

Frenzie

Frenzie is rather cool, orbiting a small red-dwarf star. There is some evidence that Frenzie once supported life and had an atmosphere. It is theorised that the star's decay involved a period of expansion that baked off the atmosphere and sterilised the world. Despite being a frozen cinder orbiting a burnt-out star, Frenzie is the administrative centre for the subsector.

Mission Triggers

Trigger	Reference	GM Notes
Any visit while not completed	M001 - Paper Chase	

Missions on World

Mission	Success	GM Notes
M001 - Paper Chase	200 kCr M002 - Information Retrieval.	
M023 - Contact Zhodani Agent	Zhodani Information Cache #1	
M066 - Psionics Survey (Im)	Imperial Survey Results	

Garda-Vilis (Conflict World)

Originally named Tanoose when it was settled in -121, the world suffered a collapse and was rescued by the neighbouring world of Vilis. The saviours then set about making Tanoose into a dependency, renaming the world Garda-Vilis (New Vilis). The Vilis military government has caused great dissatisfaction among the populace, leading to the formation of the Tanoose Freedom League.

The Mosaic Desert is a much discussed local attraction. Hidden between two mountain ranges, this natural wonder covers several hundred square kilometres. Access is by land vehicle: high winds caused by the mountains makes flying slightly hazardous. Natural geologic processes laid down a variety of different colored minerals in layers on an ancient seabed. Seismic disturbances tilted that seabed, and allowed a gentle wind-erosion to uncover the layers, resulting in endless patterns of brilliant colours.

Mission Triggers

Trigger	Reference	GM Notes
Any ship that visits	M006 - Contact TFL	
First ship that visits with TFL Contact Card	M007 - Blow-ups Happen	
Second ship that visits	M008 - The Mosaic Desert	

Missions on World

Mission	Success	GM Notes
M006 - Contact TFL	Gain TFL Contact card	Max of 3 available
M007 - Blow-Ups Happen	Mass Trauma Explosive Devices used up. +2 Conflict. If this goes to 5 or more, then Tanoose declares independence (if this happens, -1 Renown for Mora)	Provide the money for sale of Explosive Devices in expedition stage.
M008 - The Mosaic Desert	200 kCr. Mosaic Desert T-shirt.	Repeatable

M036 - Tonic Wine	+1 Demand Card for Extolay +1 Demand Card for Garda-Vilis 1 Cargo of Fructose Syrup	
M087 - Sword World 'Pirate'	No...he's not here.	

Vilis

Vilis is a heavily industrialised planet, possessing good technology. Exports include warships – Vilis builds patrol cruisers under Imperial contract and a larger class of frontier destroyer for the open market – weaponry and high-technology goods. Society is quite heavily militarised, though the military itself is plagued with inefficiency. Public opinion is still very much in favor of retaining ownership of the Garda-Vilis "colony".

News reports on Vilis are full of news of the latest terrorist atrocity on Garda-Vilis. Reading between the lines you realise there is likely to be high demand there for any Military goods...especially if you could make contact with the underground anti-colonial (or, if you prefer 'terrorist') movement.

Mission Triggers

Trigger	Reference	GM Notes
First ship to visit	M003 - Gerome Survey	Repeatable
All ships	News Report on Terrorist activity - see world description	
Second ship to visit	M004 - Mining Supplies	
22:00 and M088 Not Complete		Add a corsair to the map.

Missions on World

Mission	Success	GM Notes
M004 - Mining Supplies	M005 - Intoxicated Miners	200 kCr for delivery with extra card draw anyway
M005 - Intoxicated Miners	500 kCr or -1 Renown for Mora (see card)	
M009 - One Previous Owner	200kCr	Check itinerary includes Lanth
M018 - Bounty: Tsoy Huff	M016 - Bounty: Tsoy Huff	If M020 has been completed, then +2 skill levels required

		across Bribery/Streetwise for success.
M020 - Hide Huff's Trail	Makes M018 harder.	
M087 - Sword World 'Pirate'	M088 - Sabotage Sword World Ship	
M088 - Sabotage Sword World Ship	1 MCr (Whether they do the mission or fight a Corsair)	After 22:00, they must fight the corsair.

Lanth

Lanth is an important military site, as well as an administrative centre, being close to both the Sword Worlds and Zhodani Consulate. After the various frontier wars, the populace has made the possibility of planetary siege a part of their everyday lives. Shelters are common-place, and ground defences highly visible. Many of the population are members of either the Civil Defence Volunteer force or the planetary militia. The structure of these organisations pervades Lanthian society, with membership being as much a social necessity as a part of survival planning. Many citizens keep their issued weapons at home – this level of personal armament is only possible in a society as friendly, cooperative and structured as that which exists on Lanth.

Mission Triggers

Trigger	Reference	GM Notes
First ship to visit	M009 - One Previous Owner	
Streetwise-1 or 'Sharik Dadushaag'	M030 - Stash on Algine	

Missions on World

Mission	Success	GM Notes
M044 - Debt Recovery	300 kCr	
M088 - Sword World 'Pirate'	No, he's not here.	

Victoria (RED ZONE)

Victoria is a small, light and metal-poor world with a dense, tainted atmosphere. The taint is toxic to humans, and cannot be handled by normal filter masks. Since the taint is heavier than the rest of the atmosphere, it tends to hover below 1,000m above sea level. Because of this, the populace lives atop a system of mesas, traveling between their high settlements in airships.

Victoria has large numbers of ivory gazelle (Kudebeck's gazelle, or "Kudie") running wild on the mesa tops. The ivory gazelle is not native to Victoria, but appears to have been seeded along with other flora and fauna by the Ancients. Its ivory is an important resource on metal-poor Victoria.

The planet shows signs of extensive asteroid bombardment in the distant past, which most authorities link with the Final War of the Ancients. There is an Ancient site on Victoria's only moon, Albert, but no new artifacts have been found there in recent years.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M092 - A Wofl in the Fold	
Science-1	No sign of Ancients. But ensure they get M092.	
Any player who asks about Kudie Gazelle.	M119 - Kudie Gazelle	

Missions on World

Mission	Success	GM Notes
M091 - Scrimshaw	Two +1 Demand tokens for Consumer/Luxury goods on Mora	They also need to keep 2 cargo slots free after trading.
M092 - A Wofl in the Fold	200 kCr M093 - Wonderful Things	Send a note downstairs with copy of M093 to go to Chief Scout.
M093 - Wonderful Things	Ancient artefact (blue crystal)	

	And Ancient Artifact Card	
M110 - Where's Pablo	300 kCr Optionally the team can get 1 contraband cargo of Exotic Pets (Gazelles) if they wish.	
M119 - Kudie Gazelle	1 Kudie Gazelle cargo	

Gerome (RED ZONE)

Gerome is a red zone, interdicted by the Scout Service. The reasons are currently unknown.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes
M003 - Gerome Survey	200 kCr	
M031 - Stash on Gerome	M034 - Stash on Gerome	
M034 - Stash on Gerome	1 cargo each of: <i>Ultra-caffeinoid drugs</i> <i>Genetic Mutagens</i> <i>Biological Hallucinogens</i>	

Vanejen

Originally settled by Vilani some 3,500 years ago during the third colonisation wave of the Ziru Sirka, Vanejen's tech level slowly declined during the Long Night to pre-industrial levels. Contact with the Imperial Navy in 980 (during the Third Frontier War) led to limited intermingling with other human races, and a slow process of re-industrialisation.

