

<p>M001 Paper Chase FRENZIE</p> <p>A minor noble, Sir Emblus Osbick of Vanejen, is trying to retrieve records from the subsector administration on Frenzie in order to prove the validity of his claim to a small estate on his homeworld. He is struggling to deal with the bureaucracy, and is looking for assistance. He will pay kCr100 for support that enables him to successfully prove his claim.</p> <p>Admin-2, Liaison-1</p>	<p>M001 Paper Chase FRENZIE</p> <p>A minor noble, Sir Emblus Osbick of Vanejen, is trying to retrieve records from the subsector administration on Frenzie in order to prove the validity of his claim to a small estate on his homeworld. He is struggling to deal with the bureaucracy, and is looking for assistance. He will pay kCr200 for support that enables him to successfully prove his claim.</p> <p>Admin-2, Liaison-1</p>
<p>M002 Information Retrieval MORA</p> <p>The initial foray into Frenzie’s bureaucracy has been successful; Sir Emblus has a clear claim on the estate on Vanejen. However, key documents that support the claim exist only in a physical archive on Mora. Emblus will pay kCr500 for a group to travel to Mora to retrieve these documents.</p> <p>Bribery-2 Technical-2 Liaison-2 Admin-2</p>	<p>M003 Gerome Survey GEROME</p> <p>Local Scout service asks the Captain to pick up survey data from the Red-zone at Gerome. They supply an authorisation code to get past any Interdiction vessel [show this Mission card]. Pay is 200 kCr once data is picked up.</p> <p>Pilot-2, Survey-1, Technical-1</p>
<p>M004 - Mining Supplies VILIS</p> <p>A representative of a local mining corporation asks you to deliver some urgent supplies to a mining station on a distant moon in system. They offer 200kCr, and you can undertake this mission at the cost of drawing one extra encounter card.</p> <p>Optional Stealth-2, Science-1 to check supplies; or you can just deliver them.</p>	<p>M003 Gerome Survey GEROME</p> <p>Local Scout service asks the Captain to pick up survey data from the Red-zone at Gerome. They supply an authorisation code to get past any Interdiction vessel [show this Mission card]. Pay is 200 kCr once data is picked up.</p> <p>Pilot-2, Survey-1, Technical-1</p>
<p>M005 - Intoxicated Miners VILIS</p> <p>The supplies are in fact illegal drugs to improve the miners output.</p> <p>Admin-2, Liaison-1 to pass this onto the press and embarrass the Duke of Mora (-1 Renown) ...or... Bribery-1, Streetwise-1, Trader-1 to leverage for 500kCr hush money</p>	<p>M006 - Contact Tanoose Freedom League GARDA-VILIS</p> <p>The anti-colonial movement on Garda-Vilis (or ‘terrorist scum’ according to the official media) are causing a lot of problems here. With the right contacts, there is going to be high demand for suitable weaponry.</p> <p>Streetwise-1, Admin-1, Liaison-1 to make potentially profitable contact</p>

<p>Tanoose Freedom League Contact</p> <p>+1 Demand to all Military Cargo on Garda-Vilis on presenting this card</p>	<p>M006 - Contact Tanoose Freedom League GARDA-VILIS</p> <p>The anti-colonial movement on Garda-Vilis (or 'terrorist scum' according to the official media) are causing a lot of problems here. With the right contacts, there is going to be high demand for suitable weaponry.</p> <p>Streetwise-1, Admin-1, Liaison-1 to make potentially profitable contact</p>
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<p>Tanoose Freedom League Contact</p> <p>+1 Demand to all Military Cargo on Garda-Vilis on presenting this card</p>	<p>M007 - Blow-Ups Happen GARDA-VILIS</p> <p>You are contacted by the League, with a proposal to help liberate Garda-Vilis to become the free system of Tanoose. If you can deliver a cargo of 'Mass Trauma Explosive Devices', they can provide an additional +1 Demand (so a total of +2). They would also like assistance in their deployment in an 'incident'.</p> <p>Stealth-2, Technical-1, Survey-1 to assist</p>
<p>M008 - The Mosaic Desert GARDA-VILIS</p> <p>A journalist wants transport and escort to the Mosaic Desert for a photoshoot. The group need to be able to survive in the high desert, and must be able to negotiate with the forces of the Tanoose Freedom League for access to the desert. The journalist will pay kCr200 for the group's work.</p> <p>Liaison-2 Survival-2 Combat-1</p>	<p>M008 - The Mosaic Desert GARDA-VILIS</p> <p>A journalist wants transport and escort to the Mosaic Desert for a photoshoot. The group need to be able to survive in the high desert, and must be able to negotiate with the forces of the Tanoose Freedom League for access to the desert. The journalist will pay kCr200 for the group's work.</p> <p>Liaison-2 Survival-2 Combat-1</p>

I visited the Mosaic Desert on Garda-Vilis and survived!

(T-shirt)

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***M009 - One Previous Owner
LANTH to VILIS***

You are approached by a wealthy gentleman who wants a ship's crew to take his newly-purchased (but second-hand) yacht to Vilis for a refit. 200kCr if it is delivered.

Pilot-1, Technical-1, Admin-1

(Pilot-1 must be different to the Captain, and itinerary must include both Lanth and Vilis)

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(Pilot-1 must be different to the Captain, and itinerary must include both Lanth and Vilis)

***M010 - One Previous Owner
FERI to JEWELL***

You are approached by a wealthy gentleman who wants a ship's crew to take his newly-purchased (but second-hand) yacht to Jewell for a refit. 200kCr if it is delivered.

Pilot-1, Technical-1, Admin-1

(Pilot-1 must be different to the Captain, and itinerary must include both Feri and Jewell)

***M010 - One Previous Owner
FERI to JEWELL***

You are approached by a wealthy gentleman who wants a ship's crew to take his newly-purchased (but second-hand) yacht to Jewell for a refit. 200kCr if it is delivered.

Pilot-1, Technical-1, Admin-1

(Pilot-1 must be different to the Captain, and itinerary must include both Feri and Jewell)

***M011 - Bounty: Brook Dearing
SACNOTH***

A fraudster who has jumped bail. Believed to have returned home to the Sword Worlds, and hiding out in the wilderness. Some delicate dealing with the natives required.

Reward: 200 kCr

Combat-1, Bribery-1, Linguistics-1, Survey-1

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Combat-1, Bribery-1, Linguistics-1, Survey-1

**M012 - Bounty: Isis Aramour
PYSADI**

A small-time con-artist. Last seen on Pysadi. Has specific medical requirements to get them home safely. (So avoid any worlds with pandemics!)
Reward: 200 kCr

Bribery-1, Medical-2, Stealth-1

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Reward: 200 kCr

Bribery-1, Medical-2, Stealth-1

**M013 - Bounty: Vaethon Warez
ARDEN**

An ex-Imperial Marine. Armed and dangerous and wanted for child smuggling. Has taken refuge on the neutral world of Arden.
Reward: 200 kCr

Combat-2, Admin-1, Technical-1

**M014 - Bounty: Ulster Danamo
FULACIN**

A thief and smuggler with links to the underworld on the desert planet Fulacin.
Reward: 200 kCr

Streetwise-2, Liaison-1, Survival-1, Medical-1

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A thief and smuggler with links to the underworld on the desert planet Fulacin.
Reward: 200 kCr

Streetwise-2, Liaison-1, Survival-1, Medical-1

**M015 - Bounty: Jason Lennent
MITHRIL**

It appears the man has set himself up in a well-armed asteroid in the uninhabited system of Mithril. This will require taking an armed boarding party in. You'll also need to fight off any Sword World navy ships you meet, unless you have **Liaison-2, Stealth-1**.

Combat-3, Pilot-2, Survival-2

M017 - Bounty: Jason Lennent
GRAM

Jason was a captain with Oberlindes Lines, and left with a whole bag of trade secrets. They want his head badly. Unfortunately, he's taken refuge in the Sword Worlds, so it'll be some delicate work to dig him out and extract him. Reward: 1 MCr

Admin-2, Stealth-2, Streetwise-1, Linguistics-1

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Combat-3, Pilot-2, Survival-2

M016 - Bounty: Tsoroy Huff
MIRE

Your quarry has fled to the Darrian Protectorate, and is apparently seeking diplomatic asylum. Diplomatic skills are needed to extricate him (OR, you just need the signature on this card of the Darrian ambassador).

Linguistics-2, Liaison-2, Admin-2, Combat-1

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Linguistics-2, Liaison-2, Admin-2, Combat-1

M018 - Bounty: Tsoroy Huff
VILIS

The trail leads to the underworld on Vilis. They've given him a new identity and face, so you need to infiltrate their organisation and get the information to track him further.

Streetwise-2, Stealth-2, Bribery-1

M018 - Bounty: Tsoroy Huff
VILIS

The trail leads to the underworld on Vilis. They've given him a new identity and face, so you need to infiltrate their organisation and get the information to track him further.

Streetwise-2, Stealth-2, Bribery-1

M019 - Bounty: Tsoroy Huff
RHYLANOR

Tsoroy Huff was in the Imperial Diplomatic Service, and found to be selling secrets to interested parties. He fled just before the Intelligence Services closed their net. Last seen on Rhylanor. Reward: 2 MCr

Admin-2, Combat-1, Liaison-1, Stealth-1

M019 - Bounty: Tsoroy Huff
RHYLANOR

Tsoroy Huff was in the Imperial Diplomatic Service, and found to be selling secrets to interested parties. He fled just before the Intelligence Services closed their net. Last seen on Rhylanor.
Reward: 2 MCr

Admin-2, Combat-1, Liaison-1, Stealth-1

M020 - Hide Trail of Tsoroy Huff
VILIS

An entrepreneurial criminal scene on Vilis is arranging a change of identity for Tsoroy before he seeks asylum in the Darrian Confederation. They need cash and a medical expert to perfect this.

Medical-2, Streetwise-1, Admin-1. 200 kCr

M021 - Mithril Ship Scanner
MITHRIL

Plant a small but powerful passive sensor array in the uninhabited system of Mithril, linked to Naval systems. This will only last for 15 minutes per level of **Technical** skill of the installation team; so the higher the better (min of 2).

Technical-2, Survival-1, Science-1, Gunnery-1

M022 - Gold Bullion Transfer
RHYLANOR

The monetary authorities on Junidy need physical gold transported to the vaults on Rhylanor to balance trade flows. The cargo (including guards) takes up 1 cargo slot. Any corsair card may be active with this cargo on a * result on a die (so 1 in 3). **Show to GM at start of Expedition.**
Reward: 500 kCr

Streetwise-2, Pilot-1, Liaison-1

M022 - Gold Bullion Transfer
RHYLANOR

The monetary authorities on Junidy need physical gold transported to the vaults on Rhylanor to balance trade flows. The cargo (including guards) takes up 2 cargo slots. Any corsair card may be active with this cargo on a * result on a die (so 1 in 3). **Show to GM at start of Expedition.**
Reward: 500 kCr

Streetwise-2, Pilot-1, Liaison-1

M023 - Contact Agent
FRENZIE

Collect messages from drop in procurement administration,

Stealth-1, Admin-1, Liaison-2

M024 - Contact Agent
RHYLANOR

The local agent has encrypted all the files on the university computer network. You'll need to hack them out before the Imperial Secret Service finds them.

Technical-2, Science-1, Stealth-1

M025 - Contact Agent
EFATE

The agent has been recently hospitalised in a coma. You suspect foul play and it is likely that she is under imperial observation. You'll need to infiltrate as medics to get the information you need.

Medical-2, Liaison-1, Stealth-1, Bribery-1

**M026 - Contact Agent
GRAM**

This one should be quite straightforward, as the Zhodani Consulate has good relations with the Sword Worlds. You just need to visit the embassy and get the records they hold.

Admin-1, Liaison-1

**M027 - Contact Agent
DARRIAN**

Your agent on Darrian has been recruited into one of the tech research institutes, and is currently on an extended archaeological dig on the original Darrian homeworld, deep underground.

Survival-1, Survey-1, Stealth-1, Technical-1

**Zhodani Information
Cache #1**

(Worth 500kCr to Zhodani Ambassador)

**Zhodani Information
Cache #2**

(Worth 500kCr to Zhodani Ambassador)

**Zhodani Information
Cache #3**

(Worth 500kCr to Zhodani Ambassador)

**Zhodani Information
Cache #4**

(Worth 500kCr to Zhodani Ambassador)

**Zhodani Information
Cache #5**

(Worth 500kCr to Zhodani Ambassador)

**Arden Mercantile Race Start
Certificate
(Take to Vanejen)**

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Certificate
(Take to Vanejen)**

**Arden Mercantile Race Halfway
Certificate
(First to return to Arden wins)**

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(First to return to Arden wins)**

**M028 - Pequan Perry
CHRONOR, MIRE, GRAM, MORA, EFATE**

Take these tasting samples of the local delicacy 'Pequan Perry' to one of the major worlds listed, and gain favourable media reviews.

Liaison-2, Bribery-1, Linguistics-1

**M028 - Pequan Perry
CHRONOR, MIRE, GRAM, MORA, EFATE**

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CHRONOR, MIRE, GRAM, MORA, EFATE

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Liaison-2, Bribery-1, Linguistics-1

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CHRONOR, MIRE, GRAM, MORA, EFATE

Take these tasting samples of the local delicacy 'Pequan Perry' to one of the major worlds listed, and gain favourable media reviews.

Liaison-2, Bribery-1, Linguistics-1

M029 - Marketing Success
PEQUAN

Return to Pequan with this trove of positive reviews of their 'Perry Nouvelle' (just try not to drink any).

