

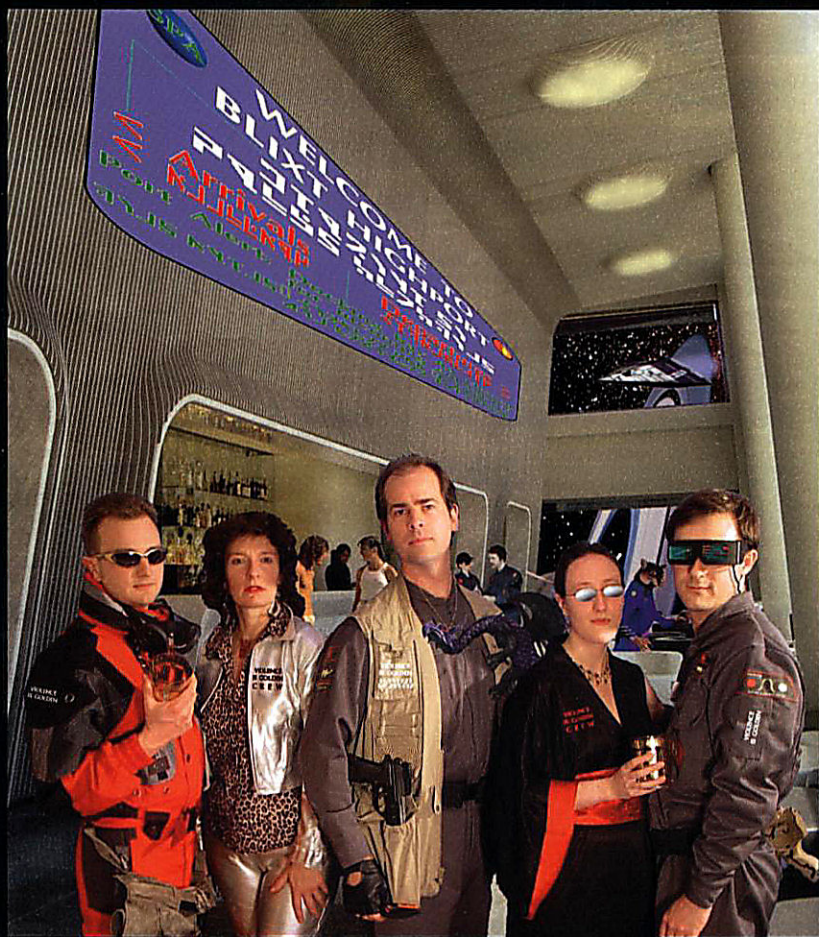
A supplement for

# Traveller



Suitable for use with all Traveller rule sets

# 101 STARCREWS



# 101 STARCREWS

A supplement for

## *Traveller*®

"So what's Blixt port like, Buth?"

"Normally quite quiet – which is the way I like it. However, given the ship's listing we received on the way in I'm hopeful it could be productive."

"Anyone in particular we should worry about?"

"Well, I know Gigen of the *Kuuaarni*. A bit of a hard so-and-so when trading and absolutely paranoid about pirates, but honest with it, so you know if he sells you Parhus fur you're not getting Offah skin with a bit of orange dye on it."

"Ok, are we going to talk to him?"

"Maybe, but I also noticed the *Leaping Lizard* is berthed. That's a weird ship: a Hyumian and a human. That woman – Maria Charles – seems to always have some trinket or other that she's bartering; always very valuable, always 'no questions asked', so she's always worth a look."

"But what if she's selling stolen goods?"

"Anna! You may be an expert in your 'field', but one of the first things you need to get into your head when trading is that rules are made to be bent... I don't break rules, myself, but I have known some remarkably flexible rules in my time."

- Buth Safrin (*Purser*) and Anna Jarvis (*Medic*)  
*Violence Is Golden, 1111-026*

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# 101 STARCREWS

or

"You flew here in that? You're braver than I thought!"

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# Introduction

What's in this book and how to use it

"Trade is the lifeblood of the Imperium." – Cleon I.

## Introduction

I'm sure it's happened to all of us at one time or another. Your players' characters (the PCs) have jumped in-system, or docked at a starport, offloaded their passengers and cargo and then they ask the one question you've been dreading: "So, what other ships are in the system/port?"

This book is intended to deal with that question – no more making up names on the fly and hoping you haven't already used them recently: "Galactic. Wasn't that the ship that crashed at Roup last week?" and so on.

However, it's rarely the ships that actually impact the game, but rather the people that crew them. It is these starcrews who will interact with your PCs, through trade or conflict; it is these crews who will carouse with the PCs in the starport bar, pass on useful local knowledge or provide the stimulus for a new adventure.

No ship encounter tables are presented in this book, because each version of Traveller already has similar tables. A summary of the key stats for the main ship types is given on p.47 for quick reference, but full data is available in the Traveller rule books for almost all these standard classes.

You'll notice that the majority of ships detailed here are merchants – small traders in the A or R classes. That's because these are the most common types of ship the characters will come across in their adventures (assuming you're playing in the Imperium or other human-dominated space). More exotic ships, such as K'Kree traders or Aslan battle-cruisers, are not included, partly because of their rarity value, but mostly because we wanted to include as many common ship types as possible (this is only 101 ships, after all – the Imperium has millions of starships of all sorts and sizes).

Note also that all the information given in this book is for you to use and adapt as you feel appropriate to your gaming group. If you want to move crew between ships, change an A1 to an A2 type trader, it's up to you – whatever makes your Traveller game more enjoyable!

## Format

All of the ships follow the same format:

### Ship Name / Ship Type

Remember that a crew may abbreviate their ship's name or have a nickname for it. Similarly the standard ship types have their own pseudonyms, e.g. Scout/Courier – stinker, scow; X-Boat – newsbox, scandal-caster; Fat Trader – fat boy, plumpy; Free Trader – freebie, wanderer; Subsidised merchant – subber, noprof (from "no profits"), winger; etc.

### Key Crew (†)

Short descriptions are given for the key crewmembers who might meet and interact with your PCs. To save space, sex and race are shown as follows: A=Aslan, B=Bwap, D=Droyne, H=Human, V=Vargr; ♂=Male, ♀=Female.

Jobs are also abbreviated: Com=Computer, Eng=Engineer, Gun=Gunner, Med=Medic, Nav=Navigator, Own=Owner, Pur=Purser, Deck=Deckhand, Stew=Steward.


Crew are normally listed in order of seniority, generally with the ship's owner or captain first (where this is not the case, the "Own" tag is shown beside the ship's owner).

The crew's attributes and key skill levels are graded as shown in Table 1. For example, a "Veteran" under the 'Classic' (CT) rule system would have typical attributes (Str, Dex, etc.) of 10, with key attributes (e.g. Dex or Int for a pilot) ranging up to 12, and less important attributes

TABLE 1: NON-PLAYER CHARACTER ATTRIBUTES AND SKILL LEVELS

Rule Set:	CT, MT, T4		TNE		GURPS		T20**
Skill Level	Attributes*	Skill	Attributes*	Skill	Attributes*	Skill	Level
Elite (★)	4 / 11 / 15	4-5	3 / 10 / 14	4-5	7 / 17 / 20	19-25	15-20
Veteran (☆)	3 / 10 / 12	3-4	2 / 9 / 11	3-4	6 / 16 / 18	16-18	9-14
Experienced (●)	3 / 9 / 11	1-2	2 / 8 / 10	1-2	4 / 14 / 16	13-15	5-8
Novice (○)	2 / 8 / 9	0-1	1 / 7 / 8	0-1	3 / 12 / 14	8-12	1-4

\*Minimum / average / maximum. \*\*Attributes as per GURPS.



perhaps as low as 3. Their most important skills would be at level 3 or 4, while subsidiary skills would be between 0 and 2. The range of skills possessed by a character should be adapted according to their role and to fit the game. In addition, the text usually describes if they are particularly good or bad at something. Clearly, if the sole crew person is marked as "Pilot", this is their primary role, but they must have all the skills necessary to operate a ship alone.

### **Passengers (##)**

Describes the number and (if appropriate) type of passengers (Low/Mid/High) usually carried by this ship. Passengers may provide background 'colour' or need onward travel from this ship to the PC's ship; they may carry useful information or be potential patrons.

The numbers shown usually assume single occupancy, so feel free to add an extra D6 or more passengers if some of them are couples or groups of people who are happy to double-bunk.

### **Cargo (♫)**

Lists the typical cargo carried by the ship. Feel free to change this to meet your gaming needs, or generate the cargo randomly or selectively using the tables in the Traveller rulebooks. Better still, use one or more of the cargos from *101 Cargos*, as each of these has its own plot hooks which you can weave into your adventure. This often includes a percentage chance that the ship is undertaking an illegal activity, e.g. smuggling, or 'innacurate' documentation of its cargo. This is only a suggestion – if it suits you to have a particular ship smuggling (especially if it advances the plot, or temporarily inconveniences your players) feel free to ignore the figure shown.

### **Description (Ⓢ)**

A general description of the ship including any interesting aspects of its background, construction or usage. Note that many starships have panels or large areas of hull which can change colour or display messaging under computer control, using a range of technologies from electrophoresis to holography. Beyond the basic description given, feel free to add advertising panels, moving pictures, holograms, chameleon qualities, etc.

### **Referee**

Information for the referee concerning the crew and their ship which would not be known to the players (at least, not initially).

## **Plots**

Each of the ships has at least one sub-plot, or secret associated with it. Some of these plots may be used as red-herrings, sidelines to the main plot, or as leads into another adventure. They may also indicate how the PCs might benefit now (or in the future) from interaction with each crew. They can be used to provide continuity when passing through the same starport ("Hey, I see the *Yolande* is in port again – do you think they'll want to play us at Pokertel again given how much we stung them for last time?"). The PCs may think twice about fighting a ship's crew if they know that they may bump into those same starfarers at another port; similarly the loan of spare parts to a ship in need may later pay dividends if the PCs run into financial issues and the ship they helped turns up in port.

These 'plots' sometimes don't directly involve the PCs, but can be used as a learning exercise – by witnessing the misfortunes of other crews, the PCs can be reminded of what can go wrong and hint at precautions they should take in future.

Please feel free to adapt these plot ideas, ignore them, or even take your favourites and use them with a different ship (especially if you think your players own this book too!)

## **Star Slang**

Starfarers usually acquire slang, much like any other group who share a specialist set of skills, sometimes using it to allow rapid communication between the crew, at other times using it to distinguish themselves from 'lowly' dirt-siders.

Here are some ideas for terms they might use:

Dirt-sider – someone planet-bound with no experience of spacefaring.

Light-shy – someone who's been in space but never jumped between star systems.

Rock-hugger – inhabitant of asteroid system.

Sys-hog – a computer task which takes up a substantial amount of the processor power.

Vac'd-out – someone killed or lost to the vacuum of space.

Naturally, you can add your own slang, and encourage your PC's to do so too!

## **Fleshing Out Starcrews**

The descriptions given later in this book highlight the key crew for each ship and some of their personal quirks or backgrounds lead to the adventure hooks listed for the ship. However, to add extra colour, you may wish to use the following tables to randomly assign attributes to other members of the crew (or passengers).

A lot of ship-related details can be extrapolated from this information: if the captain's a stickler for tidiness, then the ship's likely to be well-kept; if the purser is honest, then he'll be popular with other traders; if the engineer is lazy, then whatever his skill level, there's a good chance something on the ship isn't being maintained as well as it ought to be...

**TABLE 2: AGE (2D6)**

2	Teenager
3-5	Young Adult
6-8	Adult
9-10	Middle-aged
11	Old
12	Elderly

**TABLE 3: APPEARANCE (2D6)**

2	Immaculate
3	Military bearing
4	Clean
6-8	Normal
9	Worn-looking
10	Dishevelled
11	Ragged
12	Dirty / smelly

**TABLE 4: MENTILITY (2D6, ROLL TWICE)**

2	Cowardly	Miserly
3	Lazy	Mean
4	Nervous	Greedy
5-7	Normal	Normal
8	Brave	Unforgiving
9	Energetic	Jealous
10	Fearless	Spendthrift
11	Driven	Vengeful
12	Mad	Wastrel

**TABLE 5: PERSONALITY (3D6, ROLL TWICE)**

3-4	Hostile	Fanatical
5	Rude	Cruel
6	Arrogant	Pessimistic
7	Aloof	Moody
8	Rash	Hot-tempered
9-11	Normal	Normal
12	Humble	Mischievous
13	Boring	Fussy
14	Quiet	Perceptive
15	Modest	Opinionated
16	Diplomatic	Optimistic
17	Friendly	Altruist
18	Extrovert	Obsessive

**TABLE 6: HONESTY (3D6)**

2	Scrupulously honest
3	Honorable
4-5	Honest
6-8	Normal
9	Liar
10	Cheat
11	Fraudster
12	Thief

**TABLE 7: INTERESTS (4D6)**

4	Collecting
5	Religion
6	Hunting
7	History
8	Xenology
9	Nature
10	Food / Drink
11	Fitness
12	Handicrafts
13	Sport
14	Health
15	Politics
16	Pets
17	Charities
18	Gambling
19	Warfare
20	Weaponry
21	Sex
22	Addiction (drugs, etc.)
23	Ancient artefacts
24	Murder

### Example

Let's flesh out engineer Rakhiam Kheilaa of the Scout *Karine* (p.6). Rolling a 6 on Table 2 shows he's an adult; a 9 on Table 3 means he and/or his clothing are a little worn. Rolling 4 and 11 on Table 4 makes him nervous and vengeful. Rolling 12 and 13 on Table 5 indicates humble but fussy. A 5 on Table 6 makes him honest. Finally, a 15 on Table 7 means he's interested in politics.

You can pick and choose what you use from these tables, but in this case let's try to pull all these factors together. Rak's in his early 30's, has rough hands and worn clothing from his daily work. He's a fussy engineer, but sufficiently honest and humble to admit when he reaches the limits of his knowledge. He's a little nervous around women but is an avid follower of interstellar politics. However, it's best not to cross Rak because he doesn't forgive a slight and usually seeks redress.

The ubiquitous simple spearhead design that has carried explorers to every planet in the Imperium and many beyond its borders. Derivative designs are now used throughout known space by everyone from independent adventurers to asteroid miners.

## S1. Karine – Scout (S)

† Pilot Zanar Aanla (H♂ O)  
Eng Rakhiam ('Rak') Khiilaa (H♂ ●)

†† None.

☞ 80% Small, high value trade goods; 20% stolen goods.

① A standard, detached-duty scout ship.

**Referee:** Scout crews often name their ships after close family, friends, partners or even pets – it's probably to do with the solitary nature of the job! Karine was Zanar's mother, who died when he was very young. He is excessively defensive of the ship and its honour.

- The PCs are in a bar when they overhear some scouts pressing Zanar for the name of his ship; when he answers, they ask its meaning and he reluctantly says something the PCs don't overhear. When the scouts start laughing, Zanar throws a punch and a brawl starts. Zanar will appreciate any help as he is heavily out-numbered...
- Zanar is a poor trader and often struggles to make ends meet (especially since he prefers not to carry passengers on his precious ship) so he has an arrangement with a local crime group to move high value 'hot' goods out of system after a robbery.

## S2. Kookaburra – Scout (S)

† Pilot Meia Largosh (H♀ ★)  
Eng Eddie Ugasardir (H♂ ☆)

†† 0-2 Assistants or specialists.

☞ 75% Extra survey equipment; 15% small, high value cargo; 10% weapons or jewellery.

① A scout with noticeable additional sensor bubbles around its hull.

**Referee:** Experienced scouts, now on detached duty, this pair usually hire out their survey skills to corporations or individuals, for anything from mapping a previously unexplored moon to geological analysis for mineral deposits. When the contracts run dry, they try their hand at trading, but to make ends meet they occasionally trade high tech weapons to low tech worlds in exchange for gems, jewellery or other valuables.

- Meia and Eddie sometimes hire Scouts or others with skills to assist them in their work, perhaps even another Scout ship to help in larger surveys. They pay good rates, but anyone working with them will no doubt notice them bartering with the low tech natives. Anyone getting too nosy concerning their trading practices is likely to suffer an unfortunate 'accident'.

## S3. Cooper – Scout (S)

† Pilot Rick Marassan (H♂ O)  
Nav/Eng Erich Barakan (H♂ O)

†† 5-20 Low.

☞ Passenger luggage only.

① A somewhat elderly Scout ship, badly kept and in severe need of repair.

**Referee:** Rick and Erich dropped out of Scout academy, purchased a derelict ship and used their savings to patch it into shape and bribe an inspector for a space-worthiness certificate. Their lack of skills impeded their success as traders and passengers shied away from their dodgy-looking ship, so they resorted to packing all available space on the ship with low berths to transport desperate refugees and poorer travellers.

Regrettably, this pair are responsible for the deaths of tens of their passengers due to the criminally poor state of their low berths and their lack of medical ability. They disembark the live passengers quickly, then dump the bodies into their waste disposal system. They tend only to accept lone travellers to avoid difficult questions from a group of travellers should one of their number die in transit. Should such a situation arise with a pair of travellers, Rick may opt to kill the second person to avoid any repercussions. Naturally, any luggage belonging to those travellers is acquired by the pair of murderers.

- The PCs are asked to investigate the disappearance of a friend or relative by a Cooper survivor (he says the crew claimed his fellow traveller left the ship prior to him and must have got lost in the starport, but he knows his friend would not have left without him and he believes the crew lied to him).

- The PCs witness Erich trying to dispose of some 'waste' from the ship. Investigating the waste will reveal its shredded, compacted contents are dripping relatively fresh blood...

#### S4. *Lucky Blue* – Scout (S)

† Pilot "Lucky" Karen Ytarra (H♀●)

Eng Nasci Harris (H♂☆)

⚡ 0-4 Mid.

☞ 90% High value cargo; 10% smuggled goods.

① The *Lucky* is a pale amber with green vines running along it, spotted with blue flowers.

**Referee:** The flowers are Charm Blossoms – considered to bring good fortune on Karen's world. Certainly Karen seems to have a lot of luck, whether in finding good trade opportunities, or avoiding customs interest when carrying smuggled cargo. Actually Karen isn't lucky; her crewmate Nasci is a latent psi and – unknowingly – has a knack of knowing when a trader is lying to them or anticipating when some ill may befall them. He appears depressed and paranoid, always talking about the bad things that *might* happen. Unwittingly, his words are influenced by his prescience, and Karen instinctively picks out the key messages within his sarcastic outbursts.

- Karen's 'luck' has got her into trouble with the local gaming establishment, who think she has been cheating. Actually Nasci mentioned that "it's a million-to-one chance but you might as well bet on the groups of two digits from our ship's serial number as on any other number given roulette is a game of chance." The PCs meet Karen fleeing from several heavies who wish to relieve her of the considerable winnings she's carrying after Nasci's prediction came true. Assuming the PCs intervene and save her, Karen will be very thankful and return the favour however she can. She may also ask them to help investigate Nasci, as this win was one coincidence too many, and has opened her mind to the possibility that Nasci has genuine prescient abilities.

#### S5. *Leaping Lizard* – Scout (S)

† Pilot/Eng Septimus Lither (Hyumian ♂☆)

Deck Maria Charles (H♀★)

⚡ None.

☞ 40% High value legal cargo; 40% stolen goods; 20% smuggled goods.

① A tawny ship emblazoned with a white dragon down each side, whose wings appear to flap when the ship is in motion.

**Referee:** Hyumians resemble walking crocodiles, so the name of the ship is somewhat appropriate. This duo appear honest, hard-nosed traders. To the very few in the know (which is primarily the top members of the local Thieves' Guild) Maria is a legend. Septimus is the muscular 'getaway driver' to Maria's carefully planned robberies. She specialises in small, high value heists, often jewellery. Very occasionally she will accept commissions for 'obtaining' a specific item, but she is expensive to hire. She is trying to save up for early retirement but actually spends much of her money on the specialist equipment and street intelligence that is necessary for her success.

- The Thieves Guild ask Maria to 'deal' with an ex-Guild member who betrayed his colleagues under Imperial interrogation. Maria has spent two months tracing the traitor Paul Berletti via the local witness protection programme and now suspects he is living as James Vinion in a lakeside villa with round-the-clock protection from two Ministry of Justice (MOJ) agents. Maria is an expert at covert intrusion but needs help surveying the villa and a distraction to allow her to sneak Berletti out from under the noses of the agents (she needs to check that he really is Berletti). She hires the PCs to help, though she doesn't tell them the real story – perhaps claiming that Vinion was her husband who left her for dead after a more severe-than-usual beating. Now she wants revenge... given she's also an expert in disguise and psychology, it's likely the PCs will not only believe her, but also end up holding the can at the end!

#### S6. *Nightshade* – Scout (S)

† Pilot/Nav Lynn Kadiiin (H♀☆)

Botanist/Eng Kyra Curnow (H♀☆)

Botanist/Comp Paulo Krink (H♂●)

⚡ 0-2 Scientists.

☞ 100% Botanical samples.

① A green-hued Scout ship.

**Referee:** Kyra is a renowned botanist specialising in unusual symbiotic relationships between different types of plant and fungi. She worked with Paulo for several years at FloraTek and when Paulo married a retired scout (Lynn), Kyra pooled her savings to fund her own shipboard botany lab. Their interstellar science trips have earned them two major drug patents arising from novel botanical interactions as well as a new hydroponics system design that has been licensed by an unnamed megacorporation. After living hand-to-mouth for the first few years, they



now have sufficient funds to keep the *Nightshade* operating for several decades.

- The local government has called on Kyra's expertise to investigate toxins contaminating the root crop which is the staple diet of much of this world's population. To avoid public panic, the government has destroyed much of the poisoned crop and brought in replacement foods from off-world, but this is bankrupting them. Working in total secrecy, Kyra has identified a new and virulent fungus which produces toxins in the crop. It appears to have been introduced from off-world. The PCs may find their ship, cargo or even themselves subjected to decontamination as the government acts to contain the fungus. If the PCs are found to be carrying fungal spores in their cargo (for example) their ship will be quarantined. However, since Kyra believes finding the source of the fungus is key to controlling it, the PCs may be of help in tracing the cargo back to its source. Assuming they co-operate, the PCs are asked to accompany one of Kyra's assistants back to the cargo's origin. The fungus lives in a similar tuber plant on that world and spreads its spores widely, but it will take some days for the botanist to track the fungus to the tubers. She is amazed to find that local animals are happily eating the tubers; analysis shows the tuber contains a chemical which inhibits production of the toxin by the fungus. The chemical is rushed home to begin cloning a new generation of crops. If the PCs helped out, they will be appropriately compensated.

## S7. *Iznogoud* – Scout (S)

† Pilot/Nav Micky Kinshin (H♂☆).

†† 0-3 Mid.

☞ 100% Cargo and passenger luggage.

① A slim-line Scout with visibly souped-up engine modules and holograms of white and amber fire licking along its spine.

**Referee:** Micky is an excellent pilot and a lover of all things fast. His Scout ship has been upgraded to 4G manoeuvre drives, losing the crew lounge, a passenger stateroom and all but 1dT of cargo space. He can shave up to 2 days off the total travel time between systems, getting to and from the Jump point in double-quick time and plotting the most efficient Jump route. His love of speed extends to his sports grav car which can achieve supersonic speeds. When he is not indulging in interstellar racing, he frequently hires out his

services for people in need of urgent travel between the stars.