The world is rather cold; icecaps cover 20% of the world's surface, and its seas are prone to icebergs. Considerable trade is carried in commercial submersibles, which can transit under floating ice. The barren northern continent is a reservation for an unknown number of Chirpers.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M095 - Eye Robot	
Any ship. While M045 not completed.	M048 - Familial Honour	
Any ship	M080 - Suppress Protection Racket	
Streetwise-1 M080 completed	M083 - Protection Racket	
Science-1 M095 completed	M096 - The Rest of the Robots	

Missions on World

Mission	Success	GM Notes
Arden Mercantile Race Start Certificate	Arden Mercantile Race Halfway Certificate	Repeatable
M045 - Debt Recovery	300 kCr	
M080 - Suppress Protection Racket	300 kCr Activates M083 - Protection Racket	

M083 - Protection Racket	Two +1 Demand Vouchers for Vanejen	
M095 - Eye Robot	300 kCr	M096 activates for next ship
M096 - The Rest of the Robots	500 kCr M097 - Robots at Dawn	
M132 - Racial Memories	M134 - Research Station Raid	
M134 - Research Station Raid	M133 - Divine Lullaby Ancient Artefact	

Mora

Mora is heavily industrialized, producing high-technology items for sale across the Imperium. Although only eight percent of Mora's surface is dry land, this is still a fair amount of terrain. Most of this land is given over to intensive agriculture. Most of Mora's population is housed in vast seabed arcologies, supported by fish farming that is supplemented by the land-based farms. The upper levels of most of the world's arcologies rise above sea level, allowing spaceports and landing areas to be constructed at each.

Mora's government, headed by the popular Duchess Delphine, is a matriarchy. The senior members of Mora's judicial, executive and legislative branches of government are all women. The duchess has a personal reservation, an entire island, in one of the world's great oceans. Another island is set aside as the World Park, a vast nature garden open for free to all citizens and considered to be one of the wonders of the Marches.

Mora has four moons, three of which are mere specks of rock covered in tracking stations and system-defence bases. The fourth is a vast military complex basing the Imperial 73rd Fleet.

Mission Triggers

Trigger	Reference	GM Notes
Any Scout. M076 completed	M077 - Scout's Murder Enquiry	Mark here when activated.
Any Navy.	M082 - Pirate Suppression	
Trader-1	M091 - Scrimshaw	
Any ship	M098 - Wine for the Duchess	
Any ship without women	M099 - Men's Rights!	

Missions on World

Mission	Success	GM Notes
M002 - Information Retrieval	500 kCr	Not repeatable
M028 - Pequan Perry	M029 - Marketing Success	
M099 - Men's Rights!	Money from sale of cargo	

	-1 Renown to Duchess of Mora	
M154 - Invitation to Mora Shipyards	Voucher for 50% off turret	

Chronor

Chronor is the Zhodani frontier district capital, and has a large naval base with a powerful fleet and several system defence flotillas deployed. The world's wealth comes from its status as a main nexus for trade and the Zhodani postal routes. Chronor's surface is dominated by vast ice fields punctuated by huge expanses of bare rock. The world has little life of any sort. Most construction is concentrated around the starport area, with the rest of the planet left untouched except for a few isolated outposts.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	The Zhodani psionics institute on Chronor openly advertises the fact that it offers free testing for Imperial citizens. If any character wishes to be tested, give them a card...they then follow this up with a downstairs GM.	

Missions on World

Mission	Success	GM Notes
M028 - Pequan Perry	M029 - Marketing Success	
M035 - Stash on Querion	200 kCr and 2 Cargos of Psi-Activation Serum	

Sheyou

Sheyou is a very wet planet, covered in shallow seas with most regions receiving an inch or two of rainfall every day. Local ranches raise vast herds of noql, a sluggish amphibious crawler imported from Zhodane that thrives in the swampy conditions.

Due to the widespread use of psionics in Zhodani society, gambling involves purely random games rather than those that involve bluffing. A particular popular sport is that of noql racing, with ranchers striving to breed faster crawlers. The Zhodani sense of fair play means that there is no cheating in the races, so an enterprising outsider could introduce certain substances to the noqls pre-race in order to boost their performance.

Mission Triggers

Trigger	Reference	GM Notes
Zhodani Citizen	M047 - Debt Recovery	
Streetwise-1	M100 - Slug Racing	
Any player who asks about acquiring a Noql	M121 - Noql	

Missions on World

Mission	Success	GM Notes
M100 - Slug Racing	See mission card	
M062 - Psionics Survey (Zh)	Zhodani Survey Results	
M121 - Noql	1 Noql Cargo	

Cipango

Cipango is the gateway to the Zhodani defensive line known as the Riverland Wall. As the main route to the Riverland Cluster, the world enjoys a booming economy based upon trade and commerce, supported by extensive agricultural and industrial holdings.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes

Quar (Unaligned World, Amber Zone)

Originally settled by the Third Imperium, Quar was pronounced independent in 986 as part of the armistice after the Third Frontier War. It was the location of a major battle in the opening stages of the war, and a neutral graveyard of ship debris is jointly patrolled by the Imperial and Zhodani navies.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M059 - Graveyard Salvage	
Any ship	M113 - Frame the Reverend	

Missions on World

Mission	Success	GM Notes
M059 - Graveyard Salvage	Any one ship sub-system / turret worth up to 1 MCr. Repair all damage to ship.	
M060 - Graveyard Salvage	One Psionics Defence prototype	
M113 - Frame the Reverend	500 kCr	

Unaligned and Conflict Missions

Mission	Success	GM Notes
Co-opt Leader Type	+1 Faction Alignment	Mission lead chooses.
Coerce Leader Type	+1 Faction Alignment	Mission lead chooses
Assassinate Leader Type	-2 Faction Alignment for implicated faction Cross out leader	Mission lead chooses
M910 - Information War	-1 to Conflict Level of world Or +/-1 to Faction alignment (choice by mission lead)	Mission lead chooses
M911 - False-Flag Operation	+2 to Conflict Level of World Or -2 to Alignment of framed faction	Mission lead chooses
M912 - Sedatives in Water supply	-1 to Conflict Level of World	
M142, M143, M144, M145 Protection Rackets	Give the mission lead the 'Invitation' card for the world. Once a power has been invited, no-one else can be.	

