE MERCHANT CRUISER SECURITY GUARDS

T20: (merchant level 3) TL12 Large Sydite
Stamina 16, Lifeblood 13; Init +2; Speed 9m (6 squares);
Armor Class: 16 (+4 flak jacket, +2 Dexterity), Armor Rating: 4 (flak jacket)
Str 13, Dex 14, Con 13, Int 8, Wis 8, Cha 8, Edu 8, Soc 8
SV Fort +6; Ref +4; Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Lead Pipe	+7	1d4	--	20	--	--
Snub Pistol	+3	1d10	18	20 x2	1	15
Fist	+9	1d4	--	20	--	--

Skills: P/Merchant +6, K/Interstellar Law +6, Appraise +6, Gather Info +6, T/Sensors +6. Gunnery +6.

Feats: Armor (light, vac suit), Weapons (Marksman, Ship's Weaponry), Toughness, Brawling, Barter.

Equipment: lead pipe, flak jacket, Snub pistol.

CT: Merchants: 3 Terms: B7A666

Skills: Vac-Suit-1, Pistol-1, Brawling-2, Gunnery-1.

CREW OF THE GATEWAY ADVENTURER

The crew of the Gateway Adventurer should have the same statistics as the Keleshar's crew with the following exceptions.

GATEWAY ADVENTURER CAPTAIN HALEY ARMSTRONG

T20: (merchant level 6) TL12 Medium human

Stamina 28, Lifeblood 11; Init +0; Speed 6m (4 squares);

Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)

Str 10, Dex 11, Con 11, Int 12, Wis 10, Cha 11, Edu 11, Soc 11

SV Fort +3; Ref +2; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+1	1d12	45	20 x2	1/4	30
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+1	1d4	--	20	--	--

Skills: Pilot +9, P/Merchant +9, K/Interstellar Law +9, Trader +9, Gather Info +9, T/Computer +9, T/Sensors +9, Broker +9.

Feats: Vessel (ship's boat, starship), Armor (light, vac suit), Weapons (Marksman, Combat Rifleman), Barter, Skill Focus (Broker).

Equipment: flak jacket, snub pistol, assault rifle.

CT: Merchant 6 Terms: B8A764

Skills: Ships Boat-2, Pilot-2, Computer-1, Vac suit-1, Rifle-1, Pistol-1, Admin-1.

GATEWAY ADVENTURER CUTTER PILOT

T20: (merchant level 4) TL12 Medium human

Stamina 16, Lifeblood 10; Init +0; Speed 6m (4 squares);

Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+1	1d4	--	20	--	--

Skills: Pilot +7, P/Merchant +7, K/Interstellar Law +7, Appraise +7, Gather Info +7, T/Astrogation +7, T/Computer +7, T/Sensors +7

Feats: Vessel (grav, ship's boat), Armor (light, vac suit), Weapons (Marksman), Barter, Zero-G/Low-G Adaptation.

Equipment: vac suit, snub pistol.

CT: Merchant 4 Terms: 778887

Skills:, Ships Boat-2, Computer-1, Navigation-1, Pistol-1.

DU CUSTOMS INSPECTORS

T20: (mercenary level 6) TL9 Medium human

Stamina 14, Lifeblood 10; Init +1; Speed 6m (4 squares);

Armor Class: 17 (+6 cloth, +1 Dex), Armor Rating: 6 (cloth)

Str 12, Dex 12, Con 11, Int 11, Wis 10, Cha 10, Edu 10, Soc 10

SV Fort +5 Ref +3; Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Auto Pistol	+ 6 / +1	1d10	45	20 x2	1	15
Fist	+7	1d4	--	20	--	--

Skills: Driving +10, Listen +11, Spot +11,

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapons (Marksman, Combat Rifleman), Evasion, Brawling, Zero-G/Low-G Adaptation.

Equipment: cloth, auto pistol.

CT: Army 5 Terms: 998777

Skills: Wheeled Vehicle-2, Vac suit-1, Pistol-1, Rifle-1, Brawling-1, Zero-G-combat-1.

TRANSHIP EMPLOYEE BARNE CELLU

T20: (merchant level 4) TL12 Medium human

Stamina 14, Lifeblood 10; Init +0; Speed 9m (6 squares);

Armor Class: 13 (+3 mesh), Armor Rating: 3 (mesh)

Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 11, Soc 10

SV Fort +2; Ref +1; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+1	1d4	--	20	--	--

Skills: Pilot +7, P/Merchant +7, K/Interstellar Law +7, Appraise +7, Gather Info +7, T/Astrogation +7, T/Computer +7, T/Sensors +7

Feats: Vessel (grav, ship's boat), Armor (light, vac suit), Weapons (Marksman), Barter, Connections (merchant).

Equipment: snub pistol, mesh armor.

CT: Merchant 4 Terms: 777877

Skills:, Pilot-2, Admin-2, Navigation-1, Computer-1, Pistol-1, Grav-1.

LEPAUER STARPORT ARMY GUARDS

T20: (Army level 3) TL10 Medium human

Stamina 17, Lifeblood 12; Init +0; Speed 6m (4 squares);

Armor Class: 16 (+6 cloth), Armor Rating: 6 (cloth armor)

Str 11, Dex 11, Con 12, Int 10, Wis 10, Cha 10, Edu 10, Soc 9

SV Fort +1; Ref +3; Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR	+6	1d12+2	72	20 x2	1/4	20
Fist	+3	1d4	--	20	--	--

Skills: Spot +5, Demolitions +5, Survival +5, Sense Motive +5, T/Mechanical +4.

Feats: Vessel (Ground), Armor (light, medium), Weapons (marksman, combat rifleman),

Weapon Focus (ACR), Brawling.

Equipment: Cloth Armor, ACR with HUD, medium range communicator.

CT: Army: 3 Terms: 889776

Skills: Combat Rifleman-1, Brawling-1, Mechanical-1, Ground Vehicle-1, Demolitions-1,

Survival-1.

PL ASSASSIN

T20: (Rogue level 6) TL10 Medium human

Stamina 18, Lifeblood 12; Init +0; Speed 6m (4 squares);

Armor Class: 17 (+6 cloth, +1 Dex), Armor Rating: 6 (cloth armor)

Str 11, Dex 12, Con 11, Int 10, Wis 10, Cha 10, Edu 6, Soc 5

SV Fort +2; Ref +6; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR	+9	1d12+2	144	20 x2	1/4	20
Blade	+5	1d6	--	19	--	--
Fist	+5	1d4	--	20	--	--

Skills: Driving +10, Spot +9, Sense Motive +7, Listen+5, Survival +5,

Feats: Vessel (Ground), Armor (light, medium), Weapons (marksman, combat rifleman, blade), Weapon Focus (ACR), Brawling, Toughness, Spot Trouble, Quick Draw.

Equipment: Cloth Armor, ACR with electronic telescopic sight, silencer and HUD, blade, medium range communicator.

CT: Rogue: 4 Terms: 7A8864

Skills: Rifle-3, Brawling-1, Blade-1, Survival-1.

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