- The PCs are hit, nearly run over, or involved in a vehicle accident, by Micky driving his sporty grav car. Despite the remonstrations of his passenger he readily stops, apologises (much embarrassed at his poor driving) and offers compensation. His passenger demands that he continues to the starport – apparently for an urgent flight. Micky is offended (his client has already irritated him) and an argument ensues, ending up with Micky telling him to walk, and the client drawing a weapon and stealing Micky's car. If the PCs don't prevent the theft, Micky will ask if they can stop this madman! Unknown to Micky the "businessman late for a board meeting on a neighbouring world" is actually a drug dealer leaving planet before his boss realises he's been skimming the loot. If the PCs help Micky he will offer them free passage on his ship.

## S8. *Purple Peril* – Scout (S)

† Pilot Emri Delgado (H♂☆)

Own/Nav/Com Sally Twayne (H♀●)

Pur Annette Yanir (H♀●)

Stew Lanth Hosh (H♂O)

††† 0-2 High.

☞ 95% Small, high value cargo; 5% modified cargo manifests to reduce/avoid taxes.

① Striped in purple and silver, the *Peril* is quite a striking ship and appears well maintained.

**Referee:** Sally runs a tight, efficient ship, which sometimes manages a small profit from trading but mostly relies upon high-paying passengers or patrons who need urgent transport. An ex-Merchant, Sally would have preferred a larger ship, but could not raise the finances, so settled for a run-down Scout ship. She re-fitted the ship and bought the services of Emri as pilot and Annette to run the ship's finances and trading. When accommodating passengers, the crew have to double-bunk (usually Lanth with Emri).

- Unknown to Sally, their latest recruit Lanth is a young noble. Lanth Blaise-White has run away from home to see the stars. He is still somewhat star-struck but is eager to please and makes a good steward (having picked up many tips from the personal valet who used to look after him). The PCs might recognise Lanth if they have passed through his home system and seen the "missing" vidcasts put out by his family. There is a reward for information on his whereabouts, but if Lanth finds out they are going to reveal his past, he

will beg the PCs not to condemn him to the unhappy future he faced in the sterile, boring and tradition-constrained nobility. Alternatively the PCs might find Lanth trying to avoid a bounty hunter who's on his tail, or themselves be hired to look for him by his family.

## S9. People's Lament – Scout (S)

† Pilot Akidda Khuul (H♂☆)  
Nav Hanse Irrigur (H♂●)  
Gun Marco "Zip" Gavellax (H♂●)

☛ 0-2 Mid.

☞ 65% High value cargo; 35% smuggled anti-government materials.

① The *Lament* is black with a 'rain' of silver 'tears' running continually down its side.

**Referee:** Akkida is a vehement activist against the oppressive government of his homeworld. The ship carries advertising panels dedicated to displaying the atrocities carried out by his home regime. He supports various non-violent rebel movements by carrying out news and videos of the latest atrocities, transporting fellow activists, and trading goods to carry hope back to the planet – from literature advocating democracy to mini-com units to allow free-thinkers to link up across the world. Needless to say his homeworld has declared him (like so many others) a traitor and terrorist (neither of which is really true).

- One of the PCs is paid a ridiculous fee to hand-deliver a package to Akkida. The packaging is coded to react to Akkida's DNA and set off the bomb inside. This would kill Akkida and the PC, but Akkida's sixth sense will tell him there's an issue and he'll refuse to take the package (assuming the PC wasn't sufficiently suspicious to have checked the package contents already). The patron is a fanatical agent from Akkida's homeworld who, when the bomb fails, will try to assassinate Akkida herself. She will also kill the PC as a 'loose end' who might reveal her identity.

## S10. Serene Waters – Scout (S)

† Pilot Terence Pravalov (H♂☆)  
Eng/Gun Gyurraeng Hyrf (V♂★)

☛ 0-2 Mid.

☞ 100% High value cargo.

① Blue with pale blue and white 'ripples' across the hull. Holographic carp occasionally appear to 'swim' across this simulated pool of water.

**Referee:** Terry was once imprisoned when a crewman used his cargo to smuggle drugs. Although eventually released, he has since been a stickler for the regulations and may appear a

little paranoid to those who deal with him – triple-checking every detail of his cargo and paperwork. Hyrf has a similar mindset, having long rejected the Vargr predilection for piracy, instead honing to a fine art his ability to scrounge a good deal.

- Terry is due to export a cargo of Krail Shells: beautiful and valuable, but normally embargoed due to the Krail's rarity and its threatened habitat. Hyrf secured an exclusive deal for a single shipment to be spread to several neighbouring worlds – a deal rival traders had failed to achieve. Just a day before shipping, one of Hyrf's contacts intimated that a competitor was planning to disrupt the trip, perhaps by damaging their cargo or tying it up in legal wrangles. Despite having all the necessary permits and documentation, Terry's paranoia took over and he decided he would have to divert the cargo to another ship and pick it up again in space near to the Jump point. The PCs are approached to get the cargo offworld for Terry. Of course, it's unlikely any PC will believe Terry's story that it's a legal shipment, but he's willing to pay good money for the short trip. If Terry hires an alternative ship, they may see the confusion arising when a customs inspector (bribed by Terry's rival) swoops on Terry's ship and starts tearing it apart because he can't understand where the crates of shells have disappeared to...

## S11. What Every Girl Wants – Scout (S)

† Pilot Ralph Channing (H♂●)  
Own/Nav/Eng Emelia Xyles (H♀●)  
Gun Aurora Hsvrr (A♀☆)  
Deck Ricardo Xyles (H♂O)

☛ 0-2 Mid.

☞ 80% Standard cargo; 20% cargo with missing or erroneous paperwork.

① This ship is in poor condition, with scrapes in its red paint, leaks in the landing gear hydraulics and corroded engine cowlings.

**Referee:** Emelia is an ex-Scout and loves her ship but is naturally disorganised and seems to have recruited similarly lost souls around her – Ralph is a manic depressive; Aurora is an outcast Aslan with a crush on Ralph; and Ricardo is her brother's lazy and spendthrift son.

- The PCs witness Emelia's crew at a bar or similar... Ralph is loudly declaring how their plight is hopeless after Ricardo lost the customs clearances for their latest cargo, Ricardo retorts, Aurora growls in defence of

Ralph, Emelia tries to calm everything. Later, the PCs may see Ralph drunkenly trying to throw himself in front of a vehicle (perhaps the PCs' own!); or they may find Aurora searching the streets for her human sweetheart. Alternatively, after hearing how poor the crew is, the PCs then see Ricardo losing money at a casino and throwing it away on girls to entertain him. It's up to the PCs whether they intervene or simply walk away...

## S12. Silver Lance – Scout (S)

† Pilot/Eng Franz Heliki (H♂☆)

Stew Anthea Heliki (H♀☆)

⚓ 0-4 Mid.

☞ 90% Small, high value cargo; 10% empty.

① A worn-looking Scout ship, painted sky-blue except for a dark blue band around its engines.

**Referee:** The Helikis are ex-Scouts, married for 10 years, with almost 40 years service between them. Now they run trade goods and passengers to keep their ship in profit, but their main aim remains simply to travel the stars together.

- The Helikis are always happy to meet other Scouts and talk about deeds of exploration. Novel information may be of interest or value to them and they may also be a useful source of unusual data for the PCs.
- The Helikis may (if you wish) be interested in specific information, because they are undercover agents for one of – Imperial Intelligence, Scout Special Ops, the Imperial Navy, the Zhodani, a Vargr pirate group or a megacorporation (such as SuSAG). Depending upon their paymasters, they may disguise reconnaissance missions as part of their well-advertised wanderlust. They may show interest in PCs' tales of adventures to determine whether the PCs acted illegally or have incriminating information.

## S13. Golden Light – Scout (S)

† Pilot Kiran Shuiimpingur (H♂●)

Nav Denise Shuiimpingur (H♀●)

Eng Diu Shiirash (H♂●)

⚓ SPA Inspectors Zuuk Idgud-Busur (H♂★), Ashley Green (H♀☆), Frank Eccleston (H♂☆), Bev Shane (H♀●), Quentin Kirk (H♂●)

☞ Inspection equipment.

① A silver-grey Scout ship with the SPA (StarPort Authority) logo emblazoned on its upper and lower surfaces.

**Referee:** The *Light* carries a travelling SPA inspection team, who visit outlying starports to check all aspects of their operation, from the

calibration of the navigation beacons to the quality of the port facilities, ensuring health and safety measures are in place and the accounts are in order. Occasionally the team is used to survey potential new starport sites and, if more suitable staff are not available, they may also conduct initial accident / crash investigations.

- The PCs' ship is involved in an accident in space or in the starport. The *Light* crew are the investigating officers – they are diplomatic and impeccably fair, but if the PCs were to blame, then they will be indicted and charged according to Imperial law.
- The PCs arrive at a low-class outlying starport only to find that most of its minimal facilities, have been closed down by the *Light*'s inspection team. The inspectors found the fuel systems to be unsafe, the landing systems giving inaccurate navigational data, and the port staff cooking the books. The SPA crew will do their best to effect immediate repairs, and will ask the PCs to assist if they have suitable technical skills.

## S14. Naked Truth – Scout (S)

† Pilot Zamiil Ikhar (H♂●)

Pur Mae Ikhar (H♀○)

Nav Ian Amduqi (H♂●)

Eng Miranda Walsh (H♀○)

⚓ None.

☞ 75% Standard cargo; 25% smuggled goods.

① A pale cream Scout ship with red concentric circles spreading across its upper surface.

**Referee:** Zamiil is a muscle-bound task-master who victimises his crew, including his young, attractive wife Mae, who was acquired via an 'arranged' marriage (actually, he simply paid her family for her hand in marriage). Some months ago when Miranda said she would leave the ship, Zamiil beat her up and told the rest of the crew if any of them tried to leave, he would beat up the other two and then come after the "traitor".

- The PCs are hired by a worried Zamiil, who begs them to find his wife – he fears she may have been kidnapped while organising cargo in startown. In reality, Mae's had enough and is hiding in a cheap hotel in startown, unsure whether suicide is the only way to escape Zamiil and tortured by the thought of what he might do to Ian and Miranda. The PCs should be able to track her down within a few days, as Mae had to use her own identity to hire the hotel room, though she paid in cash. The PCs may already have their suspicions, particularly if they think to talk to the other two crew (who

may be sporting some new bruises but are too scared to say anything, especially as Zamiiil doesn't let them out of his sight). It's up to the PCs whether they let Mae escape, help Ian and Miranda escape, go to the authorities, or find a more innovative way of freeing them all of Zamiiil's evil influence.

## S15. Strike Out – Scout (S)

† Pilot Aniri Gaau (H♀●)  
Eng Aggas Gaau (H♂●)

☛ 3-4 Mid.

☑ 100% Passenger cargo and smuggled goods.

① An emerald-green Scout ship with white clouds floating over its surface.

**Referee:** The Gaau's spent 24 years serving in the IISS but decided the resulting compensation wasn't sufficient. They faked the loss of their ship in a gas giant, used their savings to get a false transponder fitted, changed their identities and moved to the next sector where they began taking passengers and smuggling to maximise profit.

- One of the PCs is an ex-Scout and is sure that he recognises Aniri or Aggas...

## S16. Thunder and Lightning – Scout (S)

† Pilot Diaggi Gilu (H♂☆)

☛ 0-4 Mid.

☑ 100% Standard cargo.

① An emerald-green Scout ship with white clouds floating over its surface.

**Referee:** Diaggi is a long-experienced scout now on detached duty. Though he prefers to live without long-term companions or assistants, he does find Jumpspace sufficiently boring that he hires out staterooms at a discount to anyone who needs them, so long as they appear capable of providing good entertainment during the flight – whether it be tales of epic deeds, or simply interesting discussions on scientific or philosophical matters. However, passengers may find Diaggi somewhat outspoken if they discuss politics, for he is a strong opponent of most types of government, regarding the Imperial way as the only acceptable means of running the universe.

- Diaggi is skilled in engineering and astro-navigation, but currently his ship's power plant is suffering unusual power fluctuations which he cannot trace. With no local Scout base to turn to, he turns to the PCs (among others) as a possible source of engineering expertise to help him stabilise the unit. Any appropriately skilled PC who spends several days working

with Diaggi can help him fix the problem. In return, Diaggi will offer any help he can, for example free passage for the PC and his colleagues to the next system.

## S17. Takorsfat – Scout (S)

† Pilot Aypupat (D♂☆)

☛ 0-4 Droyne.

☑ None.

① A blank grey Droyne Scout ship supported on its engine pods with its characteristic dorsal and ventral stabiliser fins marked out in red.

**Referee:** A lone Droyne of the sport caste, Aypupat is on long-term reconnaissance through Imperial space. His declared purpose is to seek out worlds which might show signs of past Droyne habitation, or be suitable for a new Droyne colony. However, his true (and secret) mission is to locate Ancient sites using a new sensor system created by his oytrip's technicians, which can accurately pinpoint even the tiniest amounts of monadium (the 'metal' used for much of the Ancients' buildings and tools). However, a thorough scan of a system, covering all its planets, gas giants and their satellites, can take months, and after two years of travelling, he has found nothing of note.

Between sweeps, he may take on Droyne passengers, as his ship has a comfortable 'nest' living area which is favoured by travelling Droyne compared to the isolationist individual cabins of most human liners.

- If the PCs have acquired any Droyne technology, then they will find Aypupat on their doorstep, asking politely if they have any unusual artefacts for sale. His sensors have picked up the presence of monadium near the PCs (or in their ship) and he wishes to identify its source and purpose.

## S18. Run For Cover – Scout (SF)

† Pilot Loren Niles (H♂☆)

Nav/Stew Daniel Tomarro (H♂☆)

Eng Naomi Charles (H♀★)

☛ 2-5 Mid.

☑ 100% Small, high-value legal cargo and passenger luggage.

① An over-sized delta-shaped Scout ship, with drab grey and green camouflage markings and a golden Scout serpent on its upper surfaces.

**Referee:** Ex-Scouts Loren and Naomi knew a bargain when they saw this ship in the scrapyard. Though they and other ex-Scout colleagues took three years to re-build from other scrapped ship equipment, it has since proven itself a profitable ship which Loren hires out to anyone requiring its

additional range, berths and cargo space – usually passengers or high value cargo needing fast transport over 4 parsecs or more.

A ship of this size could be expensive to run, but Loren has already paid off most of the loan required to buy the scrapped hull, the labour to re-build it was mostly free, and Naomi ensured that they re-built it for the lowest possible maintenance costs, using readily available components.

Loren is also the brother of Samantha Niles (of the *White O' Morning* – see p.23) and sometimes does her favours by carrying smaller cargos that would not be efficient for his sister's ship.

- Loren and Naomi are only too happy to offer free passage to any of the ex-Scouts who helped in re-building the *RFC* (the *Run For Cover*). One of the PCs may have helped out and so be able to ask such a favour.
- A local isolationist faction is trying to blacken the name of the government which has declared it wishes to increase offworld trade. The isolationists use sympathetic customs officers to plant pornography, drugs and weapons (usefully with some notepaper naming a senior government advisor as the intended recipient!) in the *RFC*'s cargo as it is transported out of the starport. The PCs witness local police arresting the *RFC* crew before they can return to the starport extrajurisdiction zone. The crew protest their innocence and call to the PCs to help. If the PCs intervene directly they are also likely to be arrested, but a placatory approach will allow the PCs to gain enough information concerning the incident to investigate if they wish to do so. The main barrier is the bureaucratic inefficiency of the police due to strong interest from the press (tipped off by the isolationists, who are using the incident to emphasise the offworld corruption to which the planet is exposing itself if it removes any further trade barriers). The PCs may get some help from starport customs, who were surprised at the arrest, as they know the *RFC* crew and (for example) would have expected the port sniffer systems to have picked up traces of the drugs if they had come off the ship. The PCs should be able to work out which dirtside customs staff were on duty at the time, and obtain evidence of their guilt – through intimidation, trickery or recording the customs officers' subsequent pay-off by the isolationists. Proving the *RFC* crew's innocence will earn the PCs their unending friendship and a useful link with Samantha Niles. However, the isolationists have sympathisers on- and offworld, and are

sure to try to get revenge for the resulting embarrassment when their plot is uncovered.

## S19. *Sun Lancer* – Scout (SF)

† Pilot/Nav Lacey Harman (H♀☆)

Eng Ukhar Agam (H♂☆)

Gun Antony Cowell (H♂☆)

†† Agent Max Ashelli (H♂★), Diya Pikhir (H♀☆),

Ga lishkanaaan (H♂☆), Kudia Delidi (H♀☆)

☞ 100% Weapons and high-tech surveillance kit.

① A pale grey extended duration Scout survey ship, with a worn-looking exterior.

**Referee:** The *Lancer* crew are members of a Political Intelligence Team, Scout (PITS) – a highly skilled special operations team, able to undertake missions ranging from covert surveillance to 'black bag' ops. The team is totally deniable, using false identities and with no background, contacts or equipment which links them directly to the Scout Corp. The *Lancer* has a variable transponder unit and full chameleon-skin, allowing it to change its identity, the *Sun Lancer* being just one of many possibilities.

The cargo bay has drop capsules to allow surreptitious landing on a planet, as well as weapons, armour, bugging and intrusion kits.

- The PCs encounter some of the *Lancer* crew in a starport bar, currently in the guise of out-of-work prospectors. However, when a drunk starts annoying a nearby group of women, Ashelli politely intervenes. The drunk gets violent but then just seems to collapse. An observant PC realises that Ashelli disabled the man with nerve strikes so fast they were almost invisible. Clearly the man – and perhaps his whole group – are something more than they appear?
- A PC walks into a bar restroom to find Ga and Ashelli apparently robbing another man at gunpoint. They have just apprehended Guilio Mierlui, whom they suspect of smuggling Ancient artefacts. The PITS agents will wave local police passes at the PC, but an observant PC will notice that their look and accents don't quite fit. Guilio has an incriminating holocrystal (showing the goods he's trying to sell) hidden in his clothing, but if the PC causes sufficient distraction, Guilio only needs time to slap that part of his trousers in order to activate the crystal's emergency wipe program, losing the PITS agents valuable evidence. If the PCs screw things up, the PITS team may claim to be Imperial Intelligence, etc. and persuade the PC(s) to help clear up the mess (follow Guilio,

help to entrap his buyers, etc.). Alternatively, the agents may decide the PC(s) are too great a liability and will set them up so the local police have a reason to keep them out of the way while the PITS operation is concluded.

## S20. *Hide 'N Seek – Hunter (SH)*

† Pilot/Nav Sara "Tigre" Bain (H♀★)

Eng Callan McNeil (H♂★)

☛ 0-8 Prisoners.

☛ 100% Equipment and weapons store.

① A ruby-red Scout ship with a translucent, gem-like appearance to its hull.

**Referee:** Sara and Callan are bounty hunters. They have ten years of experience working together and are renowned (and appropriately feared) by criminals, bail-jumpers, ship loan defaulters and the like across several planets. Unlike some in their profession, they are totally scrupulous, ensure they adhere strictly to the local laws wherever they may be working and pride themselves in bringing in their targets alive. To ensure their success, their ship is packed with state-of-the-art equipment, from covert surveillance kit to high tech disguise systems, stealth suits, non-lethal weaponry and an extensive computer library of Imperial and local laws. They also have a range of lethal weaponry and armour to deal with those worlds where the rule of law is enforced by strength of arms...

- One of the PCs is a fugitive from the law (well, probably the entire group of PCs are in this category, but pick an appropriately heinous crime) and the *Hide 'N Seek* is after them. Sara and Callan are extremely clever operators and should have a good chance of taking the PC by surprise, preferably while they are alone. Assuming the PCs' compatriots make a rescue attempt before they are incarcerated on the *Hide 'N Seek* then they should probably be allowed to escape, as Bain and McNeil can then be used as an ongoing threat to keep the PCs on their toes... the mere sighting of a ruby-red ship in-system should be enough to make them run for cover! Assaulting the ship itself would be well-nigh impossible, so if the PC is not sprung from custody prior to the *Hide 'N Seek* leaving planet, the next best point to grab them back is probably at the hand-over to the law enforcers on the world on which they committed the crime.
- As above, but the PC's 'crime' was to cross a gangland boss (or equivalent criminal) who – through his lawyers or 'reputable' front

company has hired Bain and McNeil to 'recover' the PC. As above, the PC should be captured by the pair of bounty hunters. Once they learn the truth of the matter (assuming the PC is truthful), Bain and McNeil will be annoyed that they have been misled. They will suggest a 'sting' to confirm the criminal nature of their patron, using the PC as bait. Rugged for sound and video (using the finest high tech monitoring devices) the PC will be 'delivered' to criminal (or his subordinates). At the point that the bounty hunters consider they have sufficient evidence to take down the gang boss, they will use whatever force appropriate to rescue the PC and subdue the criminals. They may involve the PCs' colleagues in the latter provided they are persuaded of the group's honesty.

## S21. *Spike – Scout (SN)*

† Pilot Bry Skeyport (H♂☆)

Nav/Pur Sandri Skeyport (H♀●)

Eng Alfredo Sulo (H♂●)

☛ 0-4 Naturalists.

☛ 75% Conservation equipment / supplies; 25% smuggled animals.

① The *Spike* is white with dark brown leopard spots and a graphical representation of a large spiked collar running around the ship about a third of the way back from its nose.

**Referee:** The ship is named after the Snow Leopard "Spike" kept on the ship by Bry and his wife. They used to be hunters but have turned their back on such things and are now pacifist conservationists. Alfredo is the ex-Scout whose connections allowed them to get a scrapped Scout ship cheaply. Their combined savings and earnings from shipping fellow conservationists (up to four double-bunked in two cabins) with their equipment from world to world just about covers the monthly repayments on the ship.

- The Skeyports are pacifists, but are not averse to assisting their more active fellows. Rare and endangered creatures (and flora) often end up as pets of the rich, displayed in their personal zoos or abused as killing machines in covert colosseums. When the activists free such fauna from their captors, they need to get the creatures back to their homeworlds or to a conservation area offworld. The PCs might get involved through: assisting the activists in 'freeing' an endangered White Tailed Rambuck and delivering it to the Skeyports; being hired by an angry noble to track down the rare Fire

Lizards which have been 'freed' by eco-activists; or perhaps finding an albino Suxolian Eagle perched on their ship (it escaped from the Skeyports as they were loading it into their ship in the neighbouring parking bay). It's up to the PCs to decide whether they assist the Skeyports or turn them over to the authorities.

## S22. *Krait* – Scout (SN)

† Pilot Daaini Purbeck (H♂ ●)  
 Nav Adu Neimoller (H♀ ○)  
 Eng/Gun Ouksrruz (V♂ ●)  
 Deck Frank Tenenbaum (H♂ ●)

⚔ None.

♣ 70% Weapons; 30% illegal weapons (e.g. a nuclear device or FGMP).

① The *Krait* is a typical Serpent class, sleek and aerodynamic. A long snake (a krait) is painted along each side and it sports a single turret with a laser, missile rack and sandcaster.