Major NPCs

Name	Type	Description	GM Notes
Ghector Alvarest	Political	A local right-wing leader who is energising segments of the population with a call to legalise the concealed carry of assault rifles	
Hoonan	Criminal	A shadowy criminal mastermind with an extensive smuggling operation across the neutral zone	
Fredo McOntosh	Religious	Fredo McOntosh is a 'star minister' of the First Intergalactic Faith of the Messiah. Peace, Peace, Love, Love.	
Arnold Hammon	Religious	The leader of a recent religious revival, the Church of the Commander is popular amongst the military, and holds that the greatest sin is failing to obey a superior's order.	
Sascha Rorinova	Celebrity	Hosts a popular reality-psychiatry show. Renowned for exceptionally detailed waiver-forms.	

Esalin (Unaligned World)

Esalin was originally settled by Imperials in 835, but was taken by the Zhodani in 1082 during the Fourth Frontier War. Joint Imperial-Zhodani administration of the world was established during the armistice following the war, and Esalin was declared neutral in 1098.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M067 - Space Burial	
M067 completed	M068 - Corpse Retrieval	

Missions on World

Mission	Success	GM Notes
M067 - Space Burial	200 kCr	
M068 - Corpse Retrieval	200 kCr	

Major NPCs

Name	Type	Description	GM Notes
Brill Santanocheev	Political	Zhodani Administrator-Ambassador	
Halset von Benogaard	Political	Imperial Ambassador-Administrator	
Warwick Radime	Criminal	Local 'entrepreneur' who does deals very successfully with both sides	
Rachel Cooledge	Media/Business	A hard-bitten business woman renowned for a fierce temper and willingness to fire the most loyal aide at the drop of a hat.	
Ylisa Muun	Media/Business	A recent immigrant from Jewell, who has consolidated the local mass transport companies, and introduced the hitherto novel idea of a single ticketing system.	

Riverland

Riverland is a very well developed world with industry, farming and a large service sector. It is classed Amber due to the activities of the major Tavrchedl' training facility for psionics on the world.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes

Pequan

Pequan is ruled by an unpopular dictator, Sombrio Organdi who maintains power over this largely agricultural planet with the support of Tukera, an Imperial megacorporation. A popular front has been agitating against Organdi, possibly with backing from other regional powers (the Federation of Arden is most likely), and is expected to use the disrupt the upcoming (sham) elections.

The Pequan 'Perry Nouvelle' event is an attempt by the Organdi to boost the reputation of the local Perry, which most outsiders find to be undrinkable (but he thinks is delicious). From 20:30 the first ship to pick up a cargo of tasting samples from Pequan, take it to any of Chronor, Mire, Gram, Efate or Mora, and then return with positive media reviews will win 200kCr, a +1 Faction bonus for the market they gained positive reviews from, and two +1 Demand tokens for any goods sold at Pequan.

Mission Triggers

Trigger	Reference	GM Notes
Any ship before 20:30	News event about the imminent release of the new Perry harvest (see above)	
Any ship after 20:30	M028 - Pequan Perry	

Missions on World

Mission	Success	GM Notes
M029 - Marketing Success	200 kCr, +1 Faction bonus of choice, and and two +1 Pequan demand vouchers.	(On discretion, give half to a second Captain)

Major NPCs

Name	Type	Description	GM Notes
Dariga Organdi	Celebrity	The daughter of the planetary dictator, with a very successful singing career. All recordings of the national anthem must use her voice.	+1 to all effects as she is especially influential
Scarlett Penn	Celebrity	Film-maker, with a speciality in Horror-inspired murder mysteries. Has won awards from several worlds.	
Benji King	Media/Business	Inventor of the 'Perry Nouvelle' event, and major donor to Organdi political funds. Has a small side-line in cider.	
Monty Maltese	Criminal	Monty runs a very profitable line of organ supplies across Zhodani and Imperial lines. Rumour has it that Organdi's enemies are literally part of the social elite in a range of 20 parsecs.	
Cecil Vasher	Religious	The head of the local 'Star Messiah' sect, which has had to go underground in opposition to the organ-mining of Organdi's rule. Now de facto head of the revolutionary opposition.	

Ruie (Unaligned World, Amber Zone)

Ruie was surveyed and settled at about the same time as Regina, but developed a markedly isolationist culture; presented with an opportunity to join the Imperium in 235, it declined, and has remained an independent balkanised world since.

Ruie is currently undergoing a period of economic flux with mass unemployment causing a great deal of civil unrest (the reason for the world's amber classification). The pro-Imperial faction of the population has used this crisis to push various states into requesting membership or client-state status.

Ruie red-spot is a persistent affliction similar to athlete's foot, but far more widespread. It resists most forms of treatment and causes near-unbearable irritation.

There will be +1 Demand for Medical supplies due to Red Spot outbreak from the start of the game until M101 is resolved.

+1 Demand for Penkwhar, and Contraband Exotic Pets for King Maxwell's Menagerie.

After 22:00 any Jump to visit RUIE will fail. Give group M137 - Jump Malfunctions

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M081 - Bandit Suppression	
Any ship	M101 - Red Spot News on +1 Demand	
Streetwise-1	M114 - Kidnap the Princess	
M114 completed	M115 - Rescue the Princess	
After 22:00	M137 - Jump Malfunctions	

Missions on World

Mission	Success	GM Notes
M038 - Locate the Lost Hero	M039 - Locate the Lost Hero	

M039 - Locate the Lost Hero	200kCr and +1 Demand for any Good on Mongo	
M081 - Bandit Suppression	500 kCr	
M101 - Red Spot	500 kCr +1 Alignment to Faction of choice of mission lead	Remove +1 Demand for Medical goods
M114 - Kidnap the Princess	1 MCr	
M115 - Rescue the Princess	1 MCr +1 Alignment to Faction of choice	
M137 - Jump Malfunctions	1 MCr Acetate for puzzle	

Major NPCs

Name	Type	Description	GM Notes
Maxwell XII	Political	The absolute monarch of the largest of the independent states on the planet. Has the largest zoo of Penkwhar and other exotic animals in known space.	
Drangen Xonne	Political	The Chief Bureaucrat of the most technologically advanced nation on Ruie. Very fond of filling in forms.	
Trumpus Maximus	Political	New leader of one of the oldest democracies on Ruie. The Senate recently dissolved itself, and voted him leader for life. Likes mirrors.	
Jemima Mrudock	Media/Business	Jemima has managed to buy into media assets across all of the important nations, and somehow is seen by all of them as a national patriot and asset.	
Daley Grande	Celebrity	The one star that sells across all the nations of Ruie. His electro-rap-dubstep has to be heard to be believed.	

