

THE THIRD IMPERIUM

Starports



TRAVELLER

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INTRODUCTION

There can be few more striking symbols of the far-reaching might of The Imperium than its network of Starports. Whether great, glistening star-cities or tiny frontier outposts, they mark the boundaries of its empire, the extent of its reach.

Beyond their symbolic power, they are the intersections of galactic commerce: the ports where merchants and brave souls who traverse the edges of known space may seek refuge. They are the beginning and the end of countless adventures, spanning innumerable worlds. They play host to the super-rich and provide cracks into which the dregs of society may fall. They are safety and civilisation; endeavour and enterprise, skulduggery and subterfuge.

They are Starports. Gateways to the cosmos.

IMPERIAL STARPORTS

The vast majority of Starports in The Third Imperium are managed by the Starport Authority – the SPA. Under their guidance, travel between worlds remains a relatively safe and reliable affair. People can get where they need to be and, more importantly, trade continues to flow.

The number and variety of Starports that fall under the SPA's umbrella is immense. Setting such diversity against the needs of a huge bureaucracy, the SPA employs a Class system to delineate the various types of Starport. This ranges between the smallest Class E ports, that are little more than far-flung landing pads, to the truly awesome Class A ports, which are like the city states of Old Earth.

Starports consist of two distinct sections – The Highport and the Downport. A Highport is an orbital platform providing docking and refuelling facilities for non-streamlined ships; and, in the case of larger ports, a place to relax and unwind, or to negotiate new business deals.

A Downport is that part of a port located on (or sometimes beneath) a planet's surface. Smaller ports tend only to have a Downport.

Often springing up around larger Downports are Startowns – businesses and homes that thrive on the trade generated by the port. These range from carefully planned conurbations that work closely with the port, to ragtag shanty towns, bereft of law and order.

The existence of the SPA serves to unify the operation of Imperial Starports, ensuring that the same principles and rules underpin their activities. Nevertheless, and regardless of which Class a Starport fits into, each is unique in its own way. Whether because of the quirky frontiersman who runs it, the exotic planetary atmosphere, the perilous local fauna or the unique trade opportunities on offer, every Starport has a distinctive feel and character – and its own opportunities for adventure.

STARPORT CLASSIFICATIONS

The vast majority of Starports visited by travellers will fit into one of the five classifications used by the SPA. Starports within each class share certain fundamental features, allowing first-time visitors to anticipate the types and levels of service that will be available.

An overview of each Starport Class is provided here. The inner-workings of Starports – the bureaucracy, personnel, operating procedures and so forth – are detailed later in the chapter.

Class E Starports

These are the true frontier outposts: lonely bastions in the far reaches of space, often many days travel from even minor trade routes. They are typically equipped with a single landing area big enough for a few small craft or a heavy freighter. The largest Class E ports have additional pads that can each accommodate a craft no larger than 1,000 displacement tons.

A simple structure – either a pre-fabricated building deposited on the planet when the port was constructed or something crafted from local supplies – serves as the port headquarters. Circling the perimeter will be some form of fence: initially a distinctive metal ring approved by the SPA but over time perhaps patched and repaired with available material. This line, no matter how crude, is significant as it marks the edge of Imperial territory and the limits of SPA authority. This is referred to as the XT-line.

From within the headquarters, all port matters are administered by the Port Director and his team. Typically, employees will be required to multi-task. It is not unknown for the Port Director himself to oversee maintenance tasks, operate communications, perform security patrols and so on. Typically, a Class E port will have D3 personnel on duty: the Port Director and possibly a technician and/or security officer.



Very little in the way of landing guidance can be provided by a Class E port. On approach, port personnel may offer basic advice over the comms system and switch on the landing lights but that is all. This can make setting down a rather hair-raising experience in high winds, fog or cloudy atmospheres.

Class E ports on worlds with a Standard atmosphere have no hangers and only the most basic holding facilities for cargo. It is rare indeed to find a Class E port with a proper warehouse – and even then its capacity rarely exceeds a few hundred tons. Ports on planets with Tainted, Exotic or Corrosive atmospheres will include an airlock for passage in and out of the headquarters. Enough vacc suits for the port personnel plus 1D6 spares will be kept inside this building.

On worlds with Insidious atmospheres, the main landing pad will be equipped with a simple hanger that may be sealed against the corrosive or toxic gases in the air. The headquarters will be equipped with enough hostile environment vacc suits for port personnel, plus 1D6 spares.

Class E ports have no refuelling of repair facilities, though port personnel may have contacts among the local population that can provide these services. It is also common practice for the port to house a scrap pile – an assortment of odds and ends from discarded ships. Most of the components in a scrap pile are rusted and broken. From time-to-time, however, one can get lucky and unearth something useful.

Scrap Pile

Characters who find they are in desperate need of repairs to their ship, or simply hope to strike it lucky and uncover some useful spares, can spend a few hours rummaging through a Starport's Scrap Pile.

Access to the Scrap Pile costs a fixed fee – typically Cr. 100 – and allows the character to cart away anything useful that he finds. If he finds nothing, that is just too bad.

To determine what a search turns up, the character makes a Mechanic check with a –4 Modifier. If successful, he uncovers 2D6–2 x 0.1 tons of spare parts.

For example, setting down at a remote Class E Starport, Captain Artemus Eley is desperate to repair some of the damaged systems on his ship. Clean out of spare parts, he searches through the port's Scrap Pile. A successful Mechanic check with a –4 Modifier means that he has found something useful. A roll of 7 on a 2D6 indicates he has salvaged 0.5 tons of spare parts (7-5 x 0.1 = 0.5). Now he has at least a chance of patching up his battered ship.

Given the isolated location of most Class E Starports, rules governing the possession of weapons tend to be relaxed. On the fringes of civilised space, it makes sense to look as though you can take care of yourself. Accordingly, port employees turn a blind eye so as long as a visitor is not acting suspiciously or aggressively.

'Officially, anyone who runs a Starport can call themselves Governor. Given the fact it's only me, Ellie and Zac that run this place just who the hell I'd be governing I'm not sure. Like most guys running a 'shack' – that's a Class E port – we prefer 'Chief'.

Jeez, I can just imagine trying to get Ellie to call me Governor. She'd probably shoot me out the airlock – if the Headquarters was big enough to have one!

— 'Chief' Dennis McQueen, Class E Starport Governor

Class D Starports

The key additions that elevate a Starport to Class D status are a landing strip (on planets with an atmosphere) and the ability to refuel visiting craft. In practice, these ports are usually considerably larger, housing a dozen or more landing pads. At least one pad will be able to accommodate a 2,000 displacement ton vessel. The rest will be a mixture of small (up to 200 displacement tons) and medium (up to 500 displacement tons) sized pads.

In appearance, a Class D Starport looks more permanent, housing a cluster of buildings, a checkpoint for those entering the site and properly surfaced landing pads. The boundaries of the port will be clearly delineated, with metal fencing or concrete walls marking the XT line.

Unlike a Class E Starport – which works on a first-come, first-served basis – craft wishing to land must contact the port on approach. They will be directed to a particular pad and given (albeit rather limited) landing guidance as required.

A small berthing charge is levied on ships wishing to land at a Class D Starport. There is an initial docking fee of 1D6 x 10 Credits, plus an additional 10 credits for each day beyond the first that the ship remains docked.

Starports in this class can usually provide a limited amount of warehousing space for traders to store their cargo – 100 D-tons capacity is standard.

The refuelling service offers only unrefined fuel, at a cost of 100 Credits per ton. Standard ship's stores are readily available.

Simple repair work may be carried out though there is often a delay of a few hours before for this can begin. Only parts



required to repair Hull damage are available and these cost 10% more than normal, reflecting the length of time they are typically stored before being sold. A few of the more down-at-heel Starports will maintain a Scrap Pile but this lends the port an unfortunate 'Class E air' and is usually avoided.

Class D Starports are often specialised in dealing with certain kinds of traffic. This makes them better prepared for the demands of such craft but at the cost of more general provisions.

Industrial specialists are used to dealing with larger craft and have at least one engineered landing pad that can accommodate a vessel of up to 2,000 displacement tons. They also have a one in six chance of possessing the parts required to repair or replace a damaged ship's system, so long as the craft in question is of industrial design (minimum 1,000 tons, with 500 tons of Cargo space).

Recreational specialists tend to deal with small craft, carrying passengers. Accordingly, the port has Standard quality rooms available for rent (see **Chapter Three: Hospitality Modules**).

Exploration specialists are used to patching up vessels that have been in battles or endured the rigours of frontier worlds. They have an additional 1D6+2 tons of spare parts available for Hull repairs.

Class C Starports

Starports in this class see a regular flow of traffic and are equipped to deal with all manner of craft, from industrial transports to pleasure yachts. More significant than this, and the feature which elevates them to Class C status, they have the ability to provide refined fuel. Far more so than smaller stations, these ports have a feeling of solidity and activity. They are able to do more than tend to the basic needs of frontier traders and outlying worlds – they are places where employment is sought, meetings arranged and deals struck.

A typical Class C port has 50 or more landing pads, a couple of which will be large enough to handle ships as big as 5,000 displacement tons. Most pads will provide a hanger and on worlds with hostile atmospheres these will be sealed and equipped with an airlock allowing safe egress for both ships

A Tricky Landing

Setting down in a hostile environment can be a difficult proposition, especially at smaller Downports where there is limited guidance from Flight Control.

Strong winds, especially when combined with stormy conditions, can make an approach and landing perilous, even for manoeuvrable lighters and shuttles.

Landing a ship in such conditions requires a Piloting check, modified by the severity of the weather and environment:

Prevailing Conditions

Difficult (Strong winds, driving rain, dense fog)
 Very Difficult (hurricane, monsoon)
 Formidable (super-tornado, earthquake)

Piloting Modifier

-2
 -4
 -6

One measure developed specifically to help with landing a ship in hostile conditions is the Wind shield. These devices unfurl like giant umbrellas diverting wind and rain, and allowing craft to set down more safely. A landing pad equipped with a Wind Shield reduces the severity of the Piloting check modifier by one step.

Wind Shields are never available on Class E or D Starports. Class C and B Starports typically equip 10% of their landing pads with Wind Shields. Class A Downports equip 20% of berths with Wind Shields. On worlds with especially ferocious weather conditions, these percentages may be higher.

The quality of guidance and advice provided by a Starport's Flight Control also affects the difficulty of setting down safely.

Starport Class	Piloting Modifier
E	-2
D, C	0
B, A	+2



and crew. A runway for non-VTOL craft will be present if there is an atmosphere.

A berthing charge of 1D6 x 100 Credits is levied on ships wishing to land at a Class C Starport. A further 100 Credits is charged for each day beyond the first that the ship remains docked.

A Starport in this Class will be equipped with a purpose-built Headquarters complex, housing Flight and Traffic Control, Customs and other essential services. The port's communications and radar network is sophisticated enough to facilitate multiple take-offs and landings and to offer guidance to incoming ships. The port's XT-line will be securely demarcated and monitored by the Security Directorate.

Class C Starports can provide an unlimited amount of unrefined fuel. Refined fuel is available but supplies can become depleted.

Optional Rule: Fuel Availability

Each time a ship attempts to refuel at a Class C Starport, use the following table:

2D6 Roll	Refined Fuel Availability
2	No refined fuel available
3	50% of required fuel available*
4–12	100% of required fuel available

*Once this result has been rolled, the port is out of refined fuel.

A Class C Starport replenishes its fuel supply every 24 hours.

There are enough spare parts available for unlimited Hull repairs to craft up to 5,000 D-tons. There is a 50% chance that replacements for damaged systems are available for Small Craft. Systems that are found to be unavailable can be delivered to the port in 1D6 days.

The largest Class C ports contain a modest shipyard capable of manufacturing craft no larger than 100 D-tons. Facilities within the yard may be used to repair Structure damage to craft of this type.

Approximately half of Class C Starports include a Highport. These tend to be little more than refuelling and repair stations, with docking platforms allowing shuttle transfers to and from the planet below. A Highport in this class may be able to berth relatively small capital ships but this is unusual. A more popular alternative is the provision of tanker ships – essentially large fuel tanks that can dock with a waiting ship and refuel it (see page 109 for more on tanker ships).

Docking facilities in the Downport are able to load or unload standard cargos with only minimal waiting time. For more exotic supplies (such as hazardous materials or explosives) special equipment will need to be moved to the landing area before disembarkation can begin, which slows down the process.

With an increased number of travellers availing themselves of their facilities, Class C ports are a far more tempting proposition for private concerns and usually host at least one hotel, along with restaurants and other entertainment venues.

Class B Starports

Once a Starport reaches this size, it becomes a significant hub within the local – and even planetary – economy. Many Class B ports are at the centre of a major, and possibly capital, city. They contain hundreds of landing pads of various shapes and sizes, most of which have hangers fitted with dedicated storage and unloading facilities. A Class B Starport is large enough to be a settlement in itself and will have an indigenous population, supplemented by a stream of passengers and visitors.

To earn the status of a Class B Starport, a facility must provide an (effectively) unlimited supply of refined fuel. It will also contain a shipyard, capable of producing Spacecraft and/or Small Craft. This, in turn, provides excellent repair facilities for Spacecraft and Small craft: damaged systems, Hull damage and Structural damage may all be repaired. Capital Ships are catered for to a lesser degree, with repairs possible to the Hull and replacement ships systems being shipped in as and when they are required.

To dock at a Class B Starport, there is a charge of 1D6 x 500 Credits. A further 200 credits per day must be paid if the ship is to remain berthed.

There is no standard design for a Class B Starport: however, the Downport usually spans an area of at least 10 square kilometres and may well include a range of underground areas. Around this a Startown will almost certainly have sprung-up, covering an area that is at least as large as the port itself.

95% of Class B Starports will include a Highport, with regular shuttle services to and from the planet. The Highport will be large enough to include some private concerns – specifically entertainment venues for the crews of large ships so that they do not need to travel 'dirtside'.

Class B Starports have access to sophisticated satellite networks providing expert guidance and telemetry to incoming and outgoing ships. A mixture of expert personnel and computerised Traffic Control systems will handle multiple flight plans, ensuring that the airspace around the port is a hum of activity.

Unlike their smaller brethren, Class B Downports are large enough to accommodate a full range of independent businesses.



As well as raising considerable revenue – both for the SPA and the local economy – this encourages visitors to do more than simply refuel their ships and move on. With luxury hotels, fine dining, casinos and popular shows, ports of this size can serve as holiday destinations in their own right.

At this size, some Starports begin to suffer problems with organised crime. The mixture of profitable businesses and a steady supply of ‘easy marks’ provides an attractive environment for all sorts of illegal activity. Accordingly, the port’s Security Directorate will operate a range of undercover operations to deter or unearth illicit activities.

Class A

With the capacity to accommodate an entire star fleet, Class A Starports are the true crossroads of the stars. In fact, many are more famous than the worlds that accommodate them – and can be the reason that travellers and merchants visit a system.

In order to achieve the accolade of Class A status, a Starport must include both a Highport and Downport, provide unlimited refined fuel and house a full commercial shipyard. Inevitably, to house and sustain such a weighty infrastructure, the port must be a colossal enterprise, orchestrating vast quantities of trade and travel. The economies of Starports this size can exceed those of entire planets.

The Downport of a typical Class A Starport can be seen from orbit, its patina of lights shining out into space. Those more poetic of travellers have described them as beacons held aloft to the stars, beckoning strangers in from the cold and endless void. Downports are invariably ringed by a startown: a great sprawl of homes and businesses sustained by the flow of passengers and trade.

The Highport of a Class A port is a sight to behold. Typically, it embraces an armada of ships, both great and small, which swarm about it like insects before a hive. Only a top-notch Flight Control system can cope with the hundreds, if not thousands, of ships that come in and out of a Highport every hour of the day.

Landing pads of every conceivable shape and size are available, fully equipped with hangers and airlocks. The loading and unloading of even the most exotic or dangerous cargoes is fully catered for. Loading times of five minutes per ton are the norm – though specially equipped industrial hangers can reduce this to one minute per ton.

The docking charges for a Starport of this size are 1D6 x 1,000 credits. Those wishing to stay must pay a further 500 credits per day.

Startowns

Starports – particularly the larger ones – attract people from near and far, from all levels of society. To many they are like honey-pots filled with the promise of something sweet. It is not uncommon for members of an indigenous population to migrate to a port seeking work and the promise of a better life. For some, this hope never materialises. There are others who arrive at a port from offworld, then find themselves down on their luck and unable to move on again.

Such people invariably end up in a startown – a shabby, generally unplanned settlement that rises from the dust surrounding a Starport. Lacking the glitz or respectability of most Starports, these towns provide cheaper versions of the goods and services available within the port. Many of these are only ‘semi-legal’ (a popular phrase among those who ply their trade in a startown) and available at knock-down prices. It is fair to say that most are stolen or faulty and there are no guarantees included – at least, none worth the paper they are written on. Still, in a startown the old adage ‘buyer beware’ is a maxim that people live by.

In an effort to prevent the growth of a startown, some governments liaise with SPA authorities so as to set up a perimeter area within the XT-Line where a properly planned and managed conurbation can be established. With enough political will and funding, this can work. All too often, however, this official area is simply seen as part of the Starport and an unplanned startown springs-up around this – housing all the ne’er-do-wells and shoddy businesses the government was seeking to eliminate.

Whatever one’s feelings about startowns, they present a number of unique business opportunities. Accordingly, they are often places that travellers will elect to visit, even if they are simply passing through a Starport.

The repair facilities aboard a Class A Starport are second to none. An almost unlimited supply of spare parts is readily available, often at a reduced price. This is a result of the fierce competition and the never-ending scale of demand.

The Starport’s commercial shipyard ensures that all sorts of ships are available for purchase – from compact small craft to colossal capital ships. Alongside these gleaming new models, a healthy trade in reconditioned and second-hand craft tends to thrive, with ships available to suit every wallet. Given this wealth of manufacturing talent – and the interested parties it attracts



Haggling

The level of competition within a Class A Starport is ferocious. With a never-ending flow of potential customers, margins are constantly trimmed in an effort to out-do rivals and draw people in. To the wily customer, this presents unique opportunities for acquiring a bargain: it is like going straight to the docks to buy the trawler-man's catch.

A Player Character who succeeds with a Difficult (-2) Persuade Check can knock 2D6-2% off the price of goods purchased in a Class A Starport. Note that the Referee is free to modify the difficulty of this Check according to the availability of goods and the circumstances in which they are being purchased.

– a market in custom-models is also present. Those seeking to modify their standard craft will find all manner of innovative technicians convinced that they can squeeze just a little more out of the engines or increase the efficiency of the screens.

Flight Control aboard a Class A Starport offer precise guidance to the hundreds of incoming and outgoing craft, so that accidents (or even long hold-ups) are extremely rare.

'I've seen those boys in Flight Control and what they do amazes me. Guiding all those ships in and out, every hour of the day, without so much as a bump or scrape. It's like watching a master magician shuffle his deck – every card ends up just where it should, and you don't even see his hands move. Only, in this case the magician would need to have six hands!'

— Holly 'Long Haul' Tills - Freighter Pilot

The facilities in a Class A Starport rival, and often exceed, those of a major city. Every manner of entertainment is available: from the glittering shows of the plush entertainment districts to the more questionable diversions of the habitation zones. If you know where to look, it is amazing what you can find.

Accommodation is readily available, often at a reasonable rate. Many of the hotels include super-casinos and reason that they will make enough profit at the gaming tables to subsidize the price of rooms. There are, of course, more exclusive suites which will set guests back thousands of credits a night. In return, visitors can enjoy an exceptional quality of service, with access to the sorts of exotic delicacies that only a hub of galactic trade could hope to provide.

THE SPA

Even within the labyrinthine bureaucracies of the Imperium, the SPA stands out as singular organisation. Performing a host of roles, both great and small, it facilitates interstellar trade and travel, maintaining a way of life that has become second nature to citizens of the Imperium. Without it, galactic commerce would grind to a juddering halt and an unthinkable economic destabilisation would occur. Thankfully, the SPA is very good at what it does, with a track record for dealing with all manner of unseen crises. The mere presence of an SPA Starport has a stabilising effect on even the most troubled regions and serves as a symbol of the Imperium's continuing influence and power. The SPA is an organisation that citizens know and trust.

Though its official role – overseeing the day-to-day running of the Imperium's Starports – might sound straight-forward enough, in practise this involves massive logistical know-how, complex bureaucracy, top-notch law enforcement and expert diplomacy and negotiation. The SPA has more fingers in more pies than some megacorporations can even imagine. Accordingly, it has some of the best people available on its payroll.

Starport Governor

The Governor of an Imperial Starport is part administrator, part diplomat, part lawman – holding an almost feudal power over his domain. Given the length of time it can take for communication between worlds, every Governor has a great deal of autonomy when it comes to the running of his port. There are detailed protocols he must follow, of course, but ultimately he is judged by results. So long as he upholds the good name of the Imperium and promotes free trade, he is very much left to his own devices.

In larger ports, the Governor's influence stretches far beyond the walls of his station, his advice being sought on matters as diverse as trade, taxation, exploration and security. In many ways, his voice is the voice of The Imperium, approving or disapproving of whatever non-Imperial governments are planning to do.

The individuals trusted with this role are as diverse as the Starports they govern. Some are autocrats, devoting themselves entirely to overseeing their little piece of the galaxy. Others are 'wheeler-dealers' with a shrewd understanding of trade and negotiation. Some are diplomats who adopt a hands-off approach, working from behind the scenes to keep things running smoothly. Whichever is the case, a governor must be the right man or woman for that particular job or they will not remain in post for long – it is simply too vital a role.



Executive Directors

Reporting directly to the port Governor are a number of Executive Directors, each of whom is responsible for a clearly defined aspect of port operations. If the Governor is the prince of his own city state, these men and women are his privy council – each a hand-picked advisor in whom considerable trust must be placed. This clear chain of command allows the Governor to oversee activities from on high, without the need to micro-manage every facet of port life.

Free Trade

At the heart of everything the SPA does is a belief in free trade and the continuing profitability of the Imperium. As a result, only minimal charges are incurred by ships passing through SPA Starports. It is reasoned that the flow of trade enables taxes to be collected elsewhere – taxes that are filtered through to the SPA, indirectly subsidising the entrepreneurs who drive interstellar commerce. It is the very spirit of free trade at work.

As a result of the minimal tariffs levied by the SPA very few rival organisations have ever been established. A number of local worlds and megacorporations have tried but have rarely managed to expand beyond a small network of ports. It is simply not possible to match – let alone undercut – the SPA and still turn a profit. More than that, many merchants and travellers enjoy the familiarity of an SPA port. They are also so numerous that there is rarely a need to use an independent facility if one does not wish to do so.

Whilst the status quo is that no tax is charged on goods moving through an Imperial port, such facilities have a number of other ways to make money. All Class D or larger ports offer at least basic refuelling services and some form of maintenance and repair facility. Larger Starports are often equipped to buy and sell ships or to act as auctioneers in the sale of goods. They also enjoy a healthy revenue stream from other businesses operating from within the station. Others house production facilities and shipyards, churning out goods around the clock. All in all, the SPA is in rude financial health.

'If the space lanes are capillaries providing blood to the Imperium, the SPA Starports are the valves in those vessels. When everything is running smoothly, you don't even notice them. Take them away and the blood would flow every which way, clogging things up and making a hell of a mess.'

— Taylor Hexe, Starport Governor

Customs and Starport Law

According to Imperial Law, goods which pass through an Imperial port but never leave its boundaries, in essence never leave Imperial Space. Consequently, they should in no way be interfered with by representatives of a host world. There have been some instances where this has caused friction between planetary governments and the SPA but they are few and far between. Illegal or dangerous goods are more likely to be moved through independent ports than those run by the SPA – a fact recognised by most governments.

The Customs Directorate aboard every Imperial Starport conducts routine checks, in order to search for contraband. These are efficient but never unnecessarily invasive, striking a balance between keeping planetary officials happy and ensuring traders are not unduly inconvenienced. Instances of smuggling are relatively rare and when they do occur penalties are harsh. The Imperium must always be seen to maintain a level playing field when it comes to matters of trade and those who abuse their trust are severely punished.

Whilst within the boundaries of an Imperial Starport (inside the XT-line), visitors are permitted to carry a single sidearm or shotgun. This must be kept holstered at all times, except in the event of being used for self-defence. Melee weapons no larger than a dagger are permitted but are expected to be sheathed and stored in plain sight. Explosives of any kind – especially on a Highport – are strictly prohibited. Even the storage of such items aboard ship must be revealed upon – and preferably before – landing. Anything larger than a few grenades will be safely locked away until the owner is ready to leave the port.

On Class A, B and C Starports these restrictions are almost universally enforced. Any violation will – at the very least – see the culprit relieved of his weapons and forced to vacate the station. What is more, those who violate these laws can expect rigorous customs checks the next few times they pass through any Starport controlled by the SPA.

Exceptions are made on some Class D ports – particularly those located in more remote areas. A slung rifle or sub-machinegun will draw the eye of security personnel but, assuming the owner has a permit, the weapon will not be confiscated unless the holder does something to suggest he cannot be trusted.

Whilst docked at a Class E port, visitors can expect a blind eye to be turned to the possession of all but the most powerful energy weapons, so long as they remain on board ship and permits are in order. Visitors may carry slug throwers and even laser pistols, with the caveat that they do nothing to attract the



attention of security personnel. The SPA realises that life on the frontier is dangerous and that those who plough a distant furrow must be able to protect themselves.

The wearing of all but military grade armour is permitted aboard Imperial Starports. A character who attempts to stride about the station wearing Combat Armour will very quickly be asked to remove it. He can then expect a thorough inspection of his ship and a rigorous examination of any weapon permits he possesses.

Diplomatic Links

There are extremely strong links between the SPA and the Scout Service, with each organisation often providing the other with vital services and support. The precursor to today's SPA was born of the Scout Service's recognition of the need to provide civilian ports alongside those maintained by the Scout and Naval Services. Accordingly, many scouts feel an undefined kinship with SPA personnel, a number of whom have worked within the Scout Service in the past. The first port of call for many retiring scouts is the SPA's recruiting services, where their applications are invariably looked upon favourably.

Many Class A, B and C Starports house permanent Naval and Scout operations. Whilst oversight of these facilities remains strictly under the jurisdiction of the relevant service, there

The Travellers' Aid Society

The TAS maintains a chain of hostels across the Imperium, many of which are located inside Starports. However, this supplement is not the place where you will find extensive information about TAS. Suffice to say, their hostelries – which range from simple dormitories to luxury suites and are often filled with interesting and useful people – can be found in or near to most Class C or larger Starports.

is usually a close working relationship with SPA personnel. For instance, research and intelligence data is freely shared between organisations; and in times of emergency the heads of each service will form a de facto council to discuss important decisions. One exception to this is when a port comes under direct attack, in which case the Naval Commander assumes overall control of the facility. Even then, he will continue to work closely with his SPA and Scout Service counterparts.

On non-Imperial worlds, the Governor of a Starport will cultivate a close relationship with the planetary government. Typically, the presence of a Starport serves as a prelude to full membership of the Imperium. Therefore the local government will reciprocate diplomatic courtesies, demonstrating its willingness to strengthen ties and to do things 'The Imperial way'.

Crimes Aboard a Starport

If characters insist on violating Imperial law by smuggling goods through an SPA port or trying to conceal an assault weapon inside their coat, they are asking for trouble. The Referee may elect to throw the book at them, confiscating prized possessions, imposing heavy fines or even enforcing a prison sentence. Whilst this may keep to the letter of the law, it does little to promote fun in games or the reckless devil-may-care attitude that characterises so many travellers.

Accordingly, there are some alternative punishments that a Referee might elect to use:

- The Player Characters could be given a suspended sentence – sworn over to maintain the peace for as long as they remain in the Starport. This can encourage innovative roleplaying as they seek to fulfil whatever task brought them to the port without getting into any further trouble. A somewhat devious Referee might even have Player Characters run into old enemies – foes that they cannot now deal with in the traditional way for fear of incurring the wrath of Imperial Law.
- The Player Characters are presented with a way to pay-off their debt that sees them working for the Starport's undercover security forces. Perhaps they have to infiltrate a criminal gang or locate a nefarious bounty killer. Either way, their assistance will prove their good character and exonerate them of any previous wrong-doings.

If the Referee decides he wants to play things by the book, he can use the sentencing table on page 174 of the *Traveller Core Rulebook* to determine punishments meted out to Player Character perpetrators. Class A, B, C Starports are considered to have Law Level 5; Class D Starports are Law Level 4; and Class E Starports are Law Level 3.