**Referee:** The crew are almost as poisonous as their ship's namesake, being experienced and somewhat vicious mercenaries. The ship has a second pop-up turret, identical to the first, but concealed within the hull until needed. Internally, key areas of the ship have additional armour, allowing it to withstand more damage in space combat than might be expected. Their hold carries an air/raft and a grav armoured personnel carrier. The ship's armoury sports everything from concealable body armour and silenced pistols to two suits of battledress, each with a plasma gun.

Daaini keeps a tight rein on his team and ensures that they avoid unnecessary trouble in the port bars, but for a patron who wants security, or a small strike team, they are very willing to demonstrate their prowess... at the right price.

- The *Krait* crew may be encountered in any situation where the PCs are up against someone who can afford to hire good mercenaries to work for them.
- Daaini hires the PCs as extra ground troops to supplement their security for a noble's precious jewellery collection to be transported to a neighbouring world. Sure enough, a group of gangsters, tipped off by a traitor in the noble's staff, aims to steal the loot. Given the difficulty of bringing down the grav APC without potentially damaging the jewellery, the heist takes place at the port, with the gang disguised as customs officers intercepting the shipment just before it is loaded on the *Krait*. Daaini's team will spot the fraud (if the PCs don't) and the ensuing firefight should be entertaining for the PCs!

## S23. *Iris's Gifts* – Scout (SN)

† Pilot Anya Taylova (H♀ ☆)  
 Eng Chris Bayliss (H♂ ●)  
 Scientist Andy Hewson (H♂ ☆)  
 Comp Sarah Baines (H♀ ●)

⚔ 0-2 High.

♣ 100% Sensor equipment.

① A streamlined Serpent scout with reinforced wings and additional sensor packages around the hull and wing-tips.

**Referee:** The *Iris* crew are storm chasers. They are subsidised by the government to map gas giant weather patterns, electromagnetic fields and other anomalies, using their extended sensor suite. They also earn money by selling recordings of the more magnificent storms to the vid channels and, occasionally, from taking fee-paying passengers into the heart of such storms.

- The PCs overhear the *Iris* crew mentioning anomalous sensor readings from their latest 'chase' through the local gas giant and their extrapolations cover everything from the lost treasure ship *Arietta* to a Zhodani spy ship. If the PCs wish to investigate (before the *Iris* returns to the gas giant) they need to steal, bribe or persuade someone on the *Iris* to give them the precise location and nature of the anomaly. Otherwise they might follow the *Iris* on its next trip. Exactly what they find is up to you, but it could indeed be the *Arietta*, a Zhodani ship, a pirate, a rare type of gas giant creature or just a systems defence boat.

## S24. *Ancient Dream* – Scout (SX)

† Pilot/Eng Carlotta Marsh (H♀ ☆)  
 Nav Herman Blaviere (H♂ ☆)  
 Deck Jeanette Carpis (H♀ ☆), Tim Hall (H♂ ☆),  
Annia Brown (H♂ ●), Simol Hunes (H♂ ●)

⚔ None.

♣ 100% Ship tracking systems, engineering analysis kit, surveillance equipment.

① An extended grey-hulled Scout with a white stripe along each vertex.

**Referee:** The *Dream* crew are a starship repossession team. They have a special Imperial license to switch their ship's identity as required, allowing them to track their prey without arousing suspicion. Banks and megacorporations notify them of ship owners who have defaulted on their payments and the *Dream* watches for these ships. Their advanced sensor suite and specialised tracking equipment can identify a ship based upon a number of factors, from its precise engine

signature to "black box" codes hidden within its transponder, such that merely changing the name and paint job of a ship will not disguise its true identity. Carlotta may then use her skilled crew to mount surveillance on the ship and confirm its owners and usage before handing off to the port authorities. Once the ship is impounded, the *Dream* crew can go aboard and confirm its identity. However, Carlotta and her crew are also sufficiently skilled (and equipped) to be able to repossess a ship directly if circumstances require it. Her 'deckhands' are experts in disabling engines and cracking anti-hijack systems.

- If the PCs have any doubts about the provenance of their ship, they will want to steer clear of the *Dream* crew. However, Carlotta's team are experts in hiding their true purpose so the PCs have to spot them first...
- The PCs have arrived at a minor port where Carlotta has identified a stolen Far Trader. Her surveillance shows the crew are well armed and there's no Imperial marines to help out, so she hires the PCs as extra muscle to protect her own crew. Depending upon the type of game you want to run, the Trader crew could simply have defaulted on a payment due to lack of funds, or could be intent on defrauding the bank and willing to defend the ship with their lives. In the latter case Carlotta will pay up to 1% of the ship's value to the (surviving) PCs and may provide up-front expenses if they need armour or weapons.

## S25. *Violence is Golden* – Scout (SX)

† Pilot/Own Safyre (A♀ ☆)  
 Co-pilot/Nav Gryfgg (V♀ ☆)  
 Pur Buth Safrin (H♂ ★)  
 Med Anna Jarvis (H♀ ★)

th 0-4 Mid.

☞ 50% Small, high-value legal cargo; 25% empty; 25% small, high-value illegal cargo.

① One of the more unusual models of Scout ship, built for up to 6 crew for missions requiring more specialists than could be carried in a standard Scout/Courier.

**Referee:** It is best not to delve too deeply into the past of this band of starfarers.

Safyre is a misfit Aslan, cast out by her clan, who served many years in the Imperial Scouts and is now on detached duty. She is alternately logical and psychotic, having equipped her ship with pop-down auto-cannons for ground defence and shaped fragmentation charges in the ship's cabins and passageways to 'deter' boarders. Her

choice of co-pilot causes both Aslan and Vargr to view them with disdain.

The most 'normal' of the group is the somewhat rotund Buth, who retired from a very senior position in Transystem Starways "to return to getting my hands dirty with real traders". The *Violence* was not exactly what he had intended, but circumstances conspired to force him to stay with the ship.

Anna, the supposed medic is actually a past assassin, who is paranoid about keeping her past quiet, while still carrying with her the top-of-the-line sights and silenced gauss rifle that was the tool of her trade. Thankfully for the rest of the crew the weapon breaks down into seemingly innocuous components that have not – as yet – aroused suspicion when taken through customs.

- The *Violence* crew are typical adventurers and can be encountered by the PCs in almost any adventure, either by chance, acting as opponents to the PCs or perhaps competing with the PCs for the same goal (but perhaps not for the same patron).
- Buth may be an interesting competitor for any small valuable cargo for which the PCs might be bidding. His senior position in Transystem means that he can easily gain favours at Transystem offices or cheap passage on Transystem ships (for example, the *Stairway To Heaven*, p.35).
- The PCs find Gryfgg being beaten up in a back street by fellow Vargr. Trying to maintain her charisma in the presence of other Vargr who disdain her association with Safyre and the *Violence* led to a fight where Gryfgg was somewhat outnumbered. She will be thankful for any help from the PCs, but will insist upon trying to rectify her defeat by going back into the bar and finishing the fight!
- Anna rarely takes on 'contracts' now, but an old associate of hers wishes revenge upon a gangster who has disgraced her friend's daughter. Anna needs a group of 'marks' to provide a distraction outside the target's hotel while he is 'entertaining' a number of women. Careful surveillance has shown her the precise route the target will use to leave the rear of the building if he believes there is trouble out front. Anna will disguise herself, approach the PCs claiming the gangster has stolen her daughter and is holding her at the hotel. She will get their sympathy and emphasise the urgency of the mission to ensure they arrive at the correct time. While they provide the distraction, she will successfully take out the target. However, the



PCs will encounter an unexpected gun-fight with the target's bodyguards who panic and over-react. At least one of the PCs is in a near-death situation when the bad guys start dropping – it may take them a few minutes to realise that a guardian angel with a silenced rifle seems to have taken pity on them... the question is will they ever work out who it was?

## S26. Gussie G – Seeker (J)

† Pilot Karis Imii (H♂●)

Co-pilot Zank Turiiif (H♂●)

☾ None.

☞ 75% Ore prospected by the crew; 20% prospecting equipment; 5% stolen ore.

① A typical prospecting ship – untidy, scruffy, scarred and scratched, but in excellent working order (when you are on your own deep in the belt, you don't want engineering problems). She sports some obvious non-standard modifications, including cable clip points all over her hull, and much enlarged viewports on the bridge (allowing a wider view than normal for a ship of this class). Her main armament is an old-fashioned mining pulse laser.

**Referee:** Not so obvious is the small rotating anti-personnel laser embedded beside each access hatch, installed by Karis and Zank after some fellow miners tried to board their ship. The pulse laser is unreliable and the pair are commonly found scratching around the cheap parts bins in the starport trying to find replacement parts.

- The PCs may have a spare part needed by Karis and Zank, or the pair may have scavenged sufficient parts that they can offer them cheap or free to the PCs (in return for a future favour) to fit a similar Scout or Seeker.
- When times are tough, this pair occasionally steals ore from mining sites already claimed by other miners. The PCs might find them caught in a battle (physical or legal) over the origins of their latest cargo of ore.

## S27. Guukur – Seeker (J)

† Pilot Eki Khinshu (H♀☆)

Deck Errdous (V♀●)

☾ None.

☞ 80% Ore prospected by the crew; 10% prospecting supplies and equipment; 10% undeclared ores (to avoid port taxes).

① A standard Seeker apart from a huge hull scratch a metre wide which runs from the ship's nose, up and over the bridge viewports.

**Referee:** The ship may look unsightly, but Eki and Errdous refuse to repair or redecorate the

damage – it's from a rogue high-speed asteroid which hit their ship while they were moored to another asteroid and they leave the mark there as a reminder of how close to death they came.

- Eki saved Errdous' life during a vac suit failure when they first started working together. As a result she is submissive to Eki as if the latter had a huge Vargr charisma. Other Vargr make fun of this, usually resulting in a brawl with Errdous, who is a small but very fierce fighter! Any PCs making jokes about Vargr hanging their head out the window of the airframe are likely to get a taste of Errdous' claws...

## S28. Mara – Seeker (JQ)

† Own/Pilot Evaeng (V♀☆)

Eng Oengkaen (V♂●)

Pilot Noukhszatho (V♀●), Noukhghae (V♂●)

Deck Ghoeeogz (V♀○), Ghoukhae (V♂●)

☾ None.

☞ 50% Empty; 30% pirated goods from other ships; 20% high value smuggled goods.

① A typical seeker, mostly black but emblazoned with silver stripes along its edges.

**Referee:** The *Mara* is no seeker, but rather a pirate Q-ship, each of its ore bays converted to carry a fighter. Supplementing its triple laser turret (disguised to appear as a single mining laser), these fighters allow the *Mara* to take on most traders and win. The ship has just enough cargo space to take on the most choice pirated goods or – when piracy is difficult – to smuggle drugs or other high value goods, perhaps sold on by other Vargr pirates. However, the greatest prize is the captured ship. Once the crew are subdued, Evaeng somewhat randomly decides whether to put them out the airlock or keep them (in case they are needed to explain some novel aspect of their ship). Whatever happens, one of the fighter pilots flies the ship to a remote moon where its identity can be altered ready for selling on.

- Ghoeeogz is not the brightest Vargr ever but is desperate to prove herself better than her fellows. She believes selling some pirated goods for a higher price than Noukhszatho is a good way to do this. She approaches the PCs trying to sell them some Highleaf drug (illegal on this world), either because the PCs have their own ship and appear to have money, or because she has mistaken them for such a trader. The PCs may make a quick buck (Ghoeeogz has under-estimated its value by a factor of 10!) or may gain credit with the local law by co-operating in a sting operation on the *Mara* crew.

Traders – both small and large – are vital to carrying the trade that Cleon himself declared to be the “lifeblood” of the Imperium.

## T1. *Rackham's Runner* – Free Trader (A)

† Pilot Johan Gorrec (H♂●)  
Nav/Pur Kriss Raynirik (H♀☆)  
Eng Gina Lokhav (H♀●)

⚙️ 0-2 High, 1-6 Mid, 0-8 Low.

☑️ 95% Standard cargo; 5% mis-recorded cargo type or amount (to avoid taxes).

① A standard ‘free’ trader, marked out in rather worn grey and russet bands with white lining around key components such as the drives, turrets and bridge viewing ports.

**Referee:** Usually operating off the main shipping lanes, taking whatever cargo and passengers he can, Johan prefers to keep things legal, but occasionally bends the rules by recording less taxable goods in his manifests than the ship is actually carrying, to ensure that customs don’t take too much of his profits.

The outside of the ship may need some tidying, but the passenger quarters are in good condition and two cabins are particularly well kitted out to attract high-paying passengers.

- Kriss is a good navigator but is also an alcoholic. Johan keeps him sober on the ship, but when in port Kriss sometimes relapses. The PCs may encounter him slumped in a gutter (drunk) or being thrown out of a night club for disorderly behaviour. He may even approach them for money when his credit runs out at a bar. Johan will be very grateful for anyone helping Kriss safely back to his ship.

## T2. *Tide Is Turning* – Free Trader (A)

† Pilot Khe Arshi (H♂●)  
Nav/Pur Natalia Ballan (H♀●)  
Eng Vincent Brown (H♂●)

⚙️ 0-2 High, 3-6 Mid, 2-8 Low.

☑️ 100% Standard cargo.

① This trader has various shades of aquamarine and blue-green in waves across its surface, with several ad panels showing the well-appointed cabins within.

**Referee:** The three crew have been friends since merchant academy and are inseparable. Though they are not related, they treat each other like siblings (for example, Khe and Vincent are very defensive about any man who gets too interested in Natalia).

- The PCs should have had some reason to interact with the *Tide* crew at a previous time. The ship has now been taken over by Purple League terrorists who have tied up the crew in their quarters. They landed the ship innocently enough on this frontier world, but have set the power plant to cause a critical overload in about 10 hours. The resulting explosion will cause massive damage and loss of life across the starport. The PCs should have the opportunity to notice the *Tide* is in port and attempt to make contact, but the ‘crew’ (i.e. the terrorists) will politely defer them. The PCs should realise that something is wrong and investigate. If they don’t get the hint, then help them – in a subsequent call to the ship, they might hear Natalia cry out in the background and be painfully silenced, or Vincent may find a small radio in his stateroom and manage to send out an SOS. If the PCs don’t save the day, then don’t wipe them out – merely ensure that the resulting explosion causes a lot of damage, delay, loss of cargo, etc.

## T3. *Sunwise Star* – Free Trader (A)

† Pilot Jacque Kriseu (H♂●)  
Nav/Med Sean Kirk (H♂○)  
Eng Mike Thornton (H♂●)  
Stew/Gun Julie Briggs (H♀○)  
Stew/Pur Glen Kwouk (H♂○)

⚙️ 0-1 High, 3-8 Mid, 1-8 Low.

☑️ 65% Standard cargo; 10% empty; 25% accidentally mis-documented cargo.

① A grey hulled trader with a visually hypnotising silver-blue pattern traced across its hull.

**Referee:** Any ship’s engineer will quickly work out that the hull pattern simply traces the layout of the ship’s jump grid – but the pattern has an unusually pleasing effect to the human eye.

A very average crew with a below-average purser means that the *Star* is losing money, through inept maintenance, poor choice of trade routes and bad book-keeping. Jacque's heart is in the right place, but even dropping prices for passage and shipping hasn't helped.

- The PCs happen to overhear broker Mel Chandler berating Jacque for the late delivery of a cargo of highly perishable Springor Fruit by the *Star*. She ignores his pitiful excuses and refuses to sign off the shipment until he reduces the original price a further 10%. At that point customs turns up to investigate erroneous shipping documentation from Glen and decide to impound all the ship's cargo. This may merely add colour to the PCs' day (and highlight the cut-throat nature of interstellar trading), or may involve them more directly. Jacque or Glen might approach the PCs looking for assistance with the customs paperwork, or perhaps as an intermediary who could bribe customs into releasing their cargo. Alternatively, Mel might hire the PCs to bribe or steal the cargo out of the *Star's* parkbay before customs ships it to their holding warehouse. As a further complication, it may turn out that Glen didn't read the shipping instructions correctly and has been storing the fruit at the wrong humidity, which has ruined much of the shipment...

#### T4. *Shardam* – Free Trader (A)

† Pilot Patricia Peters (H♀☆)  
Nav/Pur Tom Parks (H♂●)  
Eng Robert Fugat (H♂☆)

⚓ 1-3 High, 3-8 Mid, 1-8 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① This ship's white hull is absolutely covered in black script of various styles, spelling out quotes from famous books and poems.

**Referee:** The ship's hull design reflects Patricia's fascination with printed literature – she collects ancient first edition books from across the sector. Working with a small crew means 3 staterooms are freed up for extra passengers – these cabins have been upgraded for High passage customers.

- The PCs may realise that they can get a very good deal when trading with Patricia if they can locate some appropriate ancient tomes with which to sweeten the deal. However, she is fussy as to which books she collects and she is an expert so will spot a forgery.

#### T5. *Silver Blade* – Free Trader

(A)

† Pilot Martin Oasis (H♂☆)  
Chef/Own Chris Black (H♂★)  
Chef/Pur Sabrina Black (H♀★)  
Stew Anna Sawyer (H♀★)  
Eng Miani Catal (H♀●)

⚓ 6-8 High.

☞ 100% Finest food and drink.

① This ship is dark green with gold insignia around its sides proclaiming it to be the Silver Blade Gourmet Emporium.

**Referee:** Operating between several wealthy agricultural worlds, the *Blade* has a dual role. It spends up to a month in each port, acting as a very exclusive and expensive restaurant serving "delicacies from the furthest reaches of the Imperium" in its huge dining room which fills up part of the hold. Another section of hold houses the extensive kitchen in which the renowned Black twins (brother and sister) prepare the meals. When the ship departs the system it carries wealthy clients who pay over-the-odds to travel in luxury with divine cuisine throughout the trip.

Many larger cruise lines have tried to tempt the Blacks to "jump ship", but they prefer the freedom of the *Blade* and catering for only the most select clientele. They also double as the ship's pursers, buying the best quality food and drink on each world, using some in their own dishes, storing some in their 'cellar' (the unconverted remainder of the hold space) and selling on the rest at the next world (for a healthy profit).

- The Blacks will pay very good prices for any rare or unusual foodstuffs the PCs might have in their cargo
- The Blacks ask if the PCs will be visiting a world which has a rare spice – they will pay a great deal if the PCs can bring back a kilo of the spice with them, as the *Blade* cannot afford the time to divert via that planet.

#### T6. *Just Jolly* – Free Trader (A)

† Pilot Ling Benning (H♂☆)  
Eng Terr Jigar (H♀●)  
Pur/Med Keith Herring (H♂●)  
Stew Shirley Crul (H♀●)  
Stew Sheryl Crul (H♀○)  
Deck Ade Crul (H♂○)

⚓ 0-1 High, 4-8 Mid, 0 Low.

☞ 95% Standard cargo; 5% small smuggled goods in crew's personal baggage.

① A relatively new ship with the latest design of drive plates and a shiny red paint job.

**Referee:** Sheryl and Ade are raw recruits, pulled in at the last minute for this trip because the usual crew fell ill. In desperation, Ling accepted an offer of help from Shirley Crul, who recruited her sister and brother. Their only experience is that they worked in a fast food restaurant at the starport.

- Ling can't wait to get the helpful but incompetent pair off his ship once his normal crew have recovered from their illness. However, the youngsters now have a taste for travel and try (with increasing desperation) to get working passage aboard other ships until eventually they arrive at the PCs' ship...
- The *Jolly's* low berths suffer a major fault making them unusable. Terri is unable to fix them (either through lack of expertise or equipment) and calls upon the PCs, either because they have a suitably skilled engineer, or the equipment or parts that he needs.

## T7. *Supreme Pink* – Free Trader (A)

† Pilot Dishu Irish (H♀●)  
 Pur Ir Irish (H♂○)  
 Eng Gagarmi Idir (H♂●)  
 Med Khum Amkurmu (H♀☆)  
 Stew Ash Agniqkhuu (H♂☆)

‡ 11-16 Mid, 3-8 Low.

☑ 100% Standard cargo.

① As pink as its name suggests, this ship is covered in pictures of traditional toys, from fluffy bears to chess sets.

**Referee:** Dishu and Ir love children but – despite much medical intervention – have not managed to create any of their own. Spurning adoption or surrogate mothers, they decided to specialise in transporting children. They hired expert medic Khum and child-friendly steward Ash and have equipped the staterooms as super-cuddly double-bunk rooms, each themed from star travel to pink fluffy rabbits, and filled with an array of traditional toys, as well as educational and fun computer games. Some children travel with their parents or minders, but often lone children need to cross space. The *Pink* crew ensure that the children are very well treated and have a wonderful trip.

- While carrying Shea (12) and her brother Eril (8), Khum became concerned that both were withdrawn and showing signs of mistreatment. The maid (Khira Morgan) accompanying the children tried to prevent Khum from examining them in any detail, but using Ash as a distraction she did so and concluded that both had been severely abused. On arrival at this world, the children and maid were swept off by

their noble parents (Erin and Ursula Meshurkig) who travel regularly between their estates on two neighbouring worlds. The *Pink* crew decided that trying to lodge a formal complaint could get them caught in a lengthy legal procedure; instead, they ask the PCs to track the children and check whether their abuse is due to the maid, their parents, or someone else back on their homeworld.

## T8. *Beauty's Beast* – Free Trader (A)

† Pilot Kimi Shasku (H♀●)  
 Nav Paddy Oliver (H♂○)  
 Pur Martin O'Donnell (H♀○)  
 Eng Khu Sukurg (H♂○)  
 Eng/Gun Ushmaa Iziakaar (H♀○)  
 Stew Ede Kauq (H♀○)

‡ 3-8 Mid, 2-8 Low.

☑ 80% Standard cargo; 15% poorly documented cargo; 5% illegal goods.

① A worn, tarnished rust-brown ship with dirt streaks and scorching around its drive plates.

**Referee:** Kimi is the daughter of Uguin Shasku, a local noble who owns a large share of several local businesses and a shipping company. Desperate to make a name for herself, she reluctantly accepted her father's money to get through Merchant Academy and buy the *Beast*, crewing it with fellow graduates. Kimi is quite a good all-round merchant but her shipmates frequently demonstrate their inexperience. Kimi is continuously frustrated, feeling that she could do each of their jobs better, yet not wanting to intervene for fear of offending her crew, hoping that gently mentoring will help each of them develop into the roles.

- The PCs have a cargo that Kimi wishes to buy (or vice-versa). Though she is an able trader, her father is watching over her to make sure that she succeeds, and sends a few 'heavies' to encourage the PCs to give her a good price. The PCs might think Kimi is behind the threats and accost her – oblivious to her father's interference she will claim innocence but, after a suitable time, will realise what's going on. She apologises to them, goes to tell her father to leave her alone, and returns to complete the deal in an honest manner.
- As above, but Uguin doesn't appreciate being told off by his daughter. His over-zealous right-hand man (who has hated Kimi since she rejected his amorous advances) decides she should be taught a lesson – it's up to the PCs to conveniently intervene and save her...