No skills needed

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No skills needed

+1 Demand on PEQUAN for any good that can normally be sold there

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<p>M030 - Drug Stash on Algine ALGINE</p> <p>Criminal. Contacts in the underworld provide news that a drug stash is still to be found on Algine after Everard Dadushaag, a sector-wide dealer, was taken into custody. It would be a very lucrative find, but you'll need to reconnoitre first.</p> <p>Medical-1, Survey-1, Liaison-1</p>	<p>M033 - Drug Stash on Algine ALGINE</p> <p>Criminal. The drugs have been secreted near one of the settlements of the native cannibal corporations (only shareholders are immune from being eaten).</p> <p>Combat-3 or Stealth-3 Survey-1, Survival-1</p>
<p>M031 - Stash on Gerome GEROME</p> <p>Criminal. Contacts in the underworld provide news that a hidden stash of cash is hidden on Gerome after Everard Dadushaag, a sector-wide dealer, was taken into custody. It would be a very lucrative find, but you'll need to reconnoitre first.</p> <p>Pilot-2, Survey-1, Survival-1</p>	<p>M034 - Stash on Gerome GEROME</p> <p>Criminal. The cash is secured on a body in the Kuiper belt, complete with bloody laser turret!</p> <p>Pilot-3 or Gunnery-2 Technical-1, Survival-1, Science-1</p>
<p>M032 - Stash on Querion QUERION</p> <p>Criminal. Contacts in the underworld provide news that a major stash is still to be found on Querion after Everard Dadushaag, a sector-wide dealer, was taken into custody. Apparently some trade with the Zhodani that was never brought to fruition.</p> <p>Linguistics-1, Liaison-1, Stealth-1</p>	<p>M035 - Stash on Querion CHRONOR</p> <p>Criminal. Annoyingly, the local authorities have moved the container with the goods in to Chronor, the local administrative centre. You'll have to go there to get hold of the stuff. A combination of admin to find it, and stealth to sneak it out.</p> <p>Streetwise-2, Linguistics-2, Admin-1, Stealth-2</p>
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<p>M036 - Tonic Wine YORI, ALELL, GARDA-VILIS</p> <p>The system of Extolay is trying to boost its market for high-proof tonic wine, made from local beetle carapaces, and break into the fine-wine market dominated by Zila. They will pay well for successful marketing of their product on a nearby Rich world. It'll be a challenge though.</p> <p>Admin-2, Bribery-1, Linguistics-1, Liaison-1</p>	<p>M036 - Tonic Wine YORI, ALELL, GARDA-VILIS</p> <p>The system of Extolay is trying to boost its market for high-proof tonic wine, made from local beetle carapaces, and break into the fine-wine market dominated by Zila. They will pay well for successful marketing of their product on a nearby Rich world. It'll be a challenge though.</p> <p>Admin-2, Bribery-1, Linguistics-1, Liaison-1</p>
<p>+1 Demand on EXTOLAY for any good that can normally be sold there</p>	<p>+1 Demand on _____ for any good that can normally be sold there</p>

+1 Demand on PEQUAN for any good that can normally be sold there

+1 Demand on _____ for any good that can normally be sold there

+1 Demand on EXTOLAY for any good that can normally be sold there

**M037 - Stellar Cremation
DINOM**

A local religious group on planet wants to cremate their dead, but strict ecological laws forbid this...so they want you to take a load of coffins, and fire them into the sun from close range!

Reward: 100kCr, and draw +2 Encounter Cards for the delay.

Pilot-2, Gunnery-1, Medical-1

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**M038 - Locate the Lost Hero
RUIE**

A Mongo holovid star is filming 'The Last Stand on Jewell', a re-telling of a battle in the Fourth Frontier War. They have heard news that one of the marines involved *did* survive, and may be on Ruie. She is desperate to interview her to get better into character!

Reward: 200kCr, and +1 Demand on Mongo

Combat-1, Liaison-1, Streetwise-1

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Combat-1, Liaison-1, Streetwise-1

M039 - Locate the Lost Hero
RUIE

You find the marine homeless on the streets, with PTSD and an obscure synthetic drug habit. To get them back to Mongo you're going to have to straighten them out.

Medical-1, Liaison-2, Science-1

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Medical-1, Liaison-2, Science-1

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M040 Repair Research Base
BOUGHENE

The planetary government has a base monitoring volcanic activity on a gas giant moon, and need a team to repair it after some recent eruptions.
Reward: 300 kCr

Technical-2, Science-2, Pilot-1

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The planetary government has a base monitoring volcanic activity on a gas giant moon, and need a team to repair it after some recent eruptions.
Reward: 300 kCr

Technical-2, Science-2, Pilot-1

M041 Repair Mining Outpost
QUARE

The planetary government has an automated mining outpost on a gas giant moon, and need a team to repair it after a recent asteroid hit.
Reward: 300 kCr, +1 Faction bonus

Technical-2, Survey-2, Pilot-1

M041 Repair Mining Outpost
QUARE

The planetary government has an automated mining outpost on a gas giant moon, and need a team to repair it after a recent asteroid hit.
Reward: 300 kCr, +1 Faction bonus

Technical-2, Survey-2, Pilot-1

M042 Repair Defence Battery
DINOM

The planetary government has an automated missile battery on a gas giant moon, and need a team to repair it after a recent 'malfunction'.
Reward: 300 kCr

Gunnery-2, Survey-1, Pilot-1, Technical-1

M042 Repair Defence Battery
DINOM

The planetary government has an automated missile battery on a gas giant moon, and need a team to repair it after a recent 'malfunction'.
Reward: 300 kCr

Gunnery-2, Survey-1, Pilot-1, Technical-1

M043 The Price of Knowledge
DINOM

The University of Rhylanor needs to get some distance learning materials to six students on Dinom for their 'ME291 Modern Composers' course. However the last set was confiscated by the planetary government because the President regards Alfyr Haslynn, one of the people studied, a traitor to the people. Can you sneak these past customs? 200kCr.

Stealth-2, Admin-1, Streetwise-1, Trader-1

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Stealth-2, Admin-1, Streetwise-1, Trader-1

M044 Debt Recovery
LANTH

Criminal. A loan-shark needs some help to recover an off-world debt. The money is owed by a survivalist on the Lanth - the type with three assault weapons, anti-personnel mines in the garden, and a dislike of trespassers.
300 kCr

Combat-2, Stealth-1, Survey-1, Survival-1

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Criminal. A loan-shark needs some help to recover an off-world debt. The money is owed by a survivalist on the Lanth - the type with three assault weapons, anti-personnel mines in the garden, and a dislike of trespassers.
300 kCr

Combat-2, Stealth-1, Survey-1, Survival-1

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VANEJEN

Criminal. A loan-shark needs some help to recover an off-world debt. The money is owed by a rich noble on Vanejen - his daughter had been taken as hostage, but he appears to regard welshing on the debt as preferable to retrieving her.
300 kCr

Combat-2, Bribery-2, Survey-1

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300 kCr

Combat-2, Bribery-2, Survey-1

M046 Debt Recovery
ENTROPE

Criminal. A loan-shark needs some help to recover an off-world debt. The money is owed by a local drug-dealer. Recover the proceeds any way you can.
300 kCr

Combat-2, Streetwise-2, Survey-1

M046 Debt Recovery
ENTROPE

Criminal. A loan-shark needs some help to recover an off-world debt. The money is owed by a local drug-dealer. Recover the proceeds any way you can.
300 kCr

Combat-2, Streetwise-2, Survey-1

M047 Debt Recovery
MONGO

A naive Zhodani banker needs some help to recover a debt in Imperial space. The money is owed by an accountant at a local charity that helps street children across the subsector.
300 kCr

Admin-2, Liaison-2, Combat-1

M047 Debt Recovery
MONGO

A naive Zhodani banker needs some help to recover a debt in Imperial space. The money is owed by an accountant at a local charity that helps street children across the subsector.
300 kCr

Admin-2, Liaison-2, Combat-1

M048 Familial Honour
PIXIE

Criminal. A local noble needs help with vengeance against an extortionist who he refused to pay, and has now murdered his daughter, and sent her piece by piece in cold storage. He knows the criminal is based on Pixie, and wants them killed.
300 kCr

Combat-3, Streetwise-1, Stealth-1

M048 Familial Honour
PIXIE

Criminal. A local noble needs help with vengeance against an extortionist who he refused to pay, and has now murdered his daughter, and sent her piece by piece in cold storage. He knows the criminal is based on Pixie, and wants them killed.
300 kCr

Combat-3, Streetwise-1, Stealth-1

M049 Child Slavery Ring
YORBOND

In files recovered during recovering the debt, It appears the accountant has used the charity's cover to set up a child slavery ring, using orphans from Yorbond. Whether to break it up or take it over, you might want to investigate further.

Streetwise-2, Bribery-2, Trader-2, Medical-1

M049 Child Slavery Ring
YORBOND

In files recovered during recovering the debt, It appears the accountant has used the charity's cover to set up a child slavery ring, using orphans from Yorbond. Whether to break it up or take it over, you might want to investigate further.

Streetwise-2, Bribery-2, Trader-2, Medical-1

**M050 Missing X-Boat
PYSADI**

The Scout base at Aramis is worried about an X-boat courier vessel that is late. It should be in the Pysadi system, and they would like you to check this out (they provide transponder details to track the ship).

Reward: 500 kCr

Deadline: 21:30

Pilot-3, Technical-2, Survival-1, Medical-1

**M050 Missing X-Boat
PYSADI**

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Reward: 500 kCr

Deadline: 21:30

Pilot-3, Technical-2, Survival-1, Medical-1

**M051 Missing X-Boat
DJINNI**

The Scout base at Feri is worried about an X-boat courier vessel that is late. It should be in the Djinni system, and they would like you to check this out (they provide transponder details to track the ship).

Reward: 500 kCr

Deadline: 21:00

Pilot-2, Technical-2, Survival-1, Science-1

**M051 Missing X-Boat
DJINNI**

The Scout base at Feri is worried about an X-boat courier vessel that is late. It should be in the Djinni system, and they would like you to check this out (they provide transponder details to track the ship).

Reward: 500 kCr

Deadline: 21:00

Pilot-2, Technical-2, Survival-1, Science-1

**M052 Missing Trader
KNORBES**

A representative of the Consular Mercantile Service is looking for one of their ships that has failed to dock on time. It should have left Knorbess for Ruie/Pequan/Arden, so that would be the best place to start.

Reward: 300 kCr

Pilot-1, Survey-1, Survival-1, Trader-1

**M052 Missing Trader
KNORBES**

A representative of the Consular Mercantile Service is looking for one of their ships that has failed to dock on time. It should have left Knorbess for Ruie/Pequan/Arden, so that would be the best place to start.

Reward: 300 kCr

Pilot-1, Survey-1, Survival-1, Trader-1

**M053 A Zhodani Spy?
GRANT**

From your investigations the missing Zhodani merchant vessel headed into the Red zone world of Grant.

This seems very odd, as there should really be no need for any legitimate merchant to go that way.

Pilot-1, Survey-1, Survival-1, Trader-1

**M053 A Zhodani Spy?
GRANT**

From your investigations the missing Zhodani merchant vessel headed into the Red zone world of Grant.

This seems very odd, as there should really be no need for any legitimate merchant to go that way.

Pilot-1, Survey-1, Survival-1, Trader-1

<p>M054 A Zhodani Spy? GRANT</p> <p>The Zhodani vessel appears to have evaded the cordon, and landed on the interdicted planet. You can investigate with or without the support of the Imperium (represented by the signature of the Scout Commander)</p> <p>With: <i>Linguistics-2, Combat-2, Liaison-1, Admin-1</i></p> <p>Without: <i>Pilot-3, Linguistics-2, Combat-2, Gunnery-1</i></p>	<p>M054 A Zhodani Spy? GRANT</p> <p>The Zhodani vessel appears to have evaded the cordon, and landed on the interdicted planet. You can investigate with or without the support of the Imperium (represented by the signature of the Scout Commander)</p> <p>With: <i>Linguistics-2, Combat-2, Liaison-1, Admin-1</i></p> <p>Without: <i>Pilot-3, Linguistics-2, Combat-2, Gunnery-1</i></p>
<p><i>Ships log of Zhodani Spy ship on GRANT.</i></p> <p><i>Provides proof that the Grant natives are psionic.</i></p> <p><i>Can be used by Zhodani to get +2 on any Border world due to morale boost.</i></p>	<p>M055 A Mysterious Key ???</p> <p>You have inherited a key from your uncle - you know he was a heavy hitter in the criminal underworld, but have no clear idea what this is the key to. Your researches to date suggest it is for a safety deposit on a Hi-Tech world, probably within 2 or 3 jumps of Regina.</p> <p><i>No skills needed</i></p>
<p>M056 A Mysterious Key ???</p> <p>As well as the supplies in the locker, there is another key. This also looks like it comes from a Hi-Tech world, and the heavy-metal contaminated sand deposits suggest a desert world.</p> <p><i>No skills needed</i></p>	<p>M057 A Mysterious Key ???</p> <p>You are getting used to the pattern now. This key is very different. The design is clearly Darrian.</p> <p><i>No skills needed</i></p>
<p><i>Ducal Blackmail Archive</i></p> <p><i>A panoply of ducal secrets. Your uncle has gathered an impressive array of potential blackmail material.</i></p> <p><i>This can be used by any Duke to dish the dirt on two separate colleagues (-1 Renown to each of them)</i></p>	<p>M058 Graveyard Salvage SACNOTH</p> <p>Criminal. The site of the Battle of Sacnoth has been dedicated as a Space Graveyard by the Sword Worlds military. However there are hints that there may be salvageable units there, if you can risk the interference of Sword World patrols.</p> <p><i>Pilot-2+, Technical-3, Survey-2, Gunnery-1</i></p> <p>Draw 6 cards (instead of 3). You can avoid one vessel for each Pilot-skill above two. Naval and customs vessels both count as hostile.</p>

M058 Graveyard Salvage
SACNOTH

Criminal. The site of the Battle of Sacnoth has been dedicated as a Space Graveyard by the Sword Worlds military. However there are hints that there may be salvageable units there, if you can risk the interference of Sword World patrols.