IMPERIAL STARPORT ORGANISATION

Despite vast differences in terms of size, importance and location, Imperial ports are all structured around the same set of organisational principles. These principles place the smooth running of a port in the hands of various Directorates, each with a clearly defined area of responsibility.

The Directorates within an SPA Starport are:

- Administration
- Customs
- Concessions and Leasing
- Cargo and Warehousing
- Diplomacy and Media Relations
- Emergency Services
- Financial
- Housing
- Hospitality
- Legal
- Maintenance and Engineering
- Medical
- Personnel
- Security
- Ship Services
- Stores and Provisions
- Traffic and Flight Control

Of course, in smaller ports these departments often merge or seem to disappear entirely. There may be a single individual running several departments – of which he is sometimes the

only member. This may seem like one of those instances where the weight of bureaucracy collapses in on itself but the Imperium likes its procedures and, however nominally, these Directorates will be represented.

The Directorates that Player Characters are most likely to have direct contact with are detailed here.

Administration

Though the least glamorous, and certainly least appreciated, Directorate within the SPA, Administration nevertheless plays a vital role in the smooth running of a Starport. It can also be the department that causes characters the most difficulty.

Mocked and feared in equal measure for their attention to detail, it is Administration's role to log every piece of data pertaining to Starport operations. More than this, they issue permits for a range of activities such as long-term docking, storage and the transfer of exotic cargoes.

Most of the time, Administration personnel adhere to the SPA ethos and try not to unduly inconvenience visitors. Problems only tend to arise when someone is unnecessarily rude or uncooperative – at which point some administrators can become rather officious.

Customs

Upon arrival at a port, a representative of the Customs Directorate will meet with a member of a newly arrived ship's crew. If a port is especially busy, there may be a delay in

Getting Through Customs

A Player Character who provides all of the requested information need simply succeed with a Routine (+2) Admin Check for the entire crew to be granted full access to the port facilities and to be left to their own devices.

However, any Player Character who wishes to conceal or falsify the information requested must succeed with an Admin or Persuade Check, modified as follows:

Player Character Action

- A single minor change to information
- Several minor or one major change to information
- Complete fabrication of information

Difficulty Modifier

- Difficult (-2)
- Very Difficult (-4)
- Formidable (-6)

If the Check is successful, the Player Character has hoodwinked the Customs Officer and the crew is granted access to the port.

If the Check to get past Customs is unsuccessful (whether the character is being truthful or not), the officer conducting the interview will be suspicious about some aspect of the character's story. The crew will be asked to remain aboard their ship, whilst further enquiries are made. Typically, a Customs Inspection Team will be assembled and come aboard to search the ship's hold for contraband. In addition, if there are any outstanding warrants on the Player Characters or their ship, these are likely to be discovered.



organising this meeting or it may even be conducted via the ship's communication system.

The purpose of this interview is to establish that no stolen ships, illegal merchandise or wanted criminals are allowed to enter the port. There will also be concerns regarding the transport of biological substances and the transfer of pathogens. Accordingly, details of the ship's origin, destination, cargo and crew are expected to be handed-over before it docks. Customs officers will also ask about the origins of any obvious damage to a ship.

Passengers arriving at a Starport on a commercial flight are treated a little differently. In Class A, B or C ports, they move through a Customs Terminal before leaving or entering the Starport proper. These tend to be rather austere places, specifically designed to make those with something to hide feel ill-at-ease. Terminals are well-monitored by CCTV cameras and staffed by armed personnel who oversee passengers as they pass through scanners capable of detecting hidden weapons and explosives.

Despite the severity of this experience, it is usually a brief one and once beyond the Customs Terminal passengers are free to wander the port safe in the knowledge that everyone else has been as scrupulously checked as they have been.

Class D and E Starports do not have the facilities necessary to carry out the same level of checks. They talk with the crew of a newly docked ship as usual and, if satisfied with what they learn, give passengers no more than a cursory inspection as they disembark. Of course, if anyone is clearly in breach of Starport regulations – or simply looks suspicious – they are picked-up as they leave their ship and taken for further questioning.

The Customs Directorate works very closely with Security, with personnel from each department forming part of a Customs Inspection Team. On a Class E or D Starport, these teams are small, usually consisting of a single officer from each department. On Class C or better ports, these teams consist of between four and six people. Members of an inspection team are always armed.

Attempting to bribe members of the Customs Directorate is extremely risky, with all such checks receiving a –6 Difficulty Modifier – if the Referee deems that they are possible at all.

Concessions and Leasing

Larger ports often provide space to independent business concerns. These can range from small, independent stores to mega-casinos and luxurious hotels depending on the size of the port. The oversight of rent and taxes for these businesses can be a complex operation and one that must be seen as scrupulously fair in order to preserve the SPA's reputation. Accordingly,

Emergency Exit

There are times when people wish to leave a Starport in a hurry. For Player Characters, it is usually just a matter of time before this is the case.

The normal procedures for exiting a Starport can take anywhere from a few minutes to a few days, depending on the size of the craft, whether it has cargo to load into the hold and so on*. If a character is part of the crew of an independent craft, the pilot will need to contact Traffic and Flight Control and request permission to leave the port. Once a member of TFC has plotted and transmitted a flight plan, he will open the hanger doors and the vessel is free to leave: it is expected to follow the approved flight plan until it clears the station's airspace.

If this process will take too long – or a character knows that permission will not be given – he may try to make a 'break for freedom'.

Assuming that the craft is not in the middle of being repaired – in which case it will likely be immobilised in a scaffold frame or repair cradle – the first obstacle to be overcome will be the hanger doors. These could be blown apart if enough firepower is brought to bear but this would be tantamount to attacking the station and therefore ill-advised. A ship that does make it out this way will be pursued by any patrol vessels assigned to the port. In an SPA Starport, a request for aid would also be sent to a Naval craft in the vicinity asking for their assistance. Even if the escape proves successful, details of the absconding vessel would be passed on to every SPA Starport in the subsector. For Player Characters intent on becoming outlaws, shooting their way out of a Starport is one of the quickest ways to go about it.

A far better option is to manually override the hanger bay door's locking mechanism. This can be accomplished with a Difficult (–2) Engineer (Electronics) check, taking 1–6 minutes. If this action is unsuccessful it alerts TFC, who will immediately despatch a security team to arrest the perpetrators.

A third option would involve conning, threatening or sweet-talking someone in Traffic and Flight Control. All of these options are highly challenging, with a –4 DM applied to fast-talking and skulduggery, and a –6 DM to any attempts at intimidation.

If Player Characters do not own their own craft and still wish to make a hasty escape, they have several equally unappealing options. They might try to steal someone else's craft, bribe their way onto a ship or even try to stow away on board a commercial liner.

*Waiting times for services in a Starport are fully explained in *Chapter Three: Designing Starports*.



Leasing and Concessions employs expert administrators to supervise such matters.

Beyond the hotels, restaurants and bars available (to a greater or lesser extent) at Starports, they are a number of other businesses that live on the ebb of flow of galactic trade and movement.

Most Class C or better Starports will have some sort of spacecraft dealership. This might be an independent yard, salvaging parts and selling on barely space-worthy jalopies. It could be a reputable chain, providing quality reconditioned ships. Or it could be an exclusive showroom exhibiting the latest top-of-the-line vessels.

Which of these is in place will depend on the flow of traffic and the amount of wealth being generated. Class A Starports are likely to provide space for every gradation of trader, who in turn will provide a service to a particular size of wallet.

Other concessions that find a home inside a Starport are weapon-smiths, ground vehicle showrooms, armourers and general stores. Again, the quality and range of goods available will depend upon the class of clientele moving through the port.

Availability of Goods

Given their size and the impressive number of shops and merchants on station, Class A and B Starports should be able to supply characters with just about every product they might be seeking. Only if an item is especially rare, illegal or vital to the adventure should the Referee make it unavailable.

By contrast, Class D and E Starports are no-frills experiences and house far fewer concessionary businesses. If characters are looking for anything more exotic than standard supplies they will likely find that they are out of luck or have to pay over the odds.

Class C Starports are somewhere in the middle. They will likely house at least one shopping mall and at least a few interesting concessions selling goods that are unique to the host world and/or system.

Recruiting offices make extensive use of Starports, particularly those businesses looking for individuals with unusual skills. Mercenary units, private investigators, exploration teams and corporations looking for ‘trouble-shooters’ all sift through the visitors to a Starport in an effort to identify prospective employees. Many are happy to keep travellers on their books, contacting them when a contract comes up that they think might be of interest.

Cargo and Warehousing

Starports of all sizes provide secure locations for the storage of goods. At a Downport, these tend to take the form of warehouses, silos or simple lock-ups. Where space is at a premium, these are located below ground. Highports make use of variously sized holds, located as close as possible to the landing bays for the sake of convenience. Areas set aside for Hazardous Material (Hazmat) Storage are specifically equipped to safely house chemical, bacterial and radiological substances.

In all but the smallest Starports, Security personnel will be assigned to watch over the storage areas. The holds themselves will also be securely locked and possibly monitored by CCTV cameras.

Starport Class	Typical Security Measures in Place*
E	Padlock; mechanical lock; Guard dog
D	Electronic key pad; hourly guard patrol
C	Electronic key pad; half-hourly patrol; CCTV
B	Biometric scanner; 15 minute patrols; CCTV
A	Biometric scanner; Drone; permanent Guard

*A Starport built on a planet with an especially high or low TL would have better or worse security measures respectively, reflecting the ease and cost of producing goods. Adjust security measures up or down one Starport Class to represent this.

The amount of storage space available at a Starport depends on its Class – and can change each time the port is visited to reflect the ebb flow of trade. Details of how long visitors have to wait before a storage room is available are fully explained in *Chapter 3: Starport Design*.

SPA Starports charge a fixed amount for the storage of cargo, determined by the port’s class:

Starport Class	Charge (Cr.)
A	500
B	400
C	300
D	200
E	100

This charge covers the storage of one ton of cargo for one week. Cargo requiring biohazard storage costs twice this amount.

Diplomacy and Media Relations

In a competitive market, the image of a Starport is of vital importance. Though word-of-mouth is far more important to traders, members of the Scout Service and the like, all ports will dedicate a portion of their revenue to promoting the services they offer. For a Class E port, this might amount to little more than a signpost or two on local roadsides. For Class A Starports

Setting Up Shop

If Player Characters ever decide to set-up a business in a Starport, they must submit an application to this department. The rents and taxes imposed upon concessions vary depending on the Class of Starport: smaller stations are willing to do more to encourage new business enterprise, while large Starports know that the presence of thousands of visitors makes them a tempting place to take out a lease.

Starport Class	Rent and Taxes charged, as % of gross income
E	10%
D	15%
C	20%
B	30%
A	40%

These rates can be – and usually are – negotiated when new leases are agreed. In Class E and D stations, discussions will be handled by a regular member of the Leasing and Concessions team. In larger ports, specialist Leasing and Concessions Negotiators are employed.

Starport Class	Negotiator's Skills
E/D	Admin 1, Advocate 1, Broker 0, Persuade 0
C	Admin 1, Advocate 1, Broker 2, Diplomat 1, Persuade 1
B/A	Admin 2, Advocate 1, Broker 3, Diplomat 1, Persuade 2

In game terms, any haggling over price should be represented by three Opposed Skill Tests. The Player Character should select three of the following skills to represent the different stages and forms of negotiation: Admin, Advocate, Broker, Diplomat, Persuade.

Each Opposed Test that the Player Character wins lowers the rent and taxes charged by 5%. Each failure increases it by 5%.

Leases are available as either 6, 12 or 24 month contracts. Negotiations over six month leases suffer a –1 DM; those for a 24 month deal receive +1 DM.

it can involve a multi-media campaign, targeting an audience across several systems.

It is not unknown for successful ports to seek endorsement from celebrities, respected business-people and explorers. These deals can prove highly lucrative for both parties.

Planetary Liaison

Within the DMR Directorate will be someone whose job is to maintain healthy relations with the Starport's host planet. This role is of particular importance on – or above – worlds that are not part of the Imperium.

Military Liaison

Fulfilling a similar role, a Military Liaison ensures that a line of communication is maintained with any nearby military facilities.

Emergency Services

The risks presented by fires, chemical spills, crashed spacecraft and the like are treated very seriously within a Starport – particularly a Highport. A single major incident would undermine

Image Rights

A Player Character who earns a reputation as an entrepreneur, war hero or other such luminary might find himself being offered an endorsement deal. In exchange for an advertisement on the side of his ship, participation in publicity events, the opening of a new port and so forth, he could earn himself a steady stream of credits.

Of course, such exposure comes at a price. The Player Character will become a more recognisable figure – which may or may not help his adventuring career. He will also be under pressure to keep his nose clean! If not, he might find that his promotional contract has been cancelled.

the SPA's reputation and might well encourage local travellers to look elsewhere when making transport arrangements.

All SPA employees receive training on how to react to an emergency. Regular drills and well-defined procedures allow them to respond calmly and efficiently to ensure the safety of



visitors, staff and the port itself. These responses begin with the administering of emergency first aid but can include sealing off sections of the port and suspending all movement in or out of the station.

The real experts, however, are members of the RRET - Rapid Response Emergency Team. Trained and equipped to deal with just about any emergency, only Class E ports do not have some form of RRET.

Typical emergencies RRET members are trained to deal with include:

Trauma – All members of an RRET receive paramedic training, giving them Medic 1. On Class A and B ports, one member of the team will be a fully trained doctor with Medic 3.

Fire – In a sealed environment with limited oxygen, fires can present a major risk. All RRETs have access to a range of fire extinguishers and a fire vehicle of some kind. If the TL allows, this will be a hover vehicle.

Hazmat – All manner of toxic chemicals can pass through a Starport – or end up stored inside specially designed cargo vats. RRETs have access to the best HEV suits the TL allows.

Vehicle/Spacecraft Crash – Perhaps the biggest single danger to a Starport – given that it can precipitate every other type of emergency an RRET deals with – is a crashing ship. A major incident of this kind overrides all other activities on even the biggest port, as employees initiate emergency protocols. Every member of an RRET is called into action, regardless of shift rotas.

Class A and B Starports reserve one or more specially designed recovery robots for dealing with crashed ships. This allows members of an RRET to avoid placing themselves in some of the most perilous situations.

Vac-Ac – ‘Vacuum Accident’ is a term coined for any incident that takes place outside the confines of the station. Members of an RRET run frequent simulations of low or no gravity emergencies and have full access to the best Vacc Suits the TL makes available – along with the training required to use them properly.

Whilst an RRET’s official role is to ensure the safety of the Starport, they are sometimes called upon to lend assistance to stranded ships or to visit planetary disaster zones. Such missions are undertaken only with the backing of the port Director and are an excellent way for the SPA to ingratiate itself with the local population.

RRET Crisis Recovery Robot (TL 13)

Thanks to their armour-plating, impressive intelligence and zero gravity manoeuvrability thrusters, a Crisis Robot can operate in the sorts of environments that would present a major risk to humans. They are fitted with a wide range of cutting tools and lifting arms, and combine the strength of a cargo robot with the precision of an autodoc. Not surprisingly, they are extremely expensive and are put to use during only the most severe emergencies.

Strength 30 (+8), Dexterity 14 (+2), Hull 2, Structure 2, Intelligence 8 (+0), Education 10 (+1), Social Standing 0 (-3)
 Traits: Armour 6, Integral System (grav belt), Integral System (TL 12 medikit), Specialised Computer/1 (running Intellect/1, Expert Mechanic/2 and Medic 2)
 Price: 150,000 credits

Financial

Overseeing the revenues passing in and out of a port’s coffers, the Financial department has dealings with every other Directorate, ensuring that all budgets and expenses are legitimate and appropriate. In larger ports, the Financial Directorate may also supervise investments: these are frequently made in the local economy, further strengthening bonds between the SPA and the finances of a host world.

Hospitality

Most Starports will provide amenities for those passing through or looking to stay a while. Most (but not all) such concerns are handled by independent businesses, offering places to eat, drink and relax. The exception to this rule is Class E Starports, which tend to lack any facilities beyond a simple landing pad.

The range of hotel rooms available is largely determined by the size of Starport in which a visitor finds himself. Though there is considerable variation in design and ambience between different ports, the types of rooms available (and the port Class where they can be found) are as follows:

Economy (A, B, C, D) – These are hostels providing somewhere to stay on a minimal budget. Each room typically contains four cots, all of which share a small washing facility. If possible, the manager will try to house groups together but there are no guarantees.

An Economy Room costs Cr. 10 per night.

Standard (A, B, C, some D) – The vast majority of rooms available in a Starport fall into this category. They are clean and



unfussy, providing somewhere to sleep and shower and basic video or holo entertainment.

A Standard Room costs Cr. 50 per night.

Luxury (A, B, some C) – A significant step-up in quality, a Luxury Room has interior design work that conceals the fact it is a room in a Starport. Panelled walls, fireplaces, holo-windows and the like create the sense of being somewhere quite different. Luxury Rooms come with fully equipped bathrooms, mini-bars and a range of entertainment features.

A Luxury Room costs Cr. 250 per night

Opulent (A and some B) – Found only in the most exclusive establishments, these are the sorts of rooms where people come to be pampered. Rooms are large – unnecessarily so – and have lavish en suite facilities. Fine dining is available in the hotel restaurant and food can be delivered by room service at the push of a button. Either a human butler or servitor robot is available around the clock (along with other, more discreet, services).

An Opulent Room costs Cr. 1,000 per night.

Nice Place You Have Here

It is not unheard of for those wishing to negotiate a deal to hire an expensive room in order to impress prospective business partners.

Characters who operate out of a Luxury Room receive a +1 DM to negotiation Tests when dealing with people who are impressed by wealth and status. For characters staying in an Opulent Room, the DM increases to +2.

As always the Referee has the final say on whether this modifier applies to a specific situation.

Legal

Though the vast majority of transactions within an Imperial Starport are trouble-free, grievances can arise from time-to-time. In such instances, the Legal department steps in, supporting whichever Directorate is involved in the dispute.

Maintenance and Engineering

Repairing and maintaining the systems in a Starport is a demanding task and, in larger ports, can be a more or less constant process.

Technicians and engineers are employed to do everything from changing light fittings and maintaining heating systems

to overseeing generators. A sure sign that a Starport is down on its luck is a lack of routine maintenance. Given that the SPA subsidises less profitable ports this is a rare sight but not altogether unheard of.

Medical

Whether it is the single medical kit required on a Class E Starport or the fully equipped hospital installed on larger stations, the provision of Medical services is very important to the SPA – not least because it further enhances their reputation for safety and reliability.

All SPA Starports are required to have at least one person on duty who has received formal first-aid training. With Class E and D ports, this tends to be the extent of medical care available. If a member of staff or a visitor is found to be suffering from a serious medical condition, arrangements will be made for them to be transported to the nearest medical facility. If something more immediate is required, the Starport personnel will do the best they can and may request assistance from visiting crew members – particularly if they include a medical officer amongst their number.

A Class C Starport will have a permanent area designated as a trauma centre. In quieter ports this may be no more than a closet-sized office or a portion of a larger room. Busier ports will have a dedicated building, resembling a small ER ward. A trained paramedic will be in attendance around the clock. Again, if someone is seriously injured, they will be moved off-port to a better equipped facility.

Medical Care

It is entirely likely, given the types of employment accepted by most travellers, that they might arrive at a Starport requiring medical assistance. If this is the case, they would do well to arrive at a large port, where the staff are fully equipped to deal with whatever injury has been inflicted upon them.

A trained **first-aider** has Medic 0.

A **Paramedic** has Medic 1.

A **Doctor** has Medic 2, plus Life Sciences (biology) 1

A **Surgeon** has Medic 3.

A **Consultant** has Medic 3, plus Life Sciences (Biology) 2

Specialist Consultants will have additional skills such as Life Sciences (genetics) and Life Sciences (cybernetics), usually at level 2.



Class B Starports employ a small staff of medical personnel. This will include trained doctors and paramedics, possibly even a surgeon. A well-equipped medical facility is able to deal with broken bones, lacerations and even minor operations. For more serious conditions, the port will either call in specialist staff to assist the residents or transport a patient to an appropriate facility in an ambulance.

As one might expect, a Class A Starport is required to house a small hospital. Nurses, paramedics, doctors and consultants are permanently on duty, taking care of all but the most specialised medical requirements.

Both Class A and B ports make use of Autodocs to supplement their human employees.

Medical personnel on Starports that cater to large numbers of non-human travellers will be trained to deal with 'alien' health problems. This will include the provision of appropriate drugs and medicines. Class A Starports will be staffed by at least one consultant who specialises in non-human physiology and medicine.

Personnel

This Directorate manages the hiring and firing of port personnel, liaising all the while with whichever department is recruiting.

If Player Characters ever search for work with the SPA, they begin here. Though the specifics of a job search would have to be determined within the context of a particular campaign, standard procedure begins with candidates sitting an aptitude test. This is followed by a one-to-one interview. Information gathered from these two sources determines the applicant's suitability for specific posts.

In game terms, the interview may be role-played out but should culminate with the character making two Checks. The first must be either a Diplomat or Persuade Check, representing the character's quality of interaction with the interviewer. The second Check should use whichever Skill the Referee determines is most appropriate for the particular vacancy.

Success with both Checks indicates the Player Character will be offered a vacancy if there is one currently available. Success with one Test means that the Player Character's details will be kept on file and he will be called in at a later date for another interview and aptitude test. Candidates who fail both Tests receive polite thanks and are sent on their way.

A character who is not a citizen of the Imperium suffers a -2 DM on both of these Tests.

Security

Visitors to a Starport want to feel secure. However, they do not wish to be inconvenienced by constant security checks or alarmed by squads of heavily armed guards patrolling the station. It is an eternal conundrum for those overseeing port security.

The solution employed by the SPA is to operate two levels of security. Around port entrances and secure areas such as Flight Control, there is a visible security presence. Elsewhere on the station, security is handled in a much less obtrusive manner, with CCTV cameras and checkpoints monitoring who goes where and when. It is also a well-known fact that, in larger Starports, plain-clothed, undercover operatives mingle with regular travellers, ready to step-in should anything untoward occur.

Levels of Security

The security measures characters will find themselves enjoying the protection of (or trying to outwit, depending on what they are up to) will vary considerably depending upon the Class of Starport in which they find themselves.

Class E Starports are too small and have too few visitors to justify anything more than the most basic security measures. The Port Director will certainly have access to a firearm and at least one CCTV camera will watch the landing pads.

In the largest Class E ports, there may be a Chief of Security – only the most overblown individuals would still use the title Executive Director – but he is likely to be around for just eight hours a day, during whatever passes for peak time.

If any serious trouble does occur, the Port Director may elect to register a call for assistance with the local emergency services. He is far more likely to do this if the Starport is located in Imperial territory, as involving outside agencies compromises the integrity of the SPA.

Class D Starports see enough trade to make a permanent security detail a necessity. This is unlikely to comprise more than two officers on duty at any one time, however. These men are equipped with stunners, sidearms and concealed armour. Rarely do these officers have to deal with anything more serious than petty theft or small-time smugglers.

The port will also be monitored by a number of CCTV cameras, orchestrated from a small security control room. This will contain a single holding cell where perpetrators can be held short-term.

Class C Starports deal with enough traffic for the epithet Executive Director of Security to be more than an empty title. Operations are overseen from a dedicated control centre, with feeds from multiple CCTV cameras and drones constantly



surveying the site. Holding cells for multiple criminals will also be in place.

A security detail of between five and ten men will patrol the site – half disguised as civilians, the others in Cloth armour uniforms and armed with stunners and a sidearm. A secure weapons locker in the security control centre will contain flak armour and assault rifles in case of emergencies.

The volume of traffic passing through a Class B Starport necessitates a Security Directorate on the scale of a small police force. The Executive Director is no longer able to oversee every aspect of port security and must delegate to his Shift Commanders. Each takes responsibility for one of the three eight-hour shifts in a standard day. Typically, the Executive Director will have lodgings inside the port and it is not unknown for him to maintain a permanent residence.

Roving Eyes

The camera drones employed by SPA security personnel are programmed to repeat pre-determined patrol routes, whilst remotely relaying footage back to the control centre.

Camera Drone (TL 11)

Strength 5 (-1), Dexterity 8 (+0), Hull 1, Structure 1
Intelligence 5 (-1), Education 5 (-1), Social Standing 0 (-3)
Traits: Tiny, Armour 3, Integral System (grav floater), Integral System (comms/camera, audio-visual)
Cost: 10,000 Credits

Some Class B Starports are assigned a small marine garrison. These troops maintain a low profile in normal circumstances and are only called upon to deal with major outbreaks of violent crime such as armed robbery or a terrorist attack. In the absence of a marine force, a number of security officers receive training in Special Weapons and Tactics (SWAT). This gives them Gun Combat (slug rifle) 1 and Athletics 1, and access to military grade weapons and armour.

Class B Starports feature a range of scanners to monitor those coming in and out of a port. These function like sophisticated X-ray machines and can detect concealed objects, including weapons and explosives. This is in addition to the CCTV and camera drones found on Class C ports. Holding facilities

Security Officers

All SPA security officers receive similar training, regardless of the Starport to which they are assigned. Of course, those patrolling busy ports have the opportunity to hone their skills and those trundling about secluded stations may become lazy and inattentive. Referees may adjust the following Characteristics to reflect this.

Average SPA Security Officer

Str 7 (+0), Dex 7 (+0), End 8 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)
Gun Combat (slug pistol) 1, Gun Combat (energy pistol) 1, Melee (bludgeon) 1, Comms 0, Recon 1, Investigate 1, Persuade 0
Stunner (2D6+3 stun), Autopistol (3D6-3), Stunstick, Cloth Armour (5), Comm

Average Undercover Operative

Str 7 (+0), Dex 8 (+0), End 7 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)
Gun Combat (slug pistol) 1, Gun Combat (energy pistol) 1, Melee (unarmed) 1, Comms 0, Deception 1, Recon 1, Investigate 2, Persuade 1, Streetwise 1
Stunner (2D6+3 stun), Autopistol (3D6-3), Cloth Armour (3), Comm

Shift Commander

Str 8 (+0), Dex 9 (+1), End 8 (+0), Int 9 (+1), Edu 9 (+1), Soc 8 (+0)
Gun Combat (slug pistol) 2, Gun Combat (energy pistol) 2, Melee (bludgeon) 1, Comms 0, Recon 1, Investigate 2, Persuade 1, Streetwise 2
Stunner (2D6+3 stun), Autopistol (3D6-3), Stunstick, Cloth Armour (5), Comm

Executive Director of Security

Str 8 (+0), Dex 9 (+1), End 9 (+1), Int 10 (+1), Edu 11 (+1), Soc 9 (+1)
Gun Combat (slug pistol) 2, Gun Combat (energy pistol) 2, Melee (unarmed) 1, Advocate 1, Comms 1, Computers 1, Recon 2, Investigate 3, Persuade 2, Streetwise 3
Stunner (2D6+3 stun), Autopistol (3D6-3), Cloth Armour (5), Comm



will facilitate the detention of a dozen or more criminals in individual cells.

Class A Starports are the size of cities and have an almost unimaginable turn-over of ships and passengers. Monitoring this elusive populace is, without doubt, one of the most demanding policing roles in existence. Just trying to keep tabs on the comings-and-goings of travellers, let alone keeping tabs on suspected criminals, requires massive amounts of manpower and the use of dozens of camera drones.

Different districts within a Class A port are assigned their own regional office, each under the jurisdiction of a Shift Commander. These men sift and funnel information back to the main control centre where the Executive Director is stationed. Each regional office will contain a barracks, storage for patrol vehicles and holding facilities for criminals.

Most Class A Starports usually house a marine garrison. Though still part of the military, these men are seconded to the SPA and take their orders from the Executive Director of Security and/or the Port Director. Only if they receive direct orders from the military chain of command will they act against the orders of their de facto commanders – and such instances are extremely rare. The marines will have access to military grade weapons, armour and vehicles, as well as several combat drones. They will be called into action only as a last resort, to tackle situations that are beyond the capabilities of port security.

Sting in the Tale

In their efforts to minimise crime, most security forces will organise sting operations. These are particularly tempting criminal activities designed to draw thieves and conmen out of the shadows. These ‘honey-pots’, as they are known, include smuggling operations, thefts from warehouses and blackmail. All are orchestrated by undercover security officers, in locations that are secretly monitored so that evidence may be gathered for a trial.

Criminals who get caught up in these sting operations face a choice – a long prison term or service as a nark, providing the Security Directorate with useful intelligence.