Querion

Querion is the cluster capital. It sits at the very rimward edge of the Consulate and is protected by a military base that takes up all of Querion's sister planet, Erioque. Querion's main industry is the bureaucracy of the subsector, with a large number of ambassadors based here before going to the various neutral worlds. Imperial agencies claim that the Tavrchedl' keep a large contingent of agents here to plan the overthrow of the neutral worlds.

Until M078 is completed, broken Weather Control halves the number of cards that can be drawn on Querion in Trading. There is also +1 Demand for Fertiliser and Farm Machinery.

Mission Triggers

Trigger	Reference	GM Notes
M078 not completed.	M078 - Repair Weather Control	

Missions on World

Mission	Success	GM Notes
M032 - Stash on Querion	M035 - Stash on Querion	
M078 - Repair Weather Control	300 kCr Trading conditions normalise	
M125 - Psionic Pulse Analysis	Ancient Artefact Triangulation Mission	

Entrope (Unaligned World)

Entrope is among the most fought-over systems in known space. The Darrians and Sword Worlders have disputed it for centuries, and show no signs of coming to an agreement. The outsystem of Entrope is littered with the debris of countless space battles and minor skirmishes over the centuries, and is now the subject of study of a team of archeologists from the University of Zlodh, who are researching the changes and developments in Sword Worlder warship design over the centuries.

Entrope fashion currently consists of large amounts of glitter, and small fluorescent lights that twirl about people's heads.

Anyone with large amounts of glitter in their costume gets +2 Liaison skill while on planet (or any other suitable bonus the GM thinks is appropriate).

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M106 - Cavern Concert	
Any player that asks about Fire-Winged Moths	M123 - Fire-Winged Moths	

Missions on World

Mission	Success	GM Notes
M046 - Debt Recovery	300 kCr	
M123 - Fire Winged Moths	1 Cargo of Fire-Winged Moth Chrysalides	
M139 - Cheerleaders Wanted	200 kCr 2 Glitter-Ball T-Shirts	Check dance move!

Major NPCs

Name	Type	Description	GM Notes
Blane Hadley	Celebrity	A local doctor who helped cure a major epidemic about 20 years ago. Now trades on that to sell a range of glitter face-creams that simply *everyone* on the planet uses.	
Father Gary	Religious	Head of the Church of Glitter, by far the richest and most influential spiritual organisation on the planet.	
Giuseppe Verdi	Political	Head of the Green party on Entrope. Their signature policy is for all glitter to be bio-degradable.	
Bonner Jerig	Celebrity	Four-times winner of the Entropian Glitter-ball final, and most sponsored athlete in the system.	
Mallory Gob'El	Religious	Heads an increasingly influential splinter group of the Church of Glitter that advocates a return to only 'natural' non-psychoactive forms of body adornment.	

Quare (Unaligned World)

Quare is a blisteringly hot rockball orbiting very close to its rather dim primary.

+1 Demand for anything that is Organic. This is partly due to the influence of a new religious taking hold which ritually burns anything made of wood or plant matter.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M041 - Repair Mining Outpost	
Any ship	Information about +1 Demand for Wood products.	

Missions on World

Mission	Success	GM Notes
M041 - Repair Mining Outpost	300 kCr +1 alignment of world to faction of choice	
M130 - A Hidden Artefact	Ancient Artefact	

Major NPCs

Name	Type	Description	GM Notes
Blake Whenter	Religious	Leader of the local franchise of the First Intergalactic Faith of the Messiah.	
Boniface Trismegistus	Religious	Boniface has the charisma if not yet the institutional support. His self-invented religion that burns all organic matter in pursuit of a pristine and pure vacuum is spreading like wild-fire.	
Ivan Vrachna	Media/Business	Monopolizes the local trade in vacc-suits, with branches across the system run by his eleven children.	+2 to any mission on Ivanka if co-opted already.
The Blood King	Celebrity	The teenage champion of 'Blood Royale', a very violent e-sport that is immensely popular in Quare.	
Ivanka Vrachna	Criminal	Ivanka runs the high-fashion end of the local vacc-suit empire. She uses this very effectively as a front for drug smuggling and assassins for hire.	+2 to any mission on Ivan if co-opted already.

Arden (Unaligned World)

On Arden an elite organization calling itself the Arden Society, an oligarchy of businessmen and other prominent citizens, took political control of the world and built the Federation of Arden around its infrastructure. The Federation has taken full advantage of its neutrality to attract various kinds of extralegal and underworld activities: Imperial and Zhodani spies and diplomats intermingle with crime bosses, Vargr corsairs and various mercenary organizations.

The Arden Mercantile Race is an attempt by the authorities to boost local trade. The first Captain to take a cargo from Arden to Vanejen and back again will get a 200kCr prize, and use the publicity to give a +1 bonus to a political faction of their choice.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	Arden Mercantile Race starts at 20:00 (see above)	
Any Ship after 20:00	Arden Mercantile Start Certificate	

Missions on World

Mission	Success	GM Notes
M013 - Bounty: Vaethon Warez	200 kCr	
Arden Halfway Certificate	(First ship only). 200kCr and +1 to a Faction of the Captain's choice.	

Major NPCs

Name	Type	Description	GM Notes
Mister Johnson	Criminal	The biggest of the crime-lords. Any mission against him is extra difficult (by 2 skill levels), but gains an additional +/- 1 Faction bonus.	
Ahan Boutair	Criminal	Arms-dealer specialising in nerve-toxins	
Plevianeqr Stonjinad	Criminal	Zhodani exile rumoured to have used her psionic powers to take out her predecessor.	
Walder Manes	Media/Business	Big in Industrial chemicals. Also has a history of poor worker relations.	
Keirin MacNall	Media/Business	Sponsor of the Arden Mercantile Race, and has an effective monopoly on ship fuel and spare parts on planet.	