Pilot-2+, Technical-3, Survey-2, Gunnery-1

Draw 6 cards (instead of 3). You can avoid one vessel for each Pilot-skill above two. Naval and customs vessels both count as hostile.

M059 Graveyard Salvage
QUAR

Criminal. The site of the Battle of Quar has been dedicated as a Space Graveyard, and is patrolled by a joint Imperial/Zhodani squadron. However there are hints that there may be salvageable units there...

Pilot-2+, Technical-3, Survey-2, Gunnery-1

Draw 6 cards (instead of 3). You can avoid one vessel for each Pilot-skill above two. Naval and customs vessels both count as hostile.

M059 Graveyard Salvage
QUAR

Criminal. The site of the Battle of Quar has been dedicated as a Space Graveyard, and is patrolled by a joint Imperial/Zhodani squadron. However there are hints that there may be salvageable units there...

Pilot-2+, Technical-3, Survey-2, Gunnery-1

Draw 6 cards (instead of 3). You can avoid one vessel for each Pilot-skill above two. Naval and customs vessels both count as hostile.

M060 Graveyard Salvage
QUAR

The site of the Battle of Quar has been dedicated as a Space Graveyard, and is patrolled by a joint Imperial/Zhodani squadron. You have new intelligence that an experimental Imperial psionic defence weapon is in the wreckage.

Pilot-2+, Technical-3, Survey-2, Gunnery-1

You can avoid one vessel for each Pilot-skill above two. Naval and customs vessels both count as hostile.

M061 Wartime Intelligence Cache
ARAMIS

The recent death on Aramis of a retired Admiral active in the Fourth Frontier War against the Zhodani has led to his papers being available for sale. You believe they may contain important state secrets, and need to acquire them before the other side.

Trader-3, Bribery-1, Admin-1

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M060 Graveyard Salvage
QUAR

The site of the Battle of Quar has been dedicated as a Space Graveyard, and is patrolled by a joint Imperial/Zhodani squadron. You have new intelligence that an experimental Imperial psionic defence weapon is in the wreckage.

Pilot-2+, Technical-3, Survey-2, Gunnery-1

You can avoid one vessel for each Pilot-skill above two. Naval and customs vessels both count as hostile.

Psionics Defence Prototype

TOP SECRET!

This is worth:

+2 Renown to a Duke, or

+2 Alignment to the Zhodani on one world, or

+2 Alignment to the Imperium on one world *only if the Zhodani are the main competitors)

***M062 Psionics Survey (Zh)
SHEYOU***

Conduct a survey into Psionics attitudes on a standard Zhodani world.

Liaison-1, Linguistics-1, Science-1, Survey-1

***M063 Psionics Survey (Sw)
GRAM***

Conduct a survey into Psionics attitudes in a standard Sword Worlds system.

Liaison-2, Admin-1, Science-1, Survey-1

***M064 Psionics Survey (Da)
MIRE***

Conduct a survey into Psionics attitudes in a standard Darrian system.

Liaison-1, Admin-1, Science-1, Survey-1

***M065 Psionics Survey (Im)
YORI***

Conduct a survey into Psionics attitudes on a Rich Imperial world.

Liaison-3, Combat-1, Science-1, Survey-1

***M066 Psionics Survey (Im)
FRENZIE***

Conduct a survey into Psionics attitudes on a Poor Imperial world.

Liaison-3, Combat-1, Science-1, Survey-1

***ZHODANI PSIONIC SURVEY
RESULTS***

'Psionics are Bestest'

Can be used in place of any 1 skill level on any of missions M146, M150 [one-use]

***SWORD WORLD PSIONIC
SURVEY RESULTS***

'Psionics are ...OK?'

Can be used in place of any 1 skill level on any of missions M146, M150 [one-use]

DARRIAN SURVEY RESULTS

'Psionics are of academic interest'

Can be used in place of any 1 skill level on any of missions M146, M150 [one-use]

IMPERIAL PSIONIC SURVEY RESULTS

Perhaps we can revisit the question when the riots have died down?

Can be used in place of any 1 skill level on any of missions M146, M150 [one-use]

IMPERIAL PSIONIC SURVEY RESULTS

Perhaps we can revisit the question when the riots have died down?

Can be used in place of any 1 skill level on any of missions M146, M150 [one-use]

M067 Space Burial ESALIN

Criminal. A local wants you to break into the Church of the Manifest Effulgence, remove the body of a (dead) District Governor currently lying in state, and then jettison it into space on your way out of the system. Some matter of personal honour apparently.

200 kCr

Stealth-2, Pilot-1, Medical-1

M068 Corpse Retrieval ESALIN

The Church of the Manifest Effulgence has had a body disappear before an important ceremony. They believe it may have been jettisoned into space, and want it back so that the last rites can be properly applied.

200 kCr

Pilot-2, Survival-1, Liaison-1

M069 Deep Space Anomaly ROUP

The local scout base pass on information that their deep-space scanners have picked up a potential anomaly.

You are welcome to investigate this if you have the time.

Science-2, Pilot-2

M070 Deep Space Anomaly EFATE

The local scout base pass on information that their deep-space scanners have picked up a potential anomaly.

You are welcome to investigate this if you have the time.

Science-2, Pilot-2

M071 Deep Space Salvage ROUP

Detailed analysis suggests the remains of a mis-jumped ship are to be found in deep-space near Roup.

A salvage expedition could be very profitable.

[Leave an empty space on your itinerary after visiting Roup - mark it 'DEEP SPACE']

Pilot-3, Science-1, Technical-2, Survival-2

<p>M072 Deep Space Salvage EFATE</p> <p>Detailed analysis has pin-pointed an object in deep-space near Mora with both organic and electronic signatures. A salvage expedition could be very profitable. [Leave an empty space on your itinerary after visiting Efate - mark it 'DEEP SPACE']</p> <p>Pilot-3, Science-3, Survival-2</p>	<p>M073 Communicate with Alien Entities EFATE</p> <p>The alien entities in deep space near Efate looks like a mad scientist's dream. The size of leviathans, and half-robot, half-organic. If you could open up diplomatic negotiations, who knows where this might lead. [Leave an empty space on your itinerary after visiting Efate - mark it 'DEEP SPACE']</p> <p>Linguistics-3, Science-2, Liaison-2</p>
<p>M074 Destroy Alien Entities EFATE</p> <p>The alien entities in deep space near Efate looks like a mad scientist's dream. The size of leviathans, and half-robot, half-organic. Worse, they seem to be breeding. If not destroyed very soon, they could threaten the Imperium. [Leave an empty space on your itinerary after visiting Efate - mark it 'DEEP SPACE']</p> <p>Gunnery-4, Pilot-3, Survival-2, plus 1 unit of Naval vessels must be removed from Efate to assist (Regina GM must sign this mission)</p>	<p>M075 Decrypt Aliens' communication RHYLANOR</p> <p>The alien entities in deep space near Efate looks like a mad scientist's dream. The size of leviathans, and half-robot, half-organic. If you could open up diplomatic negotiations, who knows where this might lead.</p> <p>Linguistics-2, Technical-2, Admin-1</p>
<p>M076 Liquidate Zhodani Traitor EFATE</p> <p>Criminal. The head of the Scout deep-space exploration unit at Efate needs to be liquidated as a confirmed Zhodani traitor.</p> <p>Stealth-2, Combat-2, Bribery-2</p>	<p>M077 Scout's Murder Enquiry EFATE</p> <p>A senior scout in the Deep-space exploration division at Efate was found dead recently. The Scout commander at Feri was a friend, and the Efate authorities seem to be covering something up. He wants you to uncover what happened to bring the murderer to justice. Reward 300kCr</p> <p>Streetwise-2, Liaison-2, Stealth-1</p>
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<p>M068 Corpse Retrieval ESALIN</p> <p>The Church of the Manifest Effulgence has had a body disappear before an important ceremony. They believe it may have been jettisoned into space, and want it back so that the last rites can be properly applied. 200 kCr</p> <p>Pilot-2, Survival-1, Liaison-1</p>	<p>M069 Deep Space Anomaly ROUP</p> <p>The local scout base pass on information that their deep-space scanners have picked up a potential anomaly. You are welcome to investigate this if you have the time.</p> <p>Science-2, Pilot-2</p>
<p>M070 Deep Space Anomaly EFATE</p> <p>The local scout base pass on information that their deep-space scanners have picked up a potential anomaly. You are welcome to investigate this if you have the time.</p> <p>Science-2, Pilot-2</p>	<p>M071 Deep Space Salvage ROUP</p> <p>Detailed analysis suggests the remains of a mis-jumped ship are to be found in deep-space near Roup. A salvage expedition could be very profitable. <i>[Leave an empty space on your itinerary after visiting Roup - mark it 'DEEP SPACE']</i></p> <p>Pilot-3, Science-1, Technical-2, Survival-2</p>
<p>M072 Deep Space Salvage EFATE</p> <p>Detailed analysis has pin-pointed an object in deep-space near Mora with both organic and electronic signatures. A salvage expedition could be very profitable. <i>[Leave an empty space on your itinerary after visiting Efate - mark it 'DEEP SPACE']</i></p> <p>Pilot-3, Science-3, Survival-2</p>	<p>M073 Communicate with Alien Entities EFATE</p> <p>The alien entities in deep space near Efate looks like a mad scientist's dream. The size of leviathans, and half-robot, half-organic. If you could open up diplomatic negotiations, who knows where this might lead. <i>[Leave an empty space on your itinerary after visiting Efate - mark it 'DEEP SPACE']</i></p> <p>Linguistics-3, Science-2, Liaison-2</p>

M074 Destroy Alien Entities
EFATE

The alien entities in deep space near Efate looks like a mad scientist's dream. The size of leviathans, and half-robot, half-organic. Worse, they seem to be breeding. If not destroyed very soon, they could threaten the Imperium.
[Leave an empty space on your itinerary after visiting Efate - mark it 'DEEP SPACE']

Gunnery-4, Pilot-3, Survival-2, plus 1 unit of Naval vessels must be removed from Efate to assist (Regina GM must sign this mission)

M075 Decrypt Aliens' communication
RHYLANOR

The alien entities in deep space near Efate looks like a mad scientist's dream. The size of leviathans, and half-robot, half-organic.
If you could open up diplomatic negotiations, who knows where this might lead.

Linguistics-2, Technical-2, Admin-1

M067 Space Burial
ESALIN

Criminal. A local wants you to break into the Church of the Manifest Effulgence, remove the body of a (dead) District Governor currently lying in state, and then jettison it into space on your way out of the system. Some matter of personal honour apparently.
200 kCr

Stealth-2, Pilot-1, Medical-1

Evidence of Alien Collaboration

Evidence that Duke of Efate is in league with the semi-organic AI entities in deep space near Efate.

May be used to provide -2 Renown to the Duke of Efate on publication.

M078 Repair Weather Control
QUERION

The Querion Weather Control System is malfunctioning. Experts are needed to help repair it.
Reward 300 kCr

Technical-2, Science-1, Liaison-1

M078 Repair Weather Control
QUERION

The Querion Weather Control System is malfunctioning. Experts are needed to help repair it.
Reward 300 kCr

Technical-2, Science-1, Liaison-1

M079 Repair Weather Control
KNORBES

The Knorbes Weather Control System is malfunctioning. Experts are needed to help repair it, and also fend off the local fauna.
Reward 300 kCr

Technical-2, Science-1, Combat-1

M079 Repair Weather Control
KNORBES

The Knorbes Weather Control System is malfunctioning. Experts are needed to help repair it, and also fend off the local fauna.
Reward 300 kCr

Technical-2, Science-1, Combat-1

M080 Suppress Protection Racket
VANEJEN

A group of local thugs have recently set up a protection racket in some of the main human settlements. They have also brought in hi-tech weaponry, so that the local law enforcement needs some help.
 Reward: 300 kCr

Combat-2, Liaison-2, Streetwise-1

M081 Bandit Suppression
RUIE

One of the nations on Ruie is needs help to suppress bandits across their agricultural belt. At least until the harvest is brought in.
 Reward 300 kCr

Combat-3, Liaison-1

M083 - Protection Racket
VANEJEN

Criminal. The local government have recently broken up a protection racket...which means there is now an opening in the market for a new system to be set up!
 Reward: Two +1 Demand vouchers for the planet.

Streetwise-3, Combat-2, Bribery-1

M082 Pirate Suppression
DINOM

A small group of pirates have recently set up shop on the Dinom system. The navy have their hands full elsewhere, and need a third-party to deal with the problem.
 Reward: 500 kCr

Pilot-2, Survey-2
 Then fight Corsair (but with one surprise round of weapons fire)

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Streetwise-3, Combat-2, Bribery-1

M082 Pirate Suppression
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A small group of pirates have recently set up shop on the Dinom system. The navy have their hands full elsewhere, and need a third-party to deal with the problem.
 Reward: 500 kCr

Pilot-2, Survey-2
 Then fight Corsair (but with one surprise round of weapons fire)

+1 Demand on VANEJEN for any good that can normally be sold there

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**M084 - Missing Goats
ALELL**

On the rich world of Alell, the six-legged semi-caprine Groat is a much sought after pet (and its milk contains natural opioids). However many of these have been going missing recently, and a system-wide panic about a feline Groat-eater has taken hold. Find and kill it!
200 kCr

Combat-1, Science-1, Survival-1

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200 kCr

Combat-1, Science-1, Survival-1

**M085 - A Cure for Groat Grobble
RHYLANOR**

The missing Groats turn out to be the victims of the highly contagious 'Groat Grobble', and there is no predator. The planet is now implementing quarantine measures that reduce Demand by One for everything! A Cure needs to be found at the University of Rhylanor.