## T9. In The Groove – Free Trader (A)

† Pilot Karbuu Nulemaj (H♂ ●)  
Nav Nia Kharashila (H♀ ●)  
Eng Alfred Grand (H♂ ●)  
Pur Arra Zuurkiqlu (H♀ ○)  
Stew Scandia Rushorin (H♀ ○)

⚙ 3-8 Mid, 2-8 Low.

☞ 80% Standard cargo; 15% poorly documented cargo; 5% illegal goods.

① Once a pale purple with silver outlines, this ship is now battle-scarred, tarnished and dirty.

**Referee:** The *Groove* was already down on its luck when it ran into pirates. When the ship refused to hove-to, the pirates put holes in its starboard turret and crew quarters, the latter killing the purser and steward. A lucky missile hit from the *Groove* was sufficient to drive off the pirate, but the damage was done.

- The PCs encounter the *Groove* as it comes back into port after the pirate attack. All spacers in port are invited to the funerals (and many attend). Karbuu appeals for any help (financial or technical) his fellow traders can spare – perhaps the PCs can chip in too. Karbuu will remember his benefactors and pay them back twice over. Nia will recruit Arra and Scandia as new crew (unless the PCs are up for the job), while Karbuu seeks a further bank loan to finish patching up the ship.

## T10. Galerider – Fat Trader (A1)

† Own/Nav Nerissa Raqo (H♀ ☆)  
Pilot Guido Tarn (H♂ ●)  
Pur Deel (B♂ ★)

⚙ 2-7 Mid, 0-4 Low.

☞ 100% Standard cargo.

① This ship's slightly worn and shabby appearance indicates it is probably quite elderly but some caring engineer is clearly trying to keep it spaceworthy as the thruster plates, airlocks, turrets and landing gear all gleam as though recently serviced.

**Referee:** Nerissa has spent some years paying off the loan on her ship but most of her profits go into keeping the *Galerider* spaceworthy. Although the crew would never compromise safety, they do cut corners on 'unnecessary niceties', i.e. cosmetic details such as wear-and-tear on the cabin furniture, fresh food, etc. As a result, the ship never attracts High passage travellers.

Without a doubt the ship's saving grace is Deel, her Bwap purser. With the attention to detail (and legalities) that his race is famous for, Deel

smoothes every transaction, from passenger and cargo assignments to docking permits and fuel payments. Without him, *Galerider* would have trouble making ends meet.

- The search is on – Deel has gone missing and Nerissa will do anything to get him back. She has no idea where he's gone but she'll pull in any favour she can (including calling on the PCs) to find him. The last she saw Deel he was off to secure a somewhat profitable deal for the ship – crates of energy packs which are in short supply on several adjacent worlds and thus demand a huge premium. One of Nerissa's competitors (e.g. *March Dreamer*, p.32) decided to ensure their success in negotiating for the shipment by getting a couple of their crew to abduct Deel, tie him up and lock him in a hotel room. However, as soon as they got the cargo they left planet, and didn't bother to go release Deel. The room was rented for a week with cash, but the PCs should be able to help Nerissa find Deel and track down the perps.
- As above, but the competition hired third-party armed heavies who are sitting in the hotel room with Deel and somewhat trigger-happy...

## T11. Hard Tack – Fat Trader (A1)

† Pilot Fos Richmond (H♂ ●)  
Eng Smedley Forsythe-Meurg (H♂ ●)  
Nav/Pur Naka Shuur (H♀ ★)  
Stew Rianna Bevan (H♀ ●)

⚙ 0-1 High, 3-7 Mid, 1-4 Low.

☞ 100% Standard cargo.

① A matt-black trader ringed by a holo-necklace of sparkling gems.

**Referee:** Naka has an eye for the finer things in life, whether it's new clothing fashions, jewellery or the latest in leisure gadgets. Fos learned to indulge her whims and she was so successful that he now focuses the ship's trading primarily around these goods, often running with his hold half-full but carrying the right goods to the right planet at the right time to make a reasonable profit.

- The PCs notice a man furtively following Naka through startown while she goes about her business. If they follow too, it becomes clear that she's ordering trade goods – mostly valuable-looking stuff – and the man uses a radio to report in each time she makes an order. If the PCs intercept the man he'll claim he's doing nothing illegal (which is true) and call the police if he feels threatened – pick a crewman from one of the other traders in this book. If they warn Naka of her watcher, she'll

be thankful, but shrug him off as a hopeless competitor. Provided the PCs are friendly, they should pick up some useful tips from her concerning new fashions on neighbouring worlds from which they could make some money themselves if they are quick to pick up similar goods before their competitors.

## T12. *Mother Maybelle* – Fat Trader (A1)

† Pilot/Own Rob Driss (H♂☆)  
 Pur/Chef Karin Uariishim (H♀☆)  
 Stew/Med Triss Seber (H♂☆)  
 Eng Anakin Varn (H♂●)

⚙ 1-6 High, 1-4 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① A slightly more bulbous body shell than the typical trader, with a heat-sensitive hull surface that glows gently with blues and reds as various of its surfaces cool down after landing.

**Referee:** Rob manages to keep his ship's profits in the black by upgrading all the staterooms to luxury class and taking only High passengers. He focuses on the larger trade routes where many richer people need passage but some prefer the privacy of a small ship to the gaudiness of a liner.

Rob has recruited an excellent chef (who also doubles as purser) and competent steward to ensure that his customers enjoy their flights.

The *Maybelle* is frequently booked by small groups – perhaps a band of business travellers, a 'stag' or 'hen' party, or a celebrity with their entourage. Where appropriate Rob can lay on extra entertainment for customers, filling any spare staterooms with whatever delights they fancy – whether it be magicians and comedians or some 'companions' of the opposite sex.

- The PCs encounter a couple of Rob's female business passengers in trouble in a bar. They are accompanied by a couple of handsome 'companions' from the *Maybelle*. Unfortunately the locals picked up on a misplaced comment from one woman concerning the source of the two men – since prostitution in any form is strictly illegal on this world, the locals confronted the two men, whose muscular physique belies their total lack of combat training. The PCs could see the fight start or have one of the women run into them in the street being pursued by a small group of angry locals. If the PCs help defend the passengers and get them back to the *Maybelle*, Rob will be very grateful and the two women will pay them (partly in thanks, partly

to secure their silence). However, the PCs might then find themselves on the wrong side of the law... if police were called to the fight, the *Maybelle* might get impounded and Rob might call upon the PCs as witnesses for his defence. He might ask them to lie and claim to know the 'companions' to be *Maybelle's* crew or perhaps even passengers on the PCs' ship in order to avoid any charges of prostitution. An interesting moral dilemma for the PCs...

## T13. *Longhaul* – Fat Trader (A1)

† Pilot Benni Franks (H♂O)  
 Nav Angie Cromer (H♀O)  
 Eng Kiel Locarro (H♂O)  
 Eng Geena Florence (H♀O)

⚙ None.

☞ 100% Waste.

① A stained brown ship, its cargo locks outlined with heavy black/yellow hazard striping.

**Referee:** Due to certain religious beliefs held on this planet, local law requires waste from all off-world sources to be disposed of away from the planet. Waste includes any direct waste from off-worlders and anything imported from off-world, from the left-over core of an off-world apple to the bio-wastes of visitors who cross the extrality line. The *Longhaul* has a long-term contract to ship these wastes off-world and launch them towards the sun (the locals won't accept the waste sitting out in space, in case it finds its way back on to the planet). Though most waste containers are sealed, some waste is simply compacted trash. The ship, and crew, have all acquired a certain 'aroma' which is noticeable even at a distance.

- The *Longhaul* crew have a poor lot in life and correspondingly poor skills, both shipboard and social. They show no respect to other spacers, flying dangerously and dumping their waste indiscriminately in the 'rough direction' of the sun. Fortunately, space is big, and ship sensors usually detect the containers in time to avoid collisions. The PCs' ship may encounter such a container, be 'buzzed' by the *Longhaul* coming in or out of the port, or witness another trader crew coming to blows with the *Longhaul* louts over such a near miss.

## T14. *Empress Nicholle* – Far Trader (A2)

† Pilot/Nav Ludo Ralesh (H♂☆)  
 Med/Pur Lauren Ha (H♂●)  
 Eng Sophie Kiishae (H♀☆)

⚙ 1-6 Mid, 3-4 Low.

☞ 85% Standard cargo; 15% illegal goods.

① An old ship with a stained sky-blue paint job, showing wear and damage to its sensor domes and engine cowlings.

**Referee:** Although her drives are rated as Jump-2, the *Nicholle* hasn't managed above Jump-1 for several years. A combination of expensive spare parts and refits in out of the way locations have conspired to keep her engines running at their degraded level. Ludo is getting desperate, leading him to take any opportunity to acquire enough money to refit her engines. One of the passenger rooms is currently in too poor a state to be used.

• Sophie is an expert engineer and desperate to prove herself to Ludo (whom she loves, though he is too wrapped up in his ship to realise this). She's a fairly skilled gambler and when a port contact told her of a high stakes game with rich gamblers who weren't too competent, she took all the ship's cash and bet it all on winning enough to buy new engines. However, it turned out to be a sting and she lost everything. The PCs may find her in a gutter, drunk out of her mind or perhaps they have the opportunity to intervene and prevent her potential suicide. Whatever the opening, once they learn of her misfortune they have the opportunity to help her get back the money before Ludo finds out.

## T15. *Empress Helene* – Far Trader (A2)

† Pilot/Nav Jon McQuade (H♂★)  
Com/Pur Tyuktih (A♀●)  
Eng Graeme Palde (H♂★)

⚡ 0-1 High, 1-6 Mid, 1-4 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① This ship has well-worn camouflage markings contrasting markedly with several cheap holo pads along its sides advertising its luxury staterooms and cut-price cargo shipping rates.

**Referee:** *Helene* was commandeered for several years by the in-system forces of the local military dictatorship and converted to be a troop landing ship. This involved replacing her front cargo ramp with a fixed, forward-firing rocket mount. From the outside, the ramp looks normal and when the ship was decommissioned the crew bribed the authorities to let them keep the launchers as an anti-pirate defence.

The advertising on its side is a little misleading. Only one cabin is up to the luxury standard shown and their cargo rates are only lower when you sign up for a regular shipment contract.

• The PCs may wonder why the *Helene* only loads cargo through her side hatches. Even should they find out about the ship's extra defences, McQuade has all the appropriate legal certification for them. Depending upon the PCs' approach he may simply be amused at their inquisitive nature or they may annoy him sufficiently that he calls in the police to deal with them "snooping around his ship".

## T16. *Empress Marauder* – Far Trader (A2)

† Own Brad Berry (H♂O)  
Pilot Gregor Vanderal (H♂O)  
Pur Sam Patram (H♂★)  
Eng Marya Beganaadi (H♀O)

⚡ 0-1 High, 1-6 Mid, 1-4 Low.

☞ 75% Standard cargo; 25% empty.

① Striped green and blue, with a gold crest (including a pouncing Snowcat, several arrows and a skull) emblazoned on its sides and – much smaller – on each airtlock.

**Referee:** Brad was the hero of the "Across the Seas of Light" holo series concerning a brave lone trader exploring unknown systems, fighting aliens, living on a knife edge, etc. However, it's ten years since the last episode was made and though the programme is a popular re-run, the handsome lead actor (Antonio Sander) is now somewhat over-weight and balding. In a misguided belief that he can make a living emulating his screen-self, Antonio changed his name to Brad, spent his remaining fortune on a down-beat trader, put his alter-ego's crest on it and hired a crew. He persuaded his manager Sam to join him, but then ignored Sam's advice, and hired some young, enthusiastic, but totally incompetent crew.

• The PCs may receive a Mayday call from the *Marauder*, floating in space because of engine failure (due to Marya's ineptitude). Being PCs, they will no doubt suspect a pirate trap, especially when hailed by "Captain Berry" – who no longer resembles the holo hero whom the PCs should remember. Assuming the PCs lend a hand, Brad will blame his problems on a stray asteroid hit (though there's no signs of such damage on his ship) and talk for ages about how he's heroically kept up morale, saving food in case they were marooned in space. In reality, they have only been drifting for a day, but Brad's passengers are already tired of the crew's poor service and Brad's anecdotes and will take any opportunity to get transferred to the PCs' ship! Even Sam might decide it's time to jump ship...

- The PCs find Sam trying to drag Brad out of a bar before the real spacers there lynch him for his totally incredulous heroic anecdotes.
- The PCs are on Brad's ship (with a few NPC passengers) when it suffers engine failure, marooning it on a backwater planet. Brad's bungling attempts at heroism, his insistence that he provide morale-boosting leadership, and his crew's ham-fisted attempts to fix the ship provide endless possibilities for humour!

## T17. *White O' Morning* – Far Trader (A2)

† Pilot Samantha Niles (H♀★)  
 Nav/Pur Ian Kurshamu (H♂●)  
 Eng Ku Iikhar (H♀★)

⚓ 6-7 Mid, 2-4 Low.

☑ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① A standard small trader.

**Referee:** Often operating off the main trade routes, Samantha is very flexible concerning size of cargo, combining smaller shipments where her rivals might not be able to carry them efficiently, and using her brother Loren (*Run For Cover*, p.11) to carry on smaller cargos beyond her normal operating area. Sam works hard with her pursuer to ensure that they have full staterooms every trip, even if that means she has to offer last-minute discount fares.

- The *Morning* is a potentially cheap means of PCs getting interstellar transport without resorting to Low passage. If the *Morning* has few passengers but some urgent cargo that Sam needs to ship out, she may drop Mid passage rates to as low as Cr3,000 just to fill up the ship with paying passengers.

## T18. *Dannehur's Dreamer* – Far Trader (A2)

† Pilot/Own Tor Dannehur (H♂★)  
 Nav/Med Sandra Dannehur (H♀★)  
 Eng Ferian Alerzi (H♂★), Eng.

⚓ 0-2 High, 1-6 Mid, 0-4 Low.

☑ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① A shining silver trader, which appears to be very well maintained and cared for.

**Referee:** Tor is actually the aged adventurer Beren Green, whose daring exploits earned him much wealth and fame and a beautiful noble wife from the Issian family. However, he grew weary of trying to find the next 'great' adventure and she hated his long absences, so he announced they

were off on the "greatest endeavour yet" and then disappeared mysteriously into space.

Rumours abound of their current whereabouts, ranging from death in a misjump to ending up as king and queen of an (as yet) undiscovered Eden-like world. The reality is that they switched ships in space, used minor surgery to change their appearances slightly, and headed off to a more relaxing life as traders. Their combined wealth allowed them to buy the *Dreamer* outright and finance it for the rest of their lives (they indulge in speculative trading only because they find it an interesting challenge and it allows them to continue travelling between worlds and interacting with the local cultures).

Another indulgence is the pseudo-bio android Ferian, who is an expert in just about every ship-related technical field and ensures the *Dreamer* is impeccably maintained. Ferian looks human and is programmed to simulate emotions but is not a genuine A.I. and only ventures out of the ship with one of his masters, who ensure that his true nature does not come to light.

- Tor still misses the thrill of adventuring, but Sandra won't stand for him doing anything risky himself. His knack of finding out when something interesting is "going down" is as good as ever, but now he acts as a generous patron to whichever group of adventurers intrigues him, passing on the useful information to them with the proviso that they must return and describe their exploits when the mission is completed. Tor is thus an excellent means of providing links into other adventures for your PCs...

## T19. *Fair Rosamund* – Far Trader (A2)

† Pilot Isobel Limji (H♀★)  
 Med/Pur Dr. Chanis Deryn (H♂★)  
 Eng/Gun Hal Shadrajii (H♂●)  
 Deck Paulo Tyarni (H♂○)

⚓ None.

☑ 100% Standard cargo.

① An old ship, navy blue with white running lines down either side.

**Referee:** An old ship, at one time owned by the Imperial Navy, who converted her for use in an anti-piracy role. Most of her modifications were left in when she was sold on to her current owners (optionally, the Navy may pay a small retainer in case they ever need to reactivate her, in a similar manner to Scout detached service).

The two visible turrets appear to mount only sandcasters but these are fake. She has two



concealed triple turrets (one pop-up and one disguised as a sensor blister) mounting lasers and missiles. Her engines have been upgraded to give her Jump-3, allowing her to trade with worlds beyond the reach of most local merchants. To carry the extra fuel required, the whole passenger area was sacrificed, so she carries only cargo.

The crew are friendly, but will not openly discuss the ship's secret turrets, or her Navy past.

- If the PCs need rare trade goods that will make a good profit, the *Rosamund* is often a source of unusual cargos from off the main Jump routes. Naturally, these items don't come cheap, but the PCs may still make a good mark-up when they sell them on. The PCs will quickly notice that however friendly they get with the *Rosamund* crew, strangers are rarely allowed on board (the ship's upgrades are well hidden, but Isobel likes to ensure they remain a secret).

## T20. *Tux* – Far Trader (A2)

† Own/Pur Erlukar Paarsir (H♂★)  
 Pilot/Nav Sharsha Gilimarqi (H♀★)  
 Eng Shi Arzal (H♂●)  
 Stew Guerkuur Dushipshi (H♀●)

th 3-6 Mid, 1-4 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

- ① A dark blue hull forms the backdrop to animated holograms of the ship's current routes, ticket and shipping prices. A large white penguin is painted on the ship's nose and small holo-penguins appear beside each airlock, making welcoming gestures.

**Referee:** For some years, Erlukar was a naturalist (and once flew with Bry Skeyport of the *Spike* – see p.13). He loves Terran birds and particularly penguins, hence his ship's insignia. Each passenger cabin is themed – jungle, arctic, forest, sea, desert and swamp – with décor to match.

Erlukar is a striking man, recognisable by the red fez which (according to rumour) he wears even when in bed. He is a good ship's master, respected by his crew. He takes great pride in his trading skills and ensuring that his clientele receive excellent treatment onboard the ship.

- Erlukar is a good man, but his strong Vilani bloodline and upbringing means his crew are all strictly Vilani blood and though he accepts most passengers, he will not trade with, nor carry Vargr or anyone who might be construed as a Solomani 'extremist' (he regards such races as having caused undue problems to the Vilani). If trading with the PCs, Erlukar

may appear unusually interested in their backgrounds and, should any of them appear to have 'unsuitable' family history, he may quite rudely break off negotiations.

- A group of Solomani historians, travelling throughout the Imperium, had booked passage on the *Tux* but on boarding the ship turned out to be too 'radical' for Erlukar's liking. Dumped back in the starport, they are now desperate for passage onwards in order not to miss a connecting flight on the next world. They will therefore be willing to pay good money to charter the PCs' ship.

## T21. *City of Sails* – Far Trader (A2)

† Own Margaret Adair (H♀★)  
 Pilot/Nav Dian Viras (H♂★)  
 Eng/Stew Tanya Dolor (H♀●)  
 Stew Hugh Evol (H♂★)  
 Stew Marian Rif (H♀★)

th 3-6 High.

☞ See below.

- ① This ship is white from nose to tail except for a silver sailing ship emblazoned on each side, riding over a sea of stars.

**Referee:** Specialists in mortuary services, the *Sails* offers an exclusive deal to the rich, carrying the bereaved out to recover the body of their loved one (if death occurred on a different world) or transporting their bejewelled coffin on a golden dais in the passenger lounge, (on constant view to the mourners travelling with it) to the planet on which the deceased wished to be buried (or ashes scattered, etc.). The ship operates both in-system (if multiple worlds are inhabited) and between systems. Its cargo space is mostly taken up by the stored coffins, tombstones, and other mortuary paraphernalia. In deference to the dead it carries, the *Sails* mounts no armaments.

The cost for a funeral cruise is up to Cr1M, more than offsetting the lack of cargo revenues. Margaret has chosen top class stewards to ensure the mourners get a high quality service.

- Marian has found some widowers are willing to pay quite a bit of cash for "consolation" in their time of sorrow. One rich elderly widower Tomas McKinsey fell in love with marian on the two week trip to fulfil his dead wife's wish to be buried on an ice asteroid at the edge of the system. Marian was very pliant while on the ship but once Tomas disembarked she then refused any further communications. His emotions in turmoil, McKinsey hires the PCs to get a message to her (in person) asking

whether she will marry him. If the PCs can bluff their way on to the ship and talk to Marian they'll find she genuinely liked McKinsey, but has been locked aboard the ship by Margaret, who is concerned about the bad press such impropriety might cause. On hearing this, McKinsey will ask the PCs to "rescue" Marian from the ship...

## T22. *Song of Daini* – Far Trader (A2)

† Pilot Jacque Berstein (H♂ ●)  
 Eng Tina Sauger (H♀ ☆)  
 Med Amber Viskovian (H♀ ☆),  
Andy Argent (H♂ ☆), Jasmine Frou (H♀ ☆),  
Vanessa Angstorm (H♀ ☆), Marie Jefferson  
 (H♀ ●), James de Rossi (H♀ ●)

☼ None.

☞ See below.

① A pale blue ship with several widely recognised white and red medical insignia along its sides.

**Referee:** The *Daini* provides a highly skilled mobile veterinary service, covering everything from treatment of ill or injured livestock, to genetic lineage mapping for extremely valuable pets. The ship's hold area has been divided into a high tech lab, operating room and four specialised holding pens, each of which can be adapted to provide whatever environment (atmosphere, gravity, etc.) is required to carry a creature. One week it may carry rare acquisitions for a zoo, the next trip commercial breeding stock and gene banks.

The passenger staterooms are used by the veterinary team, but occasionally the ship carries a locum specialist, or a carer for a high value pet.

- The *Daini* is passing through port carrying an exceptionally rare pair of breeding Arthusian Antelopes. A local billionaire desires these creatures for his personal zoo collection. He hires the PCs to steal the two creatures from the *Daini*. Alternatively some thugs snatch the creatures and the PCs either see the attack on the ship, or are subsequently hired by the *Daini* crew to investigate the incident.

## T23. *Clan Royal* – Far Trader (A2)

† Pilot Glis Zeig (H♂ ☆)  
 Nav/Pur Lester Taguf (H♂ ●)  
 Eng Deborah Holdeck (H♀ ○)

☼ 0-1 High, 3-6 Mid, 2-4 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① Painted in red and blue tartan, this trader has silver-edged fins.

**Referee:** This crew marks itself out by the kilts they wear both in public and private.

- Deborah is somewhat inexperienced, but is optimistic and enthusiastic. The *Royal* suffers intermittent electronic faults in its passenger entertainment systems. Deborah has been trying to fix the problem for several weeks; if any PC appears suitably skilled she will ask if they could help her out – she will be very grateful if they can finally sort out the problem, as her apparent ineptitude is becoming rather embarrassing.

## T24. *Rorrtheon* – Far Trader (A2)

† Pilot Faerzdhu (V♂ ☆)  
 Co-Pilot/Nav Duзоets (V♀ ☆)  
 Eng Sosfak (V♂ ●)  
 Stew/Gun Rerrafue (V♀ ☆)

☼ 3-6 Mid, 1-4 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① This ship is unusual for its class, having a number of sharply swept fins added and a hideously gaudy multi-colour paint job.

**Referee:** The Vargr who own this ship have fitted it out to their particular liking. It is well equipped internally and they are a competent crew, but the internal décor matches the external appearance, so they rarely find humans wishing to take passage on their ship! The crew are very sensitive about humans who stereotype all Vargr as either pirates or layabouts. They work hard to make an honest profit running their ship and will fight fang-and-claw to defend its good honour.