Mire

The capital of the Darrian Confederation, all development on Mire takes place underground, allowing the surface to be used for agriculture and natural preserves.

Following the stellar flares that devastated Darrian space during the Maghiz, Mire began rebuilding its technological base. By -275, Mire had reacquired the jump drive and slowly set about rebuilding the Confederation with Mire as the new capital. Today, Mire's capital city, Theh'Id, includes the Unity Palace, which is the Confederation's main bureaucratic centre and the headquarters of the Confederation military. A largish enclave of some 70 million dolphins lives in the deep oceans of Mire. They have long been fully integrated into Mire's society, and contributed significantly to the recovery from the Maghiz.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M138 - Dolphin University	

Missions on World

Mission	Success	GM Notes
M016 - Bounty: Tsoroy Huff	2 MCr	
M028 - Pequan Perry	M029 - Marketing Success	
M064 - Psionics Survey (Da)	Darrian Survey Results	
M138 - Dolphin University	200 kCr 2 Dolphin T-shirts	

Darrian

The home planet of the Daryen, a minor human race who were first contacted by Solomani colonists in -1511. This contact sparked a 600 year period of rapid advancement which brought Darrian to a technological level yet to be reached by the Third Imperium. In -924, a research project accidentally triggered a series of flares from Tarnis, Darrian's star. The devastation caused the Darrian and its neighbours by these flares is known by Daryen as the Maghiz, and it was 700 years before any of the Daryen worlds regained the ability to travel between systems.

While no longer the capital of the Darrian Confederation, Darrian is still the centre of technological development, with the famous University of Zlodh continuing to study pre-Maghiz artifacts. There are restrictions on the export of any pre-Maghiz devices, and even permission to study them is rare.

Mission Triggers

Trigger	Reference	GM Notes
Technical-1	M140 - To the Moon and Back	

Missions on World

Mission	Success	GM Notes
M027 - Contact Zhodani Agent	Zhodani Information Cache #5	
M057 - A Mysterious Key	One cargo of Cloning Vats Ducal Blackmail Archive	
M097 - Robots at Dawn	1 MCr	
M152 - Darrian Star Trigger	+3 INfluence spread across any two worlds for the Sword Worlds	

Gram

Gram is a heavily industrialised world, and its atmosphere has suffered accordingly over the centuries. Gram produces most of the warships used throughout the confederation. Conditions in Gram's industrial cities are rather grim, with unrest common among the workers.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M139 - Cheerleaders Wanted	

Missions on World

Mission	Success	GM Notes
M017 - Bounty: Jason Lennent	M018 - Bounty: Jason Lennent	
M026 - Contact Zhodani Agent	Zhodani Information Cache #4	
M028 - Pequan Perry	M029 - Marketing Success	
M063 - Psionics Survey (Sw)	Sword World Survey Results	

Sacnoth

A heavily industrialised, high-population world, with a tainted atmosphere. The composition of Sacnoth's atmospheric taint is unknown, and defies investigation. The concentration of this substance, which is thought to cause cancers and other serious ailments in humans, varies in an unpredictable manner that has not yet been matched to any detectable phenomenon.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M058 - Graveyard Salvage	
Any non-Sword World captain	M089 - Officer Training	

Missions on World

Mission	Success	GM Notes
M011 - Bounty: Brook Dearing	200 kCr	
M058 - Graveyard Salvage	Any one ship sub-system / turret worth up to 1 MCr. Repair all damage to ship.	
M089 - Officer Training	200 kCr	

Mithril

The temperature on Mithril rarely rises above freezing, so the oceans are mostly ice. Ice-caps cover both poles, and a mantle of snow and ice cover much of the continental land mass.

This is one of the four Metal Worlds that the Sword Worlds Confederation reserved for future development. The rudimentary starport is an administrative building next to a paved area, with a port warden maintaining sovereignty. Apart from the port staff, Mithril is uninhabited.

Mission Triggers

Trigger	Reference	GM Notes
Any player that asks about Ice Sloths	M122 - Ice Sloth	

Missions on World

Mission	Success	GM Notes
M021 - Mithril Ship Scanner	Affects M015 (note time)	Expiry Time:
M015 - Bounty: Jason Lennent	1 MCr	Any Naval vessel *will* attack except as stated on card - if M015 is active, then third card is automatically a navy ship.
M122 - Ice Sloth	1 Cargo of Ice Cloth	

Jewell

Jewell has been the site of bitter fighting during the Frontier Wars, and still shows the scars. Most notable is the huge crater on the north polar continent, where a sustained bombardment destroyed the defence base during the Fourth Frontier War. The region is still highly radioactive.

The sub-continent of Fidelity is largely mountainous, and is the personal fief of the marquis. Largely unspoiled (except for the scorched remains of a number of Zhodani vessels brought here from wherever they were downed on the surface), the sub-continent is a wonderland of hunting parks, leisure retreats and small picturesque farming villages. There is little industry in Fidelity, though there are a number of defence installations.

Mission Triggers

Trigger	Reference	GM Notes
Any Navy	M090 - Naval Drone Test	
Any ship	M105 - Cavern Club	

Missions on World

Mission	Success	GM Notes
M010 - One Previous Owner	200 kCr	
M090 - Naval Drone Test	50% Discount on up to two ship sub-systems	Roll a couple of dice, and reassure players that they take no damage. If you feel like it, let them fight an Interdiction drone instead.

Mongo

Mongo is rich, a boom world with a quickly growing population due to expansions to the naval and scout base in system, plus a rapidly growing tourism industry from the theme parks that the local government is promoting. The space elevator on Mongo has recently been re-purposed as a roller-coaster that will take you to the moon and back.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M038 - Locate the Lost Hero	

Missions on World

Mission	Success	GM Notes
M047 - Debt Recovery	300 kCr M049 - Child Slavery Ring	
M140 - To the Moon and Back	500 kCr 2 T-shirts	
M155 - Re-orbit the Moon	500 kCr +1 Demand token	

Grant (Red Zone)

The world is an interdicted red zone with a team of Scouts in an orbital base monitoring the world. They are supported by three system defence boats that will escort vessels to the gas giant for refueling and then make sure they leave the system. The scouts' reasons for the red zone are classified.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes
M053 - A Zhodani Spy?	M054 - A Zhodani Spy?	
M054 - A Zhodani Spy?	The natives are psionic! <ul style="list-style-type: none">- One character becomes Psionic.- One cargo of Psi-activation serum.- Ship's log from the Zhodani ship	

Efate

This world returned to the Imperial fold after the Fifth Frontier War with the Ine Givar terrorists at last suppressed. While a few sporadic skirmishes occur in the wilderness, Efate's war-ravaged cities again know peace.