If characters visiting a port hear of a shady operation that seems too good to be true, it probably is!

Characters entering a Class A Starport will find that the main entrances and communal areas are rigorously monitored – but discreetly and often from a distance. It is only if they draw attention to themselves by committing a crime or fraternising

with known criminals that characters are likely to be spoken to directly by port security. What they will not see is the undercover officers moving surreptitiously amongst the throng, inveigling their way into criminal groups and uncovering illegal activities from within.

The Black Market

Despite the best efforts of the SPA, there are always cracks in the system – shadowy places where unscrupulous members of society feel right at home and from where they know how to turn a good living. The truth is that as long as there are people looking for a bargain who are willing to turn a blind eye to where goods are sourced from, the black market will continue to flourish.

Class A and B Starports struggle most of all with issue. There are simply too many people living in and travelling through ports to keep tabs on every shady deal that is made. If characters decide that they wish to buy or sell goods on the black market, they will find willing accomplices amidst the ebb and flow of galactic travel. However, the SPA has a reputation to protect – so they had best be careful.

In addition, much of the black market economy on large Starports is controlled by organised crime syndicates. If characters start moving in on their customers or trying to undercut them it will not be long before they acquire some powerful enemies. Of course, if characters have sufficient chutzpah (and a lack of moral fibre) they can find gainful employment supplying goods to the ‘cosmos nostra’. The most profitable markets are narcotics, weapons and good old information.

Ship Services

This Directorate is responsible for the berthing, refuelling, repair and servicing of visiting craft. As one can imagine, this makes it one of the most important Directorates in a Starport – and in smaller ports might be considered the only one that really matters.

Ship Services work closely with Traffic and Flight Control to assign berths for vessels wishing to land. Similarly, they share manifest details with Cargo and Warehousing so that visiting craft do not end up docked half a mile from the nearest free storage area.

In all but the most basic Class E and D Starports, berths are fitted with sanitary couplings (that flush out waste products, old air and water) and an electricity supply. This is necessary if a craft’s power plant is to be taken off-line for maintenance purposes. Hooking up these and other routine servicing systems is the job of a Ship Services Technician – or a team of such for larger ships. Many crews like to take at least a hand in routine servicing and some see to it entirely on their own. Whether this



is the case or not, the services provided by these technicians are included in the price of the docking fee.

Once a craft has been assigned a berth, the crew is issued with an access code to the keypad lock that seals the hanger. Some Class A or B Starports replace these locks with biometric scanners making the berth even more secure.

If routine repairs are to be carried out on a ship, these are usually performed inside the berth itself using a mobile repair rig. In smaller ports, it may be necessary to move the craft to a fixed repair shed. More complicated repair work – such as fixing Structure damage – must be carried out within a shipyard. Assuming that the Starport houses a shipyard, Ship Services can arrange for this to occur – again, this is all part of the docking fee.

Traffic and Flight Control

Orchestrating a Starport's incoming and outgoing craft has been likened to juggling a dozen balls whilst standing on the event horizon of a black hole. In truth, the comparison may not go far enough. In Class A and B ports, there can be hundreds of ships docking, disembarking and in orbit around the station at any given moment. Getting them all to follow precisely the right flight path, at precisely the right speed and at precisely the right time requires immaculate planning and nerves of tempered plasti-steel.

In many ways TFC is the heart of the station: despite the wealth of supplementary services that find a home in larger ports, without a safe and efficient way to bring craft in and out of the port, it counts for nothing.

Overseeing operations – in all but Class E ports, where pilots are expected to guide themselves in – are the Starport's TFC Regulators. It is their job to assign vessels a safe flight plan, an arrival or departure time and somewhere to land.

In larger Starports, these men serve four-hour shifts: a length of time deemed the maximum that they can remain properly focused given the demands of their job. Even with these precautions in place, cases of stress-related illness are far higher than average amongst Regulators. Because of this, the SPA puts computerised checks and safeguards in place to assist the work of its organic employees. All in all, it leads to a very safe system, with SPA run ports suffering accidents with perhaps one landing or departure in a hundred thousand – and these are usually the result of pilot error.

OTHER STARPORTS

There are ports built and operated by organisations other than the SPA – most notably the Scout and Naval Services.

Though most space-farers are unlikely to see the inside of such installations, the unique nature of a traveller's lifestyle makes it a distinct possibility.

SCOUT AND NAVAL STARPORTS

The presence of a military Starport or bases can be just as important for trade as an SPA port – it deters pirates and is likely to create a 'safe zone' that encourages trade. Furthermore, it is seen as a sign of Imperial favour for a planet to house a Scout or Naval Starport and is something that elicits great pride from the indigenous population. Locals are usually very proud of their 'boys and girls' and many restaurants, bars and clubs will cater specifically to Scout and Naval personnel.

It is no surprise therefore that the commander of a Scout or Naval base and the Director of an SPA Starport will have – at the very least – a working relationship. Often, they are staunch allies and there will be a liaison officer employed specifically to maintain positive relations between the two ports.

Most Scout and Naval Starports do not have construction facilities and will rely upon those in an SPA port. In times of heightened tension – or outright conflict – the commander of a Naval Starport has the authority to assume control of a civilian shipyard and re-task it to manufacture and repair military vessels. By and large, Scout and Naval Starports are, in other respects, self-sufficient.

Bases

As well as full Starports, the Scout Service and Imperial Navy each maintain a number of smaller bases. These make much greater use of the nearest SPA port, relying on it for the provision of supplies. In some cases, there may even be permanent facilities within the port, set aside to service the Scout or Naval base. The most universal of these are a dedicated fuel supply and entertainment venues where military types can unwind.

Scout Base

A place to re-fuel, repair and conduct routine maintenance, Scout bases offer refuge to those brave souls who 'surf the black' far from the safety and comfort of established space-lanes.

They begin life as pre-fabricated structures that can be rapidly assembled and added to or replaced as necessary. Over the years, those bases which are not abandoned or deconstructed take on a character of their own as they are expanded using local materials.

All Scout bases will include at least a small orbital element in order to repair damaged ships: something that is often required given the dangerous missions undertaken by members of the service.



Scout bases are always equipped to defend themselves. The shuttle used to ferry personnel between the Highport and Downport will be armed and the base itself will have a supply of military grade weapons. Larger, more established bases (or those far from civilised space) will have a defensible perimeter wall.

Naval Base

Where there is no need for a full Starport but facilities are required to maintain, refuel and repair military vessels, the Navy builds a base. These are invariably located in the same system as an SPA Starport, so as to make use of the construction facilities. The constant presence of Naval vessels in or near the port further enhances the local population's feeling of safety.

A Naval base will include bars and social areas for personnel to relax and unwind. Given the chance, however, most will make their way to the SPA Starport where a wider range of diversions is available.

All Naval Bases have the capacity to defend themselves – and so that they will never be caught flat-footed by an attack, some craft are held in reserve while others are out on patrol. More significant than this, a base under fire can issue a priority request for aid, summoning countless other vessels from across the sector. The Imperial Navy is the premiere service within the Imperium: to many people, it is the Imperium. Therefore, any assault upon a Naval ship or base elicits swift and terrible retribution. Honour and integrity must be maintained.

Sneakers

In order to ensure that security around a Naval Depot is absolutely airtight, individuals with the talents to run blockades or slide past defences are sometimes employed to test them out.

The closer the 'sneakers' can get to the heart of the depot, the greater their bonus. Of course, such employment is not without risk. Despite being given a special code that identifies them as sanctioned infiltrators, there is no guarantee that a sneaker vessel that is detected will not be shot down before it can identify itself.

Travellers looking to test themselves against the best security the Imperium has to offer – whilst adding a healthy number of credits to their bank balance – could do far worse than checking out this line of work.

Naval Depot

A Naval Depot is a vast, system-wide construction facility used to develop, build and maintain ships for the Imperial Navy. A single depot is large enough to meet the demands of an entire sector.

Within the system – which is carefully chosen to balance the demand for raw materials and the need for a secluded location – everything is put in place to make the depot self-sufficient. There will be mining facilities, agricultural developments, fuel processors and everything else the depot needs to work independently. The idea is that in the event of a war, a depot that is cut off from the rest of the Imperium will continue to function at full efficiency. It may then maintain production of new craft and reinforce beleaguered forces as required.

As one might expect, security is a principal concern for those running a Naval Depot. With new designs of ship and weapon systems being built and tested, the entire system is off-limits to non-military personnel. Cruisers and gunboats patrol the dark recesses between worlds and sophisticated satellite networks scan all planets and moons for signs of unauthorised activity.

X-boat Station

Located at the very edge of the system, far from the disruptive gravity wells generated by planets, an X-boat station receives information from distant parts of the galaxy and then relays it on to the local inhabitants.

All X-boat stations have top-of-the-line communications equipment that allows them to swiftly transmit newly received data to a local office. From here, the 'mail' can be disseminated across the system. If there is an SPA Starport, the X-boat office will usually be located there. Alternatively, the capital city of the most populous planet is preferred.

Located as they are so far from civilisation, X-boat stations are vulnerable to attack. Indeed, an invader wishing to conquer a system will target the X-boat station first, to sever the lines of communication 'off-system'. As a precaution against such an event, X-boat Stations are fitted with multiple distress beacons, which are launched the instant the base is attacked. Each of these beacons is an autonomous drone that will seek to evade capture or destruction, all the while transmitting information about the attack: who was responsible, the size of the attackers' fleet and so forth.

An X-boat station has refuelling facilities, allowing a visiting X-boat to refuel before moving on to deliver its next lot of post.



Independent Ports

Those worlds that are not part of the Imperium (and are not being groomed for membership) do not have an SPA-run Starport. Some, however, do enjoy enough trade to make the construction of their own Starport a possibility.

The best of these are orchestrated in a manner that is similar to the way the SPA does things. However, given the inevitably close ties the Starport will have to at least one local government, they are rarely as fair or even-handed. Indeed, local politics almost always gets in the way of things.

Travellers and merchants who elect to use an independent Starport are likely to find themselves subject to a range of unexpected tariffs. These are often applied in an underhanded manner that favours certain goods or clients. Goods bound for a planet serviced by an independent Starport are subject to taxes between 0% and 100% of market value. Charges towards the higher end of this range are a way for governments to discourage trade in certain goods. This protectionist policy is often used as a way to encourage the purchase of local produce and drive out competitors. This is exactly the sort of thing that

the SPA would never allow. However, the Starport Authority has no jurisdiction over these ports and, truth be told, is quite happy to tolerate their inequitable way of doing things as it makes their operations look all the more appealing.

Private Starports

The amount of money required to build a Starport solely for the use of a single corporation or set of clients makes it a difficult undertaking – but one that is possible.

Typically, these private ventures resemble Class E or D Starports. Most are used either to serve a densely populated area of super-wealthy citizens (who do not wish to mix with ‘common folk’) or to facilitate the coming-and-goings of corporate personnel from a restricted area. A planet given over to corporate research and development, for example, can be kept under quarantine far more easily if there are no outside craft nearby.

Security in and around these private Starports is usually very high, given their size – something akin to that found on a Class B SPA port is often the standard.



STARPORT ENCOUNTERS

Every journey to a Starport is a chance to meet strange new people, to buy or sell exotic goods, or to become embroiled in a fresh adventure. By definition, the people using a Starport are exceptional – the folk who step beyond the bounds of normal life. Most are not travellers in the true sense of the word, of course, but they are individuals that have seen more and experienced more than most people ever will. They have tales to tell, secrets to share and dreams to realise. That makes them worth getting to know.

Added to this are the countless incidents – great and small – that constitute life within a Starport. Often, there is more going on inside a station than on the world where it is situated. New and exciting technology, alien creatures, mysterious artefacts – all find their way into Starports. Some are in the hands of smugglers; others are top secret projects overseen by shady corporate scientists. At any one time there are more plots being hatched, crimes investigated and explorations planned than a single group of characters can ever hope to uncover.

The truth is, if you hang around inside a Starport, it is only a matter of time before something interesting happens. Of course, in this instance ‘interesting’ covers a range of activities – and almost none of them are trouble-free or entirely safe. But then why be a traveller if you want an easy life?

ENCOUNTER TYPES

The encounters in this section are divided up according to the sorts of locations where they are likely to occur and the impact they will have on an adventuring group. Whilst it is useful for a Referee to be able to generate random incidents, he does not necessarily want to surrender control of where an adventure is heading or how a particular session will play out. It is with this in mind, that encounters have been grouped into two categories: General and Significant.

General encounters are the day-to-day events that represent life in a Starport. They may be diverting, amusing or even dangerous but they tend to be relatively small-scale events that are unlikely to derail an adventure.

Significant encounters are another matter altogether. They are unusual and often perilous events that may develop into adventures in their own right. Certainly they may take some time to conclude – and could have far-reaching effects. These incidents are only sketched out but contain enough ideas to draw players in and get them interested. Given the potential importance of these encounters, Referees may elect to roll (or

select) these ahead of a gaming session in order to flesh out the details. Those who are happier to improvise should have fun ‘winging it’ and seeing where the cosmic wind takes them!

The other categorisation of encounters is based on location: Backwater, Bustling and Metropolis.

Backwater locations are out of the way Starports that tend to see no more than a few visitors a day. They are situated in lonely regions of space, where people look out for themselves and where even the might of the Imperium is thinly stretched. Visitors to such ports know they cannot rely on the authorities to protect them – and that rules tend to get bent and fractured from time-to-time.

All Class E and most Class D Starports fall into this category. Other examples would include small independent Starports or subsidiary spaceports, located in a quiet area of a system that is serviced by a larger Starport.

Bustling Starports see a regular flow of traffic, have a range of facilities and may well host a startown. The SPA ensures that the port personnel are efficient professionals and that operations run smoothly. The opportunities for trade and employment are far greater than a Backwater location – but the risks of being duped or embroiled in illegal activities are just as real.

Class C and smaller Class B Starports generally fit into this category, as do large independent ports (which rarely ever grow to the size of a Class A Starport).

Metropolis locations are vast, city-sized ports where countless races and cultures merge and clash. There are opportunities to turn huge profits but considerable dangers as well: many sharks circle such large pools and they are ferocious and hungry. The SPA sees these ports as flagship operations and monitors activities unceasingly.

The largest Class B and all Class A Starports fit into this category.

Even allowing for the division of encounters, it is possible that a randomly generated encounter will seem out of place with a party’s current location or activities. In such an instant the Referee should simply re-roll the encounter or select one that he feels is appropriate.

Tables for generating random political status, weather conditions, atmosphere, day-to-day problems, environment, native life forms,



other ships in port, interesting characters (both those who run the port and those who are visiting) etc. These can be used with any port – including those generated by players.

BACKWATER LOCATIONS

Life ‘out in the sticks’ can be very quiet, with frontiersman scratching a living from inhospitable worlds and intrepid far traders plying their wares on the edge of settled space. Nevertheless, Starports remain a place where people rub shoulders – for better or worse.

‘I once went six weeks without seeing another soul. Then a feller turned up in cargo ship so full o’ holes and rust, it was just the paint job holdin’ it together. He bought a single ton of fuel, tried selling me two dozen animal pelts and some questionable alien literature, then limped back out into the black. Folks on the edge can be kinda quirky. All things considered, he was more normal than most.’

— Jim Duggan, Engineer 2nd Class, New Delaware Independent Starport.

GENERAL ENCOUNTERS

D66	Encounter
11–13	Hitchhiker
14–16	Going Spare
21–23	Having a Bad Day
24–26	Tell me Your Story
31–33	Port Theatre
34–36	Preacher Man
41–43	Savage Weather
44–46	Drunk in Charge
51–53	Who Can Resist a Bargain?
54–56	Loose Fingers
61–66	On the Fritz

Hitchhiker

A short time after they arrive, the Player Characters are approached by someone looking to hitch a ride offworld. They have no particular destination in mind, and are simply looking for a place where they can find work. The hitchhiker has very little money but offers to barter his skills for passage. Roll to determine what skills he has to offer:

Going Spare

Having arrived at the Starport, the Player Characters discover a damaged ship that has been unable to locate the spare part(s) required for it to safely depart. The Player Characters are approached and asked whether they have the necessary parts and are willing to either sell or trade them. The Referee is free to

D6 Goods/Skills on Offer

1	Trained paramedic (Medicine 1, Life Sciences (biology) 1)
2	Trained valet (Steward 2)
3	Socialite (Carouse 1, Gambler 1, Language (select three at Level 1)
4	Frontiersman (Animals (Farming) 2, Jack of All Trades 1, Survival 2)
5	Ex-military (Gun Combat 2, Melee 1, Tactics 1)
6	Trained mechanic (Drive 0, Engineer 2, Mechanic 2)

determine which spares are being sought. The desperate crew will pay up to 200% of the going rate in order to get their hands on them.

Having a Bad Day

Unfortunately for the Player Characters, they encounter a Starport employee (most likely working in Customs or Security), who is having a really bad day. The Player Characters have a brief opportunity to realise this when they first meet him and if they do not go out of their way to placate him in some way he makes life very difficult for them, running all manner of unnecessary checks.

There are various reason why the employee might be having a bad day:

D6 Reason for Bad Day

1	Lost his lucky charm somewhere in the Starport
2	Dumped by girl/boy friend
3	Passed over for promotion
4	Forced to work overtime today
5	Lost heavily on a bet
6	Pet died this morning

Tell Me Your Story

A writer of credit-dreadfuls – cheap, pulpy tales of frontier adventure – approaches one of the Player Characters and offers to buy him a meal if he will share his tales of daring-do. This may well lead to the character seeing his (mis)adventures in print. Who knows what trouble that might stir up in the future?

Port Theatre

The characters are subjected to a display of abstract alien theatre. If they do not spend at least three minutes watching the show they will inadvertently offend the performers and, for the rest of their stay, will be subjected to baleful stares from members of the troupe.

Preacher Man

As they depart their ship, the Player Characters are bombarded with the rantings of a religious zealot. He speaks of signs in the stars and terrible portents of doom.



If any of the Player Characters engage him in conversation he will try to convert them, stating that God is waiting for mankind in the void. He wishes to find him by exiting a ship whilst in deep space, thus proving his faith. He is willing to pay anyone that will help him to 'ascend'.

Savage Weather

Ferocious winds, rain, snow or sand assault the station, making landings difficult. A Difficult (-2) Piloting Check is required to set down or take-off safely.

Drunk in Charge

The loneliness of his post has really got to the Starport Chief and he has turned to the bottle to drown his woes. Upon approach the Player Characters are given muddled and misleading flight guidance, possibly leading to a crash: this can be avoided with a successful Piloting Check. Even when docked, they will find that none of the Starport's facilities are functioning as a result of the Chief's condition.

Who Can Resist a Bargain?

The Player Characters are offered the chance to purchase items at well below the going rate. Where such items come from is anybody's guess:

D6 Roll	Items Available	Cost	Origin
1	Weapons	50% normal	Stolen from Imperial Base
2	Armour	50% normal	Stolen from factory
3	Ships Fuel	50% normal	Hi-jacked fuel delivery
4	Medical Supplies	50% normal	Spoiled
5	Ships Stores	50% normal	Spoiled
6	Experimental Tech	Special	Special

Spoiled goods seem fine if given a cursory inspection; however, when used there is a 1 in 5 chance that they will not work properly. For example, medical supplies are contaminated, food has 'gone off' and so on.

Experimental Tech could be anything the Referee dreams up. Examples include:

Grav-Chute

Far smaller than a conventional parachute, this device may be strapped across the back and hidden beneath a bulky jacket. When activated, it slows the descent of someone in freefall (typically about 60 metres per second) by a rate of 20 metres per second to a minimum velocity of five metres per second – the standard descent speed for a parachute.

A Grav-Chute can function continually for 20 minutes before it needs re-charging. This is more than enough time for a standard descent – even from high altitude.

An old trick devised by drop-troopers needing to make a hasty retreat, a Grav-Chute may be overloaded by its operator to produce a single burst of speed that will propel the wearer 50 metres through the air. The direction of this 'jump' may be controlled by angling the chute accordingly.

Setting a chute to overload requires a Science (Electronics) 7+ check. An overload drains the chute's energy reserves and has a 1 in 6 chance of damaging the 'G-Engine' powering the device. A Science (Electronics) 11+ check is required to repair a damaged chute.

Cost: Cr. 1,000

Distortion Gun

This terrifying weapon disrupts electromagnetic fields in and around a target in order to literally tear it apart.

The beam from a Distortion Gun is visible as a swirling vortex of air currents similar to the haze caused by a heat wave. The first object that intercepts this beam is exposed to wildly fluctuating gravitational distortions, as it is pulled in every direction at once. This has led to some soldiers dubbing this weapon the 'gore cannon'.

Armour struck by the weapon's beam offers significant protection to the wearer but will be badly damaged in the process. Armour (of any TL) provides twice as much Protection as normal against a Distortion Gun. However, the armour's Protection rating is permanently halved each time it is hit.

*At TL 12, the Distortion Gun is a highly experimental piece of tech. Each time it is fired, there is a 1 in 6 chance it will malfunction. Should this occur, roll again on the following table to determine the effect.

DISTORTION GUN MALFUNCTION TABLE

D6 Roll	Effect
1	The weapon detonates inflicting full damage on the wielder.
2	The weapon rips itself apart as the 'G-Engine' casing cracks.
3-6	The G-Gun circuits are disrupted. A Science (Electronics) 8+ Check is required to get it working.

Loose Fingers

A pickpocket – perhaps a local who has snuck into the Starport – tries to relieve one of the Player Characters of any items in his pocket. If successful, he will beat a hasty retreat from the Starport.



On the Fritz

One of the (few) services that the Starport offers is unavailable due to technical issues. This might be the fuelling systems, landing lights or repair shed – anything that serves to inconvenience visitors.

Unless the Player Characters step-in and help speed things along, the repairs will take 4d6 hours to complete.

Significant Encounters

Far away from the safety of the galactic core, characters may face all sorts of unforeseen difficulties – and there may be few people around that can help.

D66	Encounter
11–13	Stop that Man!
14–16	Pirate Attack!
21–23	Toxic Spill
24–26	Medical Emergency
31–33	Downed Ship
34–36	Local Difficulties
41–43	Landing Pad Damage
44–46	Missing Person
51–53	Stowaway
54–56	Flora and fauna problem
61–63	Wet Nurse
64–66	X-boat Distress Call!

Stop that Man!

The Player Characters witness a chase, as Starport security officers attempt to apprehend a criminal. The miscreant's path takes him right past the characters, giving them the chance to intervene but putting them in harm's way.

The man may be running for a number of reasons:

D6	Reason for Running
1-2	He has just mugged someone.
3-4	He has just threatened a rich passenger.
5	He is being chased by someone that thinks he owes them money.
6	The man is, in fact, leading the security officers to the scene of a crime.

Pirate Attack!

Whilst the Player Characters are availing themselves of the Starport's facilities, a pirate band launches an attack. The Starport staff prepare to mount a defence but they will need all the help they can get.

Toxic Spill

Despite the Starport's limited facilities, the governor has sanctioned the storage of some dangerous material.

Unfortunately, the integrity of the containment area has been compromised leading to an industrial accident. The Player Characters will almost certainly find themselves, their ship and their equipment in danger. There are also likely to be others in the port who require assistance. To determine the specific form of the accident, use the following table:

D6	Specifics
1-2	Toxic cloud
3-4	Chemical Fire
5	Biological Hazard
6	Explosion

Toxic Cloud

A dangerous chemical cloud drifts through the port. Inhalation of the cloud inflicts 1d6 Damage per round.

Chemical Fire

Starting inside the containment area, the fire soon threatens to spread to other areas of the Starport. The Player Characters must join the evacuation or help fight the fire. As the cargo is of a sort that should never have been stored in the port to begin with, the tools available to combat it are not up to the job.

Biological Hazard

SPA protocols state that in the outbreak of a contagion, the areas of a Starport that have been affected must be quarantined. The Player Characters find themselves in a lock-down until help arrives – which could be anywhere from a day to a week. In the meantime, they must do what they can to combat the contagion. A list of diseases is provided on page 73 of the *Traveller Core Rulebook*.

Explosion

The containment area is breached by an explosion that may damage nearby equipment and ships and could well precipitate a fire.

Medical Emergency

The Player Characters are approached for help as there is an emergency that is beyond the capabilities of the Starport's first-aider.

D6	Nature of Medical Emergency
1-2	Broken limb
3-4	Unconscious
5	Heart Attack
6	Bleeding out

If the characters can provide assistance to the wounded man, they will earn both his gratitude and that of the Starport personnel. This will provide some useful contacts for future dealings in the area.



Downed Ship

As the Player Characters come in to land, they see a ship that seems to have crashed a few miles from the Starport. An investigation reveals:

D4 Details of Downed Ship

- 1-2 Caught in freak weather conditions, a rather battered free trader crash landed. A single crew member survived the accident but is in need of medical assistance.
- 3-4 The ship – which suffered no significant damage whilst ditching – is deserted. All logs have been erased and there is no sign of the crew. Perhaps they were abducted after learning too much about a secret government project. Perhaps the ship has been stolen and its past erased by criminals that will return shortly.
- 5 The ship is a plague vessel – voluntarily quarantined by the surviving crew members who have been unable to request aid because their comms are malfunctioning.
- 6 A pirate vessel has been shot down. No contact has been made with the Starport as they are afraid of being arrested. If another vessel comes to their aid, they will try to board and seize control of it.

Local Difficulties

Recent hostilities with the locals have degenerated into violent conflict. The reason for the conflict is:

D6 Reason for Conflict

- 1-2 Ancestral Burial Ground
- 3-4 Environmental Damage
- 5 Extortion
- 6 Personal Feud

Ancestral Burial Ground

The Starport is located on a patch of land that is sacred to the locals. Requests have been made to move the port but these have not been heeded. Now, the unhappy locals have taken to cursing the territory with voodoo-like effigies, daubing graffiti on the XT-Line walls and sabotaging equipment.

Environmental Damage

Waste products from the Starport – and possible spillages from leaky storage facilities – have contaminated the local area. Local residents have grown tired of having their pleas ignored and a few radicals have made port staff the targets of direct and violent action.

Extortion

A local criminal has been using threats and violence to try to force the Starport Chief to pay him protection money. The

incident has been reported but the bureaucratic wheels are turning slowly: in the meantime, the harassment continues. The Player Characters witness this firsthand and must decide whether to intervene.

Personal Feud

Somebody on the Starport staff has fallen out with an important local. The reason for the disagreement might be that they are rivals in love, had an argument about money or simply fell out over hasty words in a bar. Whichever is the case, the important local has whipped-up an angry sentiment amongst other residents. Now, the road leading to the Starport is blockaded and any attempts to get in or out are met with force.

Landing Pad Damaged

Tectonic movement, landslides or some other natural disaster have damaged the Starport's landing pad(s). If the Player Characters wish to avail themselves of the port's services they will need to pull off a Difficult (–2) Piloting Check to set down safely. Failure causes some minor damage to the ship.

Missing Person

The Player Characters are asked to help in the search for a missing person:

D6 Who is Missing?

- 1-2 The child of a crew member aboard a recently berthed ship has gone missing. The Player Characters are asked to help form a search party. The child may have been hurt, become lost or fallen foul of a local criminal gang.
- 3-4 The Player Characters are approached by someone suffering from amnesia. He is in possession of an intriguing clue regarding his identity (a corporate insignia, a torn uniform, a map reference, or suchlike) but cannot remember who he is. Investigating the clue reveals that he faked his own death and willingly submitted to a memory scrub. Will he try to vanish again or face up to the dark secrets from his past?
- 5 An archaeologist investigating nearby ruins failed to return as scheduled. There have been rumours of tomb-robbers taking an interest in the dig...
- 6 A member of the Starport's security staff has vanished. Until he is found, all ships are grounded. The unfortunate employee stumbled upon some illegal contraband and was killed by smugglers.

Stowaway

Whilst the Player Characters are docked at the port, a desperate individual attempts to stow away on their ship. The reason he is so desperate to get offworld is because he is:



D6 Reason for Stowing Away

- 1-2 On the run from the law.
- 3-4 Trying to get away from an unwanted marriage.
- 5 Heavily in debt to a local bank.
- 6 Looking to get away from his parents and off this rock!

Flora and Fauna

The local plants or wildlife have caused a problem for visitors or staff of the port.

D6 Difficulties

- 1 Territorial issues
- 2 Mating season
- 3 Subsidence
- 4 The Hunt is on!
- 5 Unwanted Growth
- 6 Wet Nurse

Territorial Issues

The Starport is located right in the centre of a migratory species of flyers' chosen territory. The station and the airspace above it is overrun with the creatures, making flights hazardous and covering buildings with corrosive dung. The flyers follow the lead of an alpha-male that must be re-located if the flock is to move on to a new area.