- After the *Rorrtheon* crew defended their honour in a bar brawl against some arrogant human youths, the latter try to get their own back by posting a package of drugs to the ship and notifying the authorities. The Vargr are not permitted to leave their ship while the matter is investigated, and are losing money every hour that they're trapped in port. They suspect the youths are behind this, so ask the PCs to find the trouble-makers and 'persuade' them to confess. If the PCs can help out, their effective Vargr Charisma will be raised significantly in the eyes of any other Vargr they encounter. However, the fickle nature of Vargr loyalties means that the *Rorrtheon* crew will not consider themselves in the PCs' debt for more than a few months.

## T25. *Culrua Mist* – Far Trader (A2)

† Eng Griff Salinas (H♂★)  
Pilot/Nav Mike Fharnas (H♂●)  
Pur/Stew Nancy Mora (H♀☆)

†† 3-7 Mid, 1-4 Low.

☞ 95% Standard cargo; 5% smuggled goods.

① The skin of this trader has a beautiful mountain scene painted across it. Holo-projected rivers fall from dramatic waterfalls and flow off the edges of the ship.

**Referee:** Usually operating off the main trade routes, the *Mist* is a reputable ship with a hard-working crew. Griff is the owner and refuses to answer to any name except “Chiefy”. He’s been there, done it, fixed it, bought the T-shirt and got beer and grease on it. He refers to non-engineering crewpersons as “deck ornaments”, which occasional leads to heated bar brawls, hence his missing two front teeth (he doesn’t see the need to get them replaced or re-grown).

- Chiefy is a good contact for anyone who needs advice for an engineering problem, though he disdains helping those who dare to assume they know more than him, while often spending hours re-building a key engine part for a young engineer who displays a genuine interest to learn and who shows Chiefy appropriate respect.

## T26. *Carndale* – Far Trader (A2)

† Pilot/Nav Matt Buchan (H♂☆)  
Eng Harvey Rameda (H♂☆)  
Med/Own Cosmo Radbrik (H♂★)  
Med Sally Wallis (H♀★)  
Med Rab Muntaner (H♂★)  
Med Maria West (H♀★)

†† 0-2 High, 2-12 Mid, 3-18 Low.

☞ 100% Medical stores.

① Covered in an interlocking pattern of white and red crosses, a gold serpent twined on a staff is emblazoned on each side.

**Referee:** The *Carndale* is a travelling medical ship used for emergencies (e.g. plague, disaster) where there are insufficient local resources or technology to handle the problem. Between incidents, the ship acts as a high cost private surgery, handling both pre-booked and walk-in patients. Its entire cargo bay has been out-fitted with extra staterooms and low berths for patients, two operating theatres, isolation areas and a laboratory. The medical staff are the best that money can buy (and Cosmo charges his clients accordingly). Each medic has their own speciality:

Cosmo – surgery, Sally – virology, Rab – xenobiology, Maria - neurology.

- The PCs are caught up in a local disaster, air-crash or similar, and have to be treated by the *Carndale*'s medics – who seem angelic until the bill arrives for their services.
- The locals are suffering a terrible plague, but only the richest citizens can afford vaccination or treatment from the *Carndale*. Some locals decide to stone the ship – this turns out to be a distraction while their compatriots try to break into the ship and get the vaccine. The PCs might be hired by the locals to help, hired by the *Carndale* as security, or perhaps be infected themselves but not have sufficient cash to pay for the vaccine.
- The *Carndale*'s surgery options include cosmetic surgery but for an exorbitant fee, Cosmo himself does full identity make-overs, including having a contact who can provide false backgrounds and new ID documents.
- The *Carndale* is carrying plague patients in its low berths, for treatment at a high tech hospital on this world. However, one of the crew gets infected (from contact with a patient or clumsiness in the lab) and starts spreading the infection around the starport. They might even bump into one of the PCs before they start showing symptoms and the entire port is closed down for quarantine!

## T27. *Tilruilr* – Far Trader (A2)

† Pilot Hkariyl (A♂☆)  
Pur Yuwyokh (A♀●)  
Eng Stiiyseal (A♀☆)

†† 0-3 High, 2-5 Mid, 1-4 Low.

☞ 95% Standard cargo; 5% mis-recorded cargo classification, due to confusion between Aslan and Imperial laws.

① A brown and gold trader with various Aslan insignia and famous Aslan poetry.

**Referee:** Usually operating off the main, the *Tilruilr* crew are relatively lowly members of the Woa'yosel clan, sent out into Imperial space to find interesting delicacies and equipment to bring back to their homeworld. The ship is a standard human trader but has been adapted inside for Aslan living preferences.

- Yuwyokh is a good purser but sometimes forgets Imperial law and reverts to Aslan methods which can lead to confusion with Imperial and local customs officers. If one of the PCs is Aslan, or simply an experienced trader, they may encounter all three Aslan in a heated dispute over the quarantine rules

applying to a shipment of Aslan foodstuffs. The PCs can earn themselves useful Aslan contacts if they have the skills or diplomacy to help ease the transaction (though the Aslan would prefer not to resort to bribery).

## T28. *Kuuarni* – Far Trader (A2)

† Pilot Gigen Gausluka (H♂☆)  
Eng Shama Ngarkish (H♀●)  
Pur Adgudush Kush (H♂●)

⚡ 0-2 High, 3-6 Mid, 2-4 Low.

☞ 100% Standard cargo.

① A golden trader with an unusual array of additional sensor domes around its nose.

**Referee:** Gigen is an extremely honest operator, skilled pilot and good astronomer. He has patched some ex-Scout sensors into his systems, significantly enhancing his ship's scan range and sensitivity. He claims this helps his navigation but in reality it's to detect pirates, because Gigen was hit by corsairs twice in his time working for Transystem Starways and has no intention of them getting near his own ship.

- Gigen is always touchy in space – if the PCs' ship comes too close to the *Kuuarni* they will find themselves being swept by Gigen's active military sensors and may be able to detect his weapons powering up. If the PCs make any threatening moves, Gigen will challenge them on comms and – if they act suspiciously – may even fire a warning shot across their bow.
- The PCs find Gigen's crew and that of the *Supreme Pink* (p.19) facing off in the port or a local bar, with Dishu Irish irate that Gigen put a shot near his ship while he was following a legal inbound flight path assigned to him by the port controller. It's up to the PCs if they want to take sides in the ensuing brawl!

## T29. *Time Walker* – Far Trader (A2)

† Pilot Arthur "Art" Moore (H♂☆)  
Nav Liza Giel (H♀●)  
Eng Bartholemew Talqua (H♂●)  
Stew Jules Davies (H♀●)

⚡ 1-2 High, 3-6 Mid, 2-4 Low.

☞ 100% Standard cargo.

① Coloured a burnished bronze, the *Walker* has side holo-ad panels displaying its current cargo contents and prices.

**Referee:** One of the newer acquisitions by Transystem, the *Walker* crew don't have a purser but rely upon shipping cargos pre-arranged by the local Transystem brokers. To make life more

interesting for the crew and passengers, Transystem have sanctioned the use of the *Walker* for running murder mystery 'weeks', amateur sleuthing courses and the like. Art used to be a private investigator and Jules was a police sergeant, so they have a fair depth of experience to draw on for plots and delight in making the scenarios as realistic as possible.

- During the latest trip, a passenger goes insane, his instability triggered by an overly realistic murder mystery (which resembled the death of his wife). Grabbing nearby cutlery he attempts to kill the other passengers and crew. One or more PCs may be passengers on this ship (or simply experience the results when the ship reaches port). If aboard at the time, the PCs may become victims or heroes, depending upon how quickly they react.

## T30. *March Dancer* – Far Trader (A2)

† Own Arnold Lytton (H♂☆)  
Pilot Nirgu Reskukur (H♀●)  
Eng Khai Kagquika (H♂○)  
Med Russell Gill (H♂☆)  
Gun Paul Sparks (H♂☆)  
Stew Kia Gin (H♀☆), Randy Blue (H♂☆),  
Tamsin Sesh (H♀☆), Shuur Egaki (H♂☆), Jeff Strong (H♂●), Sam Imeurquudii (H♀●)

⚡ 4-6 High.

☞ Passenger luggage only.

① The *Dancer* is covered in shades of luxurious red and pink.

**Referee:** The *Dancer* is a high class brothel. Its entire hold has been converted into high class staterooms and 'love lounges', catering for pretty much every taste, with a crew of 'stewards' who are highly skilled in satisfying their clients' desires. The upper staterooms are used exclusively by the 'stewards' – clients are not permitted up there. Lytton is a friendly sole who refers to his job as "people management". His skilled medic Gill checks everyone has good but safe time, while Sparks is an expert in martial arts and ensures that clients pay up and behave while they're on board. Whatever the local laws, the *Dancer's* location behind the extrality fence means that it is a safe haven for those souls desperate and rich enough to seek its services.

- Prostitution is illegal on this world, but more than one government minister has entertained 'business partners' on the *Dancer*. However, a few days after his visit, minister Arnir Plimuur realised he had lost a vital data chip concerning an arms purchase that was being

discussed with off-world 'guests' on the *Dancer*. Too scared to admit his mistake – or the visit – to his own security staff, he hires the PCs to retrieve the data from the *Dancer*. He can pay a lot of money, including any costs the PCs might incur pretending to be clients, and can describe in detail (albeit red-faced) the stateroom and lounges that he visited on the ship and the time he spent with Kia. If pressed for information regarding his guests or the content of the data chip, he will refuse to answer and will threaten the wrath of the local security forces if the PCs discuss this with anyone. Lytton requires a background check on all clients, so just turning up with cash isn't enough to get aboard. However, if the PCs buy, or sneak, their way on board, they should eventually be able to find the data chip – it dropped out of Arnir's clothing into a seam in some cushions in one of the lounges.

- As above, but once the PCs are hired, the security services start taking an interest in their interaction with Arnir. The minister may be warned that he is under investigation and decides that the PCs are now a risk which should be removed by a couple of ex-special forces 'cleaners' whom he knows.

### T31. Consider It Sold – Far Trader (A2)

† Nav/Pur Giles Richie (H♂★)  
 Pilot Mansa Shaka (H♂●)  
 Eng Tanya Roseti (H♀★)  
 Gun/Stew Kashu Kiza (H♀●)

Stew Terry LaCoste (H♀●)

⚡ 0-2 High, 4-6 Mid, 1-4 Low.

♣ 100% Standard cargo.

① Silver with ad panels along its length proclaiming cut-price offers for both passage and cargo.

**Referee:** Giles was an experienced trader with Galax Shipping, and nearing retirement age when he won the planetary lottery, giving him sufficient money to buy a ship outright. He quickly built up a reliable crew and has spent several years plying the minor trade routes, indulging his wanderlust. Known disparagingly as "lucky Rich-ie", Giles does seem to have had an exceptional run of luck over the past three years.

- Rumour in the port is that Richie's run of luck started after he shipped a mysterious cargo under Imperial guard from a rarely visited outer moon of a nearby system. The latest theory is that the shipment contained a powerful mind control device from an Ancient

site which attuned itself to Giles and gave him the art of foreseeing the future. It's all twaddle, of course – Giles' luck is just a combination of lottery statistics and other peoples' selective memory for the good things that have happened to him, while conveniently forgetting the bad. However, this doesn't stop a local crime syndicate from kidnapping Giles and trying to force him to predict the outcome of three major sports events on which they plan to put huge bets. His crew have their suspicions because they had already noticed a couple of suspiciously friendly women trying to weasel information out of Giles in a bar, but they will ask all the local small traders (including the PCs) to help find Giles.

- As above, but the PCs see the kidnapping; they might have the opportunity to intervene, or simply have useful observations which could lead Giles' crew to the criminals' HQ.

### T32. Dreyuaye ("Flying Nest") – Far Trader (A2)

† Nav Avssustist (D♂L★)

Pilot Urfats (D♂L●)

Eng Ortu (D♂T★)

Med Kroairidruaiyss (D♂T★)

Stew Uplutsepu (D♂W●)

Gun Nusdrenu (D♂W●), Uhipuss (D♂S●)

*Note: Caste type is included above: L=Leader, S=Sport, T=Technician (gender marked as male, but more correctly 'Enabler'), W=Warrior.*

⚡ 5-10 Droyne, 0-2 Human Mid.

♣ 100% Standard cargo.

① A blocky Droyne trader in blue, with its four blade wings in pale green.

**Referee:** The *Dreyuaye* is a key link between Droyne worlds in this sector, transporting Droyne-specific cargos, messages and individuals (mostly leaders and sports) between the outtrips. The main passenger area is a communal 'nest' open to all, but two separate cabins are maintained for humans and other passengers who wish to have privacy while onboard.

- Currently sport Uhipuss is acting as a gunner on the ship. He is going through a critical change in mentality, uncertain whether he can continue his supposedly family-independent existence. In an attempt to determine his future path, he asks to transfer from the *Dreyuaye* to the PCs' ship. He is willing to work in any suitably skilled role, and is seeking mainly to spend some months travelling away from his own kind to ensure that his casting has not gone awry.

### T33. *The Road To Hell* – Low Trader (A3)

† Pilot Kia Usmani (H♀●)  
Nav/Com Eshi Asdege (H♀☆)  
Stew/Pur Amnir Umqimlaku (H♂☆)  
Own/Eng Gediiu Irkaun (H♂★)  
Stew Gau Kaukarki (H♂●)  
⚓ 6-10 Mid, 1-4 Low.  
☞ 95% Standard cargo; 5% small amount of illegal smuggled goods.

① A pale orange low trader with archetypal bulbous passenger deck and, unusually, bright orange floodlights bathing its entire parkbay.

**Referee:** Optimised to fit in more passengers using smaller staterooms, the *RTH* (as the crew calls it) never attracts High passengers and needs to fill most of its staterooms to make a profit.

Gediiu is exceptionally superstitious. Many years ago a 'wise woman' predicted orange would bring him good fortune – whether by luck or some ulterior power, this seemed to be true as he was promoted up the ranks of a merchant corporation and eventually 'retired' with his own ship. Now his ship is orange, he lights the parkbay orange, all trading-related documentation is orange... his crew are happy to have such a competent engineer running the ship and go along with his peculiarities, though his request that they all wear orange was quickly rejected!

- Amnir is earning extra money by smuggling illegal goods in the normal cargos (adding an extra crate of guns or drugs to a shipment and covering it up in the paperwork). The previous deckhand Irlu Speer got too nosy and was crushed to death in a cargo-lifter 'accident'. Now Kia has begun to suspect something is awry, but he hasn't any evidence to take to Gediiu. Kia may ask the PCs to follow Amnir off-ship to see if he makes any unusual transactions, or ask a PC with a legal or trading background to "double-check" some papers for him (the PC will notice anomalies in the number and weight of crates declared on some shipments). Amnir has earned over a million credits from his smuggling; if he thinks anyone is investigating him, he has enough money and contacts to ensure they suffer an 'accident'. To complicate matters, once Kia has enough evidence, he believes handing Amnir over to the police would lead to months of legal wrangling, with the ship impounded and bankruptcy for Gediiu. Instead, he will ask the PCs to arrange an 'accident' for Amnir. Law-abiding PCs may seek an alternative way of getting rid of the crooked purser.

### T34. *Mildmay of Flete* – Kangaroo Trader (AK)

† Own/Pilot/Pur Proanna Servalan (H♀☆)  
Eng Zarus Bacel (H♂●)  
⚓ 2 High, 0-2 Mid, 1-6 Low.  
☞ 100% Standard cargo.  
① A compact streamlined trader covered in a pattern of large palm-like leaves, each a slightly different shade of green.

**Referee:** Proanna rarely lifts ship unless she has both High cabins occupied. She effectively runs every part of the ship except the engines, including acting as steward, though she has installed an expensive entertainment system and autogalley to help keep the passengers happy.

- The *Mildmay* has arrived in port carrying an Aslan noble Tlaheah and his three female advisors, Hlaelrha, Yareie and Okhteio. However, at some point after landing, one of Tlaheah's pet Afeahyaktow escapes from its cage. A mere 1kg in weight, this flying hunter packs a nasty paralysing sting and sharp claws. Perhaps fortunately for the PCs when they encounter it (e.g. perched on their ship) the Afeahyaktow is trained not to attack humanoids. If the PCs scare it away, Proanna will arrive shortly after, asking if anyone's seen the creature. If they attempt to catch it, then it may eventually sting one of them but success means that when Proanna turns up they will be amply rewarded by her or Tlaheah as it is one of his prize hunting 'birds'.

### T35. *March Splendour* – Subsidised Merchant (R)

† Pilot/Nav Jenny Pemasne (H♀☆)  
Pur Kikhi Kidaga (H♀☆)  
Eng Toriss Derban (H♂☆)  
Stew Maran Royle (H♂●)  
Stew/Gun Sally Star (H♀○)  
⚓ 0-1 High, 1-8 Mid, 0-9 Low.  
☞ 75% Standard cargo; 25% undocumented cargo (to avoid taxes).

① A nicely kept ship, judging by the bright hull paint job, though to an expert eye the hull configuration and engine exhaust arrangement show she is actually an elderly ship.

**Referee:** *March Splendour* is one of the earliest of the 'March' series of ships. She was briefly controlled by a Zhodani prize crew during the Fourth Frontier War, but restored to her owners after the war. A few years ago, three of her passenger staterooms were run together and refitted to create a sumptuous High passage

suite. Unfortunately, this level of luxury is seldom required on her current route, and she sometimes struggles to remain financially solvent.

- The *Splendour's* premier stateroom is home to the teenage son and daughter (Paulo and Lavinia) of a famous tri-vid star (Jozo "wrecker" Franks), travelling several jumps to visit distant family. The adjacent stateroom holds their 'nurse' and minder Tanya Bullow. Having got somewhat tired of being confined on the ship, they have sneaked off to see the port. They might hang around the PCs' ship, try to get into conversation with an interesting looking PC, or try to persuade a PC to buy them a drink (given they're under-age). Alternatively, the PCs might see a missing person notification on the starport displays or be approached directly by the *Splendour* crew or Ms. Bullow to find the missing youngsters. Their father will pay well for their safe return, but could make things unpleasant for anyone who mistreats them.

### T36. *March Endeavour* – Subsidised Merchant (R)

† Pilot Kaam Ingall (H♂☆)  
Nav Roddy Nisheka (H♂●)  
Pur Hyatoaw (A♀●)  
Eng Meko Tihma! (H♂●)  
Stew Sam Mendes (H♂●)

⚡ 0-2 High, 3-8 Mid, 1-9 Low.

☞ 95% Standard cargo; 5% illegal drugs.

- ① Bright red with golden stripes across its wings, this subsidised merchant has a fierce lion emblazoned on its nose.

**Referee:** Usually operating off the main shipping lanes, the *Endeavour* is unusual in having an Aslan purser. Hyatoaw was thrown off an Aslan ship for reasons which only she knows (and no one with respect for her claws pries too deeply)! Unknown to the rest of the crew, Roddy is addicted to the Vargr drug Highleaf. On the odd occasion that he is able to obtain a supply he buys a bulk load and arranges for it to come aboard in the engineering spares or food supplies.

- The PCs find Meko squaring up to Roddy in a quiet corner of the port, threatening to insert his head in the manoeuvre drive if he ever tries sneaking drugs onboard again! (Meko got to the drive spares before Roddy and found a huge stash of Highleaf.) The PCs may opt to intervene, shop Roddy to the authorities, or help Meko in delivering the message that "drugs are bad"!

- Some food supplies delivered to the PCs' ship turn out to have a large pack of Highleaf concealed within them. The PCs will have to covertly backtrack through the suppliers' records to find out who the drug was intended for – Roddy, of course. That assumes that the PCs *want* to return it...

### T37. *Wilhelm Caranda* – Subsidised Merchant (R)

† Pilot David Todoroki (H♂★)

Pur Miea Pahadia (H♀☆)

Eng Jemma Irlakar (H♀☆)

Stew Cath Jones (H♀●)

Stew Shahrukh Dolph (H♀●)

⚡ 0-2 High, 1-6 Mid, 2-9 Low.

☞ 100% Standard cargo.

- ① A shiny black ship with flickering holo-flames covering its nose and the front of each wing. Ad panels on its sides proclaim its record-breaking times for various local Jump routes.

**Referee:** Todoroki is renowned for his piloting prowess and his ability to shave hours off every flight, attracting those people in a "rush" to travel, or ship something, to the next system. He runs his ship by-the-book, with his very attractive female crew smoothing trade deals and ensuring passengers get exemplary treatment. Most people assume Todoroki has a relationship with one or more of his crew, but this is not the case: since his wife died several years back he fears the pain of emotional involvement, and the crewwomen treat him more like a brother.

- Local hack Charles Shine is interested in any news that sells. He's been sniffing around the *Wilhelm* to see if he can get compromising photos of Todoroki and his crew. However, he's been unsuccessful so far and decides to provoke an incident by hiring one or more male PCs to seduce the female crew (or a female PC to seduce Todoroki) while they're off duty in the starport or local town. In either case, if the PCs genuinely hit it off with their 'targets' then the latter will respond appropriately. If the PCs ask about Todoroki, his crew are quite open about how kind and protective he is. However, if any PC probes too deeply, or if Shine is noticed in the background, the whole *Wilhelm* crew will take offence and any relationships that might have started will be promptly cut off. Alternatively, if a PC should fall for one of the crew and reveal Shine's plan, then the crew will suggest they set up a trap for Shine, perhaps trying to get some compromising photos of him, instead!

### T38. *Garryvoe* – Subsidised Merchant (R)

† Pilot Trisha Goddard (H♀●)  
Eng Della Davis (H♀●)  
Nav/Eng Ozzie Reeth (H♂●)  
Stew Bren Spader (H♂●)  
Stew Jules Sinir (H♀●)

⚓ 0-2 High, 3-6 Mid, 2-8 Low.

☞ 100% Standard cargo.

① A pale green hull with a semi-random pattern of white shapes across it and large holo panels advertising for Six Suns Productions and intersystem entertainment producers.

**Referee:** Trisha was a Scout before she became a trader. In her long experience (she's in her seventies) she has acquired an exceptionally broad range of skills, rather than specialising in any particular area. She is always happy to talk about the past over a drink with other ships' crew, whether it be their captain or a lowly deckhand.

- Ozzie is a laid-back, blonde, muscled hunk who spends his dirtside time climbing sheer cliffs, lava-surfing and rally-driving. However, a climbing accident leaves him paralysed and Trisha needs a nav' officer within 24 hours as she has a time-critical shipment onboard. This is an opportunity for a PC to get a temporary assignment aboard a ship. If other PCs wish to accompany their colleague, Trisha will trade the nav officer's pay for free passage in whatever unused cabins they have on this trip.

### T39. *Albertini* – Subsidised Merchant (R)

† Pilot Miguel Sanova (H♂☆)  
Nav/Pur Zek Kief (H♂☆)  
Eng Brian Lancer (H♂●)  
Eng/Med Paol Martinez (H♂●)  
Stew Nana Serrat (H♀●)

⚓ 0-2 High, 3-6 Mid, 4-9 Low.