The IISS operates an Ancient site, stripped of any useful items, as a historic site. Restorations of the site show a gridwork of thousands of walls spaced about two meters apart, and punctuated by extremely massive bulwarks at random intervals.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M044 - Debt Recovery	
Scout. After 20:00. M076 NOT completed.	M070 - Deep Space Anomaly	
Science-1	M147 - Gamma Protection	

Missions on World

Mission	Success	GM Notes
M025 - Contact Zhodani Agent	Zhodani Information Cache #3	
M028 - Pequan Perry	M029 - Marketing Success	
M070 - Deep Space Anomaly	<i>Check 'Deep Space' on itinerary</i> M072 - Deep Space Expedition	
M076 - Liquidate Zhodani Traitor	Update MORA and FER1 files to activate M077.	
M072 - Deep Space Expedition	M073 - Communicate with Alien M074 - Destroy Alien Ships	
M073 - Communicate with Alien	M075 - Decrypt Alien Comms	

M074 - Destroy Alien Ships	+1 Renown to Duke of Captain's choice 1 Cargo of Penkwhar 1 Cargo of Anagathics and Rejuvenation Treatments	
M147 - Gamma Protection	Ancient Artifact card	

Alell

Alell is a rich man's world set up as a series of huge hotel complexes next to Alell's warm shallow seas. Makhidkarun has recently brought a 24% share in the Alell Tourist Authority.

Any ship that visits after M084 has been completed, but before M086 (see below) will experience -1 Demand on all trading. The planet is in semi-quarantine due to an epidemic of 'Groat Grobble' affecting their beloved pets.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M084 - Missing Groats	

Missions on World

Mission	Success	GM Notes
M036 - Tonic Wine	+1 Demand Card for Extolay +1 Demand Card for Alell 1 Cargo of Fructose Syrup	
M084 - Missing Groats	200 kCr M085 - A Cure for Groat Grobble -1 Demand on Alell	
M085 - A Cure for Groat Grobble	M086 - A Cure for Groat Grobble	
M086 - A Cure for Groat Grobble	1 MCr One Cargo of Exotic Pets OR Two Cargos of Penkwhar Remove the -1 Demand on Alell	

Knorbes

Knorbes' lesser continent contains an Imperial game preserve under the supervision of the Imperial Ministry of Conservation. Entry is strictly controlled and allowed only in the company of licensed guides. Rumors of an ancient site within the preserve are denied and trespassers are dealt with harshly by the guards. The world is famous for its tree krakens, the main animal hunted for sport on the world (and whose liver can be used in the manufacture of anagathics).

From 20:30 until M079 is completed, broken Weather Control halves the number of cards that can be drawn on Knorbes in Trading. There is also +1 Demand for any Industrial Goods.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1 or 'Sharik Dadushaag'	M032 - Stash on Querion	
After 20:30. M079 not completed	M079 - Repair Weather Control	
Any player that asks about acquiring a Tree Kraken	M118 - Tree Kraken	
Asking about Ancient sites	M148 - Cargo Cult	

Missions on World

Mission	Success	GM Notes
M052 - Missing Trader	M053 - A Zhodani Spy?	
M079 - Repair Weather Control	300 kCr Trading conditions normalise	
M118 - Tree Kraken	1 Cargo of Tree Kraken	

Pixie

Pixie is a small resource-poor planetoid with a tiny population of beltters who have as yet made only small finds. Pixie's real worth is its large starport (operated as an adjunct to the naval base) which provides services along the X-boat route to Kinorb and Aramis.

The world has an Ancients site which sits on the edge of a vacuum plain under the shadow of a range of mountains. It is a flat, irregular area meticulously inlaid with a mosaic of multi-colored anodized aluminium bars. There is no sign of the site's purpose, and access to the site is closely restricted by personnel of the IISS operating within the jurisdiction of the Imperial Navy.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1 (and M048 not completed).	M045 - Debt Recovery	
Asking about Ancient sites	Nothing. But rumours that the Vanejen Research station has something.	

Missions on World

Mission	Success	GM Notes
M048 - Familial Honour	300 kCr	
M102 - Jail Break : Scoping	M103 - Jail Break	
M103 - Jail Break	M104 - Stash Retrieval	

Boughene

Boughene is the only rocky body in a very sparse system. The planet serves as a gravity well for the starport, which is a nexus for the X-boat network in the subsector. The population all works for the starport authority – no one actually lives on Boughene, due to the expense involved in creating a colony to survive in the fluorine atmosphere. General Products has its corporate headquarters here, taking up a significant portion of the highport.

Mission Triggers

Trigger	Reference	GM Notes
Science-1	M040 - Repair Research Base	

Missions on World

Mission	Success	GM Notes
M040 - Repair Research Base	300 kCr	
M055 - A Mysterious Key	M056 - A Mysterious Key <ul style="list-style-type: none">- One cargo of Ultra-caffeinoid drugs- One cargo of Natural opioid 'herbal medicine'	

Feri (Amber Zone, Conflict World)

The Feri World War began in 1105 and quickly severed the X-boat link between Roup and Boughene. The war was started by an alliance of five nations in an attempt to destroy Imperial influence on Feri.

The Imperium retook the starport in 1106, but even with the support of several Imperial Army divisions, the two loyal nations – Reill and the Kartavian Republic – have been steadily losing ground. The whole planet is a battleground, with areas of low-intensity guerrilla conflict and occasional hotspots of open warfare. The situation seems unlikely to improve any time soon.

Mission Triggers

Trigger	Reference	GM Notes
First ship to visit	M010 - One Previous Owner	
Any Scout. M076 completed	M077 - Scout's Murder Enquiry	Mark here when activated.

Missions on World

Mission	Success	GM Notes
M104 - Stash Retrieval	3 MCr	

Roup (Amber Zone)

A small, water-covered world on the X-boat route through Regina subsector. Its history is one of strict controls by a cruel but fair dictator, the Leader. The population distribution on Roup is the reason for these controls: all of its billions of people live huddled in cities built on the peaks of an underwater mountain range, the only dry land masses on the entire planet.

Roup suffers from the symptoms of massive overpopulation, i.e. crowding, disease, and massive food demands. Because of the strain an offworlder population would cause on Roup's economy and because of the often vicious nature of life there, Roup has been posted an Amber Zone.

Roup's entire industry is geared to killing the plentiful sea life and processing it into food concentrates to feed its population. The concentrates, Roup's only food source, are used as emergency rations by Regina's subsector navy.