Admin-2, Science-2, Liaison-1

**M085 - A Cure for Groat Grobble
RHYLANOR**

The missing Groats turn out to be the victims of the highly contagious 'Groat Grobble', and there is no predator. The planet is now implementing quarantine measures that reduce Demand by One for everything! A Cure needs to be found at the University of Rhylanor.

Admin-2, Science-2, Liaison-1

M086 - A Cure for Groat Grobble
ALELL

We have a Cure! Now this needs to be be distributed widely across Alell so that they will lower their trade restrictions. The Groat-owners lobby group is also offering a juicy reward.
Reward 1 MCr, plus some cargo

Liaison-3, Medical-2, Science-1, Survey-1

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ALELL

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Reward 1 MCr, plus some cargo

Liaison-3, Medical-2, Science-1, Survey-1

M087 - Sword World 'Pirate'
VILIS, GARDA-VILIS, LANTH

The Sword World navy have recently learned that one of their more nationalistic captains is AWOL with his ship. They believe he intends to stage an 'incident' in Imperial Space to worsen relations. They believe he is in Vilis, Garda-Vilis or Lanth, and they need him found and stopped before the Imperials find out.
Reward 1 MCr.

Admin-1, Pilot-1, Survey-1

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Reward 1 MCr.

Admin-1, Pilot-1, Survey-1

M088 - Sabotage Sword World Ship
VILIS

The fanatic's ship has been disguised, and is docked in an out of the way berth at Vilis. You can either Sabotage the Ship to remove the threat, or wait for him to start his Piracy campaign and take him on the.
Reward 1 MCr

Combat-2, Stealth-2, Technical-2 (only before 22:00) OR
Fight a corsair

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Reward 1 MCr

Combat-2, Stealth-2, Technical-2 (only before 22:00) OR
Fight a corsair

M089 - Officer Training
SACNOTH

Sword World culture tends to the misogynistic and patriarchal. A young recruit to the Sword World navy wants some unorthodox help with sabotage of other (male) candidates, and bribery of key officials to give her a fighting chance of getting into officer training.
Reward: 200 kCr

Stealth-2, Bribery-2, Admin-1

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Reward: 200 kCr

Stealth-2, Bribery-2, Admin-1

M090 - Naval Drone Test
JEWELL

The local naval base is testing a new automated drone, and would like some assistance to test it against non-naval standard ships. You are reassured that all its lasers are set to low power, and won't penetrate your hull. They offer a 50% discount on up to 2 ship sub-systems.

Gunnery-2, Pilot-1, Survival-1, Technical-1

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Gunnery-2, Pilot-1, Survival-1, Technical-1

M091 - Scrimshaw
VICTORIA

A merchant has two cargos of native jewellery on Victoria that they need to extract without alerting the authorities. They can pay you by sharing their contacts so you can gain +1 Demand for the next two Consumer or Luxury goods on sell on Mora.

Bribery-2, Admin-1, Stealth-1, Trader-1

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Bribery-2, Admin-1, Stealth-1, Trader-1

**+1 Demand for one
Consumer or Luxury
cargo on Mora**

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Consumer or Luxury
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M092 - A Wofl in the Fold
VICTORIA

A gazelle rancher on Victoria has had reports of a wofl (a ferocious predator native to Victoria) which has been preying on her flock. She is looking for a group of travellers to hunt down and kill this predator.
Reward: 200 kCr

Survival-2, Stealth-1, Combat-1

M092 - A Wofl in the Fold
VICTORIA

A gazelle rancher on Victoria has had reports of a wofl (a ferocious predator native to Victoria) which has been preying on her flock. She is looking for a group of travellers to hunt down and kill this predator.
Reward: 200 kCr

Survival-2, Stealth-1, Combat-1

<p>M093 - Wonderful Things VICTORIA</p> <p>You have stumbled upon a previously-unknown Ancients site. A suitably well-prepared group should be able to explore and excavate the site properly.</p> <p>Science-3, Technical-2, Survival-1, Survey-1</p>	<p>M093 - Wonderful Things VICTORIA</p> <p>You have stumbled upon a previously-unknown Ancients site. A suitably well-prepared group should be able to explore and excavate the site properly.</p> <p>Science-3, Technical-2, Survival-1, Survey-1</p>
<p>M094 - Chirper-Chirper-Cheap-Cheap VANEJEN</p> <p>Professor Shulamikar of the Regina Sophontological Society is conducting a study of the elusive chirpers of Vanejen. She is looking for a group of travellers to escort her to Vanejen's northern continent so that she can observe the mating habits of the chirpers. The group must be able to survive in hostile conditions. Reward: 200kCr</p> <p>Science-1, Survival-1, Survey-1, Stealth-1</p>	<p>M094 - Chirper-Chirper-Cheap-Cheap VANEJEN</p> <p>Professor Shulamikar of the Regina Sophontological Society is conducting a study of the elusive chirpers of Vanejen. She is looking for a group of travellers to escort her to Vanejen's northern continent so that she can observe the mating habits of the chirpers. The group must be able to survive in hostile conditions. Reward 200 kCr</p> <p>Science-1, Survival-1, Survey-1, Stealth-1</p>
<p>M095 - Eye Robot</p> <p>A local businessman, Ganim Managudeli, is concerned that the staff at the Imperial Research Station on Vanejen have stolen the plans for a new communications device that he has developed. The job is to intercept a cargo of janitorial robots bound for the research station replace their software with a modified version that will enable him to gather evidence. Reward: 300 kCr</p> <p>Technical-2, Bribery-1, Stealth-1</p>	<p>M095 - Eye Robot</p> <p>A local businessman, Ganim Managudeli, is concerned that the staff at the Imperial Research Station on Vanejen have stolen the plans for a new communications device that he has developed. The job is to intercept a cargo of janitorial robots bound for the research station replace their software with a modified version that will enable him to gather evidence. Reward: 300 kCr</p> <p>Technical-2, Bribery-1, Stealth-1</p>
<p>M096 - The Rest of the Robots VANEJEN</p> <p>The head of security at the Imperial Research Station on Vanejen is concerned that sensitive documents from the station have appeared on the local datanet. She is convinced that persons unknown are conducting a programme of espionage. She is looking for a group who can carry a security audit of the station in order to find the leak. Reward: 500 kCr</p> <p>Technical-3, Admin-2, Science-1</p>	<p>M096 - The Rest of the Robots VANEJEN</p> <p>The head of security at the Imperial Research Station on Vanejen is concerned that sensitive documents from the station have appeared on the local datanet. She is convinced that persons unknown are conducting a programme of espionage. She is looking for a group who can carry a security audit of the station in order to find the leak. Reward: 500 kCr</p> <p>Technical-3, Admin-2, Science-1</p>

M097 - Robots at Dawn
DARRIAN

The head of security at the Imperial Research Station on Vanejen has discovered a spying operation using modified janitorial robots, and has traced their to Darrian space. She is looking for a group to track down the robots' controller and 'dissuade' them from carrying out any future operations of this kind.

Reward: 1 MCr

Technical-2, Streetwise-2, Stealth-2, Combat-1

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Reward: 1 MCr

Technical-2, Streetwise-2, Stealth-2, Combat-1

M098 - Wine for the Duchess
MORA

A minor noble, Sir Radshir Iblis, is organising a gala dinner in honour of the Matriarch's birthday, and is trying to obtain a quantity of the new season's atrake wine from Zila.

+2 DEMAND for any 'Fine Wines' cargo. (Useable once)

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M099 - Men's Rights!
MORA

Men's Rights activists wish to create disruption on the occasion of the Matriarch's birthday celebrations by adulterating the wines with narcotics. They need the cargo, and assistance in using it.

Stealth-2, Medical-1, Admin-1, Streetwise-1

+2 DEMAND for one cargo of Contraband drugs sold as part of this mission (any type will do).

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***I was tested for psionics
at the Chronor psionics
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***M100 - Slug racing
SHEYOU***

For each unit of Ultra-Caffeinoid Drugs administered to the noqls you can drastically increase the odds of a win:
i) State your stake (up to 1 MCr)
ii) Roll 3 dice. If any of them are a 'success' (5 or 6), then you get a total of three times your stake back. Else you lose it.

Stealth-2 Streetwise-2, Ultra-caffeinoid drugs

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Stealth-2 Streetwise-2, Ultra-caffeinoid drugs

***M101 - Red Spot
RUIE***

A pandemic outbreak of mutated red spot threatens the system, driving up demand for medicine and surgical supplies. The emergency services need support to bring this under control.
Reward 500 kCr, and goodwill

**Medical-2, Admin-1, plus any 'Medical' trade good,
Or
Medical-3, Admin-2, Liaison-2, Science-1**

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<p>M101 - Red Spot RUIE</p> <p>A pandemic outbreak of mutated red spot threatens the system, driving up demand for medicine and surgical supplies. The emergency services need support to bring this under control. Reward 500 kCr, and goodwill</p> <p>Medical-2, Admin-1, plus any 'Medical' trade good, Or Medical-3, Admin-2, Liaison-2, Science-1</p>	<p>M102 - Jail Break : Scoping PIXIE</p> <p>Your brother is imprisoned on Imperial Prison Station 17 in the system of Pixie. You are keen to get him out, and the first stage is to undertake some surveillance of the site in a reconnaissance exercise.</p> <p>Streetwise-2, Survey-2</p>
<p>M103 - Jail Break PIXIE</p> <p>The surveillance of Imperial Prison Station 17 has revealed a possible way to infiltrate. While skimming the gas giant for fuel, the ship's small craft can approach the station on a slingshot orbit. A communications tech can be bribed to cause a glitch in the sensors to permit the craft to approach unnoticed. Once inside the guards can be subdued using non-lethal weapons.</p> <p>Technical-2, Bribery-2, Stealth-2, Combat-2</p>	<p>M104 - Stash Retrieval FERI</p> <p>Now with the location of the stash, you just need to pick it up. The only slight issue is that the place your brother hid it is now in the middle of a war zone on Feri!</p> <p>Admin-1, Liaison-1, Survival-2, Combat-2</p>
<p>M103 - Jail Break PIXIE</p> <p>The surveillance of Imperial Prison Station 17 has revealed a possible way to infiltrate. While skimming the gas giant for fuel, the ship's small craft can approach the station on a slingshot orbit. A communications tech can be bribed to cause a glitch in the sensors to permit the craft to approach unnoticed. Once inside the guards can be subdued using non-lethal weapons.</p> <p>Technical-2, Bribery-2, Stealth-2, Combat-2</p>	<p>M104 - Stash Retrieval FERI</p> <p>Now with the location of the stash, you just need to pick it up. The only slight issue is that the place your brother hid it is now in the middle of a war zone on Feri!</p> <p>Admin-1, Liaison-1, Survival-2, Combat-2</p>
<p>M105 - Cavern Club</p> <p>A popular beat combo who have just played a private concert for the Marquis of Jewell at his daughter's wedding want to use the Caverns of Yorbund as the backdrop for their latest music holo. They need some support and guards to keep the groupies away. Reward: 300 kCr</p> <p>Liaison-2, Combat-1, Survival-1</p>	<p>M105 - Cavern Club</p> <p>A popular beat combo who have just played a private concert for the Marquis of Jewell at his daughter's wedding want to use the Caverns of Yorbund as the backdrop for their latest music holo. They need some support and guards to keep the groupies away. Reward: 300 kCr</p> <p>Liaison-2, Combat-1, Survival-1</p>

M106 - Cavern Concert
YORBUND

An Entropian operatic troupe are seeking passage to the Caverns of Yorbund to stage their new production of "All that Glitters". They need some assistance in navigating Imperial customs, and also as extras in the opera.
Reward: 300 kCr

Admin-2, Linguistics-1, Liaison-1

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Admin-2, Linguistics-1, Liaison-1

**I visited the Crystal
Caverns on Yorbond and
survived!**

(T-shirt)

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M107 - Atrake Blight
ZILA

A blight threatens the atrake harvest on Zila, which has major implications for the planet's wine-making industry. The government of Zila will pay kCr200 for information about its cause.

Science-2, Survey-1, Trader-1

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Science-2, Survey-1, Trader-1

M108 - Curing the Blight
MACENE

Having narrowed down the source of the blight to a contaminated consignment of imported pesticide from Macene. The government of Zila needs a group to go to the source to complete the research into a cure. Reward 1 MCr once cured.