☞ 75% Standard cargo; 25% small smuggled goods hidden in cargo or crew baggage.

① A bright yellow ship, with green triangular patterns down its sides.

**Referee:** The *Albertini* crew have a mutual secret. The previous captain Ars Macintyre, was a tyrant who pushed the crew to the extremes, ignoring safety and paying them standard rates. Rather than desert their ship, they decided Ars would have to go. The captain suffered a 'heart attack' from untraceable drugs administered by Paol; when the ship returned to port Ars' will (forged by Zek) named Miguel as the new owner.

- Fay Macintyre is the divorced wife of the previous captain. Her lawyers had forced Ars to write her into his will so she's somewhat peeved at Miguel taking over the ship. Before launching a potentially expensive legal battle, she hires the PCs to try to weasel out of the *Albertini* crew what happened to her husband. One of the crew may crack under PC pressure (Paol in particular feels continuous guilt) but as the investigation goes on the PCs will find that Fay is just as unpleasant as her husband... it's up to them what information they finally decide to tell her.

### T40. *Polly's Dream* – Subsidised Merchant (R)

† Eng Polly Ushardi (H♀☆)  
Stew Muda Khamadu (H♀●)  
Pilot Ka Lirarmuim (H♀○)  
Med Ukazim Adshak (H♂●)  
Stew Iir Lirnu (H♂○)

⚓ 3-8 Mid, 4-9 Low.

☞ 100% Standard cargo.

① This ship is painted with green, blue and red feathers to vaguely resemble a huge parrot.

**Referee:** Owner Polly is proud of her ship and is an honest trader. Her pilot recently retired due to old age and she recruited youngster Ka. However, she does not know that he has changed his name and falsified his pilot certification – Mak Khidikir (his true name) lost his certification a year ago after he steered a trader into an orbital port, breached a major airlock and caused the death of 43 port personnel and passengers.

- The PCs find Ka panting, sweaty and scared in startown. He pleads with them not to let "her" see him. He's jumpy because a young woman is following him around (and he fears she knows his old identity). A compulsive liar, he will claim he's being stalked by a female assassin after he got too friendly with the wife of a local gangster. Assuming the PCs over-react, every passer-by will start to look suspicious and the trip back to the port will be fraught with imagined dangers. As it happens, a young lady in town was somewhat taken by Ka's good looks and (in these days of equality) thought she'd follow him back to his ship and see how friendly he was feeling. Ka mistook her amorous stares for signs that she knew him from his past life.
- As above, but the woman is the sister of a victim of Ka's space accident, who thinks she has recognised him and is now tracking him to confirm her suspicions. If she finds out he's



piloting a starship she will confront Ka to tell him she will reveal him to the authorities – but if the PCs have fallen for Ka's lies, they may believe her to be a lethal threat to Ka and use inappropriate force to stop her...

## T41. *Danotzbe* – Subsidised Merchant (R)

† Pilot/Nav Terin Ros (H♂♂)  
 Eng Kise Nihmbehr (H♀♂)  
 Pur Dhaenars (V♀♂)  
 Med Ukazim Adshak (H♂♂)  
 Stew Iir Lirnu (H♀♂)

⚡ 2 High, 5-6 Mid, 2-9 Low.

♁ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① A cool silvery-blue swept-wing merchant with dolphins painted along its sides.

**Referee:** Terin is not the sharpest operator, but his Vargr purser is remarkably astute and polite and somehow manages to ensure that the ship never travels with more than one empty stateroom or a few spare tons of cargo space.

- The PCs find Dhaenars being set upon by several human youths in a street. Whether or not the PCs intervene, she ends up with her teeth in one youth's throat; horrified, the other assailants flee. Dhaenars is distraught at the thought she has just killed a human and is fearful that the PCs – currently the only witnesses – might shop her to the police. She pleads with them to help her conceal the body in a nearby dumpster, partly to hide it, partly because then they will be implicated as accessories in the murder. The youth has a holo-tattoo identifying him as part of the Terran Purity League, a local bunch of human supremacists. It's up to the PCs if they help Dhaenars or back away before the police turn up, but if they didn't catch all the attackers, then the TPL may come back and pay them a visit to 'remind' them not to help "alien scum". If some of the PCs aren't human, the 'reminder' may turn really nasty...

## T42. *March Dreamer* – Subsidised Merchant (R1)

† Pilot Eiir Sandhu (H♂♂)  
 Nav Harry Tozer (H♂♂)  
 Pur Holly Kushalim (H♀♀)  
 Eng Oglokhs (V♂♂)  
 Med Linda Collins (H♀♀)  
 Stew Wes Sykes (H♂♂)  
 Stew Alf Samarkand (H♂♂)

⚡ 0-3 High, 3-10 Mid, 4-13 Low.

♁ 95% Standard cargo; 5% mis-recorded cargo type or amount to avoid taxes.

① Black as night, this sub' merchant has no markings except a gold outline to its airlocks.

**Referee:** The *Dreamer* is an efficiently run ship but Eiir decided long ago that just being good at one's job didn't always mean you come out on top – it helps to load the deck in your favour. Eiir hired Wes and Alf, fairly competent stewards with a less savoury past life. Eiir's competitors seem to suffer convenient mishaps, missing paperwork, damaged cargo and harassed passengers.

- The PCs notice Wes creeping between ship parkbays one evening. The next day a nearby ship is impounded because of contamination with Kruther Lice. The affected ship's crew are distraught because they needed to leave immediately with an urgent and expensive cargo. Strangely enough, Holly from the *Dreamer* turns up shortly afterwards and offers to take the shipment off their hands. The PCs could help out by offering to ship the cargo or by revealing the suspicious activity last night. The *Dreamer* crew may ask for more evidence, or assistance in getting their own back. Either way, the PCs are in the middle of an inter-trader feud, and Wes and Alf are likely to take a disliking to that...

## T43. *Cailleach* – Subsidised Merchant (R1)

† Pilot/Nav Telos Saud (H♂♂)  
 Eng Rrouan (V♂♂)  
 Eng/Gun Wolf (V♂♂)  
 Pur Zesh Bace! (H♂♂)  
 Stew/Med Invel Mairee (H♀♀)  
 Stew Rolf Goya (H♂♂)  
 Deck Ray Meers (H♂♂)

⚡ 1-2 High, 2-12 Mid, 3-13 Low.

♁ 100% Standard cargo.

① A glistening white hull but with sufficient micrometeorite scratches that it could do with re-surfacing.

**Referee:** Visually identical to the standard type R, this ship's lack of rear cargo doors is the only indication that it has swapped cargo space for additional passenger staterooms.

The Vargr engineering team might seem unusual, but they are competent and happy to work with Telos, for whom they have great respect. They keep out of the way of passengers unless the ship is carrying Vargr.

- Invel is a new recruit, nervous but quickly taken under the wing of tough survivalist Ray

who has fallen in love with her (though she doesn't realise this yet). When one of the low berth passengers died on revival, Invel panicked but Ray promised he'd get rid of the body before the rest of the crew realised what had happened. The PCs see Ray dropping the body into a dumpster in startown. If they intervene, Ray will panic and turn on them (his unarmed combat skills are impressive!) Assuming he is eventually subdued, he won't reveal the source of the corpse, but the PCs should be able to trace him back to the ship (if a fearful Invel doesn't come looking for him first. However this is dealt with, if someone with sufficient engineering skill (perhaps a PC) gets to examine the low berth they will find a lethal fault in its programming caused the death of the passenger and Invel is not to blame. Telos will immediately return to the world where the upgrade was performed and start a law suit against the port maintenance company responsible for this sad death.

#### T44. Mad Politician – Subsidised Merchant (R1)

- † Own Tam Kai (H♂★)
- Pilot Murir Kai (H♀●)
- Eng Mai Lemir (H♀☆)
- Eng Tim French (H♂○)
- Pur Kaqid Shaarpu (H♂☆)
- Med Gaiq Kimii (H♂☆)
- Stew Da Kakaimaku (H♀●)
- Stew Irmiguu Ishipisi (H♂○)
- Stew Khisha Shuugaa (H♀○)
- ⚓ 1-2 High, 6-11 Mid, 5-12 Low.
- ⚓ 100% Standard cargo.

① Deep blue with orange and red highlights and a white flaming torch emblazoned across its bow.  
**Referee:** Tam and Murir spent 20 years working for Transystem Starways before they could afford to buy their own ship. They are immensely proud of it and quick to take offence at any slight, from being allocated a dirty landing bay to erroneous paperwork from their broker.

- Irmiguu is a washed-up army deserter whose fastest route off-planet was working passage on the *Politician* using a poorly forged identity. Tam realised Irmiguu was fleeing something, and confronted him, but once Irmiguu convinced him he wasn't a convict, Tam took pity on him. However, Irmiguu has been recognised by a local bounty hunter. The PCs encounter Irmiguu just as he's being kidnapped in an alley. He's suitably grateful if they rescue him but lies unconvincingly about

the reason for the attack. Tam will be glad to see him safe and sound, but the bounty hunter doesn't give up and eventually the truth is likely to come out.

- If you're feeling nasty, the bounty hunters could be Sara and Callan from the *Hide 'N Seek* (see p.13)!

#### T45. Well Stoned – Subsidised Merchant (R1)

- † Pilot/Nav Gillian Dickins (H♀☆), Susanna White (H♀●)
- Eng Johanny Krook (H♂●), Iak Ghuna (H♂●)
- Med Chesney Gold (H♀☆)
- ⚓ Rock band and roadies.
- ⚓ Self-erecting rock stage.
- ① This ship is matt black except for a large silver leaf design which the more streetwise PCs will recognise as the drug Highleaf.

**Referee:** The *Stoned* is newly purchased by the Stoned Rollers, a rock group known across the sector for their vibrant music and spectacular visual experiences. Their brand of rock music appeals to many cultures and the group's concerts and merchandising bring in around MCr 250 a year. The band's performers are Rocky, Stone, Granite, Emerald, Gem and Sapphire. They are always accompanied by their agent Harriet Archangle and around 20 roadies, including engineers, backing vocals, make-up artists, the band's accountant and lawyer and their gorilla-like security team.

After several delays on their last tour due to their reliance upon conventional transport and mistakes with local crews setting up their stage, the band decided to buy their own ship. The *Stoned* is a major feat of engineering – its entire hold is filled with a self-erecting stage, which can be set up next to the ship within just a few hours. The ship provides power to the enormous lighting grids, holo-projectors and special effects systems, as well as to the speakers and musical instruments. The band are so paranoid about missing a gig, they always have two pilots in case one should become ill and delay them.

- The PCs find the *Stoned* landed just two berths away from them. The band only rehearses at night and their crew are testing out their latest lighting and sound systems during the day, so there is rarely a moment that the port isn't subjected to their raucous noise which – somehow – seems to work its way through even the hull of a starship... Complaining is useless, unless the PCs wish to get tied up in red tape with the band's

lawyer, or a visit from the band's security team. However, the noise will stop after a few days when the ship moves to the actual concert venue a few km from the port. Annoyingly, in the daytime, the Rollers take over the best bar in the port as a promotional centre, hosting interviews, chat shows, etc.

## T46. *Hard Place* – Subsidised Merchant (R)

† Pilot Lulu Irshug (H♀☆)  
 Nav Ishem Gishir (H♂☆)  
 Eng Franz Kennedy (H♂☆)  
 Eng Jacob Ferdinand (H♂●)  
 Med Sienna Armstrong (H♀●)  
 Gun Uushker Pakiq (H♂☆), Andy Stafford (H♂●), Kiki Didiim (H♀●), Ikhair Gul (H♂●)  
 Pilot Ud Shiqika (H♂☆), Lionel Davies (H♂☆), Sandra McPherson (H♀☆), Ibid Shakir (H♂●)

‡ 10 tons of high value goods.

♣ Four *Firefly* class fighters.

① This ship is drab grey with small ad panels advertising its cargo rates – somewhat uncompetitive in the current marketplace!

**Referee:** The *Hard Place* isn't interested in cargo, though it does appear to take on lots of goods crates, including a small high value cargo. The larger crates are loaded in the front, but are actually empty and fold up once inside the ship. Hidden behind a wall of false crates, the majority of the hold is filled with four fighters, attached to a fast launch system using the ship's rear cargo doors... for the *Hard Place* is a Q-ship – a seemingly innocent merchant but actually crewed by crack naval officers. The ship's turrets are heavily armed, but launching the fighters allows them to bring twice as many weapons to bear on any pirate foolish enough to intercept them.

- One of the crates delivered to the PCs' ship as part of their expected cargo appears normal but is far too light. They find it is empty and closer inspection shows that some catches allow the whole crate to fold up neatly. The crates original routing patch shows it was intended for the *Hard Place*. Assuming the PCs deliver the strange crate to that ship, the crew will appear surprised and say they will check with the port. Since the special crates are supplied by the port security team, there will be no follow-up and further enquiries by the PCs will be politely ignored. If the PCs find more clues (e.g. work out there are fighters hidden aboard the *Hard Place*), the port commander himself will give them a private audience in which he explains the true nature

of the ship and warns them that telling anyone else this information could lead to severe punishment.

## T47. *Llufoers* – Vargr Trader

† Master Eng Gharukh (V♂☆)  
 Eng Kfouzorr (V♀☆), Dhurqeng (V♂●)  
 Pilot Vuetsdae (V♂●)  
 Nav Oruen (V♂●)  
 Gun Goekhtsaek (V♂☆), Rrek (V♂●), Llousoelak (V♀●), Hangaerqah (V♂○)  
 Med Ughdiosourrou (V♀●)  
 'Passengers' Zaegsok (V♂☆), Gzuvue (V♀●), Forrik (V♂●), Toeng (V♂○), Oughvo (V♀●)

‡ None.

♣ 100% Standard cargo.

① A Vargr tradeboat, the jutting framework and antennas on its unstreamlined hull are highlighted by its gaudy colour scheme, looking somewhat like a paint store exploded near it.

**Referee:** One of several small traders owned by a Vargr corsair band. Gharukh ensures the ship's operations are scrupulously legal and the crew keeps a low profile (as much as is possible for Vargr!) They tend to stay away from the main shipping lanes and always carry unglamorous, low value shipments (which sometimes leads to speculation as to how they can afford to operate).

Each such trader actually has only a fixed crew of 3-4 and carries up to 13 deckhands (some masquerading as passengers) drawn from the corsair band to undertake short periods of service on the legal side of the business (if anyone notices the high turnover of crew, it is dismissed as a side-effect of fickle Vargr loyalties).

The main purpose of the ship is to record shipping trends and reconnoitre possible targets. They use surveillance, espionage and bribery to gain extra data but the *Llufoers* is always well away from an area before the corsairs hit, to avoid blowing its cover.

Encounters with the *Llufoers* and her sister ships will generally be brief and slightly confusing. Among other traders, the Vargr are unusually polite and inquisitive (hoping to gain information from them), but not particularly forthcoming nor knowledgeable about their own ship, crew or cargo. They are especially wary of other Vargr, whose extended range of senses might alert them that these 'traders' are not all that they seem.

- The PCs notice that the *Llufoers* is making ready to leave, yet it has taken on only a very minimal low value cargo and seems to be carrying exactly the same passengers as when they arrived (assuming the PCs are

sufficiently observant to be able to identify the individual Vargr). If they don't think further on this, two ships leaving this world a week or so later with very valuable cargos both get attacked by corsairs. Coincidence, no doubt, but perhaps the PCs might want to ask the *Llufoers* crew some questions if they meet up with them again...

- A PC happens to overhear several of the *Llufoers'* deckhands in the port discussing a past corsair boarding in which they were involved. If questioned, their captain will put this down to boastful youthfulness, but if the PCs are persistently inquisitive, stronger measures may be used to dissuade them.

## T48. *Stairway To Heaven* – Subsidised Liner (M)

† Pilot Phil Edgeworth (H♂☆)  
 Nav Pat Leach (H♀☆)  
 Eng Rega Kiduunshir (H♀☆), Pam Wells (H♀●), Sean Boyd (H♂○)  
 Stew Sha Mesiq (H♀☆), Udii Kiaqqi (H♂●), Aish Makaag (H♀●)

⚡ 12-14 High, 6-8 Mid, 15-20 Low.

☑ 100% Standard cargo.

① With a white forward lounge discus, white spine, and sharply contrasting navy blue side modules, the *Heaven* is in immaculate condition with the Transsystem Starways logo emblazoned on each major surface.

**Referee:** The *Heaven* is a flagship for Transsystems, manned by a crack crew. Phil and Pat have worked their way up through the company's ranks, having once been deckhands under captain Buth Safrin (see *Violence is Golden*, p.15).

- The *Heaven* is renowned for its exclusive casino – open only to its High passengers, or to 'guests' (for a Cr1,000 per night fee). It is well received those worlds where gambling is illegal, as there are always rich and powerful people who need a safe place to play 'games of risk'. Stakes can be very high and are always in cash – it doubles the excitement to be able to see what one is competing for. However, the money also attracts criminals. A group of three men buy their way into the casino while the ship is in port, wait for there to be sufficient cash on the table, then pull concealed weapons (expensive sensor-transparent guns which they brought on in pieces and put together while in the fresher). The PCs may be passengers or crew, witness

the gunmen fleeing the *Heaven* or subsequently be hired by captain Edgeworth to track down the thieves and retrieve the loot!

## T49. *Parakeet* – Subsidised Liner (M)

† Own Jeff Clarke (H♂○)  
 Pilot Tessa Jabre (H♀☆)  
 Nav Alya Dunblair (H♀●)  
 Eng Philippe Osborne (H♂●), Isla Thornton (H♀●), Kevin Barron (H♂○)  
 Stew Darv Tavli (H♂●), Ellen Murray (H♀●), Tina Sinikshi (H♀○)

⚡ 2-4 High, 4-16 Mid, 5-20 Low.

☑ 80% Standard cargo; 20% smuggled goods.

① Orange, with silver highlights along its spine and sides and a blue parrot on the top and underside of its discus-shaped forward lounge.

**Referee:** Clarke made his money in stocks and shares and decided that trading must be easy after his 'busy' city life, so he invested in a ship. The reality is somewhat different, but Clarke refuses to accept that his skills are not suited to interstellar trading. His crew quickly realised their employer was not up to the job and tried to compensate, but Clarke simply threatened to fire anyone who disobeyed his orders. So now the crew simply store up their salary, inflate their expenses, smuggle under Clarke's nose and look out for an alternative ship to join when the money runs out – which may be quite soon, though Clarke doesn't let anyone else see the accounts.

- Clarke has let standards slip, mainly because he doesn't really know what shipboard standards he's supposed to achieve. As a result the crew is becoming lazy and the ship unsafe. While in port, an electrical failure in the crew lounge causes a fire, which ignites some cheap clothing stacked near the cleaner unit, spreading poisonous fumes throughout the crew quarters and up on to the bridge. The fire suppression systems fail to work correctly and the smoke-disoriented crew find the engineering airlocks on the upper engineering deck are jammed due to lack of maintenance. Having no other way out of the crew area, they open the iris valve into the passenger area. Whether the PCs are on board, witness the resulting fire-fight, or become part of the rescue effort, this is a good way of encouraging them to respect the dangers of poor maintenance...

It's not just traders and explorers whose ships may be encountered in space and starports – there are others, rich and poor who travel between the stars.

## O1. Calomeria – Yacht (Y)

- † Own Ak Khakhiuu (H♂★)  
Pilot Daun Gaishi (H♀●)  
Nav Iqu Appuki (H♂★)  
Eng Ghiaka Uqush (H♂●), Kyle Aas (H♂●)  
Med Arkiir Khashun (H♂★)  
Stew Hakhiu Liikga (H♀●), Maar Shi (H♀●),  
Ki Sushma (H♀●)
- ‡ Ga Kiiarki (H♂★) and 3-5 other Financial Advisors.

☞ 100% Expensive computer equipment.

① This yacht is dark brown, with gold patterns and trimmings which give it a very refined, elderly air, reminiscent of an exclusive 18<sup>th</sup> century horse carriage.

**Referee:** Khakhiuu trades in numbers, rather than in real goods. He has brokerages and holding companies on several high population planets and travels incessantly between them, micro-managing transfers of assets, take-over offers and sales – always making money, but rarely directly owning anything that actually produces physical goods. He is constantly accompanied by a number of his financial advisors, led by Ga Kiiarki. The hold space contains additional computers dedicated to holding vast amounts of commercial information about the markets of the worlds he visits and using extremely advanced algorithms (many devised by Khakhiuu) to anticipate commercial trends, potentially weak companies (ripe for buy-out) and the like.

Khakhiuu is respected, yet also hated, not only by the people he has bankrupted and shed from his take-overs, but also for his extremist Vilani views – his staff are exclusively from Vilani blood lines and he refuses even to talk to non-Vilani.

- The PCs encounter Khakhiuu being protected by his stewards (who double as his bodyguards) from a crowd of complainants who have lost their jobs from computer firm Zaletek which has been asset-stripped by Khakhiuu. One of the PCs will notice a man moving forwards through the crowd with a concealed handgun – this man has decided justice is best served with a bullet. If the PCs intervene and save Khakhiuu's life, they will

find his gratitude depends upon their race and social class: Khakhiuu will disdainfully ignore non-Vilani or lowly people, but a PC who is of suitable standing will be invited back to his yacht. Whatever the outcome, the PCs will quickly learn why people don't like Khakhiuu...

- The PCs are hired to kidnap Khakhiuu and hold him hostage until he relinquishes control of Zaletek and gives the staff back their jobs. Of course, the full force of the law will be applied to bringing the kidnappers to justice...

## O2. Shushimi – Yacht (Y)

- † Own Xade Kanyo (H♀★), Mark Kanyo (H♂○)  
Pilot Kain Momelo (H♂★)  
Nav Alex McCall (H♂●)  
Eng Tshoko Metsia (H♀★), San Nagayame (H♂●)  
Med Anna Deblonde (H♀★)  
Stew Gordon Bennett (H♂★), Ude Black (H♂●), Jane Niassa (H♀●)

‡ 1-4 Guests of the Kanyos.

☞ 100% Expensive trinkets.

① A sleek crimson yacht with platinum highlights along its fins.

**Referee:** Xade Kanyo is the president of Bank Janus (see *101 Corporations*) which specialises in the storage and dealing of electronic information, from currency transactions to company records, with an emphasis on customer service and confidentiality. Xade's husband Mark is always at her side, though in reality he is little more than a travelling companion – Xade relies upon her staff (and anyone else she takes a shine to) to satisfy her ever-changing whims.

- Xade takes a fancy to a particularly handsome PC. Her personal assistant (Gordon) tries to arrange for the PC to join Xade on her yacht, for the day and – if willing – night. The PC might think they are on to a good thing, but Xade enjoys toying with outsiders with a somewhat feline sadism before tossing them away like a broken toy. If the PC resists her charms, she may deliver a second invite personally – it is very difficult, and sometimes dangerous, to refuse Xade Kanyo when she has set her mind on something.