After 22:00 any jump that tries to visit Roup will fail. Give group M137 - Jump Malfunctions.

Mission Triggers

Trigger	Reference	GM Notes
Any Scout.	M069 - Deep Space Anomaly	

Missions on World

Mission	Success	GM Notes
M069 - Deep Space Anomaly	<i>Check 'Deep Space' on itinerary</i> M071 - Deep Space Salvage	
M071 - Deep Space Salvage	Long-Range Sensors subsystem OR Astromech Droid may be installed on ship Cargo of Ruthenium/Rhenium alloy bars Cargo of Nuclear and Biochemical Survival Suits	
M137 - Jump Malfunctions	1 MCr Acetate for puzzle	
M148 - Cargo Cult	Ancient Artifact Card	

Yori

The world's main industry is salt mining. Yori's huge dried sea beds provide a salt enriched with an unusual combination of minerals that are much sought after by the food industries of many worlds. Research Station Beta is located on the fourteenth moon of the system's second gas giant. Officially, it is there to study gas-giant weather. Rumours persist of an Ancient site on that moon, but there is no concrete evidence to confirm this.

From 21:00 this system will be inaccessible as the Black Hole swallows the planet. Any attempt to visit will fail. Give the group M135 - Jump Malfunctions.

Mission Triggers

Trigger	Reference	GM Notes
Any Ship	M111 - Missing Expedition	
Asking about Ancient Sites	M128 - Yori Archaeological Dig	
After 21:00	M135 - Jump Malfunctions	

Missions on World

Mission	Success	GM Notes
M036 - Tonic Wine	+1 Demand Card for Extolay +1 Demand Card for Yori 1 Cargo of Fructose Syrup	
M065 - Psionics Survey (Im)	Imperial Survey Results	
M128 - Yori Archaeological Dig	M131 - Pipped by the Marquis	
M135 - Jump Malfunctions	1 MCr Acetate for puzzle	
M153 - Trail of the Ine Givar	Give Ine Givar clue card	

Yorbond

The atmosphere of Yorbond is insidious and corrosive. Tunnels and portals provide safe access to all facilities at Marion Starport, which provides a base for beltlers who exploit Yorbond's two large planetoid belts. The only fuel comes from ice asteroids, and can be obtained at the port at a premium price. Near to the starport are the attractions of the Caverns of Yorbond; a series of caves with crystalline walls that provide a natural acoustic modulation not yet emulated by technology.

The planet is largely unexplored, as few individuals venture far from the starport and its associated caverns. Cloaked in a dense overcast atmosphere, the surface features are largely unknown. Yorbond is subject to seismic tremors and considerable volcanism.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M116 - Insurance Claim	

Missions on World

Mission	Success	GM Notes
M049 - Child Slavery Ring	1 MCr Either +1 Renown for Duke of Regina, OR 2 Cargos of Child Slaves	
M105 - Cavern Club	300 kCr, and a Caverns of Yorbond T-shirt for any tourist	
M106 - Cavern Concert	300 kCr, and a Caverns of Yorbond T-shirt for any tourist	

Shionthy (Red zone)

The belt is thought to be the remains of a world destroyed by the Ancients in their Final War, as it contains significant quantities of antimatter. It is the danger of contacting free-floating antimatter particles that gives this system its red classification.

The system's population is made up of Ancients-studying researchers, a group of very optimistic antimatter miners and a larger number of beltters (and their dependents) who work the thirty moons of the system's four gas giants.

Mission Triggers

Trigger	Reference	GM Notes
Asking about Ancient Sites	M126 - Shionthy Archaeological Dig	

Missions on World

Mission	Success	GM Notes
M126 - Shionthy Archeological Dig	Ancient Artefact (Part of blue crystal) and Ancient Artifact Card	

Extolay

Extolay is in something of an economic decline, despite being an important port on the Spinward Main. Critics point to the ever-increasing burden of new laws and taxation imposed by the government as a reason. Rising disaffection among the work force has led to a variety of service slowdowns and strikes, but no real unrest at present..

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M036 - Tonic Wine	
Gunnery-1	M082 - Pirate Suppression	

Missions on World

Mission	Success	GM Notes
M124 - Uncle's Inheritance	500 kCr M130 - A Hidden Artefact	
M155 - Suppressing the Volcano	200 kCr +1 Demand token	

Dinom (Conflict World)

Dinom is a rogue planet caught in the trailing trojan point of the system's only native planet, a gas giant named Inina. Dinom orbits with its north pole constantly pointing at the system's very bright giant star. The northern hemisphere is thus eternally baked, while the southern is in frozen night. In the twilight ring lie the three main cities of Dinom: Medianne, Rhylan and Napan, all linked by a monorail circling the globe. The economy is based upon ore mining, though Dinom also produces quantities of zuchai crystals (vital for the production of jump drives).

Dinom is "owned" by the mine bosses; each city had a board of directors answering to shareholder-owners who lived very well off the profits of the ore industry. Conditions are poor for the miners, and there is considerable concern about growing unrest.

Any Jump to visit Dinom after 22:00 will fail. Give group M137 - Jump Malfunctions.

Mission Triggers

Trigger	Reference	GM Notes
Any ship	M037 - Stellar Creation	Can be done when picked up, and repeatable on each visit
Gunnery-1	M042 - Repair Defence Battery	
After 22:00	M137 - Jump Malfunctions	

Missions on World

Mission	Success	GM Notes
M037 - Stellar Creation	100kCr and draw +2 cards for delay	Repeatable
M042 - Repair Defence Battery	300 kCr	
M043 - The Price of Knowledge	200 kCr	Repeatable
M082 - Pirate Suppression	500 kCr -1 Conflict	If the players do not defeat the Corsair, then add a

		corsair to the map and +1 Conflict.
M137 - Jump Malfunctions	1 MCr Acetate for puzzle	

Djinni (Amber zone)

This wet world has been earmarked for future exploitation by the Imperial Ministry of Colonisation. The authorisation procedure is still cranking through committee stage, and this has been declared an Amber zone until the project receives final Imperial signature.

From 20:30 this system will be inaccessible as the Black Hole swallows the planet. Any attempt to visit will fail. Give the group M112 - Jump Malfunctions.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes
M111 - Missing Expedition	300 kCr M112 - Jump Malfunctions	Stress the problems with the Jump Drive; they simply can't reach the planet.
M112 - Jump Malfunctions	1 MCr Acetate for puzzle.	The planet has disappeared into a compact and worrying gravity well...seems to be a miniature black hole that is scientifically impossible.
M133 - Divine Lullaby	Black hole is closed. Everyone survives!	