Mating season

The female members of a local predatory species are in-heat. This has driven the local males into a frenzy, making them even more dangerous than usual. Unfortunately, the males are being attracted to the Starport, threatening the safety of staff and visitors. The reason for this is that the port generator creates a sub-sonic pulse that inadvertently mirrors the females' mating calls.

Subsidence

The constant burrowing of worm-like creatures beneath the Starport has caused the structure to subside. If the Player Characters can help deal with the problem the port Chief will owe them a big favour.

The Hunt is on!

Following the movements of an elusive beast, a pack of offworld hunters has taken up residence in the Starport. They are keen to recruit new members for their party in order to track down their prey.

Unwanted Growth

A rapid-growing weed has managed to get inside the Starport's generator and deprive it of power. A virulent form of pesticide

is needed to kill the weeds but this is not available locally – or even on this world.

Wet Nurse

The Player Character's discover an alien child but can find no sign of the mother. They can hand the child over to the port authorities but they are ill-equipped to look after it. Realistically, the Player Characters must work out what the baby can eat and locate sustenance or a wet nurse in order to keep it alive.

A long-term solution requires locating the mother or returning the child to its people so that they can care for it properly, which could well be an adventure in its own right.

X-boat Distress Call

The Player Characters receive a distress call from an X-boat that has run into trouble and wandered off-course. The source of its difficulties:

D6 Source of X-boat Difficulties

- 1-2 Attacked by pirates – who are in pursuit
- 3-4 Collision with micrometeorites
- 5 Systems failure
- 6 Bluff*

*The craft is not an X-boat at all but a trap designed to lure in unwary spacers, who are then set upon by corsairs.

Bustling Locations

In many ways, Bustling Starports are the backbone of interstellar travel and commerce. They tend to lack the glitz or industrial prowess of the largest ports but they offer reliable services to those who traverse the space lanes.

In terms of atmosphere and character, they lack the quirky charm of smaller ports but also feel as though they are more professionally run. They may not be seen as a significant destination in and of themselves but their footfall is large enough to attract a diverse range of visitors and offer plenty of opportunities for adventure.

'What can I say? I like the place. I've been to Rhyllantinople and other huge Starports – can't say I ever felt at ease. Too many people. We get enough visitors that a feller can earn a good living – and we certainly have our share of kooks and aliens. There aren't corporate types all over the place, though, buying or selling everything that ain't bolted down. You see how much gunk those guys put in their hair? Ain't natural. Way I see it, we get the best of both worlds. Progress and good tech, but with a few personal touches'

— Paul Haskin, merchant based out of Calit Starport.



GENERAL ENCOUNTERS

D66	Encounter
11-13	Local Holiday
14-16	Exotic Goods
21-22	Honeymoon
23-24	Lady of the Night
25-26	Care to Comment?
31-33	Bomb Scare
34-36	Industrial Action
41-43	Drug Mule
44-46	SPA Questionnaire
51-53	Loading Bay Doors Jammed
54-56	Snatch and Grab
61-63	Scam
64-66	Trader

Local Holiday

Thanks to a local cultural or religious observance, it is an official day of rest. The Player Characters will find that all but vital and emergency services have closed down.

Exotic Goods

Either the port staff the crew of another ship offer to sell the Player Characters some highly unusual wares:

D6	Goods for Sale
1-2	Living Fabric
3-4	Miracle Maggots
5	Aphrodisiac
6	Meta-Gel

Living Fabric

The Player Characters are offered a range of garments stitched together from a natural fibre that possesses low-level intelligence. Typically this manifests as a gentle tightening of the garments to snugly fit the wearer and the internal production of heat to keep him warm. These unusual properties make the goods rather valuable. Unfortunately, if one of the garments is exposed to extreme cold, it will seek to preserve its safety by burrowing under the skin of its wearer.

A character wearing living fabric is unaffected by temperatures up to -25°C . If the temperature reaches -50°C , he suffers 3d6 Damage as the fibres of the clothing work their way beneath his skin in an effort to stay warm. Cr. 300.

Miracle Maggots

According to the purveyor of these large, putrid weevils they have remarkable healing properties. When exposed to wounded or gangrenous flesh, they devour the damaged

tissue whilst simultaneously excreting a regenerative mucus that promotes healing.

Medical Care (see *Traveller Core Rulebook*, page 75) administered with miracle maggots restores 4 + the patient's Endurance DM + the doctor's Medic skill in Characteristic points per day, divided evenly among all damaged Characteristics. Cr. 500.

Aphrodisiac

The essence of a mysterious alien plant has a marked effect on humans, severely lowering their usual inhibitions. A character who imbibes this liquor is very open to suggestions of a sexual nature. Attempts to influence him in this way receive a +4 DM. Cr. 300.

Meta-Gel

Applied to the skin, this product will be absorbed into the muscles and blood stream within 1d6 Combat Rounds. Its effect is to boost the metabolism and production of adrenalin, filling the subject with energy and vigour.

A dose of Meta-Gel temporarily removes the effects of fatigue – even reviving a character who has fallen asleep from tiredness. This boost lasts for one hour. After this time, the effects of Fatigue return and the subject suffers one point of Damage. Cr. 100.

Honeymoon

A not-so-happy couple find that their chartered ship has not arrived to whisk them away on the last leg of their honeymoon. The Player Characters are asked if they will step in: the couple has some of their spending money left to offer.

If the Player Characters do help they will soon learn that the newly-weds are already having second thoughts and will plague the Player Characters with requests for advice about what they should do.

Lady of the Night

Whilst the SPA does not officially endorse the oldest profession, it certainly turns a blind eye to discrete operations or those that are part of businesses that draw in visitors and maintain the revenue stream. One of the Player Characters is approached by a lady (or gentleman) of the night and propositioned.

Care to Comment?

A local reporter requests an interview with the Player Characters regarding events that took place recently – either in the Starport or further afield. He is a disreputable character and if any of the Player Characters go on record, they will find their comments hideously misquoted and taken out of context.

Getting the Lowdown

Employees in the 'adult recreation' industry are often an excellent source of rumours and gossip. Even characters that do not avail themselves of their services might do well to cultivate a professional relationship.

Those employees who tend to the lower end of the market will often have intelligence on gangs, black market traders and other criminal types. Those who service the upper end are often privy to the dealings of important corporate executives. It is surprising how many important dealings have been inadvertently revealed within the context of a little pillow talk.

The SPA will not tolerate overt red light districts but hotels – large or small – will provide a service that is appropriate to their clientele. A character who succeeds with an Easy (+4) Streetwise Check can get in touch with these employees.

Bomb Scare

Starport officials have received word that dissidents are planning to smuggle a bomb inside the station and detonate it. This is particularly worrying of the target is a Highport.

The Player Characters find that security protocols are ramped up and that all incoming ships are thoroughly searched before crew or passengers are allowed to disembark.

Industrial Action

Normal operations within the port have been compromised by a strike. It is not necessarily SPA employees who are taking action (the SPA has an excellent record when it comes to trade negotiations): it could just as easily be auxiliary staff. Deliveries of supplies, links to and from the port and other services will not run as smoothly as normal. Normally, such disputes last no longer than a day.

Drug-Mule

A local smuggler will try to trick one of the Player Characters into carrying illegal drugs through customs. This will be achieved either by gifting the Player Character an apparently complementary memento or secretly stashing something inside his luggage. The smuggler will attempt to retrieve the drugs once the mule has passed through the security checks.

Port security officers are aware that this goes on but will still need some persuading if the Player Character is caught in possession of illegal substances.

Land

The trader has acquired the deeds to some land that he is convinced will increase in value in the next few years. However, he is in need of a quick injection of capital and offers to sell the Player Characters a plot for a reasonable price – Cr. 1,000 per acre.

If the Player Characters invest, they find that the land's value changes by (2d10 – 10) % each year.

Vehicle

The trader has one or more vehicles in his hold, which he is looking to sell on:

D6	Vehicle for Sale
1-2	Air/Raft
3-4	Ground Car
5	ATV
6	AFV

The vehicle may not be in mint condition and has a few quirks but may also have been specially modified. The price has been adjusted accordingly. Roll twice on the following table:

D6	Quirks	Cost
1	Damaged engine: max speed reduced by 10%	25% discount
2	Battle damage: Armour reduced by 1	20% discount
3	Vehicle is sealed	15% increase
4	Autopilot fitted to vehicle	No change
5	Modified engine: max speed increased by 20%	+40% increase
6	Heavy Armour: Armour increased by 5	+20% increase

WEAPON MODIFICATIONS

A freelance weapon-smith offers to sell the Player Characters some of his cutting edge upgrades. He can provide all of the options on page 102 of the *Traveller Core Rulebook*, along with a few extras:

Target-lock Sight: This aiming reticule is fitted directly over the eye, either as a 'combat monocle' or as an upgrade to a pair of shades. A neural link with the user (provided via an experimental patch that is simply stuck onto the side of the head) highlights viable targets in green and civilians in red. This enhances both aiming and target acquisition.

Attacks made with a weapon fitted with this upgrade may use either the character's Dexterity or Intelligence DM. Cr 5,000.



Recoil Suppressor: Essentially a gas-filled canister affixed to the barrel of a gun, this modification serves to counter the effects of recoil when the weapon is fired. Each canister contains enough gas to suppress a single magazine's worth of shots.

Weapons with this modification have their Recoil reduced by two but Mass increased by one. Changing the canister takes one Combat Round. Cr. 100 per canister.

Telescopic Blade: A series of precision-crafted ultra-light steel sections allow this weapon to shift between the size of a small dagger and a sword. The transition is extremely quick, requiring only a minor action to activate.

The weapon may function – in every sense – as either a dagger, blade or cutlass. Cr. 1,000.

SPA Questionnaire

In a show of typical bureaucratic enthusiasm, the SPA is surveying visitors in order to find out whether they are happy with the service the Starport is providing them. One of the Player Characters is randomly selected for this 'privilege' and assured it will only take an hour or so...

Loading Bay Doors Jammed

A technical fault means that accessing certain areas of the port is impossible. This adds a +2 Modifier to Waiting Times (see Chapter Three: Designing Starports) on a particular port service whilst the fault is being corrected.

The service affected is:

D6	Services Slowed
1-2	Docking Facilities
3-4	Warehousing
5	Refuelling
6	Repairs

Snatch and Grab

A colony of cunning scavengers has invaded the Starport. Whilst they are not dangerous, they are a nuisance and as well as stealing food have shown an appetite for shiny objects.

The creatures need not be indigenous and may have been released into the station by accident. A suitable example would be the chirpers of Vanejen (see Spinward Marches, page 88).

In desperation, the port authorities have offered a bounty for the culling of the creatures. So far, they are proving extremely elusive, however, and the hunt goes on.

Scam

Someone from beyond the X-line – perhaps a resident of the startown, if there is one – tries to tempt one of the Player Characters into leaving the relative security of the port. He promises local goods and services at a greatly reduced price but is elusive if asked about a specific destination.

If the Player Character is foolish enough to accompany him, he will be lured towards a quiet location where local roughs will try to mug him.

Trader

One of the Player Characters is approached by a trader, looking to off-load some of his cargo. The fellow is selling:

D6	Goods for Sale
1	Common Goods*
2	Trade Goods*
3	Illegal Goods*
4	Land
5	Vehicle
6	Weapon Modifications

*See *Traveller Core Rulebook*, pages 160–165

SIGNIFICANT ENCOUNTERS

D66	Encounter
11-12	Environmental Emergency
13-14	Smuggling Ring
15-16	Race!
21-22	Inheritance
23-24	Undercover
25-26	An Outbreak of Violence
31-32	Meteorite/Giant Hail Storm
33-34	Alien Tech
35-36	Bounty Trail
41-43	Infestation
44-46	I Demand Satisfaction!
51-53	Solar Flare
54-56	Magpie Bot
61-63	Space Gypsies
64-66	Let Me Back In!

Environmental Emergency

Somewhere close to the Starport there has been a major environmental catastrophe. The exact nature of the emergency is best determined with reference to the port's location. Examples include:



A major chemical or fuel spill has contaminated the region's water supply.

An illegal growth-inducing hormone has found its way into the food chain seriously destabilising local ecosystems.

A bush or forest-fire is raging out of control and now threatens a major urban area.

Whatever the specifics of the emergency, a raft of scientists and 'clean-up' specialists are moving through the port, en route to the disaster area. The Starport (or startown) may even serve as a base of operations.

The Player Characters are presented with numerous opportunities to help (and perhaps make some money) – ferrying the newcomers to and from the disaster area; dropping fire-suppressing foam on the inferno; rescuing civilians who are in danger; scouting out the extent of the damage; distributing aid; quelling violent looters and so forth.

Smuggling Ring

The Player Characters find themselves embroiled – wittingly or unwittingly – in the affairs of local smuggling operations. Roll or select from the following:

D6 Roll	Specifics
1-2	The Player Characters are approached by a drug dealer and asked to smuggle narcotics to an offworld rendezvous-point. The dealer knows that the local Starport is on to him but is desperate to turn a profit before his employers have him killed.
3-4	A 'liberator of ancient artefacts' offers a cut of his profits if the Player Characters will smuggle his latest find offworld. The relic has great cultural importance and if the local religious fanatics discover who stole it, they will stop at nothing to return it to its rightful place.
5	Trade in exotic animals is carefully monitored, allowing the Player Characters to turn a handsome profit if they help deliver a recently snared beast. This might be a tiny creature that is difficult to keep alive, a ferocious monster that tries to escape or a scheming psi-beast that manipulates the crew.
6	A human cargo can be extremely valuable: the Player Characters are asked to help transport an apparent coma patient (complete with medical pod), who in truth has been kidnapped and drugged.

In all of these encounters, the smugglers will size-up the Player Characters first – offering cash to those who seem nefarious enough to accept and attempting to trick or blackmail those who do not. They may have a contact within the local police (or even the Starport) that can help plant or fabricate evidence.

Race!

The Starport is hosting a popular racing event. This draws spectators and competitors from throughout the system and sees pilots engaging in a variety of events. These could include:

- A race from the Starport around the nearest moon and back.
- A pursuit event where ships are fitted with mock weapon-systems that simulate real combat.
- An atmospheric race, where small craft are raced through canyons.
- A hunter's trail, involving a race from planet-to-planet – each of which provides a task that must be included.

There is plenty of betting on events, allowing Player Characters that like to gamble to try to make a few credits. Alternatively, they may pay an entrance fee and enter one or more of the events themselves. Both prize money and prestige await the winners.

Inheritance

A rather desperate individual asks the Player Characters for help, claiming that he has an inheritance just waiting to be claimed but no way of getting to it. The inheritance is a tract of land, reportedly rich in natural resources. Unfortunately, it is located on a remote planet, in an area of space plagued by disappearances. If the Player Characters will transport him there, the man pledges to hand over a portion of the territory to them.

The truth about the land and the region are:

D6	Specifics
1-2	The land is a swamp, filled with giant alligator-like monsters whose skin is highly valuable.
3-4	The land is volcanic, the atmosphere filled with poisonous chemicals. Beneath the turbulent crust are precious minerals.
5	The land is fertile grassland that produces a natural growth hormone. Animals that graze there grow faster and bigger, producing a rich yield for farmers. Unfortunately, the area is infested with exceptionally well-fed carnivores.
6	The 'land' is actually a section of ocean, rich in fish-stocks.



The reason for the disappearances in the area of space where the land is located are:

D6 Reasons for Disappearances

- 1-2 A pirate fleet has a secret base in this region of space. Intruders are killed or captured to protect this secret.
- 3-4 An exploding moon has creating a treacherous asteroid field that is difficult to traverse.
- 5 A xenophobic alien race has been attacking those who violate their territory.
- 6 Gravitational anomalies have been disrupting navigational equipment.

Undercover

The Starport's Security Executive is involved in an undercover operation – one in which the Player Characters become involved.

D6 Roll Specifics

- 1 Members of port security target the Player Characters for a sting operation and try to lure them into purchasing stolen goods.
- 2 The Player Character's ship is dangerously close to matching the description of a craft recently involved in pirate activity. They are hauled in for questioning by an over-zealous investigator.
- 3 The Player Characters witness a kidnapping. The man being captured is an undercover officer and his captors, members of a local crime cartel. The Player Characters could earn the gratitude of the SPA but the enmity of the gangsters if they rescue him.
- 4 The Player Characters come into possession of a communications receiver that is picking up audio from a 'bug'. What they are hearing suggests that someone in Customs is being paid to turn the other way. How will the Player Characters use the information to their advantage?
- 5 The Player Characters discover a message outlining where a stash of smuggled gemstones will be found. This is a trap laid by members of the Security Executive to ensnare local smugglers.
- 6 A bounty hunter, eager to sneak his latest prisoner offworld, asks the Player Characters if they have room in their hold. The prisoner is the sort of criminal who bears a grudge.

An Outbreak of Violence

Despite all the precautions and surveillance, there are times when Starport life is disrupted by criminal activities:

D6 Criminal Incident

- 1 Two members of a crew whose ship is berthed close to the Player Character's landing pad become involved in a brawl. If the Player Characters intervene, they may become involved: if they do not, things may get out of hand, leaving them as witnesses to a violent confrontation. At the very least, they could be required to stick around and give a statement: at the worst, they could be required to give testimony at a trial.
- 2 One of the Player Characters is targeted by a pickpocket. Recovering the pilfered item(s) will involve locating the thief personally or a long wait for Starport security to track him down.
- 3 The first time a Player Character pays for something in the Starport, he is found to be using counterfeit funds. Security forces are summoned and the Player Character will be arrested if he cannot reveal where he received the forged credits. This might be somewhere in the Starport or a previous location the Player Character has visited.
- 4 Just as the Player Characters prepare to leave their hanger there is an explosion – this might be a criminal act (terrorism or careless smugglers) or an accident (a fault in the port's systems). Either way they are trapped and, if in a Highport, air is beginning to vent into space.
- 5 A stash of illegal narcotics is found inside a Player Character's gear. It was planted there by a smuggler who intends to collect it after Customs have finished their checks. Proving this to the suspicious officials will not be easy. What is worse, the smuggler will take his anger out on his 'mule' when he discovers what has happened.
- 6 An unfortunate soul suffering from maddening 'space fever' tries to take one of the Player Characters hostage. His demands are simple – turn on the lights outside the station so that it is not so black!

Meteorite/Hail Storm

A regular downpour of either meteorites or monstrous hail forces everyone indoors. This leaves some people stranded in and around the port – which is unfortunate given that a local predator with thick plates that protect it from the deluge has made its way into the station looking for food.



Alien Tech

Whilst perusing the station, the Player Characters are approached by someone interested in selling or acquiring alien technology:

D6 Roll	Specifics
1-2	Claiming he has located a site filled with alien artefacts, an intrepid frontiersman offers to let the Player Characters share the find if they can provide a fast ship that is good in a fight. The site is currently being excavated by what the frontiersman maintains are claim jumpers. They are well armed and have no intention of surrendering the site without a fight.
3-4	The Player Characters are offered the coordinates of a derelict alien craft just waiting to be salvaged. Of course, such information is not free...
5	Only after getting the Player Characters interested in his find, will this trader reveal that the alien tech in his possession is embedded inside his business partner's body. If the Player Characters can help him safely remove the invasive technology – which seems intent on re-writing its host's DNA – they are free to keep it.
6	A hard-up traveller offers the characters a device he says is a homing beacon, which is zeroed in on an ancient alien city. Either that or a ship... or perhaps a secret vault...He is not exactly sure where it leads but it must be somewhere incredible!

Bounty Trail

The Player Characters are approached by a bounty hunter, seeking information about someone they recently met. Ideally, the hunter is looking for an enemy or rival of the Player Characters. He reveals that a hefty price has been placed on the target's head.

The Player Characters may elect to help the bounty hunter – he may well do their dirty work for them if he removes an enemy or competitor – or they may decide to collect the bounty themselves. In this case the bounty hunter will race them to the mark and he will not take kindly to unexpected competition.

Infestation

There are life forms so robust and adaptable that they can flourish just about anywhere. From 'portbugs' to station rats, there is always something looking to take up residence inside a Starport or a visiting ship:

D6 Pest in Residence

- 1 A particularly hardy form of cockroach – either indigenous to the planet or a stowaway aboard ship – has started to nest inside the port. Player Characters must take precautions to ensure their own ship does not become infested and may have to check that their stores (especially those acquired at the Starport) are not carrying eggs.
- 2 Rats can live just about anywhere – and this brood has found its way into the Player Character's cargo bay. As they seek to unload or load their goods, the problem is revealed. If port authorities find out about this, they will quarantine the ship until the nest is cleared out.
- 3 A mysterious illness reveals that a member of the Player Character crew has fallen victim to a parasitic worm known as a 'barbed leach'. As its name implies, this creature is devilishly hard to remove from the host's stomach where, if left unchecked, it will begin to breed. The young gestate within a week and seek escape from the body 'from both ends'.
- 4 Portbugs are microscopic insects that live in hair and fur. An outbreak for humans is irritating and uncomfortable and can lead to sections of a Starport being closed for fumigation. For hairier races such as the Aslan, it is far more serious, necessitating the full removal of body hair/fur. This is the stuff from which diplomatic incidents are made. An infected Player Character would do well to seek the (unfortunately expensive) cure as soon as possible.
- 5 Spores from an exotic species of plant have found a way aboard the Player Character's ship and started to germinate. Whilst filling the craft with a pleasant aroma, this fastgrowing creeper will play havoc with the ship's wiring if left unchecked. Ridding the ship of the spores requires either extensive fumigation or exposing the affected areas to the vacuum of space.
- 6 'Star spiders' are thought to be a fireside legend amongst most explorers but the batch that has taken up residence in the Starport is horribly real. The young are little more than a fear-inducing irritant; fully grown adults can deliver a lethal bite. What is more, there may just be something to the rumours these critters induce fear through some sort of natural psionic ability.

I Demand Satisfaction!

One of the Player Characters finds he has inadvertently offended another visitor to the Starport and is challenged to a duel. The challenger is either a lovesick fool who lacks the nerve to end his own life and wants someone else to do it – or an experienced professional duellist who simply relishes the challenge.



Solar Flare

The Player Characters are approached by a group of scientists wishing to monitor rare solar activity on the surface of a nearby star. This will involve taking a ship close to the surface so as to acquire accurate readings. Obviously this is a dangerous proposition but one for which the Player Characters are promised handsome remuneration.

The dangers of flying so close to the sun are manifold: radiation will scramble communications and may hamper computer systems; solar winds and geomagnetic storms will buffet the hull; and things will get very, very hot. To compensate for these risks, the scientists will pay for modifications to the Player Character's ship which should – theoretically – protect them.

If the characters embark upon this expedition all will go according to plan until, hazy and faint above the background interference, they receive a distress call from another ship. This vessel was attempting the same mission as the Player Characters but ran into difficulties. Now, they are in a decaying orbit around the star. Their only hope of escape is for the Player Characters to venture even closer to the corona of the star and rescue them. Doing so would provide readings better than the science team ever imagined and will earn the Player Characters a hefty bonus. However, this course of action will test the newly installed upgrades to their very limits.

Magpie-Bot

An ingenious, if somewhat wayward, child has programmed one of the Starport's maintenance robots to gather items he needs to build an anti-grav go-cart. One of those items happens to be onboard the Player Character's ship or in their possession.

If they trace the robot back to its owner, they will learn the child is the Starport Governor's son/daughter. Where they take things from there is up to them.

Space Gypsies

A nomadic clan, travelling in a ragtag fleet of patched-up ships, arrives at the Starport. They are at once the subject of careful scrutiny by port authorities. They are also subject to animosity from a number of locals, many of whom believe that the wanderers are no better than thieves.

Tensions within the Starport stay high for as long as the nomads remain. To what extent they are thieves and swindlers, and to what extent they have 'unusual' goods to sell and arrange games of chance, depends on one's point of view (and the whims of the Referee).

Let Me Back In!

One of the Player Characters finds that a lurking figure is watching either his room or another storage space he has rented on the port. It transpires that the man, a Starport employee, has

concealed a valuable stolen item inside the space. He intended to recover it and flee the station today but to his chagrin found the Player Character had been allocated the area. He is now extremely twitchy and increasingly desperate to recover his ill-gotten gains and make good his escape.

METROPOLIS LOCATIONS

Whether a single great sprawl of docking towers, construction yards and shopping malls or a cluster of satellite sites spread across a continent, Metropolis locations are never still, never quiet: they thrum with the constant activity of galactic commerce. The first visit to one – with its melting pot of different cultures, creeds and races; with starships flocking the skies like migratory birds; with grimy startowns nestled against spires of steel and glass – is never forgotten.

'I came here 14 years ago looking for a ship that would take me offworld. Every generation of my family had been a farmer as far back as anyone could remember. I wanted more.'

'It took me a month to get here. I knew straight away I'd never leave. I didn't need to find another world – that other world was right here. I've seen more, done more than anyone at home would ever believe. And all within the confines of the XT-line. This place is a crossroads – and it's as though everyone interesting comes through here at some point. When they do, I try to sell them something. It's what the Imperium is all about.'

— Jenny Trevors, entrepreneur, Rhylantinople Starport.

GENERAL ENCOUNTERS

D66	Encounter
11-12	Trade Fair
13-14	Wildlife Photographer
15-16	Explorer
21-22	The Lost Child
23-24	More Than You Bargained For
25-26	Startown Market
31-32	Cheap Fuel
33-34	Cultural Faux Pas
35-36	Droid For Sale
41-43	Traffic Jam
44-46	Drunken Cadet
51-53	Alien Zoo
54-56	Guided Tours
61-63	Recruitment Drive
64-66	Ship's Mascot

Trade Fair

The starport is hosting a trade fair, drawing businesses and customers from neighbouring systems. The particular goods or services being promoted are:



D6	Goods or Services
1	Computers and Communications Equipment
2	Military vehicles and Weaponry
3	Medical Equipment and Drugs
4	Civilian Vehicles
5	Robots and Drones
6	Space Craft

D6	Free Items
1	An illegal firearm
2	Thruster pack
3	1d6 doses of anagathics
4	A suit of combat armour
5	Intrusion/2 software
6	a crate of grenades

The fair offers the latest models and technologies, some of which are not yet available on the open market. Due to the promotional nature of the event, visitors may attempt to negotiate a discount. Any character who can win an Opposed Persuade Check will earn himself a d10% discount. The traders have Persuade 2.

Wildlife Photographer

Commissioned to study and photograph the nesting habits of a rare animal, this intrepid naturalist needs to hire a crew that can get him to his destination and ensure that he does not fall foul of other – more dangerous – indigenous beasts.

The job is well-paid but will involve roughing it in the wilds for a few weeks. This will give Player Characters a chance to hone their survival skills and learn more about the planet's flora and fauna.

Explorer

An explorer from an alien culture approaches the Player Characters and engages in a well-meaning but clumsy effort to make friends. The fellow is eager to learn more about 'alien' civilisations and has a number of valuable crystals and metals that he will trade for assistance in his endeavours. His aim is to experience every facet of 'alien' life – from the top to the bottom, the rough and the smooth.

The Lost Child

One of the Player Characters discovers a tearful child who has become separated from his classmates. The child was part of a school trip and has managed to break away from the rest of the group. The child's parents are important people – perhaps high-ranking corporate types, members of the nobility or suchlike – and will be extremely grateful to anyone who returns their lost offspring.

More Than You Bargained For

In amongst the goods the Player Characters have purchased in the port – whether ships stores, trade goods or personal items – they find they have been given something they did not ask for:

Startown Market

The Player Characters learn that an enormous market is taking place in the port's startown. According to the rumours, all sorts of bargains will be available but it will only be a matter of time before port authorities lean on the local government and force them to run checks on the startown merchants. Given that many of the goods for sale are of questionable legality, this will effectively close the market.

Cheap Fuel

Rumours of cheap fuel being sold in the startown filter through to the Player Characters. Word on the street is that unrefined fuel is available for Cr. 50 per ton and refined fuel for only Cr. 250 per ton. Of course, at that price, it has got to be stolen – and anyone the SPA or local government finds buying it will be in trouble.

Cultural Faux Pas

Inadvertently, one of the Player Characters unintentionally indicates something to a member of an alien culture. Examples include:

- Eating a snack-bar with one's left hand whilst making eye-contact with the alien (everyone knows it should be the right hand!).
- Bumping shoulders and then failing to perform the five-step ritual of cleansing to purify any libidinous thoughts.
- Refusing a proffered hand of friendship after mucus has been specifically sneezed onto the open palm.