### 03. Far Horizon – Yacht (Y)

† Own Aszak Eaak (H♂☆)  
Pilot "Nuke" Adkhu (H♂☆)  
Nav Laakh Imerkus (H♂●)  
Eng Mark Yaris (H♂☆), Sher Ellis (H♀●)  
Med Shuaq Ishdil (H♂☆)  
Stew Bret Easton (H♀●), Kiq Garlaakim (H♀●), Akuus Kishma (H♂●)

☛ 0-2 Advisors, 0-4 Guests.

☑ Charity leaflets, display stands, holo-projectors, posters and promotional material.

① A sparkling, emerald green yacht.

**Referee:** Aszak retired two years ago as president of Lipton, North, Diaagshi and Lee (a very large firm of lawyers) allowing him to devote his full time to the charities which he had been supporting for much of his life. Aszak was the sole survivor from his family when an earthquake struck his home town. He grew up with his uncle – a lawyer – and quickly became very successful in his own right. However, he never forgot the misfortune that he suffered and began raising money for disaster relief, in particular for orphans.

As his wealth grew he became a major campaigner, using his own yacht to host fund-raising functions or to entertain politicians whom he wished to influence, sometimes using it to carry emergency supplies to the needy. Aszak is well known to most people in this area of space and is renowned for his good deeds.

- An area on the planet is hit by flash floods, washing away whole towns, killing thousands and leaving thousands more without shelter or food. The PCs are just one of the traders in port whom Aszak visits personally to ask them to sacrifice a couple of days of their time to fly emergency supplies out to the affected area. If they agree to do so, they will find Aszak and his crew already on site, getting their hands 'dirty' helping the injured and needy. If the PCs excel in their aid efforts, without asking for compensation, then Aszak will reward them himself at the end of the mission.

### 04. Stalking Jigar – Safari (K)

† Pilot Akiaan Marir (H♀☆)  
Nav Waldemar Vaneschek (H♂●)  
Eng Uku Ushar (H♂●)  
Stew Kiisha Sha (H♀☆)

☛ 5-8 Hunters.

☑ Captured creatures and hunting trophies.

① This winged ship is striped in white and black markings resembling the hide of a Jigar.

**Referee:** When the original owner ran out of cash, the *Jigar* was bought by Transystem

Starways as a speculative investment for clients looking for hunting and wilderness adventures. The crew are all capable hunters, particularly Kiisha, who usually acts as the senior guide. The containment cells may carry captured animals, but often have prepared stocks of domesticated reptiles and pouncers – small creatures that customers can purchase to take home as living reminders of the wild.

- The *Jigar* arrives in port carrying two Fyirian Lazeks (see p.46) in its containment cages. These were captured by two of the hunters – Marga and Ugi Arduuka, who live on this planet. However, after much argument, they find customs unwilling to allow the Lazeks out of the starport for fear of their effect on the local wildlife should the creatures get free. The *Jigar* can only keep the creatures on board for two days before they are due to leave on their next trip. The Arduukas hire the PCs to get the Lazeks out of the port, to their exclusive estate about 100 km away. It's up to the PCs whether they include the *Jigar* crew in the deal (they'd be willing to help, for a small 'consideration'). If they can think of a means of getting the Lazeks out, while making it appear that the creatures have actually left planet or been killed, this will earn them extra money from the Arduukas, as it will ensure that the authorities don't go sniffing around their estate at a later date.

### 05. No Refuge – Safari (K)

† Own Giik Hainash (H♂●)  
Pilot Wilks Malovich (H♂☆)  
Nav Hazel Russell (H♀●)  
Eng Kuga Kham (H♂☆)  
Eng/Stew Shaa Diiga (H♀●)  
Med Liak Haas (H♂☆)  
Stew Asda Eshku (H♀●)

☛ 0-4 Guests.

☑ 75% Captured creatures and hunting trophies, 25% smuggled animals or plant species.

① Covered in camouflage patterns appropriate to this planet, this ship has a holographic projection of a huge silver arrow on its sides.

**Referee:** Giik has been running hunting trips for many years and he and his crew provide a good service. However, to supplement the ship's funds, they frequently carry contraband, mostly endangered flora or fauna (for sale to collectors) but occasionally drugs and poisons bought from the primitives who live in the hunting grounds.

- One of the PCs sees Hazel from the *No Refuge* selling small containers from her

air/raft to a shady-looking street dealer. They notice the dealer open a canister and taste a few drops of its contents. If challenged, Hazel has paperwork showing that it's a legal transaction of Perphrin weed (much-prized for its strong flavour when chewed, and used somewhat like snuff or chewing gum), though this doesn't tie up with the contents being liquid... A few days later, there is a rash of incidents in startown – from sudden heart failures to people going berserk. The authorities analyse the victims' blood and announce they have all been affected by a heart-weakening hallucinogenic drug from the sap of the Ilyssia tree, but have no idea how it came into the port, as importation of the tree and its extracts is strictly forbidden. The next day the news reports mention that the drug might have been ingested by the victims through contamination of the Perphrin they all liked to chew. The reality is that Giik imported Ilyssia sap and had Hazel sell it to a local drug-dealer (with whom they'd dealt before). He mixed it with chewing weed and sold it on to his usual addicts, but didn't know what strength to mix it, so some addicts got either a mind-blowing, or fatal dose. If the PCs trace this back to the *No Refuge*, Giik will use whatever means necessary to prevent his crimes becoming known to the authorities...

## 06. Hreisihaea (Fire Cat) – Safari (KX)

† Own Fte (A♂☆)  
 Pilot Oivolaieei (A♀●)  
 Nav Oir (A♀●)  
 Eng Iyouaoo (A♀●)  
 Stew Eafoi (A♀●)  
 Hunter Teheuatra (A♂☆), Aoftao (A♂☆)

⚡ 3-6 Hunters.

☞ Captured creatures, hunting trophies and four Aslan hunting cats (Feakhefourar).

① A tawny safari ship.

**Referee:** The crew are all members of the Yukhaoealsiyelal clan. Fte decided not to compete for land on his homeworld but instead headed for the stars, bringing his wives and several cousins with him. The ship has been adapted to mix Aslan and human tastes in furnishings, food and ambience.

Clients are happy to pay high prices for trips on the *Hreisihaea* because of the Aslan guides. The guides show tangible pleasure at hunting, using their hunting cats to track and drive out prey, often resorting to primitive weapons rather than

rifles, and occasionally engaging in bloody hand-to-hand fights with ferocious predators.

- If the PCs venture on a hunting trip on the *Fire Cat*, they will soon find that things get more exciting than they might wish. The male Aslan who run the hunts tend to get carried away in the heat of the moment, for example letting their prey get dangerously close to the PCs before warning them, encouraging the PCs to go hunting with archaic weapons (crossbows, or even spears) in which the PCs are not skilled, thereby risking their lives...

## 07. Clanger – Lab Ship (L)

† Pilot Adam Lincoln (H♂●)  
 Nav Kara Suammala (H♀●)  
 Eng Paul Tullock (H♂●), Akhas Liak (H♀●)  
 Med Eshku Sdenshuduuum (H♂●)

⚡ 3 teams of 4 scientists, led by Anne Seelie (H♀★), Ishelan Mekae (H♂☆) and Nir Suken (H♂☆)

☞ See below.

① A non-descript silver-grey ring-shaped lab ship with the luminescent green Hypagene name and white-and-red ring logo discretely located at points around its edge.

**Referee:** One of several lab ships operated by the genetic engineering (GE) giant Hypagene. Most of the company's work is done in dirtside labs, but projects which require additional secrecy or isolation take place in such lab ships. This ship is performing two "black" projects for the Imperial military (developing a vaccine against a virulent enemy bio-weapon and growing the next generation of intelligent Beaker monkey for army recon ops) and one undeclared programme for a nearby military dictatorship (refining a venom from the Plagiwasp into a stronger, less traceable toxin for covert assassinations). Each research team works in a separate lab area, divided from the other areas by multiple high security airlocks.

- The PCs are hired to assault the *Clanger* by taking over its pinnace when it lands to pick up supplies. Their patron and his two bodyguards will travel with them on the mission – he is a scientist from a rival government, which was tipped off that the *Clanger* was working for the much-hated dictator. He has instructions to extract as much information as possible from the lab computers, grab any samples that aren't too hazardous to transport... then blow up the lab ship. He doesn't bother to mention the latter part to the PCs and might prefer to 'clean up' by creeping back to the pinnace early and leaving the PCs to be blown up too!

## 08. *Labyrinth* – Lab Ship (L)

† Pilot Mark Lawr (H♂●)  
Nav Isabelle Robbins (H♀●)  
Eng Raheed Issar (H♂●), Natasha Arn (H♀○)  
Med Iona Taylor (H♀●)  
‡ 3 teams of 4 scientists, led by James McFlaherty (H♂☆), Chris Wren (H♀☆) and Nathan Rogers (H♂●)

♣ See below.

① A bright orange ring-ship with white concentric circles emblazoned with the logo XtremeTek.

**Referee:** XtremeTek is a private research company based aboard the *Labyrinth*. Jointly owned by McFlaherty and Wren, at any time it may be undertaking up to ten projects amongst its teams. Wren is also enthusiastic about each member of staff having a sideline interest which they are allowed to spend 10% of their time on. To justify the cost of running experiments in space, rather than in a dirtside lab, the research tends to be either hazardous, secretive, or require minimal gravity or be directly space-oriented.

- Rogers was brought in as an assistant to lead the third (junior) team of scientists. Though his bosses actually treat him very fairly, he feels he should have been offered a full partnership. His resentment has led him to start leaking commercially sensitive information about the ship's work to anyone who will pay for it. Rogers' only chance to make contacts and sell his knowledge is during the few days each month that each of the science teams is allowed dirtside for R&R. He has recently made contact with Sean Yill – a SuSAG agent (though Rogers doesn't know which company he represents), who is paying a modest sum for the scientists' data. However, Rogers fears that McFlaherty is starting to suspect him, so he hires a needy-looking PC to act as courier to isolate him from direct contact with Yill. The task simply involves picking up a data chip from Rogers, carrying it to Yill, waiting 24 hours, then returning a message from Yill to Rogers (this allows Yill sufficient time to analyse Rogers' latest delivery and let him know the relative value and which projects SuSAG would next like more information on). In fact, McFlaherty is suspicious and hires some investigators to check up on Rogers. They quickly identify the PC as a suspect...
- As above, but it is the PCs who are hired to investigate after a down-on-her-luck spacer Yvon Qwen is engaged as Rogers' courier.

## 09. *Moominus* – Lab Ship (L)

† Pilot Ethan Hawk (H♂☆)  
Nav Jon Flick (H♂●)  
Eng Linsey Fowl (H♀●), Hannah Aylett (H♀●)  
Med Chen Yin (H♂●)

‡ 10 scientists, led by Eric Vanderrin (H♀☆)

♣ See below.

① A white ring-shaped lab ship with a hexagonal logo "Hival Technologies" in blue and yellow.

**Referee:** Owned by the renowned scientist Eric Vanderrin, the *Moominus* is home to his private company Hival. He creates and sells innovative gadgetry, ranging from super-efficient translators and chemical sensing kits to advanced computer simulation software for terraforming applications.

Vanderrin is a true genius, but the majority of his inventions come from several years spent travelling through Hiver space in the *Moominus*, collecting samples of Hiver technology and interrogating their technical boffins. The Hivers, in the usual way, gave him plenty of false leads and misleading information, but Vanderrin's genius was in filtering out the really valuable parts of the data and adapting them to human needs.

Although he may only sell two or three patents a year, the resulting buy-out or royalty-based income is quite sufficient to keep him and his team well paid.

- The PCs are hired by Vanderrin to investigate a mysterious Mr. Effrin, who has applied three times for a visit to the *Moominus*, claiming to be a potential investor. Since Vanderrin needs no venture capital funding, he believes Effrin is a competitor or spy. Research on Effrin will reveal very little, for he does not appear to exist – even the routing of his comms calls is configured so as to make them untraceable (implying some significant anti-surveillance or other computer technology is being used). The best way to bring him into the open is to set up a meeting, claiming that Vanderrin will be there but having one of the PCs disguised as him instead (for safety). When Mr. Effrin turns up, he is a chubby, affable type but his appearance hides a razor-sharp mind. He will insist upon talking to Vanderrin himself, in secret. If the PCs refuse and try to track Effrin, they should be able to follow him (with some difficulty, as he changes appearance twice, backtracks, etc.) He ends up at the rear doors of the local Hiver embassy... If Effrin should ever get a private moment with Vanderrin, his message is simple – you're using Hiver tech, and it's payback time...



Defenders of free trade in space, smaller Navy ships are frequently encountered by traders, from customs patrols to anti-piracy operations.

## T1. *Galileo* – System Defence

### Boat (SB)

† Pilot Kilish Adgu (H♂●)

Nav Khiir Khi (H♂●)

Eng Erik Carrah (H♂●), Kas Harlim (H♀○)

Gun Medina Gercaliu (H♀●), Ushqi Arkhirar (H♂●), Pan Ji-Sung (H♀○)

Troop Gagu Ziirkhai (H♂●), Lu Huarli (H♀●), Jon Taylor (H♂○), Shia Sidar (H♀○), Kunun Shurdigiim (H♂○)

†† / ♂ None.

① The camou-hol skin covering this SDB typically reflects the swirling clouds of the gas giant within which it hides. It has no insignia.

**Referee:** The *Galileo* is run by the local regime, but – with the knowledge of their defence minister – it sometimes undertakes piracy operations against foreign traders. Most of the time, the ship shows local insignia and its transponder proclaims it to be the *Galileo*; when pirating it uses no insignia, turns off its transponder and uses its jamming systems to try to block any Mayday signal sent from its prey. Its aim is to capture ships intact, either to re-sell or to swell the fleet of the regime-owned trading company Freeway Trading. The lost ships are claimed to have suffered an ‘accident’ while refuelling, resulting in them being lost to the depths of the gas giant.

- The PCs (or the ship they are travelling on) may fall prey to the *Galileo*. Perhaps an ultra-skilled (or paranoid) sensors sweep while refuelling alerts them to the *Galileo* before it can creep up on them.
- The PCs hear rumours of a ghost ship within the gas giant which drags down refuelling ships into the giant’s murky depths.
- The PCs notice a ship they recognise (perhaps from elsewhere in this book) now operating as part of Freeway Trading. The ship’s appearance is somewhat different and the (new) crew claim to have had the ship for years, but suspicious PCs should be able to work out that the ship’s been pirated and re-badged. Given enough digging, they may find the original crew held in a prison camp in the planet’s wastelands. Any initial concern that

Freeway are involved in this piracy will be confirmed and escalate quickly such that full government involvement becomes clear. This could be a hazardous game for the PCs...

## T2. *Shrike* – System Defence

### Boat (SB)

† Pilot Sikii Padi (H♂○)

Nav Adaam Kirsu (H♂●)

Eng Paul Baladi (H♂●), Steve Carson (H♂●),

Nilam Zaaish (H♀○)

Gun Immiir Giru (H♂●), Peta Hardy (H♀○),

Sy Iniadii (H♂○)

Troop Miir Guanir (H♂●), Cilla Percie (H♀●),

Zed Nuugum (H♂○), Sally Chapman (H♀○)

†† / ♂ None.

① The chameleo-skin covering this SDB typically reflects the swirling clouds of the gas giant within which it hides, or in space it remains pure black. When wishing to announce its presence it turns on full running lights and projects Naval insignia on its surface.

**Referee:** The *Shrike* has an indentured crew, with officers who have bought their seniority. As a result, they are frequently less skilled than their subordinates and this has caused resentment throughout the crew.

- Gunner Nuugum is a nervous new recruit. For training purposes, the *Shrike* often shadows ships in the gas giant, running mock weapons launches while avoiding detection. However, on one such run, captain Padi entered the wrong data combination, removing weapons interlocks and Nuugum fired a live nuclear missile at an innocent trader. Padi refused to rescue the trader and would not admit his mistake. Instead, he had Nuugum confined to quarters in preparation for courts-martial. The trader (perhaps one from this book) limped into port, badly damaged and with casualties. The PCs might simply hear the crew bemoaning a new pirate threat in the gas giant and complaining that the SDBs stationed there did not come to their aid. Alternatively, the trader may have detected some trace of the SDB and their crew may ask the PCs to investigate who attacked them. Targeting the

SDB crews as they get shore leave will quickly uncover that all is not well on the *Shrike*...

- The PCs' ship is the unwitting target of the *Shrike*. Assuming they survive the hit and work out who was to blame, they can launch a legal battle but the government will stall this at every opportunity, so it could be a year before the trial is decided. You could use this as a ruse to get your PCs away from their ship for a long period, forcing them to undertake dirt-side adventures to pay their trial fees.

### T3. *Persephone* – System Defence Boat (SB)

† Pilot Amkhar Ziadli (H♀☆)  
Nav Shia Dakilash (H♂☆)  
Eng Zaani Amshuur (H♀☆)  
Eng Ap Inqad (H♀●), Zukela Diidgir (H♂●),  
Gugir Kir (H♂●), Leme Kugu (H♂○), Uush Durkinaa (H♂○)  
Gun Imlaada Ki (H♂☆), Aasia Dior (H♀○)

†† Customs officer Anton Lavitte (H♂☆).

♣ None.

① A matt black systems defence boat, Imperial holo-starbursts emblazoned on each surface.

**Referee:** The *Persephone* hides in the depths of the local gas giant, but occasionally surfaces to undertake a customs role, requiring randomly selected ships (of any sort) to hove-to and be boarded for customs inspection.

- After a recent pirate encounter, the ship needs repairs. With no military repair facilities at this port, the ship is using a standard berth. Port security have a continuous guard around the ship and monitor the engineers working on it. A PC with exceptional engineering skills may be asked to assist in the repair work, or the PCs may be hired to ship in specialist military components from a nearby system.
- The *Persephone* picks the PCs' ship for customs inspection. Lavitte boards them with the ship's two armed and armoured gunners. Lavitte is looking for anything suspicious, not just smuggling, so the PCs should be careful not to leave anything incriminating in view!

### T4. *Curlew* – System Defence Boat (SB)

† Pilot Miia Keeqan (H♀☆)  
Nav Alan Khinma (H♂●)  
Eng Zlatko Chienz (H♂●), Zovic Okoc (H♀○),  
Cole Dawson (H♂○)  
Gun Nigel Coker (H♂☆), Yan Garic (H♂●),  
Kisaakha Malowi (H♀○)

Troop Shim Sugur (H♀●), Uqghuu Ildgum (H♂●), Gyorgy Janko (H♂○), Leia Akhiieggi (H♀○)

†† 0-3 Scientists.

♣ None.

① The chameleo-skin covering this SDB typically reflects the swirling clouds of the gas giant within which it hides, but when approaching a non-hostile ship it turns Navy blue and displays its running lights and full Naval insignia.

**Referee:** The *Curlew* is a well-run ship whose captain knows the dangers of the local gas giants. The ship sometimes carries government scientists performing research on the inner regions of the gas giant, accessible only by heavily armoured ships such as SDBs.

- Though the *Curlew* is rarely in port, Mia is a good source of information for anyone needing to scoop from the local gas giants – she can ensure safer passage by warning of particular areas of electrical storm activity, gravity fluctuation or wind gusting, all of which could damage a commercial ship flying through the gas giant to refuel.

### T5. *Iambic* – SDB Jump Shuttle (CEX)

† Pilot Charles Waters (H♂☆)  
Nav Alli Lowe (H♀●)  
Eng Albie Dalling (H♂●)

†† / ♣ None.

① A dark grey hulk, barely streamlined enough to land on this world.

**Referee:** Shuttling SDBs between systems is not a thrilling job, especially for a crack pilot like Waters, but that's what happens when you insult an Admiral in the Navy.

- Waters is an ideal source for inside information on local Navy activities and rumours. He requires only a few drinks to bring out his hatred of the "in-bred noble poodles" who run the Navy. He keeps an eye on all local Navy activities and is open to any plots which might get him a good job on a real ship (even piloting a standard trader is beginning to look attractive to him).

### T6. *Storm* – Close Escort (CE)

† Pilot Erpid Ukhaa (H♀☆)  
Nav Si Daakkhu (H♂●)  
Eng Lamaa Saiqu (H♀☆)  
Com Ishad Li (H♀●)  
Eng Kiesh Shamkhimeq (H♂●), Liuu Khaauq (H♂●), Imu Duudini (H♂●)

Gun Ishadur Aki (H♂ O), Akigi Laalu (H♂ ●), Kash Lau (H♂ ●)  
Troop Aunda Shuim (H♀ ●), Sushi Ap (H♀ O), Kukhii Armard (H♂ ●), Khaar Kushiiri (H♂ O)

†† / ♀ None.

① A sleek, purple Gazelle-class military escort, Imperial starbursts on each surface.

**Referee:** Currently stationed in system for one month as part of a fleet re-enactment to honour the overthrow of the planet's tyrannical leadership some hundreds of years ago leading to their accession to the Imperium.

- The *Storm's* crew view this trip as a leisure spree – they have no duties other than to provide a few fly-bys and mount a space-based 'battle' display using a range of pyrotechnics missiles and visible-range lasers. At any given time, half the crew can be found enjoying themselves to the extreme in the local leisure facilities.
- The port shops are full of souvenirs, from replicas of the ships involved in the original battles to holo-films recreating the key characters of that period. The port has holo-shows and ceremonies throughout the month, culminating in a spectacular space 'battle' run by the *Storm* and several other ships. These celebrations often disrupt port operations...

## T7. *Be Afraid* – Close Escort (CE)

† Pilot Simon Leski (H♂ ☆)  
Nav Erlu Mishiga (H♀ ☆)  
Eng Phil Brown (H♂ ●)  
Com Isham Guddagim (H♀ ☆)  
Eng Tleaiyyah Hwoua (A♂ ☆), Gida Laiqmi (H♀ ●), Zimmer d'Isere (H♂ ●)  
Gun Muru Shugaki (H♂ ●), Khusu Skhaqurir (H♂ ●), Robbie Keating (H♂ ●)  
Troop Anton Zemat (H♂ ●), Ann Vradal (H♀ ●)  
Imran Kharashii (H♂ O), Pietre Kidman (H♂ ●)

†† / ♀ None.

① An old model which has not yet been upgraded to full chameleon capability, this Gazelle surface is covered in a swirling mix of black, grey and red camouflage patterns.

**Referee:** This ship is run by the PrimeSecure mercenary group. It is usually encountered providing space patrols around a backwater or edge-of-system world (which is too small to justify a full-time Imperial presence), perhaps countering a short-term piracy threat. Whatever its task, PrimeSecure is well paid for the ship's services.

- The *Be Afraid* is currently guarding an isolated megacorp research site at the edge of this

system. Rumours abound as to its purpose but no one really knows (they're investigating an alternative to lanthanum Jump grids – research best done well away from civilisation!) The *Be Afraid* crew has orders not to allow any ship within 1,000,000 km of the world (partly to maintain secrecy, partly to avoid any mishaps during test power-ups of the new Jump drive). When the PCs are hired to transport "delicate scientific equipment" from the main world out to the site, they find the mercs somewhat paranoid and looking for any excuse to fire at them.

- A local journalist believes the site is being used for illegal Imperial weapons research (an explosive mishap with a test Jump drive was picked up by a passing ship). He hires the PCs to get him as close to the planet as possible so that he can use a stealthed air/raft to land and get evidence of the wrong-doing. The PCs are to circle back and pick him up 72 hours later. Whether or not he survives, the *Be Afraid* is good at its job and will open fire at anyone entering the exclusion zone.