Algine (Red zone)

The red classification is to protect visitors from the violently xenophobic populace of Algine. The Scout Service is at present using field teams to study the Algine society with hopes of altering it.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes
M030 - Stash on Algine	M033 - Stash on Algine	
M033 - Stash on Algine	3 MCr	

Zila (Amber Zone)

Zila is the moon of a gas giant, and suffers huge tides as a result. This is not the reason for the amber zone designation, however. The amber classification is the result of the extremely restrictive laws on Zila, on which the police will arrest on the slightest pretext. Most people carry extensive legal insurance. Zila is the site of some of the most respected wineries in the Marches. Four wineries dominate the market: Fireau et Fille, Signal, Delatest and Tukera Lines.

After M107 is picked up, and until M109 is resolved, any Agricultural cargo on Zila is raised by +1 price level (until 20:30), and +2 price levels thereafter.

Mission Triggers

Trigger	Reference	GM Notes
Any ship.	M107 - Atrake Blight	As soon as this is taken, update the price level for Ag cargo with Trade GM

Missions on World

Mission	Success	GM Notes
M107 - Atrake Blight	200 kCr M108 - Curing the Blight	
M109 - Root out the Infection	1 MCr +1 Demand token for Zila 1 Free cargo of Fine Wines	Remove price changes for Ag cargos

Pysadi (Amber Zone)

Pysadi is ruled by a religious dictatorship, the Mother Church, which teaches the worship of Pysadi itself, believing the world to be the mother of all things. Pysadian fruits are famous (particularly the skymelon and trake), and are so prized they are often carried in low berth to preserve their freshness. Trake produces great wine, such as on Zila, but the Mother Church has banned the production and consumption of alcohol.

Mission Triggers

Trigger	Reference	GM Notes
Any player who asks about the Pysadian Anola	M117 - Pysadian Anola	

Missions on World

Mission	Success	GM Notes
M012 - Bounty: Isis Aramour	200 kCr	
M117 - Pysadian Anola	1 Cargo of Pysadian Anola	

Aramis

The population is contained in the tunnel city of Leedor, which is the personal fief of the marquis of Aramis. The main occupation is governmental bureaucracy for the subsector and technicians in the starport, naval base and scout base. The downport and naval base are sealed below the surface of the planet via airlocks, so even ships do not have to be left in the extreme atmosphere. The subsector headquarters for Tukera Lines can be found in Leedor, and the chief executive is Lady Arianne Bolden-Tukera, the wife of the marquis.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1	M127 - Aramis Museum Heist Reconnaissance	

Missions on World

Mission	Success	GM Notes
M061 - Wartime Intelligence Cache	M060 - Graveyard Salvage	(Allow repeats at +1 to any skill)
M127 - Aramis Museum Heist Reconnaissance	M129 - Aramis Museum Heist Execution	
M129 - Aramis Museum Heist Execution	Ancient Artefact (blue crystal) 2 MCr Ancient Artifact card	
M131 - Pipped by the Marquis <i>AND M129 not completed</i>	M129 - Aramis Museum Heist Execution	

Junidy (Amber Zone, Conflict World)

Homeworld of the Lllelweyloly, a race whose five limbs function as both hands and feet. They have a complex society with many dimensions of social precedence; the same individual may be entitled to high status in one situation and low status in another, and to make an error in propriety is a serious matter.

After years of racial violence following a civil war, the Scout Service encouraged a new government to give equal rights to both humans and the Lllelweyloly. However, this government has become human-dominated and has passed many laws which made life harder for the Lllelweyloly. This has led to terrorist acts by them, and recently their "Junidy Liberation Army" has been working closely with the Kforuzeng Vargr corsairs, which has led to the new amber classification.

Mission Triggers

Trigger	Reference	GM Notes
First ship through	M022 - Gold Bullion Transfer	Note the 2 Cargo slots.
Streetwise-1	M046 - Debt Recovery	
Any player who asks about Mandrake Children	M120 - Mandrake Child	

Missions on World

Mission	Success	GM Notes
M120 - Mandrake Child	1 Cargo of Mandrake Child	

Macene

Macene is not only a naval base, but is the spinward branch of the Fleet Tactics College. Several squadrons of obsolete small craft and starships are maintained here for use in exercises, as well as the regular fleet elements. The system is rigidly controlled by the Imperial Navy, and civilian traffic is restricted to well-defined areas.

After 21:30 any Jump into Macene to visit will fail. Give the group M136 - Jump Malfunctions.

Mission Triggers

Trigger	Reference	GM Notes
Streetwise-1 or 'Sharik Dadushaag'	M031 - Stash on Gerome	
After 21:30	M136 - Jump Malfunctions	

Missions on World

Mission	Success	GM Notes
M108 - Curing the Blight	M109 - Root out the Infection	
M136 - Jump Malfunctions	1 MCr Acetates for puzzle	

Fulacin

Widespread taint in the form of heavy metal dust and oxides makes the atmosphere, otherwise quite ordinary, unbreathable without a filter mask. The dust triggers allergies with great frequency, causes a wide variety of respiratory illnesses, and can cause carcinoma within years of exposure. Great pains are necessary to keep food clean and uncontaminated; filter masks can be removed only for very short periods, such as when eating and drinking.

Fulacin is the sole property of MagnetoDynamics, a corporation holding a limited Imperial charter for the development of Fulacin, and specialising in the extraction of useful metals from atmospheric and oceanic suspension.

Mission Triggers

Trigger	Reference	GM Notes

Missions on World

Mission	Success	GM Notes
M014 - Bounty: Ulster Danamo	200 kCr	
M056 - A Mysterious Key	M057 - A Mysterious Key One cargo of Weapons-Grade Uranium 300 kCr	

Rhylanor

The subsector capital, X-boat link and site of two major bases, Rhylanor sees a great deal of interstellar traffic. The starport is one of the busiest in known space, and the markets there carry an immense range of goods. Rhylanor is best known as the birthplace of Olav, first of the Emperors of the Flag. His birthplace is now a small museum, and attracts many visitors each year.

Mission Triggers

Trigger	Reference	GM Notes
Any Ship	M043 - The Price of Knowledge	
Any Ship	M110 - Where's Pablo?	

Missions on World

Mission	Success	GM Notes
M019 - Bounty: Tsoy Huff	M018 - Bounty: Tsoy Huff	
M022 - Gold Bullion Transfer	500 kCr	Only valid if they took the corsair consequences (see card)
M024 - Contact Zhodani Agent	Zhodani Information Cache #2	
M075 - Decrypt Aliens' Comms	Evidence of Alien Collaboration	