Science-3. Admin-2

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Science-3. Admin-2

M109 - Rooting out the Blight
MACENE

Now you just need to help spread the cure for the fungus amongst the wine-merchants and vine-growers of one of the most litigious worlds in the Spinward Marches. On the plus side, the government has upped the rewards. Reward 1 MCr, +1 Demand token for Zila, 1 Cargo of Fine Wines

Liaison-3, Trader-2, Technical-1

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Liaison-3, Trader-2, Technical-1

**+1 Demand for one cargo
on Zila**

**+1 Demand for one cargo
on Zila**

<p>M110 - Where's Pablo? VICTORIA</p> <p>The biologist Pablo hault-Sergiones was sent to study the gazelles on the reservation world of Victoria, but disappeared without trace. His family have Imperial permission for a small group to travel to Victoria in order to locate him and bring his back to civilisation.</p> <p><i>This card allows passage through the Interdiction zone on Victoria.</i> Reward: 300 kCr.</p> <p><i>Survival-2, Medical-1, Survey-1, Combat-1</i></p>	<p>M110 - Where's Pablo? VICTORIA</p> <p>The biologist Pablo hault-Sergiones was sent to study the gazelles on the reservation world of Victoria, but disappeared without trace. His family have Imperial permission for a small group to travel to Victoria in order to locate him and bring his back to civilisation.</p> <p><i>This card allows passage through the Interdiction zone on Victoria.</i> Reward: 300 kCr.</p> <p><i>Survival-2, Medical-1, Survey-1, Combat-1</i></p>
<p>M111 - Missing Expedition DJINNI</p> <p>The Imperial Research Station on Yori has lost contact with one of its teams who had gone to investigate a newly discovered Ancient site on Djinni. They have not been heard from for over 4 weeks - please find out what has happened to them.</p> <p>Reward: 300 kCr</p> <p><i>Pilot-2, Survey-1</i></p>	<p>M111 - Missing Expedition DJINNI</p> <p>The Imperial Research Station on Yori has lost contact with one of its teams who had gone to investigate a newly discovered Ancient site on Djinni. They have not been heard from for over 4 weeks - please find out what has happened to them.</p> <p>Reward: 300 kCr</p> <p><i>Pilot-2, Survey-1</i></p>
<p>M112 - Jump Malfunctions DJINNI</p> <p>There seems to be something causing Jump Drives to malfunction in the Djinni system. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on.</p> <p>Reward: 1 MCr</p> <p><i>Technical-3, Pilot-2, Science-2</i></p>	<p>M112 - Jump Malfunctions DJINNI</p> <p>There seems to be something causing Jump Drives to malfunction in the Djinni system. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on.</p> <p>Reward: 1 MCr</p> <p><i>Technical-3, Pilot-2, Science-2</i></p>
<p>M113 - Frame the Reverend QUAR</p> <p>Criminal. The Church of the Commander is keen to embarrass the First Intergalactic Faith of the Messiah. They want you to arrange the local Star Minister Fredo McOntosh to be caught in some embarrassing holovids involving drugs, naked women and a hamster.</p> <p>Reward: 500 kCr</p> <p><i>Bribery-2, Technical-2, Medical-1, Liaison-1</i></p>	<p>M113 - Frame the Reverend QUAR</p> <p>Criminal. The Church of the Commander is keen to embarrass the First Intergalactic Faith of the Messiah. They want you to arrange the local Star Minister Fredo McOntosh to be caught in some embarrassing holovids involving drugs, naked women and a hamster.</p> <p>Reward: 500 kCr</p> <p><i>Bribery-2, Technical-2, Medical-1, Liaison-1</i></p>

<p>M114 - Kidnap the Princess RUIE</p> <p>Criminal. A faction at the court of the largest nation-state on Ruie wants to kidnap the daughter and heir of the current king, Maxwell XII. They will pay very well, but they need her unharmed. Reward 1 MCr</p> <p>Stealth-3, Bribery-2, Streetwise-1</p>	<p>M114 - Kidnap the Princess RUIE</p> <p>Criminal. A faction at the court of the largest nation-state on Ruie wants to kidnap the daughter and heir of the current king, Maxwell XII. They will pay very well, but they need her unharmed. Reward 1 MCr</p> <p>Stealth-3, Bribery-2, Streetwise-1</p>
<p>M115 - Rescue the Princess RUIE</p> <p>The daughter and heir of King Maxwell XII has gone missing, and there is a significant reward for anyone who can find her and return her safely to the royal palace. Reward: 1 MCr, +1 to Faction Alignment of choice</p> <p>Combat-3, Liaison-3, Stealth-1, Admin-1</p>	<p>M115 - Rescue the Princess RUIE</p> <p>The daughter and heir of King Maxwell XII has gone missing, and there is a significant reward for anyone who can find her and return her safely to the royal palace. Reward: 1 MCr, +1 to Faction Alignment of choice</p> <p>Combat-3, Liaison-3, Stealth-1, Admin-1</p>
<p>M116 - Insurance Claim YORBOND</p> <p>Criminal. A local wine-bar near the Starport is seeing its business go downhill, and the adapted business model is to claim a fortune on insurance after the place burns down. So...you just need to commit arson, and ensure nothing ties you to the owner. Reward: 200 kCr</p> <p>Admin-1, Stealth-1, Streetwise-1, Technical-1</p>	<p>M116 - Insurance Claim YORBOND</p> <p>Criminal. A local wine-bar near the Starport is seeing its business go downhill, and the adapted business model is to claim a fortune on insurance after the place burns down. So...you just need to commit arson, and ensure nothing ties you to the owner. Reward: 200 kCr</p> <p>Admin-1, Stealth-1, Streetwise-1, Technical-1</p>
<p>M117 - Pysadian Anola PYSADI</p> <p>The Anola is a small furry creature, much like a Koala, but with six legs and green fur. It is reputed to be the cutest thing in the Spinward Marches (apart of course from the Penkwhar). It is also sacred to the Church of Pysadi, which means extracting a specimen is regarded blasphemy, and a capital crime.</p> <p>Bribery-2, Stealth-2, Trader-2</p>	<p>M117 - Pysadian Anola PYSADI</p> <p>The Anola is a small furry creature, much like a Koala, but with six legs and green fur. It is reputed to be the cutest thing in the Spinward Marches (apart of course from the Penkwhar). It is also sacred to the Church of Pysadi, which means extracting a specimen is regarded blasphemy, and a capital crime.</p> <p>Bribery-2, Stealth-2, Trader-2</p>

<p>M118 - Tree Kraken KNORBES</p> <p>The Tree Kraken is a ferocious predator, and claims its fair share of the hunters who seek it out. To take one alive would be a feat almost unheard of.</p> <p>Survival-3, Combat-2, Medical-2, Technical-1</p>	<p>M118 - Tree Kraken KNORBES</p> <p>The Tree Kraken is a ferocious predator, and claims its fair share of the hunters who seek it out. To take one alive would be a feat almost unheard of.</p> <p>Survival-3, Combat-2, Medical-2, Technical-1</p>
<p>M119 - Kudie Gazelle VICTORIA</p> <p>The Kudie Gazelle is not that difficult to catch. The main issue is that it is on an interdicted planet in a Red Zone. A key problem is making sure you get in and out undetected.</p> <p>Pilot-2*, Stealth-2*, Survival-1 <i>*either Pilot or Stealth must be at level-3</i></p>	<p>M119 - Kudie Gazelle VICTORIA</p> <p>The Kudie Gazelle is not that difficult to catch. The main issue is that it is on an interdicted planet in a Red Zone. A key problem is making sure you get in and out undetected.</p> <p>Pilot-2*, Stealth-2*, Survival-1 <i>*either Pilot or Stealth must be at level-3</i></p>
<p>M120 - Mandrake Child JUNIDY</p> <p>The Mandrake Child is a plant-animal that shares an evolutionary ancestor with the Lllelweyloly; much like the relationship between chimpanzees and Solomani humans. It is also quite endangered in the wild, and the locals are not keen on parting with any of them.</p> <p>Linguistics-2, Survival-2, Liaison-1, Streetwise-1</p>	<p>M120 - Mandrake Child JUNIDY</p> <p>The Mandrake Child is a plant-animal that shares an evolutionary ancestor with the Lllelweyloly; much like the relationship between chimpanzees and Solomani humans. It is also quite endangered in the wild, and the locals are not keen on parting with any of them.</p> <p>Linguistics-2, Survival-2, Liaison-1, Streetwise-1</p>
<p>M121 - Noql SHEYOU</p> <p>A psionic-slug used in local racing games, Noql are everywhere on Sheyou. This should be a very easy one to deal with - the main challenge is Zhodani quarantine paperwork.</p> <p>Admin-2, Science-1</p>	<p>M121 - Noql SHEYOU</p> <p>A psionic-slug used in local racing games, Noql are everywhere on Sheyou. This should be a very easy one to deal with - the main challenge is Zhodani quarantine paperwork.</p> <p>Admin-2, Science-1</p>

M122 - Ice sloth
MITHRIL

The Ice Sloth of Mithril is the apex predator, and is somewhat misnamed, as while it does hibernate for 80% of the time, when awakened is a whirlwind of teeth and claws as it erupts from its ice lair.

Combat-3, Medical-2, Survey-1, Survival-1

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The Ice Sloth of Mithril is the apex predator, and is somewhat misnamed, as while it does hibernate for 80% of the time, when awakened is a whirlwind of teeth and claws as it erupts from its ice lair.

Combat-3, Medical-2, Survey-1, Survival-1

M123 - Fire winged Moth
ENTROPE

The fire-winged moth is best transported in chrysalis form, as the moths have a habit of igniting anything in their immediate environment. And having them active in the closed atmosphere of a starship would contravene every health and safety regulation in the galaxy.

Liaison-2, Science-2, Trader-1

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The fire-winged moth is best transported in chrysalis form, as the moths have a habit of igniting anything in their immediate environment. And having them active in the closed atmosphere of a starship would contravene every health and safety regulation in the galaxy.

Liaison-2, Science-2, Trader-1

Pysadian Anola

One Unit of CARGO
Living, Organic

Pysadian Anola

One Unit of CARGO
Living, Organic

Tree Kraken

One Unit of CARGO
Living, Organic

Tree Kraken

One Unit of CARGO
Living, Organic

Kudie Gazelle

***One Unit of CARGO
Living, Organic, Contraband***

Kudie Gazelle

***One Unit of CARGO
Living, Organic, Contraband***

Noql

***One Unit of CARGO
Living, Organic***

Noql

***One Unit of CARGO
Living, Organic***

Ice Sloth

***One Unit of CARGO
Living, Organic***

Ice Sloth

***One Unit of CARGO
Living, Organic***

Fire-Winged Moth Chrysalides

***One Unit of CARGO
Living, Organic***

Temperature Spike event will cause Chrysalides to hatch, causing three points of damage to the ship, and destroying the cargo (***Technical-2, Science-2*** to avoid)

Fire-Winged Moth Chrysalides

***One Unit of CARGO
Living, Organic***

Temperature Spike event will cause Chrysalides to hatch, causing three points of damage to the ship, and destroying the cargo (***Technical-2, Science-2*** to avoid)

Mandrake Child

**One Unit of CARGO
Living, Organic**

Mandrake Child

**One Unit of CARGO
Living, Organic**

**M124 - Uncle's Inheritance
EXTOLAY**

You have received word that your recently deceased uncle has named you as his sole heir, having been estranged from the rest of the family. You will need to get to Extolay to retrieve whatever it is he has left you (and negotiate the probate process).

Admin-1, Liaison-1

**M130 - A Hidden Artefact
QUARE**

Trow, you should find the money useful, but the real asset I want to leave you is inside an asteroid in the Quare system (co-ordinates enclosed). It's a strange blue fragment of something left by the Ancients, and I had to leave it outside Imperial territory to avoid confiscation. Be careful if you try and sell it.

Pilot-2, Survey-2

**M125 - Psionic Pulse Analysis
QUERION**

Your family is in possession of an Ancient relic, passed down for generations. Very recently it pulsed bright blue, in a way that was only visible to psionics. You have had it sent for examination at a top Zhodani institute, and need to get the test results back.

Science-1, Admin-1

Triangulation

-

The results indicate that the item is psionically resonant in some way with intense gravitational waves. The institute suggests there has been an incident in Imperial space, but to get a better idea of where the pulse originated, you need to get the correct mix of psions and scientists to work together on Regina.

[Talk to Regina GM, NOT Expedition GM]

Science-4, and at least 2 Psionically-gifted characters

**M126 - Shionthy Archaeological Dig
SHIONTHY**

If you can dodge the interdiction satellites the scout service has set up, then there are a couple of asteroids that look potentially interesting.

Science-3, Pilot-2, Technical-1, Survival-1

**M126 - Shionthy Archaeological Dig
SHIONTHY**

If you can dodge the interdiction satellites the scout service has set up, then there are a couple of asteroids that look potentially interesting.

Science-3, Pilot-2, Technical-1, Survival-1

M127 - Aramis Museum Heist : Reconnaissance
ARAMIS

Criminal. The Marquis of Aramis is planning to stage a public exhibition of some of his Art and Curios collection. This is the first time these items will have been out of his high-security bunker for decades, and a rare opportunity to make a small fortune.

Survey-2, Bribery-1, Stealth-1

M129 - Aramis Museum Heist : Execution
ARAMIS

Criminal. The Marquis of Aramis is planning to stage a public exhibition of some of his Art and Curios collection. This is the first time these items will have been out of his high-security bunker for decades, and a rare opportunity to make a small fortune. The plan is now in place.

Stealth-3, Bribery-2, Technical-2, Liaison-1

M127 - Aramis Museum Heist : Reconnaissance
ARAMIS

Criminal. The Marquis of Aramis is planning to stage a public exhibition of some of his Art and Curios collection. This is the first time these items will have been out of his high-security bunker for decades, and a rare opportunity to make a small fortune.

Survey-2, Bribery-1, Stealth-1

M129 - Aramis Museum Heist : Execution
ARAMIS

Criminal. The Marquis of Aramis is planning to stage a public exhibition of some of his Art and Curios collection. This is the first time these items will have been out of his high-security bunker for decades, and a rare opportunity to make a small fortune. The plan is now in place.

Stealth-3, Bribery-2, Technical-2, Liaison-1

M128 - Yori Archaeological Dig
YORI

There are signs of some unlogged excavations in the last few years. You'll need to dig deeper both physically and metaphorically to get to the bottom of this.

Admin-2, Science-1, Streetwise-1

M128 - Yori Archaeological Dig
YORI

There are signs of some unlogged excavations in the last few years. You'll need to dig deeper both physically and metaphorically to get to the bottom of this.