## T8. *Tumbling Dice* – Close Escort (CE)

† Pilot Unaami Duden (H♂ ☆)  
Nav Arnaa Ili (H♂ ☆)  
Eng Irlan Sash (H♀ ☆)  
Com Isham Guddagim (H♀ ☆)  
Eng Adidi Darguu (H♂ ☆), Lar Uur (H♂ ●), Riu Shanakii (H♂ ●)  
Gun Kiip Gak (H♂ ☆), Dakiis Kinsii (H♀ ●), Inidi Shir (H♂ ●)  
Troop Akiina Agus (H♂ ●), Aka Mabii (H♂ O), Dupmu Shanir (H♀ ●), Gi Giishas (H♂ O)

†† / ♀ None.

① The chameleo-skin of this escort is currently set to a monotonous grey, displaying the ubiquitous Imperial starbursts on each surface.

**Referee:** A standard patrol ship, undertaking customs inspections and anti-piracy activities.

- Dakiis is a spy for the Zhodani (or equivalent enemy power). She built up a relationship with comms officer Isham to get access to his code systems and the secret strategic data which he processes. However, Arnaa Ili became suspicious of her and followed her during the current shore leave. Sure enough, she met a Zhodani contact. When he confronted Arnaa shortly afterwards, she stabbed him to death. The PCs come upon Dakiis with bloodied knife beside Arnaa's body. She's a fast thinker and claims the navy man tried to rape her, but she

used his own knife on him. She claims there's a whole group of Navy types after her and she needs passage off world. Assuming the PCs fall for her charms, they will find themselves being hunted by the police, and then by Imperial Intelligence. Hopefully they are observant enough to notice incongruities in Dakis' story and her desperation not to be separated from her necklace (which has several holo-chips of stolen secrets concealed within it).

## T9. *Deoraicht* – Close Escort (CE)

† Pilot Kala Guqama (H♂☆)  
 Nav Sam Xade (H♀☆)  
 Eng Kain Gota (H♀☆)  
 Com Tsho Kodisco (H♂●)  
 Eng Bosil Wane (H♂●), Ghanzi Metsi (H♂●),  
Manong Moqae (H♂○)  
 Gun Alex McCall (H♂●), Dan Ornelo (H♂●),  
Sue Haw (H♀○)  
 Troop Bri Dolby (H♂●), Karen Roberts  
 (H♀○), Kim Shanir (H♂●), Jak Leigh (H♂○)  
 ☛ / ♀ None.

① The chameleo-skin of this Gazelle-class escort is set to ground camouflage – a mixture of greys, greens and sandy spots. It sports the insignia of the world government.

**Referee:** Owned and run by the locals, the *Deor* has a good crew but is somewhat worn and under-maintained. It spends nearly a third of its life dirtside for repairs to its aging systems.

- A careless loader jams a nuclear missile in the ship's loading bay. The ship's sensors detect that the missile – itself old and faulty – has armed itself. The majority of the starport has to be cleared while a demolitions team is sent in to defuse the missile. Anything the PCs try to do in and around the port will be disrupted for hours, if not days. Of course, if the weapon explodes, then the delay will be much longer.

## T10. *Glowing Ember* – Gunned Escort (GE)

† Pilot Brad Whistler (H♂☆)  
 Nav Irkha Shaarkulush (H♀☆)  
 Eng Pearce Campbell (H♂●)  
 Med Isir Shemdari (H♀☆)  
 Eng Geri Grant (H♀●)  
 Gig Pilot Ian Miginara (H♂●)  
 Gun Tommy Pitt (H♂●), Christine St. Emilier  
 (H♀●), Ku Gusadi (H♂○)

☛ / ♀ None.

① This Fiery-class escort is a silver delta with Navy insignia emblazoned on its sides.

**Referee:** Currently in port for shore leave.

- Certain of the local populace decide to take out their frustrations with the government (or Imperium) on the *Ember* crew while they are enjoying their shore leave. The PCs encounter one or more of the crew fleeing through the town towards the port, pursued by a mob. The PCs may become involved because they have a vehicle which the crew try to commandeer, or perhaps are identifiable as off-worlders and become a second target for the angry crowd. The police seem to be taking their time to turn up, so the fight may go on for some while, but assuming the PCs help the crew escape, they may be considered for bravery awards and the *Ember* will be in their debt.
- Local dissidents decide beating up a Navy crew isn't sufficient – they bribe a cargo handler to smuggle a box of explosives into the port; dissidents then attach timers and try to get this into the *Ember* hidden in packs of food concentrate. The PCs may see the dissidents acting suspiciously or experience the horror of the resulting bomb blast.

## T11. *Blazing Guns* – Gunned Escort (GE)

† Pilot Irdana Adaqii (H♀☆)  
 Nav Jordan Moss (H♂☆)  
 Eng Ishri Khiiroqash (H♀☆)  
 Med Zee Bach (H♂●)  
 Eng Gary Long (H♂●)  
 Gig Pilot Gigi Galiisa (H♀●)  
 Gun Lu Aariqshidu (H♂●), Ober King (H♂○),  
Buu Shaniimii (H♀○),

☛ / ♀ None.

① The chameleo-skin of this Fiery-class escort is currently set to a matt blue with silver Imperial starbursts projected on to each main surface.

**Referee:** The *Blazing Guns* has been on active service (against the Zhodani / Vargr pirates / etc. as appropriate to your campaign) for several months and is now taking some well-earned shore leave some parsecs away from the 'front line'.

- The crew have been under extreme stress, frequently in the thick of the action. Lu and Gary only joined the ship a few weeks back after two of the crew were killed in combat. Most of the crew are burying their memories in a riotous spree of 'leisure' activities. The PCs may encounter their raucous racket in a bar. More importantly, they may decide to intervene when they see Jordan (drugged out

of his mind) in an alleyway trying to decide whether to shoot himself. He simply can't face the thought of going back to battle, but he doesn't want the dishonour of deserting.

## T12. *Astronomic* – Patrol Cruiser (T)

† Nav Kala Gugama (H♂★)  
 Pilot Sam Xade (H♀☆)  
 Eng Kain Gota (H♀☆)  
 Gun Tsho Kodisco (H♂☆)  
 Com Bosil Wane (H♂☆)  
 Pilot Ghanzi Metsi (H♂●)  
 Eng Manong Mogae (H♂●), Alex McCall (H♂●), Dan Omelo (H♂●), Sue Haw (H♀○)  
 Gun Bri Dolby (H♂●), Karen Roberts (H♀○), Kim Shanir (H♀●), Jak Leigh (H♂○), Nilam Baladissa (H♂●), Anlan Zaiish (H♂○)  
 Troop Shane Tiaf (H♂☆), 9 x Trooper (H♂○)

☛ / ☞ None.

① A shining silver needle bristling with weapons and projecting a glowing Imperial starburst over its upper surface.

**Referee:** Crewed by a crack set of officers, the *Astronomic* is often used for training up promising cadets. It performs general patrol and anti-piracy operations but is not deployed in front line or other hazardous situations.

- Sue, Karen, Jak and Anlan are officer cadets, but unlike her colleagues, Karen comes from a top rank noble family. The other cadets believe she only got her position because of her birth, but shipboard regime precludes them from making life too hard for her on the ship, so they pick on her remorselessly during shore leave. One morning the PCs find Karen soaking wet with only her underwear on, taped upside down to the door of their ship (or somewhere similar). She is in shock and will need food and warmth before she can tell them her sorry story. The truth is that she's actually a pretty good cadet given that her parents wanted her to become a lawyer, not a Naval officer! It's up to the PCs if they feel the other cadets should be taught a lesson...

## T13. *Alembic* – Assault Troop Carrier (ACT)

† Pilot Azir Khainir (H♂●)  
 Eng Ramon Irle (H♂●)  
 Nav Patricia Muda (H♀●)  
 Eng Mugur Gepka (H♂○)  
 Med Kaam Igu (H♂☆)  
 Gun Deshia Ar (H♀○), Iqau Darmu (H♂○)

Plat Ldr Shimun Uud (H♂☆)  
 Batman Dan Bridge (H♂●)  
 Com Ikhas Haam (H♂★), Tom Melur (H♂●)  
 Troop Sgt Sanjay Halwi (H♂●), Ulakhi Laashiluum (H♂●), Peta Gauus (H♀○)  
 21 troopers divided into 3 squads.

☛ / ☞ None.

① An over-sized grey-skinned troop-carrying space shuttle, showing Imperial starbursts.

**Referee:** The *Alembic* is currently part of the local fast-reaction troop force and has not been set out of system for over a year. Its troops may be deployed anywhere around this world, operating in various roles from counter-insurgency to search-and-rescue.

- The *Alembic* is getting R&R while awaiting repairs to its chameleon armour plate, which is malfunctioning and displays vibrant colours instead of melding into the background. Ikhas Haam, an extremely talented communications officer, spends his R&R researching new cryptography algorithms and devising new comms systems. The PCs find their ship's comms, sensors and other electronic systems intermittently going haywire; anyone with suitable skills can trace the interference back to the *Alembic* where over-zealous engineer Gepka has been playing with one of Haam's latest inventions, without realising it was a new jammer design. When all is straightened out, Haam will be apologetic, Gepka disciplined, and the PCs have made some useful acquaintances in the local military...

## T14. *Gigimlakin* – X-Boat Tender (XT)

† Cap Ir Kidada (H♂○)  
 Pilot/Nav Shii Bishshe (H♂●)  
 Com Terry Young (H♀☆)  
 Eng Geshiir Sha (H♂●)  
 Eng Owen Lampard (H♂●)  
 Eng Lynn Scharner (H♀○)

☛ 0-4 X-Boat pilots.

☞ Spares for X-Boats and other Scout craft.

① A somewhat drab grey cylinder apart from the yellow/black hazard markings and guidance lights around its ship bay doors.

**Referee:** The *Gigimlakin* services X-Boats passing through system and usually has one or two craft aboard for maintenance, though their crew rarely stay aboard, preferring the bright lights of the nearby world. The current captain is somewhat naïve, having acquired his position only because of his noble family's Naval connections.

- The *Gigimlakin's* spares store includes two Jump-4 drives and three Jump-2 drives, as well as a plethora of high tech communications and computer spares, with a total value of more than MCr100. A local crime syndicate has decided this is a worthwhile haul. The tender's supplies are brought up weekly from the planet by a cutter. The criminals have arranged for the cutter to be out of action so that a commercial trader is hired instead. The trader carries an assault team to storm the tender and hold it while the most valuable drives and comms kit is transferred into the trader, which then carries the team and its loot out of system. To ensure the tender doesn't get a Mayday call out, the criminals have blackmail material on Owen Lampard (he nearly killed a youngster in a drunken hit-and-run a year back). Owen will disable the ship's comms systems just before the assault. The PCs can be involved as follows: Owen gets cold feet and asks the PCs to help him out while on shore leave a few days before the heist; the PCs are hired as part of the assault team; the PCs' ship is hired for the assault (they may be fully involved, or just told they're carrying a security team up to the tender); the PCs are crew on the tender, or visiting a friend there. Whatever the 'pull' in this plot, it's an ideal opportunity for a deck-to-deck skirmish on the tender.

## T15. *Glaive* – Broadsword (CP)

- † Own Sha Shulaarkiqi (H♀☆)
- Pilot Hama Fagerne (H♂☆)
- Troop Cmdr Bren Montana (H♂☆)
- Eng Theo Constance (H♂☆)
- Nav Di Nuun (H♀☆)
- Med Mabizi Uqaa (H♀☆)
- Eng Shiin Shikaa (H♂●), Gallen Kirch (H♂●), Henry Montafon (H♂○), Inka Galuam (H♀○)
- Gun Uudris Ashsuum (H♀☆), Jim Shiramidu (H♂●), Kita Thomson (H♀○), Siisa Uuqiish (H♀○)
- Med Shi Kuguuish (H♀●), Giili Kaki (H♀●), Alan Bourne (H♂○)
- Troop Sgt Ikhau Adid (H♂☆), Fran Bregar (H♀●), Puda Ikhashi (H♂●)
- 21 troopers divided into 3 squads.

th / ☞ None.

- ① The bulky globe of the *Glaive* is matt black but its camouflage panels are currently lit up with advertising for their services. "Tributis Rapid Strike Force: When you absolutely need it destroyed tomorrow."

**Referee:** The *Glaive* is one of several ships owned by Tributis RSF – a subsidiary of the Tributis Arms Group (see *101 Corporations*). It is in port between missions and the crew are enjoying some welcome R&R.

The *Glaive's* troop squads work intimately together in the field, but are great rivals during their dirtside time. For each planetary visit, the sergeants agree a challenge for their teams to undertake. These tasks frequently require bending or breaking of the local laws. Previous examples have included placing the governor's car on the top of the startown communications tower, or planting and setting off a fireworks display in the parkbay of a rival mercenary group. Cmdr Montana is aware of these activities but turns a blind eye to it, as he knows the positive effect it has on morale.

- The current task for the *Glaive* troops is to see who can steal the most impressive creature(s) from the local zoo and get them back to the ship. Late at night, the PCs encounter a metre-tall furry brown penguin-like creature waddling into their berth (it escaped from a bunch of such creatures that Alpha squad were herding back to their ship). It has large red eyes and a small horn atop its head. Instead of wings, it has long, thin arms, with three fingers and an opposing thumb. It seems quite friendly, especially if they offer it food, but scuttles about much more quickly than its stumpy legs would suggest. It also begins to mimic the PCs, e.g. pressing buttons to open doors, or waving a spanner at them if they wave a gun at it. It can also mimic sounds, from electronic beeps to human speech (though the latter is unintelligible). The next morning, local newscasts show a picture resembling the 'penguin' as part of a report concerning the escape of 30 Toggins (see *101 Lifeforms*, or p.46) from the zoo. If the PCs return the Toggins to the authorities the zoo will be very thankful and ask the PCs' help in tracking where the rest of the herd have gone, as they have a fairly strict diet and could die from eating the wrong thing. If the investigators don't find sufficient clues to enquire at the *Glaive*, they may catch Alpha squad sneaking the creatures back to the zoo the next night (the PCs might notice the distinctive Toggins smell near an APC from the *Glaive* just before it sets out from the starport).

## **Fyrian Lazek**

Killer, 100kg, A11 F8 S1, light armour, Hits 17/12, Teeth 3D6, Claws 3D6.

Insectoid, but covered in long, matted grey-black hair rather than a shell. Its head has two large, iridescent, multifaceted eyes and huge, razor-sharp mandibles, which chitter constantly. The thorax sprouts two long limbs with sharp claws, and four legs emerge from the bloated abdomen. Its slow, swaying movements are misleading – it can strike with impressive speed, attacking any creature which comes too close. Thankfully its eyesight is poor and it relies upon the prey's movement to pinpoint it for the strike.

## **Hypagene**

Specialists in genetic engineering (GE) for ecological, economic and aesthetic reasons, Hypagene runs very visibly "by the book", but they are still targeted by anti-GE lobbyists.

Their products range from high-yield crops to environment-adapted cattle, air-scrub bacteria and pets such as the boosted-IQ Peeker Monkey or Baladragon. As well as mass market products, they undertake bespoke GE for customers who need something specific. Of course, today's Bespoke may be tomorrow's Mass Market unless the customer pays an additional exclusivity fee.

The Ecology Division handles eco-adaptation, including terraforming. Commercial is responsible for agricultural products (and provides two-thirds of the company income). The Private Division deals with custom designs; a full third of this division's income is from "black" projects for the Imperial military. Imperial auditors conveniently ignore this, allowing Hypagene to conceal additional work for other military organisations...

## **Kruther Lice**

An unpleasant insectoid vermin, up to a centimetre long, which infests specific strains of livestock, sucking tiny quantities of their blood while injecting mild toxins which gradually build up to make the animal's meat unsuitable for human consumption. These pests spread via tiny sticky eggs, so infestation can be contained with appropriate insecticides and quarantine measures. Eggs hatch within 2 days, but if the new lice don't find a suitable host within an hour, they will shrivel and die.

## **Plagiwasp**

Pouncer, 3kg, A8 F9 S1, no armour, Hits 4/3, Claws 1D6-3, Bite 1, Stinger 1 (poison).

A foot-tall, dusty brown, mantis-like creature with odd-shaped mandibles on its sharply angular head, spiky forearms and a jointed, scorpion-like tail. It moves very quickly, hunting small creatures and insects but happily biting or stinging any larger creature that threatens it. Its venom causes nausea, fever, coma, and occasionally death, in humans. The stinger causes 1 damage and the neurotoxic venom then causes ½D6 per hour on a random physical statistic until an antidote is given or damage of 1 is rolled twice in a row.

## **Purple League**

Allegedly a violent off-shoot of the Green World – campaigners against the exploitation of new worlds who believe humankind was not meant to expand so fast across the universe causing terrible ecological effects on many worlds. The Purple League take this to extremes, sabotaging exploration missions, bombing mines and refineries and murdering politicians who speak out for expansion to new worlds.

## **Springer Fruit**

Cultivated in hot, moist climes on just a few worlds, the multiple layers within this succulent fruit each have a different taste and texture. It is an expensive delicacy on many worlds but must be stored at very precise temperature and humidity, immediately after harvesting, to avoid one or more of the layers degrading.

## **Toggin**

Gatherer, 50kg, F8 A4 S1, no armour, Hits 11/6, Teeth 2D6, Horn 2D6.

Resembling a stooping 1m-tall Terran penguin with a paunch, short ochre fur, large red eyes and a horn atop its head. Instead of wings, it has two long, thin arms, each with three fingers and an opposing thumb. Toggin have roughly the same intelligence as a Terran dolphin and frequently mimic the actions of other sophonts, including using tools and repeating sounds that they hear.

Toggin live 20-30 years and are ovoviviparous. They are very family orientated and both parents are very defensive of their children, the male using its horn to defend them.

# Ship Type Summary

Feel free to adapt as needed...

The following data is provided as a guideline only. Exact specifications, classifications, etc. of ships may vary between manufacturers and according to local law or custom – as you desire.

KEY: dT = Displacement tons, J = Jump drive, M = Manoeuvre drive, E = Electronics (computer), C = Crew, S = Staterooms (given as crew / passenger, h=half-size, d=forced double occupancy), L = Low berths, H = Hold, T = Turrets, V = Vehicles (A/R = Air/raft, Cut = Cutter, GCar = G-Carrier, Lau = Launch, Min = Mining buggy, P = Pinnacle, ShB = Ship's Boat).

Type	Name	dT	J	M	E	C	S	L	H	T	V	MCr
S	Scout/Courier	100	2	2	1b	1-8	4	-	3	1	A/R	28
SH	"Hunter" Scout	100	2	2	1b	1-4	2/4*	4	3	1	A/R	37
<i>Used by bounty hunters and law enforcement agencies (*includes 4 holding cells).</i>												
SN	"Serpent" Scout	100	2	2	1b	1-4	4	-	6	1	A/R	29
SX	Extended Scout	150	2	2	1b	1-6	6	4	10	1	A/R	45
SF	Ext. Duration Scout	300	2	2	3	2-8	8	-	10	3	A/R	132
<i>Carries a full research crew and extra fuel for two consecutive Jump-2's for extended range.</i>												
J	Seeker	100	2	2	1b	1-4	4h	-	23	1	Min	24
<i>Only Jump-1 capacity unless 10dT of hold space is sacrificed.</i>												
A	"Free" Trader	200	1	1	1	6	6/8	8	53	2	-	46
A1	"Fat" Trader	200	1	1	1	3	3/7	4	81	2	A/R	55
A2	"Far" Trader	200	2	1	1b	3	3/7	4	61	2	A/R	66
A3	"Low" Trader	200	2	1	1b	5	5/10h	4	51	2	A/R	57
AK	"Kangaroo" Trader	100	1	1	1	2	2/4	6	24	1	-	28
VA	Hnneshant Trader	400	2	2	2	11	11/5	6	74	3	ShB	28
R	Subsidised Merchant	400	1	1	1	5	5/8	9	200	2	Lau	100
R1	Subsidised Merchant	400	1	1	1	9	9/13	13	100	4	Lau	88
<i>Capital costs are subsidised by government or corporation, who take share of profits and usually restrict it to servicing particular routes for most of each year.</i>												
M	Subsidised Liner	600	3	1	3	9	9/21	20	129	3	Lau	237
<i>Barely profitable except on Jump-3 routes; subsidised as per Type R merchants.</i>												
Y	Yacht	200	4	4	4	9	9/6	-	8	2	A/R, Lau	85
L	Lab Ship	400	2	1	2	5	5/15	-	23	1	Pin	101
K	Safari Ship	200	2	1	1bis	4	5/8	9	6	1	Lau, A/R	100
<i>Used by hunters and naturalists. Has two 7t containment cells for captured animals.</i>												
X	X-Boat	100	4	-	1b/4	1	1/1	-	1	-	-	71
<i>Carries mail/news through the Imperium. Its Model 4 computer is dedicated to data storage.</i>												
XT	X-Boat Tender	1000	1	1	1b/4	6	6/4	10	60	3	A/R	275
<i>A maintenance and re-supply vessel, capable of docking up to six X-Boats or equivalent craft.</i>												
ATC	Troop Carrier	200	2	2	3	7	4d/6*	3	72**	2	4 x GCar	87
<i>*3 squad leaders, 3 squad rooms. **Cargo space if not carrying G-Carriers.</i>												
CE	Close Escort	300	4	5	6	12	4+4d	-	61	2	Gig, A/R	366
<i>Relies upon extra 100dT of disposable fuel tanks to achieve J4, without tanks is limited to J2.</i>												
GE	Gunned Escort	400	4	4	4	10	1+5d	3	6	4	Gig	400
SB	System Defence Boat	400	-	6	5	10	10	-	*	4	-	777
<i>*No cargo but extensive missile magazines for prolonged combat.</i>												
SBX	SDB Jump Shuttle	200	1	1	3	3	-	-	-	-	-	94
<i>Provides Jump capability for SDBs; standalone it can achieve Jump-2, 3G.</i>												
T	Patrol Cruiser	600	4	4	6	20	20/10	-	25	6	ShB	388
CP	Broadsword	800	3	3	5	13	14+24	9	80	8	2 Cut, A/R	633
<i>A mercenary cruiser also used by governments and the Imperium. Carries 3 squads of 8 troops.</i>												



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*This supplement is suitable for use with all forms of Traveller - from 'classic' Traveller through Steve Jackson's **GURPS Traveller** to **T5** and beyond.*

## Starships...

...carry the 'life-blood' of the Imperium - linking the myriad worlds which your player-characters (PCs) may visit in the course of their interstellar escapades.

## Starcrews are critical...

...to the operation of any ship, whether your PCs need transport between the stars, or have a ship themselves and want to barter with fellow traders. Starport life revolves around the needs of the starcrews, your PCs walk amongst them whenever they are in port, and most startown bar brawls are started - or ended - by crew.

## This supplement...

...fleshes out these starcrews, their ships, skills, cargos, backgrounds and motivations, each entry including one or more adventure seeds to engage your Traveller players!



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