The offended alien will not seek violent retribution but rather some bizarre form of recompense so that the offence may be excused. Examples include:

- Singing the song of remorse before the offended party's domicile. The penitent warbler must, of course, be naked through all 16 verses.
- Collecting bodily fluids from each member of the character's closest friends or family unit so that these may be mingled with the alien's in 'the mingling vat of eternal kin'.
- Marrying one of the offended alien's children. Thankfully, in this particular culture marriage is a temporary affair, lasting only one week.



The Player Characters may elect to ignore the alien's rather absurd request for an apology. However, the universe can be a capricious place and it should come as no surprise if the Player Characters find themselves needing help from this alien in the none-too-distant future.

Droid for Sale

The Player Characters are approached by a man looking to offload a robot. The machine looks to be in good working order and is apparently simply surplus to requirements.

The particular robot for sale – and its asking price – is:

D6	Robot
1	Repair Robot
2	Personal Drone
3	Probe Drone
4	Servitor
5	Combat Drone
6	Autodoc

The sale is a legitimate one, with the seller needing to raise some funds in a hurry. He asks for 80% of the standard price for the robot but can be haggled down as low as 60%.

Traffic Jam

The Player Characters arrive at the port during one of the rare occasions when incoming ships have been held up, either by an accident or simply the volume of traffic. They must wait 1d6 hours before docking but in recompense are offered a 50% reduction in berthing fees.

Drunken Cadet

One of the Player Characters is accosted – either verbally or physically – by a Naval cadet who has had too much to drink. The cadet's friends, who are rather more sober, do their best to defuse the situation – aware that their companion received some bad news today (dropped by his girlfriend, failed an exam, or such like).

If the Player Characters act in a responsible manner they can prevent a noteworthy incident – and will, in fact, earn the gratitude of all the cadets involved. If they are as hotheaded as the inebriated cadet, they will have a scuffle on their hands.

Alien Zoo

A travelling menagerie of bizarre and exotic species is visiting the port. For a small fee, the Player Characters can cast their eyes over this wild assortment of beasts – and perhaps find work capturing other such oddities and selling them to the owner.

Guided Tours

A freelance guide offers to show the Player Characters around the Starport – for a small fee, of course. Depending

on the needs of the characters, he can make this the official tourists' tour (great for photographs to send home to the folks) or something a little more off the beaten track. The guide even knows the best places to get in touch with the Starports smuggling and criminal circles.

Recruitment Drive

One of the Starport's corporations – or perhaps the Scout Service or Navy if they have bases on station – is looking for new blood. It is only a matter of time before the Player Characters are asked if they are interested. The promise is matched by a healthy signing-on fee.

Ship's Mascot

The Player Characters are offered the chance to purchase a lucky mascot for their ship. The trader has a range of options, representing everything from old world charm to modern functionality.

Parrot – Surprisingly bright and insightful, these birds were once popular aboard Old Earth ships. It already has an impressive – if questionable – vocabulary and will quickly learn to imitate the crew.

Cangwal – A small, bouncy rodent from an unknown world, this furry critter has a beautiful singing voice, adorable cheeks and seems happy to eat just about anything. That will not lead to any problems...

Robo-cat – A not entirely successful imitation of a common feline, this robot nevertheless manages to sit where it should not, leave muddy footprints through the ship and turn from affectionate to hissing-mad in the blink of an eye. It has no need of a litter tray, however, and will keep the ship free of vermin.

SIGNIFICANT ENCOUNTERS

D66	Encounter
11-12	Mistaken Delivery
13-14	Rogue Robot
15-16	A Banquet Fit for a King
21-22	Storm-hunters
23-24	Mercs
25-26	Bail
31-33	Take Me to Your Breeder
34-36	Startown Riots
41-42	Prototype
43-44	More Than You Bargained For
45-46	Assassins
51-53	Butler Bot
54-56	Refugee Crisis
61-62	Port-kour
63-64	Tailed
65-66	Counter-espionage



Mistaken Delivery

Despite the impressive levels of organisation within larger Starports, mistakes still get made – especially when it comes to deliveries to and from the thousands of visitors passing in and out of the Starport every day. In this instance, the Player Characters receive an unexpected visit from a courier:

D6 Delivery Details

- 1-2 The Player Characters are presented with a consignment of goods within a freezer-container. A number of perfectly preserved body parts are inside – both human and alien. The organs and limbs were illegally harvested and are the property of an illegal ‘body-theft’ ring. They will soon come looking for their merchandise. If the Player Characters turn the organs over to the Starport’s medical staff, they will be put to good use, healing the crippled and saving lives.
- 4-6 A small package containing a key and a number is presented to the characters. The number might be map coordinates to a buried treasure, the number of a locker in the Starport where a bribe has been placed or a room number where a hit is to be carried out.

Rogue Robot

A malfunctioning robot has been causing problems for those in the spaceport.

D6 Roll Specifics

- 1-2 A damaged cargo robot has confiscated a dangerous cargo (explosives, poisonous chemicals or suchlike) and refuses to release it. The robot arrives at the Player Character’s berth, determined to load the cargo aboard their ship.
- 3-4 An autodoc has sealed itself in a med-bay and is prepping a patient – perhaps a contact of the Player Character’s – for some quite unnecessary surgery.
- 5 A combat drone has sealed itself in the berth where the Player Character’s ship is docked. It attacks anyone who tries to board or disembark.
- 6 A faulty maintenance robot takes to following one of the Player Characters and cleaning up behind him.

A Banquet Fit for a King

A famous caterer has taken on the task of presenting a lavish meal but has only 24 hours to gather sufficiently ostentatious ingredients to satisfy his client – a man that he definitely does not wish to disappoint (a vengeful Governor, high ranking military officer, crime lord, or such like). In desperation, he approaches the Player Characters and asks them to help assemble the feast: he is willing to pay handsomely for their time. Some or all of the following ingredients are required:

Gastric eel – a beast that lives inside someone’s gut. A patient in the Starport’s Medical Bay is due to have one removed in the next few hours. However, in a fit of irony-inspired pique, he currently intends to devour the beast himself and will need persuading to do otherwise.

Rare ‘Emperor’s Lychee’ fruit, which grows only in the sulphur-rich waters surrounding undersea volcanic vents. There is one close enough to reach but it will be a tricky expedition given the water pressure, difficulty navigating an undersea trench, ferocious sea-monsters in the area and so on.

An unusual breed of wolfhound, favoured for its lean flesh. A bounty hunter on the station has one as a companion. Obviously, he will not part with it for any amount of money.

A sleep-inducing herb, found at high altitudes. Inhalation of even a single untreated spore can lead to days asleep.

Storm Hunters

A group of devil-may-care scientists is trying to get close enough to a mega-tornado to run a series of ground-breaking tests. A mega-tornado is a super-sized twister that can ravage an entire continent and is so large that it is visible from space. The scientists need a crew crazy enough to visit the savage world where the tornados can be found. Initially, their tests will involve flying around the perimeter of the tornado but after that they will need to fly directly into the eye. This is a perilous task, which involves a buffeting ride through the outer atmosphere before heading down into the heart of the maelstrom.

Mercs

A large unit of notorious mercenaries, fresh from the field and sporting multiple injured members, arrives at the port. SPA authorities, whilst a little nervous about the arrival of such a band, receive assurances that they will behave themselves. Nevertheless, tensions run higher than usual with so many hardened soldiers looking to unwind.

The Player Characters may elect to give the mercs a wide berth, though their presence presents opportunities for trade and to gather intelligence on whatever conflict they were involved in. The mercs are also looking to increase the numbers given the losses they recently suffered. Alternatively, disillusioned members of the group may be looking for a way out, and joining the Player Character’s crew might provide that.

The activities that the mercs have been involved in could include:

Putting down a revolt by miners in a nearby asteroid belt.

Attacking a pirate-base.



Dealing with a border dispute – between nations, races or corporations.

Bail

An associate of the Player Characters has wound up in the Starport brig. He learns that the Player Characters have arrived and sends word to them. He promises that if they post bail, he will not only be very grateful but can explain why he was unfairly imprisoned.

Whether the contact is telling the truth or not will depend on who he is and what he does for a living. Some possible reason why he might have been arrested include:

- He was caught smuggling goods onto the station. These have been confiscated but he has plenty more secreted away outside the port.
- He is being chased by a bounty hunter and deliberately got himself arrested so that he would be safe. The bounty hunter is still on the station.
- He discovered someone had hidden something valuable inside the Starport's detention area and got arrested so that he could uncover it. Unfortunately, he searched the cell he was in and found nothing. All he needs now is for the Player Characters to get themselves arrested so that they can examine the remaining cells...

Take Me to Your Breeder

The Player Characters are approached by an alluring member of an alien race and asked if they will participate in a cross-breeding experiment. This will involve full disclosure of mating rituals and the establishment of a breeding pair. Whether this ultimately involves anything more than the donation of genetic material is up to the Referee.

Beyond his/her alluring qualities, the alien will offer a substantial financial reward – or something equally valuable, such as new technology.

Startown Riots

Despite the best efforts of local authorities and the SPA, dissatisfaction amongst residents of the port's startown has boiled over. There might be a number of reasons for this:

Political activists have whipped the locals into a frenzy and now, filled with revolutionary zeal, ringleaders are seeking to close the divide between the haves and have-nots by wrecking whatever they can get their hands on.

The Starport has been expanding recently, leading to the forced purchase of land around the XT-line. Residents demonstrated as the bulldozers moved in and things quickly got out of hand, leading to violent confrontations.

The SPA has started a rigorous search procedure of all startown visitors and residents seeking to enter the port. This has all but

closed down the cut-price markets operating out of the startown. Assaults against the XT-line and SPA personnel have ensued, placing the port on alert.

Prototype

Manufacturers in the port's shipyard have developed what they believe is the best star fighter ever built. In a show of extreme confidence (and shrewd publicity-hunting) they challenge all-comers to try their luck against the new 'Nemesis' fighter.

If the Player Characters wish to try their luck, they stand to win considerable prize-money whilst making a real name for themselves.

Assassins

The Player Characters are offered a highly lucrative commission to transport half a dozen individuals to several different locations within the same subsector. En route, they learn that one of the men is an undercover Imperial agent and that the other members of his group are elite assassins. The assassins plan to use the Player Characters to transport them from one target to the next before turning on them in order to remove any witnesses to their crimes. The agent will ask the Player Characters to help him apprehend the assassins, who are part of a notorious cadre of killers.

Butler Bot

Soon after entering the port, the Player Characters are offered the chance for a free trial with a brand new butler robot. This design is the last word in personal robotic assistance – the ultimate gentleman's robot.

If the Player Characters accept the free trial – which lasts for 24 hours – they will find the robot (which wears a tuxedo and has slicked synthi-hair) does its job extremely well. However, the robot will not hesitate to break the law in order to achieve its master's ends. Any carelessly chosen words – It's a shame we can't smuggle some better weapons onto the station; I wish that officious customs officer would take a long walk out of a short airlock – and the robot will try to fulfil its master's wishes.

The butler bot has excellent 'training' in skills such as Steward, Languages and Diplomat.

Refugee Crisis

The Starport – and its startown – is overrun with the displaced and the desperate, who have flooded into the area following a recent conflict. This might be a full-scale war or more local unrest. Either way, refugees are clamouring to cross the XT-line and Starport services are struggling to cope.

In the commotion, visitors and residents of the Starport are deciding how best to react. Some traders are heading offworld, while others ferry supplies to the dispossessed – some to make a hefty profit, others in a display of humanitarian kindness. Amidst fears that the



disturbances could spread to the port, those with combat skills are in demand as bodyguards and leaders. If the conflict continues for any length of time, mercenaries may soon start arriving at the port looking for work. There are also rumours that the XT-line will be closed and that the port itself may even be quarantined.

How the Player Characters conduct themselves in the midst of the growing chaos is entirely up to them...

Portkour

In recent years a new craze has swept through the Starports of the Imperium – a form of free-running known as portkour. The participants must race from one location to another, using no vehicles or other forms of assisted locomotion. They are free to choose their own route and typically are told their destination only a few minutes before the race begins. This provides a limited amount of time to plan a route and often calls for some extreme improvisation on the part of competitors.

Needless to say, the sight of racers leaping and sprinting through landing bays, across Hazmat warehouses and even over buildings is frowned upon by port authorities. Competitors who are caught face stiff fines and even imprisonment.

If the Player Characters learn of a portkour event they may wish to place a wager on the race, warn the port authorities or even participate themselves. Certainly, there is prize-money to be earned and no small amount of notoriety.

Tailed

One of the Player Characters realises that he is being followed. There are a number of reasons that this might be happening:

D6	Reason for Tail
1-2	It is a case of mistaken identity. The Player Character has been incorrectly identified as a criminal. So long as he does not have a guilty conscience or something to hide, there should not be a problem.
3-4	The shadowy figure is a thief. He will tail the Player Character until the opportunity to mug him presents itself.
5	The follower is a member of port security running a random security sweep. He is looking to see if he can startle any criminals out into the open.
6	The Player Character is simply being paranoid. The shadowy figure just happens to be taking the same route through the Starport.

Counter-espionage

The Player Characters are hired to test the efficacy of a corporation's security procedures. This might involve breaking into some offices, hacking into the company's mainframe or stealing equipment – perhaps even a ship. Though presented with identity cards that will

confirm the Player Characters are contractors working undercover for the corporation, the job is not without risks. Most employees will have no idea what the Player Characters are doing and will act accordingly to protect corporate interests.

Local Character

Besides the events that Player Characters become embroiled in whilst visiting a Starport, the characters who they meet can be just as important when determining the feel of the place. Presented here are tables that can be used to randomly generate one or more details about an Non-Player Character's personality, interests, goals or appearance. The addition of even one such detail can make them distinct enough that the Player Characters will remember them.

D66	Appearance
11	Ultra-fashionable hairstyle
12	Stained clothing
13	Animal pelt trophy
14	Military Medals
15	Missing fingers
16	Immaculately turned-out
21	Crooked teeth
22	Chewed nails
23	Different coloured eyes
24	Glamorous
25	Tattoos
26	Limp
31	Slouching
32	Facial Scar
33	Greying hair
34	Muscular
35	Deep worry-lines
36	Too much make-up
41	Overly baggy clothes, following recent weight loss
42	Extremely attractive
43	Discoloured teeth
44	Unusually Tall
45	Missing a finger
46	Excessively sweaty
51	Different coloured eyes
52	Bad Breath
53	Enormous chin
54	Very visible birth-mark
55	Overweight
56	Painful-looking acne
61	Albino
62	Gang insignia on clothing
63	wearing military medals
64	Tired-looking
65	Mixed race with alien species
66	Cross-dresser

The following Personality Traits and Mannerisms and Habits are useful for fleshing out an Non-Player Character. More gregarious Referees might adopt the behavioural tick or quirk whilst playing the character.



D66	Personality Traits
11-12	Overly helpful
13-14	Laconic
15-16	Socially awkward
21-22	Lascivious
23-24	Greedy
25-26	Confident
31-32	Inquisitive
33-34	Bullish
35-36	Unfailingly polite
41-42	Gloomy
43-44	Flirtatious
45-46	Inexplicably upbeat
51-52	Gruff
53-54	Easily impressed
55-56	Conspiracy theorist
61-62	Obsessive
63-64	Excitable
65-66	Easily Distracted

D66	Mannerisms and Habits
11-12	Facial tick
13-14	Wrings hands
15-16	Very tactile
21-22	Shuffles feet
23-24	Plays with hair
25-26	Holds eye contact for too long
31-32	Avoids eye contact altogether
33-34	Chews Nails
35-36	Sniffs
41-42	Inserts long pauses in the middle of sentences
43-44	Answers a question with a question
45-46	Grunts constantly whilst listening to someone talk
51-52	No concept of personal space
53-54	Picks ears
55-56	Softly spoken
61-62	Makes jokes – specifically bad puns – when nervous
63-64	Itches constantly
65-66	Places the stress on random words whilst talking

Starport Governor

On most occasions, meeting a Starport governor is probably a bad sign: Player Characters being what they are, they are more likely to be marched in as suspects than escorted in as honoured guests. Whichever, governors are invariably interesting individuals with their own agendas and quirks.

D6	Key Feature
1	Hands-on: The governor constantly gets involved in the running of every aspect of port life, from the cleaning of corridors to the organisation of berthing space. He can usually be seen bustling around the port, even taking on other employee's jobs for an hour or two.
2	Omni-Present: Huge viewing screens display images of the governor night and day, as he gazes down on his domain. Regular announcements and reminders of Starport protocols are read out in his voice.
3	Out-of-his Depth: The Governor should never have been given this post and he knows it. He constantly defers decisions and delegates responsibility to his underlings. If they are good at their jobs, this problem could persist for some time; if they are not, the port will soon run into trouble.
4	Puritanical: The Governor sees himself as the moral guardian of those passing through the port. He will not tolerate anything that might be seen as depraved or deviant.
5	Alien-ophile: Cultural and racial diversity are encouraged by an open-minded governor who sees all sentient beings as equal.
6	About to Retire: After a lifetime's service, the governor is months away from retirement. His subordinates struggle to establish themselves as his heir-apparent, whilst he sizes them up for the post and often asks visitors for their impressions of his staff.

Starport Quirks

Another way to set Starports apart from one another is to give them quirks – the addition of even one or two details will make each far easier for players to remember.

Quirks may be selected or determined randomly.



D66 Quirk

- 11–12 TFC regulators always address pilots as ‘friend’.
- 13–14 As part of the docking fee, the Player Character’s craft is assigned a cleaning robot.
- 15–16 Statues of the port Governor adorn the walkways.
- 21–22 Music is piped constantly into hanger bays.
- 23–24 The port has a fanatical recycling policy.
- 25–26 All robots in the port have a name painted onto their chests.
- 31–32 A raft of discount vouchers for local stores is presented to visitors upon arrival.
- 33–34 New arrivals are forbidden to leave their ship until a security detail arrives at their hanger/pad.
- 35–36 The first time someone visits the port, they must submit to a biometric scan.
- 41–42 The port is scrupulously clean.
- 43–44 The port is unpleasantly grimy.
- 45–46 Locals wear ceremonial daggers.
- 51–52 The port is very brightly lit.
- 53–54 The port has a strong, distinctive odour.
- 55–56 Port authorities have set up small, motorised scooter stations throughout the port. The scooters are free to use.
- 61–62 The Starport officially endorses a local religion, providing temples where people gather and pray.
- 63–64 The port has strict rules about touching in public.
- 65–66 The Starport has a well advertised and legally sanctioned red light district.



DESIGNING STARPORTS

Designing and building a Starport can be an epic undertaking, requiring years of construction work and huge financial investment. It can involve teams of architects, vast robotic assembly platforms and scores of engineers. Sometimes, it becomes the main source of employment for an entire city and can revitalise a planet's economy. Alternatively, it can be as simple as transporting a pre-fabricated structure to a new site and flattening a patch of ground to form a landing pad.

The rules in this section are designed to cover both extremes and every eventuality in between.

DOWNPORTS VS HIGHPORTS

The two distinct elements of a Starport are quite different in nature. A Downport is an immovable structure – or collection of structures – that in many ways resembles a village, town or city, depending upon its size. It has roads and buildings and a perimeter marked out by a wall or fence – the XT-line.

A Highport is a space station, maintaining a geo-synchronous orbit above a Downport. In essence, it is a spaceship that tends not to move – though it does, indeed, have a limited capacity to do so.

Despite the significant differences between these two elements of a port, the rules for the construction of each are largely the same. There are, however, a few important differences.

Firstly, Highports are much more expensive to build. This often means that they are the smaller of the two elements. Modules (and military upgrades) that will be part of a Highport cost 10 times more than the listed price. This reflects the fact they have to be transported into orbit and assembled there. Highports also require a superstructure – a frame about which the core of the station will be assembled – which is quite different from Downports that can be constructed one building at a time. Other considerations include shielding against cosmic radiation, life support systems and manoeuvring thrusters that maintain or adjust the station's position as needed.

Another difference is that Highports are automatically assumed to have a number of Upgrades that are optional for a Downport. These are:

- Airlocks and Vacuum Seals
- Hydroponics Domes

For fairly obvious reasons, no Modules – specifically those used for fuel storage – may be located underground, as is common practise at a Downport.

Finally, certain Modules may not be purchased for a Highport. These are:

- Rudimentary Landing Pad
- Engineered Landing Pad
- Industrial Landing Pad

All in all, manufacturing a Highport is a fearsome project that can take many years and billions of credits to complete.

MODULES

The design of all Starports begins with the purchase of **Modules**. These come in a variety of shapes and sizes, and represent the different facilities, rooms, areas and equipment within the port.

Each Module has a **Size** Characteristic. Size is a representation of a module's volume. It determines such factors as how much land a Downport requires, how much it costs to construct the port's XT-line and a range of other factors. In most instances*, a single point of Size represents about 14 cubic metres – and is roughly equivalent to one D-ton.

*Exceptions include Modules such as landing pads, which are essentially flat, taking up space but lacking volume.

POWER

It is assumed that with the relative ease of producing power through cold fusion, each Module is essentially self-sufficient. Small generators, built into the structure of a Module provide whatever energy it needs to function. Furthermore, a network of conduits embedded in the walls and foundations allows power to be routed to wherever it is needed most, providing back-up power sources should any of the primary generators experience difficulties.

On some worlds, this might be supplemented by solar panels, wind turbines, chemical batteries or other sources of power – particularly if there is a shortage of local hydrogen (usually extracted from surface water or an in-system gas giant). The end result is the same, however: the Downport remains self-sufficient removing any uncomfortable dependency on a local power grid.

CONSTRUCTION

Every Module has a **Cost**, representing the financial outlay involved in constructing, assembling and/or transporting it to the desired location.

In game terms, one may simply select the various Modules required to construct a Starport and 'bolt them together'. The construction process in the game world would, of course, be far more complex, involving the creation of foundations for a Downport, the installation of ventilation and lighting, the transport of materials, decoration of the finished area and a host of other procedures. For the sake of playability, the price of all such construction related activities has been rolled into the Cost of individual Modules.

It is possible – and indeed commonplace – to create larger areas in a port by constructing multiple Modules and joining them together. For instance, a single flight hanger has sufficient room to store 100 D-Tons of spacecraft. To create a hanger twice this size, requires the purchase of two hangers.

It is also worth pointing out that Downports constructed from Modules do not have a uniform appearance: they certainly do not resemble a collection of 'boxes'. Whilst there is a particular aesthetic associated with Imperial Starports, local tastes, the availability of material and practical requirements all ensure that Downport designs are as diverse as the people who pass through them and the world's that accommodate them.

TECH LEVEL

Most SPA Starports have full access to TL 12 (or higher) equipment and facilities: they are either based on worlds with a sufficient level of technological development or TL 12 items can be sourced elsewhere and transported to the planet. This allows these ports to make use of all of the Modules presented in this chapter.

There are exceptions, however: a few SPA Starports located on worlds that have not yet joined the Imperium may be constructed using a lower Tech Level. It is also not uncommon for independent Starports to be assembled using equipment with a lower TL.

Each Module has been assigned a TL. Whilst this may limit the availability of Modules on certain worlds, it is worth noting that they can be constructed offworld and then delivered to a location with a lower TL – albeit at an increased cost. The SPA usually subsidises such operations, reasoning that it demonstrates the commercial and technological might of the Imperium, and serves to promote both trade and expansion. Worlds that are part of the Imperium – or are on the cusp of joining – are favoured with this subsidy.

Imperial Standard Mark

Given the enormous number of worlds governed by the Imperium – and the vast expanse of space between them – some form of standardisation is required when it comes to manufacturing. It would be no good, for example, if individual worlds produced their own designs of nuts and bolts and tried to export them – only to find that they were incompatible with equipment on other Imperial worlds.

Uniformity of such goods is ensured via adherence to strict guidelines on all products that are widely used throughout the Imperium. Nowhere is this more pertinent than the construction and maintenance of SPA ports, which are scattered far and wide throughout the empire.

Any and all manufacturers that wish to sell to the SPA, must adhere to the ISM (Imperial Standard Mark) code. This allows parts to be shipped in from anywhere in the Imperium safe in the knowledge that they will be compatible with existing machinery and equipment. It also means that mechanics and engineers from across the Imperium are familiar with the same parts and practices, regardless of where they trained or whether they have worked in a particular facility before.

Without this subsidy, the cost of Modules increases by 100% for every level by which it exceeds the host world's TL. For example, building a TL 12 Module on a world which is TL 10 would cost 200% more than normal.

Out on the Rim

Some Starports are located so far off the beaten track that constructing and maintaining them presents significant logistical problems – and therefore increased costs.

(Optional Rule)

Starports that are more than four parsecs from the nearest trade route or inhabited system cost 50% more than the base Cost to construct.

COMMUNICATION

Even within the smallest Starports, it is assumed that communication between different areas is no more than a button-push away. This may take the form of discreet text messages between computer terminals, fixed comm-units, holo-displays or tannoy systems that can be used to deliver information to visitors of staff.



The precise forms of communication available depend upon the Starport's Tech Level:

TL	Internal Communication systems
9 or below	Terminal-to-terminal text messaging; fixed audio-visual comm
10	Commdot (assigned to all personnel)
11	Fixed holographic comm
12 or above	Mobile holographic comm

It is standard for all SPA personnel to be equipped with a commdot and for each section of a Starport to be equipped a mobile holographic comm.

STARPORT CHARACTERISTICS

The various Modules assigned to a Starport determine everything from the number of ships it can berth to the type of repair work it can provide. In game terms, players and Referees need a fast and effective way to determine what a port has to offer, how much these services cost and what sort of wait can be expected before they are available.

This summary of services is provided by a port's **Starport Characteristics**.

A list of these Characteristics and an explanation of what each means, is provided here.

Docking Fee: This is a dual Characteristic. The number before the slash represents the charge, in credits, levied for docking at the Starport. The number after the slash is the charge applied for each additional day beyond the first that the vessel remains berthed.

Docking Fees for SPA Starports are standardised and determined according to the Class a Starport fits into (see **Chapter One**). Independent Starports are free to choose their own fees. These tend to be roughly in-line with SPA charges but in some cases – for instance, where an independent port has no local competitors – they can be much higher.

Note that the SPA charges a standard Docking Fee irrespective of a starship's tonnage. Many independent Starports do not – they levy a higher fee on bigger craft.

Berthing: This is the total amount of space, measured in Size, that the port has available for the berthing of ships. This is acquired through the purchase of Docking Facilities Modules.

Berthing is divided between the space available for accommodating Small Craft (10 to 99 tons), Starships (100 to 5,000 tons) and Capital Ships (more than 5,000 tons).

Of course, it is possible to put a smaller craft in a berth designed for a larger vessel. This is rarely done, however, as it is not an efficient use of space and the tools used to remove waste products, re-fill life support systems and so forth are not always compatible between ships differing greatly in size.

Fuel: This is a dual statistic. The number before the slash determines the amount charged for one ton of unrefined fuel. The number after the slash is for the cost of one ton of refined fuel.

Warehousing: This is the amount of space, measured in Size, which the port has allocated to Warehouse Modules and Unloading Facilities Modules*.

Hazmat: This is the amount of space that the port has assigned to Hazmat Modules and Unloading Facilities Modules*.

*Note that the Size of Unloading Facilities Modules counts towards determining Waiting Times for *both* Warehousing and Hazmat. This reflects the fact that loaders, cargo robots and the like can be moved from one area to another as needed.

Storage Cost: This is the standard fee charged to store one ton of cargo for one week. The charge for storing Hazmat cargo is twice this amount.

Repair Facilities: This entry details which types of ship damage can be repaired at the port; this is presented separately for each category of ship size: Small Craft, Starships and Capital Ships.

The types of damage that a ship can suffer are Hull, Systems and Structure.

Note that the entry 'Systems' refers to the full replacement of a destroyed ship's system, not simply its temporary repair, which can be accomplished at any Starport that offers Hull repairs.

Upgrades: This a list of the Starport Upgrades the port has in place, such as those that protect it from a hostile atmosphere.

Starport Characteristics are determined separately for a Highport and Downport, assuming that a port has both elements.

WAITING TIME

A number of Starport Characteristics are accompanied by a **Waiting Time**, representing how long the Player Characters must wait before a particular service is available. For example, Warehousing Waiting Time determines how much time it takes for cargo lifters and work crews to get themselves organised and ready to begin unloading the contents of a ship's hold. In the same way, this same Waiting Time would be used to determine



the delay before a new cargo could begin being loaded into the hold when the ship is ready to leave.