Admin-2, Science-1, Streetwise-1

M131 - Pipped by the Marquis
ARAMIS

Criminal. It appears that a group funded by the Marquis of Aramis undertook some very covert excavations on Yori about 10 years ago. Coincidentally the Marquis is also about to stage public exhibition of his 'Collection of Curios'. If you could find the right underworld contacts, maybe some light larceny is needed in the interests of progress?

Survey-2, Bribery-1, Stealth-1

M131 - Pipped by the Marquis
ARAMIS

Criminal. It appears that a group funded by the Marquis of Aramis undertook some very covert excavations on Yori about 10 years ago. Coincidentally the Marquis is also about to stage public exhibition of his 'Collection of Curios'. If you could find the right underworld contacts, maybe some light larceny is needed in the interests of progress?

Survey-2, Bribery-1, Stealth-1

<p>M132 - Racial Memories VANEJEN</p> <p>In the last few weeks you have experienced strange dreams of exploding stars, the flipping of coyns, and a danger to your tribe. Something is pulling you back to your Droyne clan on Vanejen to seek answers. Something that has awakened deep racial memories, and which you'll need to negotiate with the elders to understand.</p> <p>Trader-2, Liaison-2</p>	<p>M133 - Divine Lullaby DJINNI</p> <p>Communing with the Elders and the Artefact reveals that some ancient God has awoken in or near the system of Djinni. You know instinctively that the blue fragment needs to be made whole again, and the God can be put back to sleep. Else your clan on Vanejen, and many nearby worlds will perish.</p> <p>Science-3, Pilot-3, plus a completed crystal. It may also be possible for skilled psions to fill in the gaps if the crystal is incomplete.</p>
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<p>M134 - Research Station Raid VANEJEN</p> <p>Consulting with the Elders reveals that a key to the puzzle is held on the Imperial Research Station - a part of your patrimony that has been stolen by the occupying Imperial forces. You need to get it back urgently!</p> <p>Combat-2, Stealth-2, Technical-2, Pilot-1, Science-1 Or Admin-3, Liaison-2, Linguistics-1, Trader-1 and 500kCr to arrange for the artefact to be returned.</p>	<p>M134 - Research Station Raid VANEJEN</p> <p>Consulting with the Elders reveals that a key to the puzzle is held on the Imperial Research Station - a part of your patrimony that has been stolen by the occupying Imperial forces. You need to get it back urgently!</p> <p>Combat-2, Stealth-2, Technical-2, Pilot-1, Science-1 Or Admin-3, Liaison-2, Linguistics-1, Trader-1 and 500kCr to arrange for the artefact to be returned.</p>
<p>M135 - Jump Malfunctions YORI</p> <p>There seems to be something causing Jump Drives to malfunction in the Yori system. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on. Reward: 1 MCr</p> <p>Technical-3, Pilot-2, Science-2</p>	<p>M135 - Jump Malfunctions YORI</p> <p>There seems to be something causing Jump Drives to malfunction in the Yori system. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on. Reward: 1 MCr</p> <p>Technical-3, Pilot-2, Science-2</p>

**M136 - Jump Malfunctions
MACENE**

There seems to be something causing Jump Drives to malfunction in the Macene system. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on.
Reward: 1 MCr

Technical-3, Pilot-2, Science-2

**M136 - Jump Malfunctions
MACENE**

There seems to be something causing Jump Drives to malfunction in the Macene system. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on.
Reward: 1 MCr

Technical-3, Pilot-2, Science-2

**M137 - Jump Malfunctions
ROUP/RUIE/DINOM**

There seems to be something causing Jump Drives to malfunction in all systems around Regina. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on.
Reward: 1 MCr

Technical-2, Pilot-2, Science-2

**M137 - Jump Malfunctions
ROUP/RUIE/DINOM**

There seems to be something causing Jump Drives to malfunction in all systems around Regina. This is a hazard to navigation, and the Scout service are offering a reward to anyone who can work out what is going on.
Reward: 1 MCr

Technical-2, Pilot-2, Science-2

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ROUP/RUIE/DINOM**

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Technical-2, Pilot-2, Science-2

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Technical-2, Pilot-2, Science-2

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ROUP/RUIE/DINOM**

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Technical-2, Pilot-2, Science-2

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Reward: 1 MCr

Technical-2, Pilot-2, Science-2

M138 - Dolphin University
MIRE

The Uplifted Dolphins of Mire are full citizens of the Darrian Confederation, but tend not to travel too much given the need for life-support and exo-skeletal systems away from water. There is hence demand for Imperial citizens to give lectures on their travels (sometimes with a translator).
Reward: 200 kCr and a T-shirt

Linguistics-1, Liaison-2, a good travel story to tell

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Reward: 200 kCr and a T-shirt

Linguistics-1, Liaison-2, a good travel story to tell

**I swam with the Uplifted
Dolphins on Mire!**

(T-shirt)

**I swam with the Uplifted
Dolphins on Mire!**

(T-shirt)

**I swam with the Uplifted
Dolphins on Mire!**

(T-shirt)

M139 - Cheerleaders Wanted
ENTROPE

The Sword World Confederation Glitter-Ball team needs to get to Entrope for the championship! They also could do with some help in training and costume-advice.
Reward: 200kCr and a T-Shirt

Survival-1, Liaison-1, Medical-1, and demonstration of an original dance-move

M139 - Cheerleaders Wanted
ENTROPE

The Sword World Confederation Glitter-Ball team needs to get to Entrope for the championship! They also could do with some help in training and costume-advice.
Reward: 200kCr and a T-Shirt

Survival-1, Liaison-1, Medical-1, and demonstration of an original dance-move

**I played Glitter-ball with
the Champions and
survived Mire!**

(T-shirt)

**I played Glitter-ball with
the Champions and
survived Mire!**

(T-shirt)

**I played Glitter-ball with
the Champions and
survived Mire!**

(T-shirt)

**I played Glitter-ball with
the Champions and
survived Mire!**

(T-shirt)

***M140 - To the Moon and Back
MONGO***

A theatrical-tech firm on Darrian have been contracted to help out with the final stages of the conversion of the Mongo space-elevator into a planetary-scale roller-coaster that will literally take you to the moon and back. They need to get there, and fill some of their roster (as not everyone could get an Imperial visa in time).
Reward: 500kCr, and they'll let you join the inaugural ride!

Technical-2, Admin-1, Liaison-1, Science-1

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Reward: 500kCr, and they'll let you join the inaugural ride!

Technical-2, Admin-1, Liaison-1, Science-1

**I flew to the Moon and
Back!**

Mongo space-coaster inaugural flight memorabilia

(T-shirt)

**I flew to the Moon and
Back!**

Mongo space-coaster inaugural flight memorabilia

(T-shirt)

I flew to the Moon and Back!

Mongo space-coaster inaugural flight memorabilia

(T-shirt)

I flew to the Moon and Back!

Mongo space-coaster inaugural flight memorabilia

(T-shirt)

***Imperial Survey
Any Imperial World***

Can be re-used multiple times for any world visited. A successful result will only occur the *first* time this mission is executed on any given world.

Survey-1, Technical-1, Science-1

***Imperial Survey
Any Imperial World***

Can be re-used multiple times for any world visited. A successful result will only occur the *first* time this mission is executed on any given world.

Survey-1, Technical-1, Science-1

***Imperial Survey
Any Imperial World***

Can be re-used for each world visited. A successful result will only occur the *first* time this mission is executed on any given world.

Survey-1, Technical-1, Science-1

***Imperial Survey
Any Imperial World***

Can be re-used for each world visited. A successful result will only occur the *first* time this mission is executed on any given world.

Survey-1, Technical-1, Science-1

***Scout Intelligence Survey - Darrian Confederation
DARRIAN/MIRE***

Can be re-used for each world visited. A successful result will only occur the *first* time this mission is executed on any given world.

Survey-2, Technical-1, Science-2, Liaison-1

***Scout Intelligence Survey - Sword Worlds
GRAM/SACNOTH/MITHRIL***

Can be re-used for each world visited. A successful result will only occur the *first* time this mission is executed on any given world.

Survey-2, Technical-1, Stealth-2, Gunnery-1

<p>Scout Intelligence Survey - Zhodani Consulate Any Zhodani world</p> <p>Can be re-used for each world visited. A successful result will only occur the *first* time this mission is executed on any given world.</p> <p>Survey-2, Technical-2, Stealth-3, Linguistics-1</p>	<p>Scout Intelligence Survey - Neutral Worlds Any Neutral World</p> <p>Can be re-used for each world visited. A successful result will only occur the *first* time this mission is executed on any given world.</p> <p>Survey-1, Technical-1, Stealth-1, Liaison-1, Bribery-1</p>
<p>M141 - Penkwhar Genocide EFATE</p> <p>With 2 Penkwhar cargos, a mission team will need at the ducal research centre on Efate to put an end to the Penkwhar once and for all. The resultant gene drive will wipe the race out completely.</p> <p>Science-2, Technical-2, 2 cargos of Penkwhar</p>	<p>M142 - Imperial Protection Racket Any Neutral World</p> <p>The Neutral World must have a corsair currently im system. If so, then diplomatic approaches ensure that a formal 'invitation' is issued to the Imperial Navy to assist in enforcement of law and order in the space-lanes.</p> <p>5 skill levels across Admin, Liaison, Bribery, and at least 1 in each.</p>
<p>M142 - Imperial Protection Racket Any Neutral World</p> <p>The Neutral World must have a corsair currently im system. If so, then diplomatic approaches ensure that a formal 'invitation' is issued to the Imperial Navy to assist in enforcement of law and order in the space-lanes.</p> <p>5 skill levels across Admin, Liaison, Bribery, and at least 1 in each.</p>	<p>M143 - Zhodani Protection Racket Any Neutral World</p> <p>The Neutral World must have a corsair currently im system. If so, then diplomatic approaches ensure that a formal 'invitation' is issued to the Zhodani Navy to assist in enforcement of law and order in the space-lanes.</p> <p>Admin-1, Liaison-1, Linguistics-1 and a Psionic character Or Admin-2, Liaison-2, Linguistics-1</p>
<p>M144 - Darrian Weapon Sales Any Neutral World</p> <p>The Neutral World must have a corsair currently im system. If so, then advanced weapon sales ensure that a formal 'invitation' is issued to the Darrian Navy to assist in enforcement of law and order in the space-lanes.</p> <p>5 skill levels across Science, Liaison, Trader, and at least 1 in each.</p>	<p>M145 - Sword World Protection Racket Any Neutral World</p> <p>The Neutral World must have a corsair currently im system. If so, then diplomatic approaches ensure that a formal 'invitation' is issued to the Sword World Navy to assist in enforcement of law and order in the space-lanes.</p> <p>5 skill levels across Combat, Liaison, Bribery, and at least 1 in each.</p>

Invitation to assist the government of ESALIN enforce law and order.

Issued to: _____

Invitation to assist the government of QUAR enforce law and order.

Issued to: _____

Invitation to assist the government of ARDEN enforce law and order.

Issued to: _____

Invitation to assist the government of PEQUAN enforce law and order.

Issued to: _____

Invitation to assist the government of RUIE enforce law and order.

Issued to: _____

Invitation to assist the government of RUIE enforce law and order.

Issued to: _____

Invitation to assist the government of QUARE enforce law and order.

Issued to: _____

Invitation to assist the government of ENTROPE enforce law and order.

Issued to: _____

M146 - Setting up Shop
Any Imperial or Neutral World

Sets up a Psionics Institute on any world.
Reward: If on Neutral World, then +1 Alignment to the Zhodani Consulate. If on Imperial World, then either +1 or -1 to the Renown of the ruling Duke (your choice).

Admin-2, Streetwise-2, Stealth-1, Medical-1, 500 kCr
(Team must include one psion, and Psi-activation Serum can be used to replace the money and any one skill level)

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Admin-2, Streetwise-2, Stealth-1, Medical-1, 500 kCr
(Team must include one psion, and Psi-activation Serum can be used to replace the money and any one skill level)

M147 - Gamma Protection
EFATE

Criminal. You find evidence of a possible Ancient site on Efate, in a nuclear contamination zone controlled by the Imperial Navy with stray emissions detected in the tell-tale deep gamma spectrum.

Medical-2, Survival-2, Science-1, Stealth-1

M148 - Cargo Cult
ROUP

You have received reports of a possible Ancient artifact salvaged from Knorbes during the last war that is now on Roup, in the guise of a totem now worshipped by one of the local religions. You may send a mission team to recover this totem.

Bribery-1, Liaison-1, Linguistics-1
Or
Combat-3

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Medical-2, Survival-2, Science-1, Stealth-1

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Bribery-1, Liaison-1, Linguistics-1
Or
Combat-3

ANCIENT ARTIFACT

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M149 - Terrorist Atrocity Any World

Criminal. Choose the type of atrocity (or publicity event) you would like to stage.
Effect is -2 Renown for Duke in whose Duchy it takes place, +1 Conflict on World.

Technical-3, Stealth-2, Combat-2, Bribery-1
plus suitable cargo of explosives, weapons or enriched uranium (a second cargo can deduct 2 skill levels from requirements)

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Effect is -2 Renown for Duke in whose Duchy it takes place, +1 Conflict on World.

Technical-3, Stealth-2, Combat-2, Bribery-1
plus suitable cargo of explosives, weapons or enriched uranium (a second cargo can deduct 2 skill levels from requirements)

M146 - Setting up Shop Any Imperial or Neutral World

Sets up a Psionics Institute on any world.
Reward: If on Neutral World, then +1 Alignment to the Zhodani Consulate. If on Imperial World, then either +1 or -1 to the Renown of the ruling Duke (your choice).
[Unlocks M150, M151]

Admin-2, Streetwise-2, Stealth-1, Medical-1, 500 kCr
(Team must include one psion, and Psi-activation Serum can be used to replace the money and any one skill level)

M146 - Setting up Shop Any Imperial or Neutral World

Sets up a Psionics Institute on any world.
Reward: If on Neutral World, then +1 Alignment to the Zhodani Consulate. If on Imperial World, then either +1 or -1 to the Renown of the ruling Duke (your choice).
[Unlocks M150, M151]

Admin-2, Streetwise-2, Stealth-1, Medical-1, 500 kCr
(Team must include one psion, and Psi-activation Serum can be used to replace the money and any one skill level)

**M150 - Psion Equality Campaign
Imperial World with Psionics Institute**

A campaign to combat the hate-speech and daily discrimination experienced by psions and telepaths everywhere.
If successful, then a public declaration by the Duke in favour of psionics is worth +1 Renown to him or her. If the Psionics Institute is on their Capital, then +2 instead.

Admin-1, Liaison-3, Linguistics-2

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Imperial World with Psionics Institute**

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Admin-1, Liaison-3, Linguistics-2

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Admin-1, Liaison-3, Linguistics-2

**M151 - Induce Psionic Ability
Any World with Psionics Institute**

Advanced surgical techniques, amplified by a very potent drug cocktail should be able to induce latent psionic potential in anyone! (There is some small print, but you can't quite make it out.)
Reward: Psionic Power. You also need to sacrifice one skill level of your choice.

Medical-2, Technical-2, Psi-Activation Serum OR Ancient Artifact

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Advanced surgical techniques, amplified by a very potent drug cocktail should be able to induce latent psionic potential in anyone! (There is some small print, but you can't quite make it out.)
Reward: Psionic Power. You also need to sacrifice one skill level of your choice.

Medical-2, Technical-2, Psi-Activation Serum OR Ancient Artifact

M152 - Darrian Star Trigger
DARRIAN

You need to infiltrate the most secure site on Darrian, and find out the true state of the *Star Trigger*. Is this super-weapon really aimed at the Sword World capital's home-star, and how confident are they that it'll actually work?

Stealth-4, Science-3, Technical-2, Bribery-2

STAR TRIGGER

Technical specification

M153 - Trail of the Ine Givar
YORI

What clues you have lead to the planet of Yori...the last operatives took refuge with revolutionary fringes of the salt miners there, who have a very odd dialect.

Linguistics-1, Liaison-1, Bribery-1, Streetwise-1

Ine Givar evidence

Not much to go on, but you have strong evidence now that there are two members of the Ine Givar still at large. One of them is a member of the Travellers' Aid Society, and one a member of 'The Fraternity', an alliance of interstellar criminals.

M154 - Invitation to Mora Shipyards
MORA

While on shore-leave you have been asked to check out a new range of laser turrets and other armaments that a new Vilani company is trying to market to the Imperial Navy.

As well as checking this out, you could also negotiate a discount on them in return for a positive report.

Admin-1, Gunnery-2, Liaison-1

Voucher that gives a 50% discount on one turret of any description.

M146 - Setting up Shop
Any Imperial or Neutral World

Sets up a Psionics Institute on any world.
Reward: If on Neutral World, then +1 Alignment to the Zhodani Consulate. If on Imperial World, then either +1 or -1 to the Renown of the ruling Duke (your choice).
[Unlocks M150, M151]

Admin-2, Streetwise-2, Stealth-1, Medical-1, 500 kCr
(Team must include one psion, and Psi-activation Serum can be used to replace the money and any one skill level)

M146 - Setting up Shop
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Sets up a Psionics Institute on any world.
Reward: If on Neutral World, then +1 Alignment to the Zhodani Consulate. If on Imperial World, then either +1 or -1 to the Renown of the ruling Duke (your choice).
[Unlocks M150, M151]

Admin-2, Streetwise-2, Stealth-1, Medical-1, 500 kCr
(Team must include one psion, and Psi-activation Serum can be used to replace the money and any one skill level)

M155 - Suppressing the Volcano
EXTOLAY

Recent volcanic activity on Extolay is causing some problems, but you have a novel way of suppressing the tectonic activity with the use of anti-matter gravitic engines. It provides an adaptive counter-balance to the underlying tension, keeping everything stable. (Mind you, if the engine were to fail, it could get quite catastrophic.)
Reward: 200kCr, and +1 Demand token

Science-1, Survey-1, Gunnery-1, Admin-1

+1 Demand

EXTOLAY

One cargo only

**+1 Demand token (usable once)
for any cargo containing
contraband Drugs (of any type).**

**Can be used on any world in the
Imperium only.**

ENTROPE Important Celebrity Personages

Blane Hadley

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.

Bonner Jerig

Four-times winner of the Entropian Glitter-ball final, and most sponsored athlete in the system.

M156 - Re-orbit a Moon
MONGO

Mongo want to change the orbit of their smaller moon so that it will provide the unique selling point in the new roller-coaster (or plant-coaster) they are building for the burgeoning tourist industry. You have worked out that with some anti-matter flares in the key Lagrange points, you can help with the ride of a lifetime, and is probably quite safe!
Reward: 500 kCr and +1 Demand token

Pilot-1, Science-2, Technical-2, Liaison-1, Survival-1

+1 Demand

MONGO

One cargo only

ENTROPE Important Celebrity Personages

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ENTROPE Important Religious Personages

Father Gary
Head of the Church of Glitter, by far the richest and most influential spiritual organisation on the planet.

Mallory Gob'EI
Heads an increasingly influential splinter group of the Church of Glitter that advocates a return to only 'natural' non-psychoactive forms of body adornment.

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Head of the Church of Glitter, by far the richest and most influential spiritual organisation on the planet.

Mallory Gob'EI
Heads an increasingly influential splinter group of the Church of Glitter that advocates a return to only 'natural' non-psychoactive forms of body adornment.

ENTROPE Important Political Personages

Giuseppe Verdi
Head of the Green party on Entrope. Their signature policy is for all glitter to be bio-degradable.

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ENTROPE Important Criminal Personages

Ivanka Vrachna
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 Vrachna if co-opted.

QUARE Important Criminal Personages

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QUARE Important Celebrity Personages

The Blood King
The teenage champion of 'Blood Royale', a very violent e-sport that is immensely popular in Quare.

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QUARE Important Media/Business Personages

Ivan Vrachna
Monopolizes the local trade in vacc-suits, with branches across the system run by his eleven children. +2 to any mission on Ivanka Vrachna if co-opted

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QUARE Important Religious Personages

Blake Whenter
Leader of the local franchise of the First Intergalactic Faith of the Messiah.

Boniface Trismegistus
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.

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RUIE Important Celebrity Personages

Daley Grande
The one star that sells across all the nations of Ruie. His electro-rap-dubstep has to be heard to be believed.

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RUIE Important Media/Business Personages

Jemima Mrudock
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.

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RUIE Important Political Personages

Maxwell XII
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
The Chief Bureaucrat of the most technologically advanced nation on Ruie. Very fond of filling in forms.

Trumpus Maximus
New leader of one of the oldest democracies on Ruie. The Senate recently dissolved itself, and voted him leader for life. Likes mirrors.

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PEQUAN Important Religious Personages

Cecil Vasher
The head of the local First Intergalactic Faith of the Messiah franchise, which has had to go underground in opposition to the organ-mining of Organdi's rule. Now de facto head of the revolutionary opposition.

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PEQUAN Important Criminal Personages

Monty Maltese
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.

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PEQUAN Important Media/Business Personages

Benji King
Inventor of the 'Perry Nouvelle' event, and major donor to Organdi political funds. Has a small side-line in cider.

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PEQUAN Important Celebrity Personages

Dariga Organdi
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
Film-maker, with a speciality in Horror-inspired murder mysteries. Has won awards from several worlds.

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ARDEN Important Media/Business Personages

Walder Manes
Big in Industrial chemicals. Also has a history of poor worker relations.

Keirin McNall
Sponsor of the Arden Mercantile Race, and has an effective monopoly on ship fuel and spare parts on planet.

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ARDEN Important Criminal Personages

Mister Johnson
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
Arms-dealer specialising in nerve-toxins

Plevianeqr Stonjinad
Zhodani exile rumoured to have used her psionic powers to take out her predecessor.

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QUAR Important Religious Personages

Fredo McOntosh
Fredo McOntosh is a 'star minister' of the First Intergalactic Faith of the Messiah. Peace, Peace, Love, Love.

Arnold Hammon
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.

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QUAR Important Celebrity Personages

Sascha Rorinova
Hosts a popular reality-psychiatry show. Renowned for exceptionally detailed waiver-forms.

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QUAR Important Criminal Personages

Hoonan
A shadowy criminal mastermind with an extensive smuggling operation across the neutral zone

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QUAR Important Political Personages

Ghector Alvarest
A local right-wing leader who is energising segments of the population with a call to legalise the concealed carry of assault rifles.

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ESALIN Important Political Personages

Brill Santanocheev
Zhodani Administrator-Ambassador. Worth additional +1 to Imperium if he shifts sides.

Halset von Benogaard
Imperial Ambassador-Administrator. Worth additional +1 to Zhoani Consulate if she shifts sides.

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Imperial Ambassador-Administrator. Worth additional +1 to Zhodani Consulate if she shifts sides.

ESALIN Important Criminal Personages

Warwick Radime
Local 'entrepreneur' who does deals very successfully with both sides and is rumoured to control the traffic in psi-enhancers into the Imperium.

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ESALIN Important Media/Business Personages

Rachel Coledge
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
A recent immigrant from Jewell, who has consolidated the local mass transport companies, and introduced the hitherto novel idea of a single ticketing system.

M901 - Research local Politicians
ANY UNALIGNED WORLD

Work out who the key politicians are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Liaison-1, Admin-1

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Liaison-1, Admin-1

M902 - Research local Criminals
ANY UNALIGNED WORLD

Work out who the key crime lords are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Streetwise-1, Stealth-1

M902 - Research local Criminals
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Streetwise-1, Stealth-1

M903 - Research local Celebrities
ANY UNALIGNED WORLD

Work out who the key celebrities are who need to be influenced to swing an unaligned world to one of the major or minor local powers.

Liaison-2

M903 - Research local Celebrities
ANY UNALIGNED WORLD

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Liaison-2

<p>M904 - Research local Religions ANY UNALIGNED WORLD</p> <p>Work out who the key religious leaders are who need to be influenced to swing an unaligned world to one of the major or minor local powers.</p> <p>Linguistics-1, Liaison-1</p>	<p>M904 - Research local Religions ANY UNALIGNED WORLD</p> <p>Work out who the key religious leaders are who need to be influenced to swing an unaligned world to one of the major or minor local powers.</p> <p>Linguistics-1, Liaison-1</p>
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<p>M905 - Research local businesses ANY UNALIGNED WORLD</p> <p>Work out who the key media and business personages are who need to be influenced to swing an unaligned world to one of the major or minor local powers.</p> <p>Bribery-1, Trader-1</p>	<p>M905 - Research local businesses ANY UNALIGNED WORLD</p> <p>Work out who the key media and business personages are who need to be influenced to swing an unaligned world to one of the major or minor local powers.</p> <p>Bribery-1, Trader-1</p>

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Co-opt Political Leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this Politician supports the correct alignment of their world in interstellar relation.

Bribery-1, Liaison-2, Trader-1, 300 kCr

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Bribery-1, Liaison-2, Trader-1, 300 kCr

Coerce Political Leader
UNALIGNED WORLD

Criminal. Kidnap a close relative of a political personage (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Admin-1, Combat-3, Medical-2, Stealth-2

Coerce Political Leader
UNALIGNED WORLD

Criminal. Kidnap a close relative of a political personage (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Admin-1, Combat-3, Medical-2, Stealth-2

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Admin-1, Combat-3, Medical-2, Stealth-2

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Admin-1, Combat-3, Medical-2, Stealth-2

Coerce Political Leader
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Admin-1, Combat-3, Medical-2, Stealth-2

Coerce Political Leader
UNALIGNED WORLD

Criminal. Kidnap a close relative of a political personage (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Admin-1, Combat-3, Medical-2, Stealth-2

Assassinate Political Leader
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-2, Stealth-3, Survey-2, plus 500 kCr or Military cargo with base Price \geq 500 kCr

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Combat-2, Stealth-3, Survey-2, plus 500 kCr or Military cargo with base Price \geq 500 kCr

Co-opt Religious Leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this religious potentate supports the correct alignment of their world in interstellar relation.

Admin-1, Liaison-2, Linguistics-1, Science-1, 300 kCr

Co-opt Religious Leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this religious potentate supports the correct alignment of their world in interstellar relation.