Waiting Time is always represented by a die roll and in many instances there are Modifiers that need to be applied. If the modifier reduces the result to 0 or less there is no waiting time – the service is available immediately. If the result is 1 or more, the Waiting Time table should be consulted to determine how long the characters must wait before the service becomes available.

Waiting Time

Result	Length of Wait
0	Service available immediately
1	1d6 minutes
2	1d6x10 minutes
3	1 hour
4	1d6 hours
5	2d6 hours
6	1 day
7+	1d6 days

For example, *The Lady Godiva* – a 1,500 D-ton haulage ship – assumes a holding position above the Rhyllantinople Highport and requests permission to land. Rhyllantinople, an immense Class A port, has 120,000 D-tons assigned to berthing starships between 100 and 5,000 D-tons. The waiting time is therefore 1D6–5.

The Referee rolls the die; it comes up a 4. With the Modifier of –5, this generates a result of –1, meaning that berthing room is available and *The Lady Godiva* is free to land immediately.

A week later, *The Lady Godiva* is ready to leave. The captain contacts Traffic and Flight Control and requests an exit flight plan. Again, the Waiting Time die is rolled, this time generating

More than Just Numbers

Despite the convenience of Starport Characteristics they will never tell the whole story. A Starport will always be more than just the services it provides. Indeed, it is best thought of as a character in its own right – with strengths and advantages, chinks and flaws.

Referees looking to maintain a record of a Starport for repeated use in a campaign are advised to add a Notes section to the end of the characteristics list. There, such things as information about the Governor, the port's primary source of income, any sites of special interest and so forth can be jotted down. Chapter Four provides detailed descriptions of nine Starports and shows just how diverse and interesting they can be.

a 6. Even with the –5 modifier, there will be a brief delay of 1d6 minutes whilst a plan is computed and the airspace around the Starport clears.

Note that the Waiting Time for a particular service can never be 'improved' beyond 1d6–5. There is always at least the possibility of a short delay before a service becomes available.

Starport Characteristics Profile

A blank Starport Characteristics profile looks like this:

Docking Fee:

Berthing

Small Craft:
Starship:
Capital Ships:
Waiting Time
Small Craft:
Starship:
Capital Ships:

Fuel:

Waiting Time
Small Craft:
Starship:
Capital Ships:

Warehousing:

Waiting Time
Small Craft:
Starship:
Capital Ships:

Hazmat:

Waiting Time
Small Craft:
Starship:
Capital Ships:

Storage Cost:

Repair facilities

Small Craft:
Starship:
Capital Ships:
Waiting Time
Small Craft:
Starship:
Capital Ships:

Upgrades:

—



Assigning Waiting Times to New Starports

Players and referees may wish to assign Waiting Times to Starports that they have designed themselves. This is done by checking the total Size of Modules assigned to a particular service against the Assigning Waiting Times Table.

Ship Size

An adjustment to the Waiting Time for services is made depending on the size of a spacecraft arriving at a Starport. This is largely – but not solely – to reflect the logistical and staffing demands for bigger or smaller ships.

Small Craft are relatively easy to accommodate: they have smaller holds and therefore carry less cargo, require fewer resources to repair, less fuel to resupply and so forth. Often, just a few members of Starport personnel are required to satisfy a small ship's needs, meaning that there is less likely to be a delay. Small craft therefore benefit from a -1 Modifier to Waiting Times.

Starships represent the class of craft most typically serviced by Starports. There is no Modifier to Waiting Times for ships of this type.

Ships over 5,000 D-tons place significant demands on a Starport. They require large areas to dock, huge amounts of fuel, enormous quantities of ships' stores, take a long time to manoeuvre and so on. Large numbers of personnel must also be assigned to dealing with their needs, and it can take time to re-organise rotas, move people around the port and so forth. There is a +1 Modifier on Waiting Times for Capital Ships.

Modules and Waiting Time

Berthing Waiting Time is determined according to the amount of landing space provided by the Docking Facilities Modules. Note that this may not be the same as the Size of the Modules themselves – a Rudimentary Pad takes up 20 Size but provides room for 100 D-ton of ship(s). It is room available that is used to calculate Waiting Time.

Waiting Time may also be modified by the quality of Traffic and Flight Control that the Starport provides (see **Headquarters and Traffic and Flight Control**).

Waiting Time is determined separately for ships in the three mass classes: Small Craft (between 10 and 99 D-tons), Starships (between 100 and 5,000 D-tons) and Capital Ships (over 5,000 D-tons).

For example, Helios Prime has 65,000 Size allocated to berthing Small Craft, 110,000 D-tons to berthing Starships and 130,000 D-tons to craft over 5,000 D-tons.

Including the Modifiers for Ship Size, Berthing Waiting Times for the port are therefore:

*Small Craft: 1d6-5
Spacecraft: 1d6-5
Capital Ships: 1d6-4*

Refuelling Waiting Time is assigned based on the total Size of Refuelling Facilities Modules in the port.

For example, the small Starport of Ruera Lentas has been equipped with Fuel Storage Tank Modules that amount to 2,000 Size. It has a further 20 Size worth of Refuelling Stations. This means that the Waiting Time for Refuelling is 1D6-1.

Refuelling Waiting Times are listed separately for the three classes of craft (to allow for the modifier applied due to a craft's size).

Warehousing Waiting Time is determined for all classes of craft based on the total Size of Warehouse Modules and Unloading Facilities Modules in the port.

Waiting Times are listed separately for each class of craft.

Hazmat Waiting Time is calculated from the Size of the Haz-Mat Modules and Unloading Facilities Modules in the Starport.

Service	Size Assigned to Determinate Modules					
	0-1,000	1,001-3,000	3,001-10,000	10,001-50,000	50,001-100,000	100,001+
Berthing	1d6-1	1d6-2	1d6-2	1d6-3	1d6-4	1d6-5
Refuelling	1d6	1d6-1	1d6-2	1d6-2	1d6-3	1d6-3
Warehousing	1d6+1	1d6	1d6-1	1d6-2	1d6-2	1d6-3
Hazmat	1d6+1	1d6	1d6-1	1d6-1	1d6-2	1d6-2
Repairs	1d6	1d6-1	1d6-2	1d6-2	1d6-3	1d6-3



Waiting times are listed separately for each class of craft.

Repairs Waiting Time is determined according to the Size of both Repair Facility Modules and, if they are present, any Shipyard Modules.

Repair Facility Modules are taken into account when calculating the Waiting Time of all craft – Small Craft, Spacecraft and Capital Ships.

Shipyards are also used to calculate the Waiting Times for all types of craft, not just the ones they can manufacture. Similarly they may repair Hull and Systems damage to all types of craft. However, they may repair Structure Damage only to the class of craft that they can manufacture.

For example, the Foelen Starport incorporates a Shipyard (spacecraft) Module. This Module has a Size of 30,000.

When calculating Waiting Times for the different classes of ships, the 30,000 Size of the shipyard is counted for all three.

In addition, this Module allows the port to repair Hull and Systems damage to all three classes of craft. However, as the shipyard can only manufacture spacecraft, it can only repair structure damage to small craft and starships – not capital ships.

Increased/Decreased Demand

The calculations of Starport Characteristics and Waiting Times pre-suppose a port with typical levels of trade and activity for its size. A big port normally has correspondingly high levels of traffic placing more pressure on its services; a small port expects to have fewer visitors and fewer people using its facilities.

If it turns out that this is not the case, the Referee should feel free to modify waiting times accordingly.

For example, an enormous Class A Starport that for some reason finds itself without visitors would be able to provide services much more quickly than normal. Conversely, a small port that is overrun with unexpected traffic might have greatly increased Waiting Times as it struggles to cope with the demand.

DOWNPORT MODULES

Headquarters and Traffic and Flight Control

All Starports, whether tiny 'shacks' or colossal star cities, need a Headquarters: it is the nerve centre of operations – the place from which the Governor oversees his territory and from where TFC orchestrates incoming and outgoing traffic.

Many Headquarters contain specially designed negotiation areas, where delicate matters can be discussed in private. They may also house interior surveillance equipment, monitoring sensitive areas inside the port. From within his Headquarters, the Governor needs to be able to reach out and touch his domain, gaining an overview of how everything within the Starport is operating.

The organisation of incoming and outgoing craft, and the allocation of berthing room, is the responsibility of TFC Regulators, who are also housed within the Headquarters Module. In the most sophisticated Headquarters, they are assisted by complex computer systems running holographic simulations of all existing flight plans. At the other end of the scale, the most basic Headquarters provides its lone Regulator with nothing more than a comm system and a window to look out of.

In larger ports, some of the Headquarters facilities will be duplicated elsewhere. For example, in a Class A port the security department will be furnished with viewing screens for CCTV cameras of its own. Nevertheless, most Governors like to maintain an independent surveillance capability within their Headquarters. In smaller Starports the comms, security and computer facilities in a Headquarters will be the only ones available on the entire station.

Module Type	Cost (Cr.)	Size	TL
Micro Headquarters	50,000	3	7
Basic Headquarters	110,000	7	7
Standard Headquarters	500,000	15	11
Superior Headquarters	2,000,000	30	13
Prime Headquarters	5,000,000	60	13

Micro Headquarters

A micro Headquarters is a pre-manufactured metallic pod, with a volume of roughly 40 cubic metres. It contains a single inner space that can be divided into smaller rooms or areas using removable walls. It is accessible via a single (mechanically lockable) door and has two windows.

A Micro Headquarters comes equipped with a TL 5 radio transceiver (range five kilometres), a computer interface (Computer/0) and exterior lights that are often used to illuminate a landing pad.

Basic Headquarters

A basic Headquarters is more or less identical to a micro-Headquarters, only twice the size. This provides room for a small office, typically for use by the Starport Governor and one or two other discrete areas.



A Basic Headquarters has a single CCTV camera that monitors the largest landing pad in the port.

Standard Headquarters

Featuring proper foundations and a greater feeling of permanency, this size of Headquarters contains several discrete areas, one of which is the Downport's control centre. The Headquarters is accessible via two different entrances, both of which are equipped with electronic keypads.

Communication is handled by a TL 11 Laser Transceiver system (range 500 kilometres), that provides reliable contact with ships in orbit. A TL 11 Computer/2 system is also standard, along with a Database containing details of the past six months' incoming and outgoing ships and cargo.

The exterior of the module is fitted with CCTV cameras, allowing those within to monitor nearby activity.

Superior Headquarters

Meeting the requirements of large, busy Starports, a Superior Headquarters contains several large offices or meeting rooms, all of which contain finely crafted furniture and a computer terminal. There is also a substantial control centre, through which the feeds from up to 50 CCTV cameras are routed. An enormous database contains information on ships and cargo dating back years, along with pertinent data on local politics, business, geography and so forth.

The control centre is equipped with a Computer/20 mainframe that allows some operations to be handled automatically using appropriate software. Communication is provided by a TL 13 Radio Transceiver (range 5,000 kilometres) and holographic projectors.

So efficient are the flight plans relayed through a Superior Headquarters that Waiting Times for Berthing receive an additional -1 Modifier.

Prime Headquarters

This largest and most impressive of Headquarters is required only by the most important of Starports. The waiting area outside the Governor's office is the size of an apartment: the office itself is plush, flawlessly decorated and thanks to holographic projectors has windows that appear to look out on any scene the owner desires. It is a place designed to house top-level negotiations between senior dignitaries and officials.

The control centre houses dozens of terminals, all linked to a monstrously-sized database filled with decades of trade and political information. A Computer/25 mainframe takes care of a number of port operations and, thanks to Security 4 software (-8 DM), ensures that any attempts to hack into the Starport's computers is doomed.

Up to 100 CCTV signals can be simultaneously relayed through the terminals in the Headquarters, allowing the Governor to monitor every corner of his station.

The flight plans relayed through a Prime Headquarters are so efficient that Waiting Times for Berthing and Refuelling receive an additional -1 Modifier.

Docking Facilities

Whether areas of flattened rock illumined by single floodlights or purpose-built berths beneath airtight domes, landing pads are a prerequisite of every Starport.

The size, quantity and design of landing pads depends greatly on who the Starport caters to - from small, short range shuttles to monstrous long-haul freighters, all can be berthed with a range of designs and equipment.

Module Type	Cost (Cr.)	Size	TL
Rudimentary pad	10,000	20	5
Engineered Pad	50,000	20	7
Industrial Landing Pad	500,000	1000	8
Flight Hanger	300,000	100	8
Landing Strip	1,500,000	2000	7
Concourse	1,500,000	200	8
Vehicle Bay	200,000	50	7

Rudimentary Pad

This most basic of landing pads is nothing more than a solid area of ground that has been smoothed out to allow spacecraft to safely land and take-off. It is invariably fitted with one or more floodlights that provide illumination when visibility is poor.

A single Rudimentary Pad Module is able to accommodate a 100 D-ton ship. Multiple Modules may be purchased and 'bolted' together to form pads that can accommodate larger ships. However, it is not considered safe to build rudimentary pads with capacities larger than 1,000 D-tons due to concerns that larger ships would sink into the ground.

The combination of a Micro or Basic Headquarters and a Rudimentary Pad provides virtually no guidance for incoming or outgoing flights. This imposes a -2 DM to Piloting Checks made to land or take off in tricky conditions (see A Tricky Landing, Chapter One).

Engineered Pad

A step-up from the most basic facility, an Engineered Pad is purpose built from asphalt or concrete. It will have a gradient of no more than one degree and is adorned with clear markings that help pilots to set down in the correct area.

Engineered Pads are well-lit and often include a homing beacon that allows pilots to lock-on to their destination when faced with poor visibility.

A single Engineered Pad provides room to land a 100 D-ton craft. They may not be increased in size (through the purchase of additional Modules) beyond a 1,000 D-ton capacity.



The combination of a Superior or Prime Headquarters and an Engineered Pad provides detailed guidance to incoming craft. This provides a +2 DM to Piloting Checks made to land or take off in difficult conditions (see A Tricky Landing, Chapter One).

Industrial Landing Pad

For those ships over 1,000 D-tons that do enter planetary atmospheres, a specially built landing area is required. Combining a reinforced foundation with a steel and asphalt construction, these pads can bear the enormous weight of industrial ships.

A standard-sized industrial pad accommodates ships up to 5,000 D-Tons.

The combination of a Superior or Prime Headquarters and an Industrial Landing Pad provides detailed guidance to incoming craft, with a +2DM to Pilot Checks as above.

Flight Hanger

All but the most basic Starports like to offer a covered storage area for ships. A flight hanger is a large, metal framed structure with room for 100 D-Tons worth of craft to land. It has large doors on one side and in the roof, which may be operated both locally and remotely – typically from the port Headquarters.

Note that it is common for multiple flight hanger Modules to be ‘bolted’ together forming larger, industrial scale structures.

The combination of a Superior or Prime Headquarters and a Flight Hanger provides detailed guidance to incoming craft, with a +2DM to Pilot Checks as above.

Landing Strip

On worlds with an atmosphere, non V-Tol craft must make use of a runway. These are reinforced asphalt strips fitted with lights and a beacon to guide pilots during approach.

The combination of a Superior or Prime Headquarters and a Landing Strip provides detailed guidance to incoming craft, with a +2DM to Pilot Checks as above.

Concourse

A concourse Module is a corridor route between the main port section and the departure/docking areas. This may be a single large corridor or several smaller ones, distributed about the station. It also provides waiting areas, flight lounges and check-in desks. There is also room for several shops along the concourse, typically providing refreshments to passengers.

Concourse Modules often intersect Customs Modules, allowing Starport personnel to scrutinize people coming in and out of the Starport. Security personnel also frequent the concourse, so as to keep an eye on visitors.

A single concourse Module usually provides entrance and exit ways for up to 5,000 D-tons of other Docking Facility Modules.

Vehicle Storage and Maintenance

Whilst ground vehicles are not the focus of activity in a Starport they do still play an important role – most significantly moving local goods and passengers into and out of the station.

A Vehicle Storage and Maintenance Module provides room to store, refuel and repair ground – and, for that matter, hover – vehicles. A single Module can store 10 car-sized ground vehicles.

Refuelling Facilities

Any Starport hoping to maintain its customer base – let alone expand – must be able to provide an efficient refuelling service: it is the ‘bread and butter’ of a Starport’s economy.

Module Type	Cost (Cr.)	Size	TL
Storage Tank	100,000	0 (100)	7
Refuelling Station	150,000	10	7
Fuel Processor	250,000	25	8
Fuel Collector	1,000,000	50	7

Storage Tanks

For the sake of both safety and convenience, most Downports store fuel deep below the ground, pumping it to the surface only as it is required. For this reason, storage tanks in a Downport are considered to have a Size rating of 0 when calculating the cost of Upgrades to the port. For the purposes of calculating Waiting Times, each storage tank is still considered to have a Size of 100.

A single storage tank can hold 100 D-tons worth of fuel. Exactly the same technology is employed to store both refined and unrefined fuel.

Refuelling Stations

Refuelling stations facilitate the transfer of stored fuel to waiting spacecraft. Typically, they are located inside a flight hanger or, in the case of the smallest ports, on a landing pad.

A Refuelling Station can transfer one ton of fuel per minute.

Note that most Starports construct one Refuelling Station for every 10 Storage Tanks.

Fuel Processor

The majority of Starports import (or collect) unrefined fuel. Larger ports then process it them before selling the refined product to their clientele. A single fuel processor can refine 500 D-tons worth of fuel per day.

Many fuel processors in Downports are installed below ground, close to the port’s storage Tanks. This reduces a processor’s Size to 0 when calculating the cost of Upgrades.



Note that most Starports construct one Fuel Processor for every 10 Storage Tanks.

Fuel Collector

On worlds with plentiful supplies of water, Downports may collect their own fuel, rather than having it imported from offworld. A single fuel collector can gather 500 D-tons worth of unrefined fuel per day. Downports are able to pump this fuel directly into their storage tanks, and then on to their refuelling station(s).

Note that most Starports construct one Fuel Collector for every 10 Storage Tanks.

Repair Facilities

Aside from the smallest and most isolated of stations, repair facilities can be found on all Starports. They range from simple repair-sheds where hull damage can be patched up, to fully-equipped yards where vessels can be stripped and reconditioned.

Module type	Cost (Cr.)	Size	TL
Repair Shed	750,000	250	8
Mobile Repair Rig	2,000,000	100	9

Repair Shed

A Repair Shed is a small building kitted out with basic industrial tools, lifting equipment and scaffolding that can hold a small ship (up to 200 D-tons) in place whilst maintenance work is carried out. Repairs to a ship's Hull may be performed but nothing more complicated. Even these repairs look rather rough and ready: it is not unknown for steel plates simply to be riveted over areas of damage, for example.

Only small Starports – typically Class D or independent ports – make use of repair sheds.

Mobile Repair Rig

For Starports with multiple berths, it makes far more sense to use mobile equipment that can be moved to wherever it is needed.

A mobile rig includes grav-trolleys for carrying tools, strong yet flexible scaffolding and harnesses to support the ship, and hydraulic lifters and pincers to adjust its position.

A single repair rig can work on a ship up to 1,000 D-tons in size. The employment of multiple rigs facilitates repairs to larger vessels.

Repair rigs can restore Hull damage in a more aesthetically pleasing fashion than a 'shed'. They can also be used to repair system damage or to fit new ship systems.

Dust Worlds and Gas Giants

On planets where there is little liquid water, Starports struggle to collect fuel.

Temperate worlds are the easiest upon which to gather hydrogen and allow fuel collectors to function at full efficiency.

Hot and Cold worlds have stores of water but they are found in clouds or condensed into ice respectively. This makes hydrogen farming more difficult – but not impossible. Fuel collectors function at half normal efficiency, gathering 50 tons of fuel per day. For obvious reasons, fuel collected at this rate increases the Starport's running costs and the price they charge visitors to refuel. The SPA, however, will usually provide subsidies that maintain standard fuelling charges. There are not many independent Starports that hope to match this: they are forced to charge an extra 5-50% for fuel. This is yet another advantage the SPA has over its smaller competitors.

Roasting worlds have so little liquid water or even vapour that fuel collectors will not function properly. The same is true of frozen worlds but they do at least have frozen water. This can be mined, thawed then collected.

The reality is that it is far cheaper to have fuel shipped in than harvest it from such inhospitable worlds.

If there is a Gas giant in the same system as the Starport, fuel may be collected from there. Once again, the SPA swallows the increased costs, whilst independent ports increase charges by 5–10%.

If there is no gas giant nearby, fuel is shipped in from elsewhere. Non SPA Starports typically charge an extra 50% – and sometimes as much as 100% – extra for such fuel.

Shipyards and Vehicles

The construction of a shipyard goes a long way towards cementing a Starport's reputation as a worthwhile location for merchants and travellers to visit – even if only for refuelling and routine maintenance. Recognised trade routes are highly prized and there are many Starport Governors who have hoped that they might shift to include their station as a result of a new yard being constructed. What is more, the presence of a shipyard allows a planet to manufacture and maintain its own fleet of spacecraft. This is essential for a world wishing to expand its influence, either through trade and diplomacy or aggressive conquest.



Shipyards Modules come in three sizes, facilitating the construction of either Small Craft (less than 100 D-tons), Spacecraft (up to 5,000 D-tons) or Capital ships (more than 5,000 D-tons). Even the smallest of these Modules is extremely expensive, both to build and maintain – and the largest is beyond the aspirations of most planetary governments.

A Full Commercial Shipyard incorporates the amenities of all three Modules, producing a vast production centre. This is often enough to place a port at the heart of regional political and economic decision making. Only the richest and most powerful Starports can incorporate a construction facility of this size.

Module type	Cost (MCr.)	Size	TL
Shipyard (Small Craft)	2,000	15,000	9
Shipyard (Spacecraft)	5,000	30,000	10
Shipyard (Capital Ships)	20,000	50,000	11
Shipyard (Full Commercial)	25,000	95,000	11

Shipyard (Small Craft)

Only the largest Class C Starports have the room – and financial clout – to construct even the smallest shipyard Modules. These possess the tools and facilities to manufacture non Jump capable spacecraft no larger than 100 D-tons. Thanks to the expertise and equipment on hand, they are also able to repair Structure damage to these craft – along with Hull damage and destroyed Systems.

The rate of production varies according to demand (see *Emergency Production*) but a single Module usually produces 100 D-tons of ship(s) per week. It is normal for this construction to be divided between a range of craft, rather than being focused on a single vessel.

Shipyard (Spacecraft)

An even more impressive affair, a shipyard this size can manufacture Small Craft and jump-capable ships up to 5,000 D-tons in size. Doing so is a massive undertaking, requiring construction hangers, lifters and transports, along with hundreds of engineers, architects and technicians.

Often, a shipyard in this class is split between a Downport and a Highport, with crews moving between the two sites as required. Where this is the case, individual sections of a ship – particularly those over 1,000 D-tons – are often constructed in the Downport and then pieced together in the Highport.

The 30,000 Size required for a Module of this kind may be divided between the two elements in any way the designer of the port sees fit. This has the advantage of allowing both elements of the port to repair Structure damage to spacecraft. However, the portion of the Module that is built into the Highport costs 10 times as much to manufacture.

A single Module of this kind can produce 500 D-tons of craft per week.

Shipyard (Capital Ships)

This Module is able to manufacture and assemble the parts used to construct Capital Ships. Most of these shipyards are built inside the Highports of Class A (or equivalent) Starports. A portion of the Module may be located in the Downport, however – not so as to facilitate the maintenance of Capital Ships (which are usually unable to enter a planetary atmosphere) but to allow components to be built dirtside and then transported to the Highport.

A shipyard in this class may repair Structure, Hull and Systems Damage to Capital Ships.

A single Module can produce 1,000 D-tons worth of ships(s) per week.

Shipyard (Full Commercial)

A full commercial shipyard is a monolithic entity, producing everything from ship's boats to colossal capital ships. It is invariably split between the two elements of the port, making services available on both the Highport and Downport. The 95,000 Size required for the shipyard may be split in any way the port designers deem appropriate.

A Shipyard (Full Commercial) can repair damage of any kind to any class of space-faring craft.

A single Module can produce 2,000 D-tons worth of ship(s) each week.

Storage Modules

Most Starports dedicate a good deal of room both to the storage of goods that they wish to sell and to the merchandise brought in by their patrons.

Module	Cost	Size
Warehouse	250,000	100
Hazmat Warehouse	400,000	100

Warehouse

The simplest form of storage is warehousing. These large, bare structures may be sub-divided multiple times with the use of removable walls. This allows them to store a variety of different goods without any risk of cross-contamination.

A single Warehouse Module provides space for 100 D-tons of cargo.

Hazmat Warehouse

A step up in terms of build quality and with more secure access protocols, a Hazmat Warehouse is specially designed to deal with the storage of dangerous cargos. They are lead lined,



Emergency Production

In times of need – such as when a planet is under attack or its interests are threatened elsewhere – shipyards are pressed into service manufacturing new craft for the war effort. All thoughts of commercial enterprise are put on hold, as everyone ‘does their bit’ for the cause.

Working round the clock, a shipyard can double or even treble its usual output. This cannot be sustained forever and does not come without a price – an inevitable drop in quality.

Any Module may double production, running shifts day and night, to increase production. After one month, new workers must be brought in to relieve those who are close to exhaustion. If this does not happen, production will drop to normal for a month. After a month at standard production rates, the workers can again start to double production.

Trebling production is a risky proposition. It pushes the shipyard’s automated construction facilities to their limits and requires double normal staffing numbers. After a month the yard’s personnel must be replaced or production levels drop to normal as workers become sick and the production machinery starts to break down. After a month, rates can again increase to treble standard levels.

When production is trebled, even with additional staff in place, there is not time to enforce the usual standards of quality control. There is a 1 in 6 chance that each craft manufactured has an undetected fault. To determine what this, roll on the following table:

D6	Fault
1	Hull Defect
2	Kink in the System
3	Faulty Manoeuvre Drive
4	Unstable Power Plant
5	Weak Spot in the Armour
6	Sensor Ghosts

Hull Defect

The most serious flaw that can slip past quality control, a hull defect can cause a ship to break-up under fire. Each time the craft takes a Hull hit, reduce its Hull by two rather than one.

Kink in the System

Something in the wiring of the craft is not quite right. Whenever it comes under stress, it acts in an unpredictable way. Once during a fight – the exact timing is determined by the Referee – the ship’s computer system flickers: this causes a single action to automatically fail. This might be firing a weapon system, dodging an attack, triggering the screens or anything similar.

Faulty Manoeuvre Thrusters

Rather than producing a reliable flow of power, the craft’s thrusters sometimes under or over perform. Each time the craft performs a dodge reaction, it imposes a DM of $-1D6$ divided by 2 and rounded up (rather than the standard -2 DM).

Unstable Power Plant

Most of the time, the craft power plant functions normally. However, the *first* time it is damaged in combat the crew suffer a Crew hit, rolling on the Radiation Damage column (*Traveller Core Rulebook*, page 151). A second hit has the same effect and a third destroys it as normal.

Weak Spot

An imperfection in the craft’s Armour means that it is vulnerable to incoming fire which targets the weakened area. Each time the craft is hit, roll 2d6. On a result of 2 or 3, the craft is considered to have 0 Armour when resolving the effects of that attack.

Sensor Ghosts

Fluctuations in the ship’s sensor arrays can produce false or inaccurate readings. A sensor lock has a 1 in 6 chance of being ‘lost’ each round. If this happens a new Sensors check must be made to re-establish the lock.



Spacecraft Availability (Optional Rule)

As well as providing the maintenance and repair services which make them invaluable to travellers, shipyards also sell the vessels that they manufacture. At any given time, there is a fixed chance that the yard's official dealership will have a particular design of spacecraft available.

Module Type	Spacecraft Type		
	Small Craft	Starship	Capital
Shipyards (small craft)	50%	—	—
Shipyards (Spacecraft)	50%	30%	—
Shipyards (Capital Ships)	—	—	25%*
Shipyards (Full Commercial)	50%	50%	25%*

*Capital Ships are too large and expensive to hold in storage. Even if this roll is successful, there will be a delay of 1d6 weeks as the components and ship sections – which are what is available – are assembled and checked.

The likelihood of a particular design of spacecraft being available assumes that the buyer is looking for a standard design (all new designs must be made to order) and that the yard consist of a single Module. Each Module beyond the first increases the chances a spacecraft being in stock by 10%.

If a particular design is not available, the buyer can place an order and will then have to wait for the vessel to be manufactured. The waiting times vary but a delay of one day per million credits of cost is standard.