Admin-1, Liaison-2, Linguistics-1, Science-1, 300 kCr

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Admin-1, Liaison-2, Linguistics-1, Science-1, 300 kCr

Coerce Religious Leader
UNALIGNED WORLD

Criminal. Kidnap a close relative/acolyte of a religious leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Bribery-2, Combat-1, Liaison-1, Streetwise-2, Stealth-2, Survey-1

Coerce Religious Leader
UNALIGNED WORLD

Criminal. Kidnap a close relative/acolyte of a religious leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Bribery-2, Combat-1, Liaison-1, Streetwise-2, Stealth-2, Survey-1

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Bribery-2, Combat-1, Liaison-1, Streetwise-2, Stealth-2, Survey-1

<p>Coerce Religious Leader UNALIGNED WORLD</p> <p>Criminal. Kidnap a close relative/acolyte of a religious leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.</p> <p>Bribery-2, Combat-1, Liaison-1, Streetwise-2, Stealth-2, Survey-1</p>	<p>Coerce Religious Leader UNALIGNED WORLD</p> <p>Criminal. Kidnap a close relative/acolyte of a religious leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.</p> <p>Bribery-2, Combat-1, Liaison-1, Streetwise-2, Stealth-2, Survey-1</p>
<p>Assassinate Religious Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Bribery-2, Combat-2, Stealth-2, Technical-2, plus 500 kCr or Military cargo with base Price \geq 500 kCr</p>	<p>Assassinate Religious Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Bribery-2, Combat-2, Stealth-2, Technical-2, plus 500 kCr or Military cargo with base Price \geq 500 kCr</p>
<p>Assassinate Religious Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Bribery-2, Combat-2, Stealth-2, Technical-2, plus 500 kCr or Military cargo with base Price \geq 500 kCr</p>	<p>Assassinate Religious Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Bribery-2, Combat-2, Stealth-2, Technical-2, plus 500 kCr or Military cargo with base Price \geq 500 kCr</p>
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Co-opt Criminal
UNALIGNED WORLD

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Bribery-2, Combat-1, Streetwise-2, 300 kCr

Co-opt Criminal
UNALIGNED WORLD

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Bribery-2, Combat-1, Streetwise-2, 300 kCr

Co-opt Criminal
UNALIGNED WORLD

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Bribery-2, Combat-1, Streetwise-2, 300 kCr

Co-opt Criminal
UNALIGNED WORLD

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Bribery-2, Combat-1, Streetwise-2, 300 kCr

Co-opt Criminal
UNALIGNED WORLD

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Bribery-2, Combat-1, Streetwise-2, 300 kCr

Co-opt Criminal
UNALIGNED WORLD

Criminal. Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this criminal mastermind supports the correct alignment of their world in interstellar relation.

Bribery-2, Combat-1, Streetwise-2, 300 kCr

Coerce Crime Lord
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-3, Liaison-1, Stealth-1, Streetwise-2

Coerce Crime Lord
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-3, Liaison-1, Stealth-1, Streetwise-2

Coerce Crime Lord
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-3, Liaison-1, Stealth-1, Streetwise-2

Coerce Crime Lord
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-3, Liaison-1, Stealth-1, Streetwise-2

Coerce Crime Lord
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-3, Liaison-1, Stealth-1, Streetwise-2

Coerce Crime Lord
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a criminal leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-3, Liaison-1, Stealth-1, Streetwise-2

Assassinate Crime Lord
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-3, Medical-1, Stealth-2, Survey-1, plus 500 kCr or Military cargo with base Price \geq 500 kCr

Assassinate Crime Lord
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-3, Medical-1, Stealth-2, Survey-1, plus 500 kCr or Military cargo with base Price \geq 500 kCr

Assassinate Crime Lord
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Combat-3, Medical-1, Stealth-2, Survey-1, plus 500 kCr or Military cargo with base Price \geq 500 kCr

Assassinate Crime Lord
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Criminal. Self-explanatory one hopes.

Combat-3, Medical-1, Stealth-2, Survey-1, plus 500 kCr or Military cargo with base Price \geq 500 kCr

Assassinate Crime Lord
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-3, Medical-1, Stealth-2, Survey-1, plus 500 kCr
or Military cargo with base Price >= 500 kCr

Assassinate Crime Lord
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-3, Medical-1, Stealth-2, Survey-1, plus 500 kCr
or Military cargo with base Price >= 500 kCr

Co-opt Celebrity
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Liaison-2, Technical-1, Bribery-2, 300 kCr

Co-opt Celebrity
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Liaison-2, Technical-1, Bribery-2, 300 kCr

Co-opt Celebrity
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Liaison-2, Technical-1, Bribery-2, 300 kCr

Co-opt Celebrity
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Liaison-2, Technical-1, Bribery-2, 300 kCr

Co-opt Celebrity
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Liaison-2, Technical-1, Bribery-2, 300 kCr

Co-opt Celebrity
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this celebrity supports the correct alignment of their world in interstellar relations.

Liaison-2, Technical-1, Bribery-2, 300 kCr

Coerce Celebrity
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a celebrity (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Bribery-3, Combat-1, Medical-1, Stealth-1, Survey-1, Streetwise-1

Coerce Celebrity
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a celebrity (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Bribery-3, Combat-1, Medical-1, Stealth-1, Survey-1, Streetwise-1

Coerce Celebrity
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a celebrity (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Bribery-3, Combat-1, Medical-1, Stealth-1, Survey-1, Streetwise-1

Coerce Celebrity
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Coerce Celebrity
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a celebrity (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Bribery-3, Combat-1, Medical-1, Stealth-1, Survey-1, Streetwise-1

Assassinate Celebrity
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-2, Stealth-3, Survey-1, Technical-1, plus 500 kCr or Military cargo with base Price \geq 500 kCr

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Combat-2, Stealth-3, Survey-1, Technical-1, plus 500 kCr or Military cargo with base Price \geq 500 kCr

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Combat-2, Stealth-3, Survey-1, Technical-1, plus 500 kCr
or Military cargo with base Price \geq 500 kCr

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Combat-2, Stealth-3, Survey-1, Technical-1, plus 500 kCr
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Assassinate Celebrity
UNALIGNED WORLD

Criminal. Self-explanatory one hopes.

Combat-2, Stealth-3, Survey-1, Technical-1, plus 500 kCr
or Military cargo with base Price \geq 500 kCr

Co-opt Media/Business leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this media/business leader supports the correct alignment of their world in interstellar relations.

Admin-2, Trader-2, Liaison-1, 300 kCr

Co-opt Media/Business leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this media/business leader supports the correct alignment of their world in interstellar relations.

Admin-2, Trader-2, Liaison-1, 300 kCr

Co-opt Media/Business leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this media/business leader supports the correct alignment of their world in interstellar relations.

Admin-2, Trader-2, Liaison-1, 300 kCr

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UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this media/business leader supports the correct alignment of their world in interstellar relations.

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Admin-2, Trader-2, Liaison-1, 300 kCr

Co-opt Media/Business leader
UNALIGNED WORLD

Take appropriate action via plain bribery, or more subtle alignment of interests to ensure that this media/business leader supports the correct alignment of their world in interstellar relations.

Admin-2, Trader-2, Liaison-1, 300 kCr

Coerce Media/Business leader
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a media or business leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-2, Liaison-2, Medical-1, Stealth-2, Streetwise-1

Coerce Media/Business leader
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Criminal. Kidnap a close relative/partner of a media or business leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

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Combat-2, Liaison-2, Medical-1, Stealth-2, Streetwise-1

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Coerce Media/Business leader
UNALIGNED WORLD

Criminal. Kidnap a close relative/partner of a media or business leader (or other suitable forms of blackmail or extortion) to ensure that they support the correct alignment of their world in interstellar relations.

Combat-2, Liaison-2, Medical-1, Stealth-2, Streetwise-1

<p>Assassinate Media/Business Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Admin-2, Combat-2, Stealth-2, Technical-2 plus 500 kCr or Military cargo with base Price >= 500 kCr</p>	<p>Assassinate Media/Business Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Admin-2, Combat-2, Stealth-2, Technical-2 plus 500 kCr or Military cargo with base Price >= 500 kCr</p>
<p>Assassinate Media/Business Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Admin-2, Combat-2, Stealth-2, Technical-2 plus 500 kCr or Military cargo with base Price >= 500 kCr</p>	<p>Assassinate Media/Business Leader UNALIGNED WORLD</p> <p>Criminal. Self-explanatory one hopes.</p> <p>Admin-2, Combat-2, Stealth-2, Technical-2 plus 500 kCr or Military cargo with base Price >= 500 kCr</p>
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<p>M910 - Information War UNALIGNED or CONFLICT WORLD</p> <p>Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.</p> <p>Technical-2, Linguistics-2, 500 kCr</p>	<p>M910 - Information War UNALIGNED or CONFLICT WORLD</p> <p>Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.</p> <p>Technical-2, Linguistics-2, 500 kCr</p>

M910 - Information War
UNALIGNED or CONFLICT WORLD

Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.

Linguistics-2, Liaison-2, 500 kCr

M910 - Information War
UNALIGNED or CONFLICT WORLD

Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.

Liaison-2, Linguistics-2, 500 kCr

M910 - Information War
UNALIGNED or CONFLICT WORLD

Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.

Admin-2, Linguistics-2, Technical-1, 500 kCr

M910 - Information War
UNALIGNED or CONFLICT WORLD

Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.

Admin-2, Linguistics-2, Technical-1, 500 kCr

M910 - Information War
UNALIGNED or CONFLICT WORLD

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Technical-2, Linguistics-2, 500 kCr

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Technical-2, Linguistics-2, 500 kCr

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Apply advanced media manipulation techniques to spread a memetic wave through the population to advance a particular political interest, or suppress aggressive impulses.

Linguistics-2, Liaison-2, 500 kCr

M910 - Information War
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Liaison-2, Linguistics-2, 500 kCr

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Admin-2, Linguistics-2, Technical-1, 500 kCr

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Admin-2, Linguistics-2, Technical-1, 500 kCr

M911 - False-flag Operation
UNALIGNED or CONFLICT WORLD

Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
Can be used to sway an Unaligned world, or ramp up the tension on a Conflict world.

Combat-3, Technical-2, Stealth-2, Survey-1, plus 1 MCr or military cargo with value of at least 500 kCr

M911 - False-flag Operation
UNALIGNED or CONFLICT WORLD

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UNALIGNED or CONFLICT WORLD

Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
Can be used to sway an Unaligned world, or ramp up the tension on a Conflict world.

Technical-3, Stealth-3, Bribery-2, plus 1 MCr or military cargo with value of at least 500 kCr

M911 - False-flag Operation
UNALIGNED or CONFLICT WORLD

Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
Can be used to sway an Unaligned world, or ramp up the tension on a Conflict world.

Combat-2, Technical-2, Survey-2, Bribery-2 plus 1 MCr or military cargo with value of at least 500 kCr

M911 - False-flag Operation
UNALIGNED or CONFLICT WORLD

Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
Can be used to sway an Unaligned world, or ramp up the tension on a Conflict world.

Gunnery-3, Technical-2, Survey-2, Combat-1 plus 1 MCr or military cargo with value of at least 500 kCr

M911 - False-flag Operation
UNALIGNED or CONFLICT WORLD

Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
Can be used to sway an Unaligned world, or ramp up the tension on a Conflict world.

Combat-3, Technical-2, Stealth-2, Survey-1, plus 1 MCr or military cargo with value of at least 500 kCr.

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Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
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Stage a terrorist/criminal/military operation in such a way that someone else gets the blame for this.
Can be used to sway an Unaligned world, or ramp up the tension on a Conflict world.

Gunnery-3, Technical-2, Survey-2, Combat-1 plus 1 MCr or military cargo with value of at least 500 kCr.

M912 - Sedatives in Water Supply
CONFLICT WORLD

Remove aggressive impulses from the population by fluoridating the water supply, or adding mind-control chemicals to grav-car and plane exhausts.

Science-2, Stealth-2, Technical-1, 300 kCr or a cargo of either Natural opioid 'herbal medicine', Biological Hallucinogens or Platinum-Bru energy drink

M912 - Sedatives in Water Supply
CONFLICT WORLD

Remove aggressive impulses from the population by fluoridating the water supply, or adding mind-control chemicals to grav-car and plane exhausts.

Science-2, Stealth-2, Technical-1, 300 kCr or a cargo of either Natural opioid 'herbal medicine', Biological Hallucinogens or Platinum-Bru energy drink

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Science-2, Admin-2, Technical-1, 300 kCr or a cargo of either Natural opioid 'herbal medicine', Biological Hallucinogens or Platinum-Bru energy drink

M913 - Intelligence Gathering
System with Corsair or Fleet

When used in a system with a corsair or fleet belonging to an interstellar power, this will give a temporary advantage to any other fleet that fights them. This advantage will be equal to +1 Strength.

Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

M913 - Intelligence Gathering
System with Corsair or Fleet

When used in a system with a corsair or fleet belonging to an interstellar power, this will give a temporary advantage to any other fleet that fights them. This advantage will be equal to +1 Strength.

Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

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Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

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Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

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Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

**M913 - Intelligence Gathering
System with Corsair or Fleet**

When used in a system with a corsair or fleet belonging to an interstellar power, this will give a temporary advantage to any other fleet that fights them. This advantage will be equal to +1 Strength.

Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

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System with Corsair or Fleet**

When used in a system with a corsair or fleet belonging to an interstellar power, this will give a temporary advantage to any other fleet that fights them. This advantage will be equal to +1 Strength.

Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

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System with Corsair or Fleet**

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Stealth-1, Technical-1, Survey-1

+1 Strength in

Against

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Gerome

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Darrian Arsenal Pass

Admit One

Darrian Arsenal Pass

Admit One

Ine Givar sleuthing

Name a member of Ine Givar. If correct, you gain 1 MCr (and can continue guessing).

Usable Once

+2 skill levels (of any type) for any Mission targeting a Celebrity

+2 skill levels (of any type) for any Mission targeting a Politician

+2 skill levels (of any type) for any Mission targeting a Criminal

+2 skill levels (of any type) for any Mission targeting a Media/Business NPC

+2 skill levels (of any type) for any Mission targeting a Religious NPC

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

One Free Player-driven mission

***+2 Skill levels on any
Assassination of NPC
Mission***

***+2 Skill levels on any
Co-option of NPC
Mission***

***+2 Skill Levels on any
Coercion of NPC Mission***

***One Free Player-driven
mission***

***+1 Demand on all
Passenger Cargos [once]***

***+1 Demand on one Cargo
sold in***

***+1 Demand on one Cargo
sold in***

***+1 Demand on one Cargo
sold in***