Second Hand Ships

Alongside a shipyard, it is usual to find dealerships offering pre-owned craft. These range in quality from officially endorsed showrooms offering nearly-new vessels to shabby dock-shops selling dilapidated wrecks. Larger ports also accommodate ship auctions. These are often a good place to pick up a bargain but offer only limited opportunity to check over a ship before committing to a purchase.

vacuum-sealed and resistant to damage from both chemical and explosive sources.

A Hazmat Warehouse Module provides space for 100 D-tons of dangerous cargo.

Unloading Facilities Modules

The packing and disembarkation of cargo is a vital function of port life. Swift, safe unloading is something that the SPA prides itself on and that other Starport operators seek to emulate. Alongside well drilled crews, cargo robots and automated loaders play a key role in getting goods in and out of cargo bays and warehouses as quickly as possible.

Note that it is standard practise for a single Unloading Facilities Module to be assigned to a vessel. In instances where a craft needs to load or unload especially quickly – or where a capital

ship is transferring vast quantities of cargo – additional Modules may be employed.

Modules	Cost (Cr.)	Size	TL
Basic Loading Rig	150,000	10	8
Cargo Robot Team	300,000	10	11
Industrial Loaders	750,000	20	11

Basic Loading Rig

Manned hydraulic lifters and transport sleds allow cargo to be moved safely – if a little slowly – from a cargo bay to storage or vice versa.

Basic loading rigs can shift one ton of cargo every 10 minutes.

Cargo Robot Team

Designed to work alongside a Basic Loading Rig, these robotic teamsters greatly increase productivity, helping to shift one ton of cargo every five minutes.



Industrial Loaders

For those ports where vast quantities of cargo must be moved efficiently, these large scale bulk-loaders are just the job. Utilising loading rigs, cargo robots and anti-grav lifters they can shift cargo at a rate of one ton every minute.

Note that at least one Unloading Facilities Module must be purchased for every 10 Storage Modules.

Medical Facilities

The SPA has strict codes of practise when it comes to the provision of medical care. Independent Starports are not always so rigorous but most will offer at least a basic provision for emergency care.

Modules	Cost	Size	TL
Trauma Centre	100,000	3	8
Medical Facility	300,000	10	9
Hospital	1,000,000	25	11

Trauma Centre

Designed to deal with typical small-scale emergencies, this Module provides space and tools to bind lacerations, set broken bones and tend minor burns. It can accommodate two medical staff and four patients.

Characters visiting a Trauma Centre can expect to receive First Aid.

Medical Facility

A step-up in patient care, this Module is equipped with a simple operating theatre, a small intensive care unit and an Emergency Room. It is stocked with a range of drugs and medical supplies that can be used to patch up most non-critical injuries.

This Module is typically staffed by five people – a mixture of nurses, paramedics and a doctor.

Characters attending a Medical Facility can expect to receive First Aid or Surgery as required.

Hospital

Required only by Starports that are large enough to house a permanent population as well as plenty of visitors, this Module is a self-contained hospital. Furnished with sophisticated medical equipment, it has several wards, plus operating and treatment rooms.

Characters visiting a Hospital can expect to receive First Aid, Surgery and/or Medical Care as required.

Security

All Starports (most notably those run by the SPA) seek to create a feeling of safety and order within their borders. This requires a visible but unobtrusive security presence, a capacity to monitor what visitors are doing and a place to isolate those who break the rules.

Module Type	Cost	Size	TL
Security Office	50,000	3	6
Holding cells	30,000	2	4
Interrogation room	30,000	2	7
Investigation room	30,000	2	6
CCTV Monitoring Suite:			
	100,000	3	7
	150,000	3	10
Forensics laboratory			
	200,000	3	8
	300,000	3	10
Armoury	100,000	1	7
Weapons Locker			
	5,000	—	7
	10,000	—	8
	15,000	—	9
Checkpoints:			
Basic	20,000	1	6
Standard	150,000	5	9
Secure	1,000,000	10	11

Security Office

This carefully designed Module is designed to maximize the space available: it is equipped with a desk, secure locker (for weapons and evidence) and computer/2, which can link remotely to CCTV cameras within the port. It provides a functional operating space for security staff in small Starports.

Holding Cells

This module provides two small cells, each designed to hold a single prisoner. The facilities within each cell – a bunk, toilet and wash basin – are suitable for only short-term detention.

Interrogation Room

Divided into two discrete areas separated by one-way glass, this Module provides both a secure, purpose built area where suspects may be questioned and an adjoining room where security personnel may monitor proceedings. The observation room is equipped with sound and image recording equipment.

The design of an Interrogation room is intended to make a suspect feel anxious and uncomfortable. This imposes a -1 DM on Skill Checks for Deception, Diplomat or similar skills.



Investigation/Evidence Room

Fitted with desks, secure lockers and half a dozen networked computer/3 terminals, this room is equipped for use by investigative security personnel. A large, secure closet fitted with shelves provides space to store evidence.

CCTV Monitoring Suite

Surveillance is a key aspect of Starport security. This Module offers a purpose built area linked remotely to every CCTV camera and drone within the port and room for three members of staff. A single Module provides the capacity to monitor one Security Levels Upgrade involving cameras: either XT-line Cameras, Interior Cameras, Exterior Cameras or Camera Drones.

At TL 10, a Computer/2 runs software designed to draw attention to unusual activity. This provides personnel monitoring the cameras with a +1 DM on Investigate Skill Checks that involve spotting illegal activity.

Forensics Laboratory

The analysis and acquisition of forensic data plays an increasingly important role as a society's TL increases. Most Starports located on worlds with a Tech Level of 8 or higher will use fingerprinting, DNA analysis and so forth to track down criminals. This Modules provides all the tools they will need.

The TL 10 version of this Module is better equipped and provides a +1 DM on Investigate Skill Checks involving forensic evidence.

Armoury

Though it is not the purpose of Starport Security to involve themselves in armed confrontations, many Governors take precautions for just such an eventuality. Weapons larger than side arms and stunners – and their corresponding ammunition – can be safely stored inside these Modules. They are heavily armoured (Armour 18), and can store as many as 50 rifle-sized weapons.

Weapons Locker

Not a Module in the usual sense, this equips a room with a secure, armoured (Armour 15) storage area where weapons may be locked safely away. At TL 7 it is sealed with a mechanical lock, at TL 8 an electronic keypad lock and at TL 9 a retinal scan lock.

Checkpoints

Monitoring access to and from a Starport is most easily accomplished with checkpoints of some kind. These are positioned on the port's XT-line (see *Upgrades*).

Basic

A basic checkpoint is simply a moveable barrier and a small hut where a security guard sits. The guard can manually raise or lower the barrier, granting egress to the port. A simple comm allows him to stay in touch with the port Headquarters.

Standard

A standard checkpoint is a proper structure with room for a few staff and barriers that can be set to raise automatically or upon manual command. The checkpoint is equipped with CCTV cameras and portable scanning equipment that can be used to check vehicles.

Secure

A secure Checkpoint is a reinforced building with hardened barriers, sophisticated sensing equipment and multiple CCTV cameras. Up to a dozen staff may be stationed inside a single Module. A computer database holds details of wanted criminals and runs face recognition software on individuals that staff find suspicious. A permanent comms link with other areas of the port – specifically Headquarters, Customs and Security – is maintained.

Customs Modules

A well organised and well equipped Customs Directorate facilitates the smooth running of Starport inspections. Without the right tools and infrastructure, cargo and passengers are slowed by checks and/or smugglers find it easy to sneak goods on and off the station.

Module Type	Cost	Size	TL
Customs Terminal			
	500,000	20	8
	700,000	20	11
Portable Scanner			
	50,000	—	9
	100,000	—	11
Customs Office	75,000	4	7
Interrogation Room	30,000	3	6

Customs Terminal

The backbone of any mid-sized or larger Starport's customs service is a Customs Terminal. Commercial passengers entering or leaving a Starport are ferried through here so that their paperwork may be checked and their luggage scanned.

At TL 8, metal detectors, X-ray scanners, CCTV cameras and sniffer dogs are in place. At TL 11, holo-scanners and voice analysis machines are added.

The TL8 equipment in a Customs Module provides a +2 DM on Investigate Checks, which involve detecting suspicious



behaviour or hidden contraband. The TL 11 equipment increases this to a +3 DM.

The construction of multiple Modules allows for designated waiting areas and discreet areas that can provide a different level of service. For example, passengers in first class still expect to be checked but they are far happier when they do not have to queue up alongside (or for as long as) those who travelled economy.

A single Customs Terminal can smoothly process 200 passengers each hour.

Portable Scanner Kit

Used to go aboard ships and search the cargo hold for illicit goods, this kit combines an X-ray scanner, metal detector and ‘sniffer’ – a device that detects residual smells left by narcotics and explosives.

At TL 11 a sonar-boom is added. This device reads the structure of a ship in order to detect hidden cargo space.

The TL 9 kit provides inspection teams with a +1 DM when making Investigate Skill Checks to locate hidden items. The TL 11 kit increases the DM to +2.

Customs Office

This Module provides a place from which to coordinate customs operations. It includes a bank of viewing screens used to monitor the CCTV cameras inside the Customs Terminal. A computer/1 consolidates the information gathered from these – and the various scanners inside the terminal – providing a record of their findings. These are often used in criminal proceedings.

By ‘bolting’ two or more Modules together there is room for separate offices to be partitioned off, providing an area where

The Customs Race

There is a constant struggle being waged between those wishing to move items unseen through Starport customs and those charged with securing their station’s XT-line. Accordingly, several devices and countermeasures have been developed by each side in an effort to give themselves the advantage.

A **holo-scanner** reads every imprint and indentation in a person’s clothing and posture and uses that information to extrapolate all sorts of useful information. This includes the likely presence of concealed items, an injury that a target is carrying, excessive sweating or the presence of a nervous twitch or awkward gait. The findings of a holo-scanner can be a little intangible but provide enough of a reason for a Customs Officer to detain someone for further questioning.

A character with something to hide must succeed with a Difficult (–2) Deception Check if he wishes to pass through a holo-scanner without drawing attention to himself.

Voice analysis machines look for the telltale signs in someone’s voice that they are nervous and may be lying. A character questioned by a Customs Officer equipped with a VAM receives a –1 DM in his efforts to lie or to conceal the truth.

Metal Haze is what Customs Officers dubbed an ingenious device that played havoc with the metal detectors on the Class C Starport on Calit. By distributing an invisible cloud of metallic filings throughout the waiting area for the terminal, the clothing of every person inside became coated – and therefore set off the alarm as they passed through the detectors. As the crowds of passengers, many of whom were checked multiple times and became increasingly agitated, began to grow the decision was taken to switch off the metal detectors. It can be no coincidence that the number of firearms found inside the port in the next few months increased dramatically.

Some Customs officials have speculated that Metal Haze must work like a spray canister, filling the air with microscopic shavings. Others suspect it involves the use of electro-magnets to disperse the filings through a series of micro-explosions. Until someone pulls the same stunt again and gets caught, nobody will know for sure.

A **Distorter** is a sophisticated holographic projector designed to conceal the appearance of a single small item if viewed through an X-Ray scanner.

Equipment	Mass	TL	Cost (Cr.)
Holo-scanner	50	11	100,000
VAM	10	11	50,000
Distorter	1	12	1,000



personnel can keep up-to-date with their paperwork and relax between shifts.

Interrogation Room

Those individuals who fall under the suspicion of security officers are isolated from the rest of the port in a secure interrogation room. Here they may be questioned and their answers recorded. They may also be subjected to a range of examinations. These range from breathalyser checks and fingerprinting to invasive body cavity searches and internal scans. The equipment needed for these tests comes with the Module.

Merely being inside a Customs Interrogation Room makes people nervous. This imposes a -1 DM on Skill Checks using Deception, Diplomat or similar skills.

Hospitality Modules

Larger Starports aim to offer far more than simple repair and refuelling services. Many see themselves as centres of commerce and industry – places that travellers look forward to visiting. Key to this is the construction of facilities where visitors can rest in comfort and places where they can relax or carry out their business.

There are numerous Modules of this kind, the most common of which are listed here.

Module Type	Cost	Size	TL
Hotel: economy	500,000	100	6
Hotel: standard	750,000	100	7
Hotel: Luxury	1,250,000	100	11
Hotel: Opulent	3,000,000	100	12
Restaurant: Take-out	50,000	3	6
Restaurant: Standard	250,000	10	7
Restaurant: Fine Dining	400,000	10	8
Bar	75,000	5	6
Casino	200,000	10	8
Shop	30,000	3	6
Office	50,000	5	8
Showroom			
	150,000	10	7
	250,000	10	11

Hotel Modules

Whilst there are numerous different styles of hotel, they can be grouped into four classes: Economy, Standard, Luxury and Opulent. A description of what each class provides its guests can be found in Chapter One.

In terms of construction, the main differences in cost are based on the amenities provided in each class and the quality of the

décor and furnishings. The antique four-poster bed one might find in an opulent suite costs an awful lot more than the sturdy metal bunk found in an economy dorm, for instance.

There are far too many designs of hotel for them all to be detailed here. Suffice to say that a single Hotel Module would provide an entrance foyer, check-in desk and office, along with a communal area and a small number of rooms. Additional Modules allow the hotel to expand the number of rooms it offers, along with the facilities available to guests. Big Economy Hotels would simply offer more rooms, whereas a large Opulent Hotel might provide one or more gyms, massage rooms, a swimming pool, private cinema and so forth.

Sample Hotels

As a guide, a mid-sized economy hotel comprising two Modules would offer the following:

- Modest entrance lobby with check-in desk
- A small office
- A janitorial storage area
- A communal video entertainment room
- A single elevator and stairs
- 30 communal dormitories

A Luxury Hotel, also comprising two Modules, might offer:

- A plush entrance foyer, with seating area and check-in desk
- A bar and small restaurant
- A gym and small pool
- Janitorial storage area
- Two elevators and stairs
- 15 Luxury rooms and one honeymoon suite

Restaurant Modules

Offering visitors somewhere to eat provides a much sought after break from ship's stores. Smaller Starports tend only to house smaller, less expensive Modules; larger ports include the full range, offering visitors somewhere to eat whatever their budget.

Restaurant: Take-out

Providing fast, cheap food such as burgers and fried chicken, this is exactly what many spacers are looking for after weeks aboard ship. A single module provides room for a kitchen, serving counter and a small seating area.

Restaurant: Standard

A step-up in class, this Module provides the space and equipment needed to produce good quality meals. The addition of a second Module usually facilitates the addition of a bar, as well as extra seating.



Private Concerns

Building a Starport is an expensive business. One way to reduce construction costs is to sell concessionary space to private concerns. This way, instead of renting space from the SPA, private businesses own a stake in the port and a place where they may house their operation.

The most frequent examples of this are large restaurant chains, which agree to pay a portion of the construction costs in exchange for one or more prime spots inside the port. Often, deals such as this cover multiple Starports across an entire subsector.

Other common investors are hoteliers and casino owners. They negotiate very favourable tax breaks in return for profitable marketing opportunities and a guaranteed client-base.

There are also instances of megacorporations or planetary governments making sizeable contributions to the cost of construction. In exchange, they own a section of the port. This allows them to locate offices and personnel within a hub of interstellar trade. As a result, moving people around, arranging meetings and transporting goods are all made far easier. What is more, whilst continuing to benefit from SPA organisation, a part of the port in essence becomes a private Starport. Such a prestigious holding does a great deal to enhance a corporation's standing.

Restaurant: Fine Dining

Characterised by open, uncluttered seating areas, fine furniture and expensive art on the walls, this Module is required to produce a fine dining experience. The kitchens, wine cellar and storage areas are considerably larger than a Standard Restaurant. This allows the chef to create exotic meals, utilising ingredients from across the subsector.

Bar Module

Providing a place for visitors to relax or drown their woes, Bar Modules are ubiquitous on most Class D or larger Starports. They are typically themed, with examples including dingy 'pubs', neon sports bars, 'olde worlde' taverns sleazy burlesque joints and high-tech space bars.

Casino

Given that they raise a hefty amount of tax for the SPA, it is little wonder that they are happy to construct casinos inside many of their Starports. For the same reason, they are just as popular in independent ports.

A single Module offers only a limited range of slot machines, card tables and roulette wheels. Super casinos (which consist of 10 or more Modules), are enormous places crammed with opportunities to make or lose a fortune. These establishments provide punters with free food and drink for as long as they continue frittering away their credits. They also combine Hotel Modules to provide guests with somewhere to stay. These rooms are mostly of Standard quality but are offered at a generously subsidised rate.

It is a perverse reality that the larger a casino the better chance a visitor has of striking it rich. With a larger footfall super casinos need skim only a little money off the top to make a handsome profit.

Those casinos located inside SPA Starports are subject to Imperial rather than local law. On worlds where gambling is banned this can make them a doubly profitable investment, with natives visiting the port for no better reason than to feed the slots.

Shop

Whether it is mementos of one's visit or vital medical supplies for the ship's hold, all sorts of shops find a home inside a Starport.

A single Module provides room for what amounts to a compact booth, till and storage area. Most shops therefore include three or more Modules, with the large department stores found in Class A and B ports combining 50 or more Modules.

Office

Offering a dedicated space to house professional and administration services, each of these Modules comes equipped with five computer terminals.

Showroom

Starports are, unsurprisingly, an excellent place to sell spacecraft. Ports with shipyards invariably construct one or more Showroom Modules where they can display their products. There are also plenty of independent traders who wish to tempt customers in and convince them they need to invest in a new starship.

Showrooms are carefully designed: they need to be large enough to display either models or even full-sized craft, without simply feeling like a warehouse. A typical showroom in a large port will include one or two fully functioning craft for customers to examine, a range of highly-detailed scale models and several simulators. Simulators can recreate the sense of flying through the use of complex holograms and a mechanical bridge-rig that imitates the motions of flight.

At TL 7, customers must make do with scale models: simulators are only available at TL 11.



Housing

Class C or larger Starports have a number of permanent residents. In a mid-sized port, these are people who work for the SPA (or whoever runs the port). In larger Starports, many of those involved in private concessions also take up residence inside the station.

Housing Modules come in four classes: Sleep-pod, Basic, Standard and Luxury.

Module Type	Cost	Size	TL
Sleep-pod	10,000	1	7
Basic Housing	30,000	2	6
Standard Housing	75,000	5	7
Luxury Housing	200,000	10	11
Alternate Atmosphere District Module	750,000	15	10

Sleep-pod

Referred to by many as 'coffins' a sleep-pod is a crawl-space about a metre high and three metres long. It contains a tiny wash basin, video screen, hairdryer and so forth: everything one needs for a night's sleep and to get ready in the morning. That is, of course, with the exception of space.

Many residents rent the pod for a night or a week rather than purchasing it outright.

Basic Housing Module

A Basic Housing Module provides the occupant with a self-contained apartment which combines various living spaces. A bed folds from the wall, there is a small kitchen space, a closet shower and so on.

Standard Housing Module

A Standard Module includes three discreet rooms: a living area, a separate bedroom and a full sized bathroom.

Luxury Housing Module

A Luxury Module includes four rooms and a self-contained garden (which may be artificially maintained). Many of these are fitted with holo-projectors that create the illusion of sky above.

Alternate Atmosphere District Module

Alt-At Ds as they are known are sealed areas within a Starport that provide specialised environmental conditions. Typically they are used to accommodate aliens that cannot breathe in a human-centric atmosphere. However, an Alt-At D can also change temperature, humidity levels and – at TL 13 – the very appearance of the section through the use holo-technology.

An Alt-At D provides residents with the equivalent of Standard Housing conditions. A single Module includes six apartments.

Access to an Alt-At D is carefully controlled through the use of double airlock doors. Only residents or members of Starport personnel are given the access codes (or, in TL 13 Modules, clearance to move past the biometric scanners).

Military Modules

By and large, Starports lead a peaceful existence: their role in promoting trade, commerce and cultural exchange is clear to see. It would be foolish, however, to assume that they are never placed in danger. Indeed, along with X-boat Stations, they are the assets invaders often target first when moving into a system.

A number of Modules are available that provide a port with the ability to defend itself. The cost of these Modules is often shared between the Starport owners and the military force involved, as both find it advantageous to place a detachment aboard a Starport. For the military, it provides excellent training opportunities and a place from which they can quickly dispatch units in times of emergency. For the Starport, the presence of military personnel reduces crime and the likelihood that the port will be attacked.

Module Type	Cost (MCr.)	Size	TL
Barracks	2	150	11
Weapon Emplacement:			
Small	0.2	1	7
Small, Retractable	0.3	1	8
Large	0.5	50	8
Large, Retractable	0.7	50	8

Barracks

This Module provides a detachment of marines with somewhere to sleep, shower, eat, stay in shape and store their weapons. It is specifically designed to be self-contained so that in times of emergency it can be sealed off from the rest of the station. It has an independent air and power supply, a Computer/2 along with a long-range laser transceiver.

Weapon Emplacement

The addition of weapon emplacements allows a Starport to mount starship weapons on its outer surface, providing potential attackers with a further deterrent.

Weapons Emplacements come in two sizes: Small and Large. Small Emplacements can mount turret weapons; Large Emplacements can mount bay weapons.

Weapon Emplacements can pivot and swivel, allowing each to independently target enemies. Many are also designed to be retractable: few traders enjoy approaching a Starport clearly bristling with weapons.



Note that the cost of the weapon mounted in an emplacement must be paid in addition to the cost of the Module itself (see *Traveller Core Rulebook*, pages 111-112). However, they do not increase the Size of the emplacement.

STARPORT UPGRADES

As well as the various Modules that comprise a Starport, a number of upgrades may be applied to station as a whole. These can make it safer, better protected from attack, shielded from harsh environmental conditions and so forth.

The cost of applying these upgrades is based on the overall Size of the Starport, reflecting the amount of alteration work that must be done.

Environmental Upgrades

Many Downports are located on inhospitable worlds. Their bulkheads are lashed by dust-laden winds, their foundations twisted by tectonic movement, their sensor equipment stripped by corrosive atmospheres. In order to survive such conditions – and ensure that the port remains safe for visitors – a number of upgrades may have to be made.

Upgrade	Cost (Cr.)	Size	TL
Airlocks/Vacuum Seals	Size x 2,000	—	8
Caustic Shield	Size x 1,000	—	9
Reinforced foundations:			
TL 7	Size x 1,000	—	7
TL 10	Size x 2,000	—	10
TL 13	Size x 4,000	—	13
Wind Shields	250,000	—	8
Hydroponics Domes	Size x 3,000	100	9
XT-line:			
Basic	Size x 100	—	5
Standard	Size x 250	—	6
Reinforced	Size x 500	—	8
Secure	Size x 1000	—	8
Road Network	Size x 150	—	6

Airlocks and Vacuum Seals

With this upgrade every Module in the Starport is made airtight. In addition, if it has one or more external doors these are replaced with airlocks. Hangers are equipped with pumps that allow air to be moved in and out of the berthing area as ships take-off and land.

As well as sealing the port this upgrade includes the addition of air scrubbers and life support equipment that recycles and purifies the air inside the station. Even with this upgrade, new air must be introduced every few months (or hydroponic domes added to the station).

The addition of this upgrade protects the occupants of a Starport from Tainted, Exotic and Corrosive atmospheres, as well as a hard vacuum.

Modules without walls such as landing pads cannot be given this upgrade. They are therefore not included when calculating the Size of the Starport and the cost of this upgrade.

Note that all Highport Modules are automatically equipped with the Airlocks and Vacuum Seal Upgrade.

Caustic Shield

On worlds with Insidious atmospheres even equipment and buildings are not safe. Combined with the Airlocks and Vacuum Seals upgrade, a Caustic Shield safeguards exterior surfaces and gear against the corrosive effects of such an atmosphere.

The interior of hangers and airlocks – which are necessarily exposed to the atmosphere whilst ships or people move in and out – are also treated.

A Caustic Shield that is properly maintained lasts, on average, for five years. It may then be renewed for half its original cost.

Reinforced Foundations

Worlds wracked by seismic activity and volcanic eruptions are far from ideal locations to build Downports. Nevertheless, if they are constructed in such locations they must include specially designed foundations if they are to withstand the subsidence and earthly upheaval.

Reinforced foundations go far deeper than standard supports. They are also designed to bend rather than buckle or crack. At TL 7, Reinforced Foundations can withstand a small earthQuartersuake – anything up to 6.5 on the Richter Scale – without any ill effects. At TL 10 the Starport can withstand jolts up to 8.5 on the Richter Scale. Quakes measuring as much as 9.5 on the Richter Scale can be withstood by a port with TL 13 reinforcements.

Wind Shields

Developed to assist with landings made during high winds, these devices open out like giant umbrellas diverting wind and rain so as to improve visibility and reduce buffeting.

The listed Cost equips 10% of the port's berths with Wind Shields. This Upgrade can be purchased multiple times to equip a larger percentage of berths.

Hydroponics Domes

By providing ideal growing conditions through the use of an artificial environment, a Hydroponics Dome can produce both plants and food supplies – and thereby its own oxygen.



Any Highport or Vacuum Sealed Downport needs to maintain its own Hydroponics Domes if wishes to be self-sufficient in terms of oxygen.

The Size of a Hydroponics Dome is not counted when calculating the Cost of Environmental Upgrades: domes are already vacuum sealed, have airlock access and so forth.

All Highport Modules are automatically equipped with the Hydroponics Domes Upgrade.

XT-line

All SPA, and most independent, Starports mark out their perimeter with a wall or barrier of some kind. These range from simple fences to highly durable buttressed walls.

Basic

The simplest form of XT-line is a metal fence, some two metres high, that surrounds the Starport. It offers little deterrent to someone intent on getting into the port but makes it clear where the port's territory begins and is strong enough to keep out most wild animals.

Standard

A Standard XT-line is a more solid and permanent barrier, typically made from brick or stone. Again it is about two metres high but may be topped with a sloped overhang making it difficult to climb.

Reinforced

For those ports located in dangerous areas or that simply wish to deter intruders, a Reinforced line is appropriate. Typically three metres high, it is fashioned from concrete or sturdy blocks. Spikes or razor wire are often placed on the top making it both difficult and dangerous to climb.

Secure

Constructed from reinforced concrete, laced with steel or a similar metal, a Secure XT-line is not easily violated. It rises to a height of five metres or more, with a curved overhang and a smooth surface that offers no purchase to climbers. The wall is sufficiently thick to withstand the impact of a moving vehicle, small arms and explosives.

Road Network

Most Starports need to facilitate the movement of vehicles on and off the site. This Upgrade provides a network of roads, safety barriers, traffic lights and so forth connecting the buildings inside the port to each other and the outside world.

Breach

It is entirely possible that the time will come when a group of Player Characters will wish to enter or leave a Starport without using 'the front door'.

Crossing each of the various types of XT-line presents its own challenges and modifiers.

XT-Line Upgrade	Modifier to Athletics Check	Special
Basic	—	—
Standard	-1	—
Reinforced	-2	Dangerous
Secure	-4	Dangerous

Dangerous

A character who fails in his attempt to scale a Dangerous XT-line has fallen, cut himself on razor wire or injured himself in some other way: 1d6 Damage is inflicted.

SECURITY LEVELS

Additional investment in a Starport's security equipment can go a long way towards making the station more secure.

One consideration is the quality of locks inside the station. By default, doors have a mechanical lock opened with a keycard or something similar. However, these may be upgraded at an additional cost.

Another valuable addition to station security is the addition of CCTV cameras or, even better, roaming camera drones.

Upgrade	Cost (Cr.)	Size	TL
Electronic Keypads	Size x Cr. 10	—	7
Biometric Scanners	Size x Cr. 50	—	8
Intelligent Locks	Size x Cr. 100	—	10
XT-line Cameras	Size x Cr. 10	—	7
Exterior Cameras	Size x Cr. 10	—	7
Interior Cameras	Size x Cr. 10	—	7
Camera Drones	Size x Cr. 50	—	10

Electronic keypads

Requiring a numeric code to open, an Electronic Keypad can be circumvented with a Difficult (-2) Engineer (electronics) 9 check.

Biometric Scanners

This lock checks a voiceprint, retina scan, palm print or even the subject's DNA before it will open. It can be tricked into opening with a Very Difficult (-4) Engineer (electronics) check or by using the 'body' of someone with authorisation to open the lock.

Intelligent Locks

Using a combination of sounds and image information, an intelligent lock is able to recognise individuals with authorisation to open it. Alternatively, a Very Difficult (-4) Engineer (electronics) check will trick it into opening.



XT-line Cameras

This upgrade provides a line of cameras around the perimeter of the Starport. Typically, these are positioned every 30 metres or so.

Exterior Cameras

With this upgrade the outside of port buildings and open areas between structures are monitored by cameras.

Interior Cameras

Tucked away in corners and above doorways, these cameras scrutinise movements within a Starport's buildings.

Camera Drones

This upgrade, which may be purchased more than once, provides a roving patrol of hovering drones that can monitor either the XT-line, Exterior or Interior areas.

Sneaking In

Characters who attempt to sneak into a Starport must pass through each layer of security. For every camera upgrade in place – starting at the XT-line and working inwards – a successful Stealth check must be made.

If those monitoring the CCTV cameras are especially vigilant (perhaps because the port has been put on alert), this check will be opposed by their Recon skill.

The presence of Camera Drones imposes a -2 DM on Stealth checks made in an area that they patrol.

Military Upgrades

Upgrade	Cost	Size	TL
Armour plating	Size x Cr. 3,000	—	9
Damage Control Robots	Size x Cr. 500	—	12

Armour Plating

Whilst doing little for the aesthetics of a Starport, the addition of Armour plating offers considerable protection against ship scale weapons and renders port structures more or less invulnerable to small arms and explosives.

Damage Control Robots

During times of disaster – whether natural or man-made – Damage Control Robots move about the port (both inside and out) repairing the most serious areas of damage. A DCR team comprises robots of various shapes and sizes, from

immensely strong 'lifters' that clear away debris to compact 'ferreters' that search for trapped survivors and perform repairs in inaccessible areas.

Note that Military Upgrades are intended purely as story-telling devices. There are no rules for attacks on Starports; they are simply too varied. However, should an attack occur the Referee will take into account any Military upgrades. This might be the difference between Player Characters having time to grab a few select bits of cargo before making their escape or having to leave immediately as the port collapses around them.

Examples of Starport Construction

Example One

Arnaud Meadows, a 20 year veteran of interstellar trade, decides to invest his hard won earnings in the construction of a small Starport – roughly the equivalent of a Class E SPA Starport.

Arnaud begins by purchasing a micro-Headquarters: he hopes that from the humble acorn a mighty oak will grow – but to begin with this is all he can afford. This Module is Size 3 and costs Cr. 50,000.

Next, he constructs 10 Rudimentary Pads Modules costing a further Cr. 100,000 and adding 200 Size to the port. These will provide a reasonable amount of room for small craft and ships, and will be used to calculate the Waiting Time for both types of craft.

Realising that the port will seem a more appealing place if it can provide a more secure docking area, Arnaud invests in three Hanger Modules creating space for a 300 D-ton ship. This sets him back Cr. 900,000 and increases the Starport's Size by 300. Remember that because these Modules are set aside for starships (craft between 100 and 5,000 tons), they will only be used to calculate Waiting Time for that type of ship.

Reasoning that a storage area for cargo will help attract customers and provide a source of income, Arnaud orders the construction of a single Warehouse Module. This costs another Cr. 250,000 and adds 100 Size. Of course, to move the cargo he needs a Basic Loading Rig – another Cr. 150,000.

Arnaud is almost done. He would like to add refuelling and repair facilities in the future but for now he cannot afford them. He will have to rely on the 'scrapheap' that builds up over time in small ports.



He adds a Basic Checkpoint Module providing some control over access to the Starport. This costs 20,000 and adds 1 Size.

Totalling the Size of the Starport, Arnaud sees that it comes to 604. He wishes to add the Upgrade Basic XT-line. This will cost Cr 60,400.

Arnaud's total investment in the fledgling Starport runs to Cr. 1,530,400. This covers the construction, transportation and assembly costs for the port.

Arnaud's decides he will charge the going-rate for services in a port this size, with the exception of the Docking Fee. Class E SPA ports tend not to charge but Arnaud needs to start earning back some of his investment so decides to impose a modest Cr.50 fee plus Cr. 30 for each additional day's stay.

The Starport Characteristics Profile for this new port would, therefore, look like this:

Docking Fee: 50/30

Berthing

Small Craft: 1,000
Starship: 1,300
Capital Ships: –

Waiting Time

Small Craft: 1d6–2
Starship: 1d6–2
Capital Ships: N/A

Fuel: –

Waiting Time

Small Craft: N/A
Starship: N/A
Capital Ships: N/A

Warehousing: 1,000

Waiting Time

Small Craft: 1d6
Starship: 1d6+1
Capital Ships: N/A

Hazmat: –

Waiting Time

Small Craft: N/A
Starship: N/A
Capital Ships: N/A

Storage Cost: 100

Repair facilities

Small Craft: –
Starship: –
Capital Ships: –

Waiting Time

Small Craft: N/A
Starship: N/A
Capital Ships: N/A

Upgrades: Basic XT-line

At present, Arnaud can provide only the most basic of services. If he ever hopes to turn a profit he will need to invest in further facilities, such as a refuelling station, repair shed and maybe some concessions. Otherwise, his new port will never be more than an isolated stop-off in the middle of nowhere.

Example Two

The government of Arkadia in the Vilis Subsector is keen to upgrade the planet's Class E Starport to a far more impressive Class C installation. This will require a huge amount of investment and deals are struck with various corporations to share the funding. In exchange, they will have own sections of the port, enabling them to set up a range of businesses. The Imperium agrees to fund a sizeable chunk of the production, realising that trade and expansion are the foundations upon which it stands. Of course, this means that the Starport will fall under SPA control but the Arkadian government is quite happy with this.

To begin with, the construction engineers purchase a Superior Headquarters Module that will serve as the nerve centre for the Downport. This is a little larger than will be needed when the port first opens but will be perfect if it expands as is hoped. It will also modify Berthing Waiting Times by –1. This costs Cr. 2,000,000 and has a Size of 30.

Thirty Engineered Pad Modules are constructed, providing space for 3,000 D-tons of berthing space. All of this is assigned to the berthing of small craft. This costs Cr. 1,500,000 and adds 600 Size.

The site will need a lot more berthing space than this if it to succeed as a commercial port, so 15 Flight Hanger Modules are built at a cost of Cr. 4,500,000. They add 1,500 Size to the Starport and provide enough room to berth 1,500 D-tons of craft. All of these hangers are assigned to the berthing of starships.



To finish off the Docking Facilities Modules, an Industrial Landing Pad Module is added along with a Concourse and Landing Strip. This provides space for a further 5,000 D-tons of starships to land, somewhere to organise incoming and outgoing passengers and a runway for non-VTOL craft. These cost a further Cr. 3,500,000 and increase the port's Size by 3,200.

In total, the Starport has space for 3,000 D-tons of small craft and 6,500 D-tons of starships. This makes sense as the majority of ships visiting the port will be starships. The Concourse Module will provide an area for Customs and Security to monitor travellers and valuable space for concessions which will help the port turn a profit.

Next, the construction of one hundred fuel Storage Tanks is ordered, along with ten Refuelling Stations, ten Fuel Processors and ten Fuel Collectors. These cost a total of Cr. 24,000,000. They add 600 Size to the Starport, allowing for the fact that the Storage Tanks and Fuel Processors in a Downport are located below ground. When calculating Waiting Times for refuelling, the Size of the underground Modules will be taken into account – but not when determining the cost of Upgrades.

By far the largest investment in the Starport will come in the form of the shipyard. Though the smallest of its kind – manufacturing only small craft – this will elevate the status of the port considerably and allow a range of repairs to be performed on visiting craft. This Module costs Cr. 2 billion and adds 15,000 Size.

The architects designing the Starport consider splitting this Module between the Highport and Downport elements. This will enable the repair facilities offered by this Module to be available in both elements. However, Modules (or sections thereof) constructed for a Highport cost 10 times more, which will significantly increase the cost of the portion located there. The Arkadian government does not have limitless funds, so it is decided that the entire Module will be located within the Downport.

Next comes the construction of Storage Modules: 50 Warehouse Modules and 12 Hazmat Modules. These cost Cr. 12,500,000 and Cr. 4,800,000 respectively and increase the Starport's Size by 6,200.

These are serviced by seven Basic Loading Rigs and a single Cargo Robot Team – this last Module giving the port authorities the chance to unload any especially important cargoes more quickly. These add a further 80 Size and cost Cr. 1,350,000.

A Medical Facility Module is added, for Cr. 300,000 and 10 Size.

Arkadia is a relatively safe world, but the SPA insists on high standards of security. Therefore two Security Office Modules are constructed, along with two TL 7 CCTV Monitoring Suites, an Interrogation Room, two Holding Cells and an Armoury. Also, a Standard Checkpoint is constructed to control road access to the port. In total these cost Cr. 640,000 and add 24 Size.

Starport integrity is further boosted with the construction of a TL8 Customs Terminal and a Customs Office. These will be sufficient for processing the number of people expected to move through the Starport. They cost Cr. 575,000 and add 24 Size.

Funded by one of the corporations investing in the Starport, a hotel comprising one Hotel: Economy Module, one Hotel: Standard Module and one Hotel: Luxury Module is constructed. This will provide somewhere for passengers to stay, regardless of the size of their wallets. A Restaurant: Standard is added to the hotel, along with two Bars and a Casino Module. All told, this costs Cr. 5,650,000 and adds 330 Size to the Starport.

Fifty Shop Modules are also built – funded by Arkadian businesses – to provide a shopping mall for visitors to use. This costs Cr. 1,500,000 and has Size 150.

Five more Restaurant: Standard and two Restaurant: Take-out Modules are constructed providing a range of places to dine out. A further investment of Cr. 1,350,000 and 56 Size is required.



The final Hospitality Module is a Showroom, providing somewhere to advertise the craft produced in the port's shipyard. The cost is Cr. 250,000 and Size 10.

The Starport architects anticipate a small resident population, so 20 Basic Housing and 20 Standard Housing Modules are erected. These cost Cr. 2,100,000 and add 140 Size to the port.

Moving on to Upgrades, it is necessary to total up the Size of the various Starport Modules. This comes to 27,954.

Building a Standard XT-line around the entire Downport therefore costs (27,954 x 250) Cr. 6,988,500.

A Road Network, essential for a port this size, costs a further Cr. 4,193,100.

Adding Electronic Keypads to all the doors in the port costs Cr. 279,540, and makes the Starport as a whole more secure. This is augmented with the addition of both XT-line Cameras and Interior Cameras costing a total of Cr. 559,080.

The final cost of the new Downport is Cr. 2,078,335,220.

The Starport Characteristics for Arkadia's new Downport look like this:

Docking Fee: 1d6x100/100

Berthing

Small Craft: 3,000
Spacecraft: 6,500
Capital Ships: –

Waiting Time

Small Craft: 1d6–4
Spacecraft: 1d6–3
Capital Ships: N/A

Fuel: 100/500

Waiting Time

Small Craft: 1d6–3
Spacecraft: 1d6–2
Capital Ships: N/A

Warehousing: 5,080

Waiting Time

Small Craft: 1d6–2
Spacecraft: 1d6–1
Capital Ships: N/A

Hazmat: 1,280

Waiting Time

Small Craft: 1d6–1
Spacecraft: 1d6
Capital Ships: N/A

Storage Cost: 300

Repair facilities

Small Craft: Hull, Systems, Structure
Spacecraft: Hull, Systems
Capital Ships: N/A

Waiting Time

Small Craft: 1d6–3
Spacecraft: 1d6–2
Capital Ships: N/A

Upgrades: Standard XT-line, XT-line Cameras, Interior Cameras, Electronic Keypads

SAMPLE STARPORTS

Each entry in this chapter presents both a map and details of a Starport that can be used in *Traveller* games. They range from structures that dwarf capital ships to remote 'shacks' on the edge of nowhere.

All have a place within the OTU, but they could easily be moved to suit the needs of a specific campaign or transplanted to a different setting.

RHYLANTINOPE (CLASS A STARPORT)

Honed and polished by the constant passage of commercial trade, Rhyllantinople is a glimmering gem in the skies above Rhyllanor. Boasting impressive commercial shipyards and proud links to the Imperial Navy, it is a prosperous Starport that draws visitors from throughout the Spinward Marches.

One of the port's greatest assets is its reputation for promoting entrepreneurial aspirations, helped in no small amount by its host-world's belief in meritocratic advancement. To become 'someone' in Rhyllantinople, one needs talent and a will to succeed – class and background are (perhaps over simplistically) seen as inconsequential.

Rhyllantinople has gone from strength to strength in recent decades, with numerous expansions having been made to its Highport element. Indeed, where the Highport is a colossal and ever expanding orbital city the Downport is, by comparison, a rather meagre affair occupying a few square kilometres. The startown surrounding it is an increasingly scruffy place, overfilled with people that bought into the hype but failed in their bid to make a fortune. When people talk about the mighty Rhyllantinople, they invariably mean the Highport.

Starport Characteristics: Highport

Docking Fee: 1d6 x 1,000/500

Berthing

Small Craft: 60,000

Starship: 120,000

Capital Ships: 200,000

Waiting Time

Small Craft: 1d6–5

Starship: 1d6–5

Capital Ships: 1d6–5

Fuel: 100/500

Waiting Time

Small Craft: 1d6–5

Starship: 1d6–4

Capital Ships: 1d6–3

Warehousing: 500,000

Waiting Time

Small Craft: 1d6–4

Starship: 1d6–3

Capital Ships: 1d6–2

Hazmat: 70,000

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: 1d6–1

Storage Cost: 500

Repair facilities:

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems, Structure

Capital Ships: Hull, Systems, Structure

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–3

Capital Ships: 1d6–2

Upgrades: Airlocks and Vacuum Seal, Hydroponics Domes, Internal Cameras, Biometric Scanners, Damage Control Robots

Starport Characteristics: Downport

Docking Fee: 1d6 x 1,000/500

Berthing

Small Craft: 10,000

Starship: 20,000

Capital Ships: 0

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–3

Capital Ships: N/A

Fuel: 100/500

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A



Warehousing: 30,000

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Hazmat: 9,000

Waiting Time: 1d6–1

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Storage Cost: 500

Repair facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: None

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–2

Capital Ships: N/A

Upgrades: XT-line Cameras, Internal Cameras, Wind Shields (20%), Secure XT-line

Environment

The Rhyllantinople Starport is an entirely self-sufficient star city. Its sealed habitat is sustained by more than 20 bio-domes which cleanse the air of carbon dioxide and generate vast quantities of oxygen. These domes are located on the ‘top’ of the city, facing away from Rhyllanor towards the system’s sun. The outer structures of the city therefore face ‘downwards’ towards the planet’s surface.

Advanced hydroponics bays inside the domes produce enough food to support the indigenous population. More often than not there is a surplus and this is sold on to visiting merchants or converted for use as ships stores. An enormous range of vegetables and a more modest supply of cattle, are bred inside the various domes, which are sustained at different levels of heat and humidity to maximise production.

The temperature and humidity of the station is similarly variable. Most areas in the port are maintained at comfortable levels for humans, though there are exceptions (see *The Alien Quarter*). Over the course of the year, subtle changes in temperature are affected. This echoing of the passing seasons has been found to have a soothing effect on visitors and especially residents of the station. Cases of social unrest and psychological illness linked to life within an artificial environment are far less prevalent in Rhyllantinople than most large Highports. The placement of green zones – essentially small parks – around the station also contributes to resident’s feelings of well-being.

Sites of Interest

The Rhyllantinople Highport is vast. Several corporations have headquarters or major offices within the port and a considerable amount of negotiation is conducted on-station. Some of the finest hotels in the subsector have been built here, specifically to provide suitably luxurious settings for these meetings.

Amongst the most famous landmarks in the port is the *Admiral’s Fountain* – an enormous water spout that issues from the tip of Rhyllantinople’s grandest structure – the Rhyllanor Shipping Tower. The spray dissipates gradually as it arcs away from the station, creating a fine mist a mile wide. If timed just right, this catches the first rays of sunlight rising above the planet below creating an iridescent rainbow of rare beauty. Locals refer to this as *the jewels of Rhyllanor*.

Ever looking to expand, the corporations based on the station (or Rhyllanor itself) have numerous recruitment offices in the port – places that Player Characters might well visit if looking for work. Similarly, the Rhyllanor Naval Academy maintains barracks and training facilities within the port. There is also a permanent Naval base on-station, ensuring the security of the port and maintaining the Rhyllanor citizenry’s strong links with the service. The combination of these two institutions affords cadets an opportunity to take part in patrols and raids, acquiring invaluable experience. This tradition of cadets being involved in ‘real’ Naval activities dates back to the ‘manning of the boats’ in the Siege of Rhyllanor when they helped defend their home world.

ADVENTURE SEED

The most famous Naval bar on Rhyllantinople is ‘The Plank’. Decked out to resemble the inside of a Naval starship, it also provides a nod to Old Earth legends with its wooden plank and indoor pool.

Any outsiders that wander in will face a series of initiation-like challenges. Examples include:

Holding your grog – Any good Navy man should be able to take his liquor: it has been that way since the days of Old Earth.

Tag – The academy has a range of flight-simulator booths used for training. Any non-Naval personnel that want to prove they can make it out in the black are brought into the training rooms to try them out. What they are not told is that the simulators are rigged to deliver a painful electric shock if the pilot is ‘shot down’.

Walking the Plank – A harmless game that leaves participants in need of some dry clothes. Outsiders that take part earn instant kudos with the regulars and will certainly be invited to stay.



ADVENTURE SEED

An unforeseen consequence of the water spouting from the Admiral's Fountain is the propagation of a colony of void wasps. These exceptionally hardy insect-vermin are able to survive in the vacuum of space – for limited time as mature adults but almost indefinitely as spores.

Just above the outer atmosphere of Rhylanor hordes of undetectable void wasp spores drift through space or cling to the network of satellites that enable the station to coordinate incoming and outgoing traffic. Others still, adhere to the summit of the Rhylanor Shipping Tower.

The spores remain inactive until such time as they come into contact with water. Through the emission of tiny pulses of compressed gas held inside the spore, they are then able to manoeuvre themselves towards the source of the moisture. Once doused in water, they hatch and grow at a prodigious rate. As larvae, the void wasps seek access to the source of the water, worming their way down through the distribution pipe for the fountain and into the tower's main reservoir. A day later the larvae emerge, seeking somewhere quiet and dry to pupate. The creatures that emerge from these cocoons are mature void wasps – armour-plated insectoids some 10 centimetres long.

They are ferociously territorial and once they gain access to the station will attempt to establish a nest site as soon as possible. The Starport's ventilation system is a prime location but any pipes or dark, isolated areas will do. A flourishing hive will produce new spores at a prodigious rate and 'scouts' who will take clusters of these 'eggs' and leave the station the same way they came in. This costs the scout his life but replenishes the spore cloud outside the port. A nest will also produce a queen: a mature adult naturally mutates into this role. Queens are much larger than normal wasps and more intelligent.

Following the latest in a long line of inexplicable outbreaks, representatives of Rhylanor Shipping LIC hire outside contractors to locate the source of the problem. They suspect the involvement of an outside agency or even infiltrators attacking the corporation from within. The Player Characters are charged with locating and neutralising the source of the outbreak – and uncovering the 'mole' in the organisation.

Ironically, there is a spy in place. He has nothing to do with void wasp outbreak but has been stealing secrets from the company. The Player Characters investigations may well scare him into the open.

A mature void wasp has a segmented carapace with four iridescent wings and six long, slender legs. The hue of their armour develops to match the most prevalent colour in their surroundings. Adults can survive in a vacuum for a number of minutes equal to their Endurance; spores and larvae can survive for years at a time.

Void Wasp

Type	Habitat	Str	Dex	End	Int	Instinct	Pack
Reducer	Subterranean	1	6	6	2	10	12

Flyer

Recon 1, Stealth 2, Melee (sting) 1

Sting (1d6 plus poison), Hide (4), Number encountered 1 or 4d6

Void Wasp Queen

Type	Habitat	Str	Dex	End	Int	Instinct	Pack
Reducer	Subterranean	2	6	8	4	11	14

Flyer

Recon 1, Stealth 2, Melee (sting) 2, Persuade 2

Sting (1d6+2 plus poison), Hide (6), Number encountered 1

Poison

Poison	DM	Damage
Void Wasp Poison	-1	1d6



There are a number of bars and clubs on Rhyllantinople that cater specifically to Naval personnel and cadets: they will still serve members of the general public but there is an understanding amongst the locals that they should leave Naval personnel to relax amongst their own.

Rhyllanor's Institute of Technology keeps a permanent base on the Rhyllantinople Highport, conducting numerous research experiments. They work closely with the Navy on a number of projects involving improvements to spacecraft weaponry, armour and Jump capabilities.

Rhyllanor has a large Scout base, from where planning and command decisions for the region are made. It also serves as a communications depot for X-boat routes. The Rhyllantinople Highport contains an affiliated base and is used to ensure cooperation with the Navy, SPA and other important organisations is maintained.

ADVENTURE SEED

Once they have developed new technology the boffins at the Institute need 'volunteers' to field-test it. The Player Characters could be hired to explore the efficacy of all sorts of new gizmos:

- A new planetary fighter, that needs to be put through its paces in real-life conflict.
- New survival gear that purportedly allows people to survive in even the harshest environments.
- A new survey droid designed to roam freely about unknown worlds searching for valuable resources.

The Alien Quarter

Given the diversity of travellers drawn to the Starport, Rhyllantinople maintains a number of Alternate Atmosphere Districts – or Alt-At Ds. Each of these sections is carefully sealed and only accessible through a channel of reinforced airlocks.

Within each Alt-At D, a specific set of atmospheric conditions is maintained. This removes the need for non-human races to wear breathing apparatus and/or environment suits whilst staying aboard the station.

Beyond the practicalities of temperature, atmosphere, humidity and so forth Alt-At Ds are also fitted with impressive Holographic projectors that simulate an alien species' natural environment. For instance, the impression of sky and a feeling of space can be artificially created. This has facilitated visits from delegations of K'kree – a notoriously claustrophobic race that would find the inside of most human Highports intolerable.

The physical composition of an Alt-At D is also adaptable. All partitions are designed to be easily removable, creating bigger or smaller spaces as required. This can facilitate air flow, create pockets of higher or lower pressure and so on.

Many cultures place great value on the facilities afforded by the Alt-At Ds and it can often be what convinces alien races to come to Rhyllantinople to do business.

Vasoon's Salon

One of the more unusual concessions within the port is Vasoon's Salon – a hair stylist's that attracts visitors from across Rhyllanor and more than a few of those passing through the station.

The owner, Sidal, is something of a celebrity, employing his clipping skills on a range of wealthy – and often famous – clients. His reputation is based on the amalgamation of fashions from across the galaxy. Employing numerous alien stylists, he has merged trends from more than a dozen different races to create truly unique designs.

Characters that wish to look their best – and are daring enough try something truly 'different' – might decide to pop in. That is, of course, if they are willing to pay a minimum of Cr. 100 for the services of even a junior stylist. Sidal himself, if he is available, charges Cr. 5,000 for a cut and flatly refuses to listen to clients' requests: this hampers his creativity; he simply styles in a way he sees best.

Anyone who has met Sidal will know that he is a terrible gossip. As he cuts and coils, he extracts and imparts tit-bits of knowledge about the great and the good of Rhyllanor Subsector. Many of Sidal's clients savour the tittle-tattle he wields at least as much as the scissors and comb.

Well, I heard...

Characters that pay for the services of Sidal Vasoon will have the opportunity to extract some useful gossip from him – particularly if they are looking for dirt on someone rich and/or famous.

Vasoon is considered to have a Speciality in the Carouse skill called *Gossip Gathering*. His Skill Level is 4 and his Characteristic Modifier is +2. He can use this skill to produce slanderous, semi-reliable rumours about the individual in question.

An added bonus of having one's hair cut and styled by Vasoon is the positive impression it creates in certain circles. Anyone associated with celebrity culture in the Rhyllanor Subsector will think the character looks 'fabulous!' He will receive a +2 DM on social interaction skills such as Carouse and Persuade.



Famous Citizens

Rhylantinople's Governor – one Clifton Plankwell – claims direct descent from Grand Admiral Olav Hault-Plankwell. There are those who accept this assertion without hesitation, stating that Governor Plankwell runs the Starport like his own fiefdom and clearly sees himself as the emperor of his domain. Others question his claim – but rarely to his face. Whatever the truth, Governor Plankwell is an important man and he knows it. He has contacts throughout the numerous corporations on Rhylanor and with many of the high-ranking Imperial Navy officers that are stationed in the sub-sector. With the assistance of his wife – Kaleen – he hosts lavish parties aboard the station, often referring to his circle of friends as 'the court'.

Behind the scenes, Governor Plankwell is a ruthlessly efficient workaholic who constantly strives to improve the efficiency of his Starport. Kaleen, a woman who came from nothing, is every bit as determined – matching her husband's quest for power, stride for stride.

ADVENTURE SEED

It is not uncommon for Governor Plankwell to offer contracts to traveller types, employing their skills to deal with issues outside of official channels.

Examples include unearthing smuggling operations, locating employees who are on the take and eliminating pirate bands that invoke his ire.

Governor Plankwell seeks always to maintain the illusion that all is well on Rhylantinople. His hands and those of his people must stay clean. If a group of Player Characters end up with dirty fingers that is far easier to cover-up.

Services

Rhylanor is a hub for numerous commercial ventures. Indeed, the majority of its visitors have some sort of business interest that they wish to pursue in the Rhylanor Subsector. Accordingly, there is a thriving legal and financial services industry on the station. Plentiful hotels, specialising in conference and negotiation centres are also to be found. There are also discreet escort services, providing companions and entertainment to visiting business folk.

Rhylantinople's shipyard ensures a steady supply of spacecraft is available for purchase. They can produce thousands of D-tons worth of ships each week, keeping order times to a minimum. Typically, clients have to wait no more than one day per two million credits expenditure for a craft to be manufactured.

The shipyard's output is supplemented by smaller companies, specialising in used and reconditioned craft. More than a few ex-Scout Service craft can also be found for sale on the station and prove popular purchases amongst travellers.

As befits its size, Rhylantinople can accommodate enormous numbers of spacecraft of varying sizes and shapes. This includes the huge capital ships used by the Navy. It is quite normal to see several of these docked or close to the station any given time.

Hydrogen, collected and processed in the Downport is ferried into orbit, providing a constant supply of fuel. Similar journeys ferry goods – mainly high-tech manufacturing products – from across Rhylanor to the Starport. Once there, they may be stored until sold and/or distributed throughout the subsector.

Given its immense size and turnover of visitors, Rhylantinople is able to house a permanent supply of trade goods. It buys these either from local sources (Rhylanor is a High Tech, High Population world) or from incoming traders and then waits for the opportunity to sell them on. The Starport's large footfall ensures that it will not need to store goods for long. This allows traders to sell or acquire goods very quickly, without the need to spend time looking for a buyer or supplier: they simply contact the port's Stores and Provisions Directorate and a transaction can be arranged.

If for any reason, a merchant does not wish to buy or sell directly to the Starport, a regularly updated computer network provides contact details for buyers and suppliers across Rhylanor.

Middle Man

Making use of the Rhylantinople's trade stores removes the need to search for a supplier when looking to acquire the following types of goods:

- Basic Electronics
- Advanced Electronics
- Advanced Machine Parts
- Advanced Manufactured Goods
- Advanced Weapons
- Advanced Vehicles
- Cybernetics
- Luxury Goods
- Medical Supplies
- Pharmaceuticals
- Vehicles

Similarly, when selling the following types of cargo, Rhylantinople itself is always willing to buy them:



- Basic Manufacture Goods
- Basic Consumables
- Advanced Manufactured Goods
- Luxury Consumables
- Precious Metals
- Radioactives
- Robots
- Spices
- Textiles
- Uncommon Raw Materials
- Vehicles

When determining Purchase and Sale DM's, Rhylantinople is treated as both a High Technology and High Population location, just like its host world.

DYSONHOME **(INDEPENDENT STARPORT)**

Though neither as large nor as well known as other Starports in The Spinward Marches, Dysonhome is nevertheless unique. Built entirely inside the guts of a hollowed-out asteroid known as G551, it has become synonymous with a form starship racing known as *ring-running*.

Dysonhome began life as a belt mining station, accommodating some 200 workers who were excavating its innards. Over the course of a decade, the asteroid became criss-crossed with tunnels, all leading to a hollowed-out core. Living quarters, administration buildings and so forth were built inside the asteroid's inverted surface, creating a small settlement that effectively looked in on itself.

Once the asteroid's mineral supplies had been depleted, the site was abandoned – officially, at least. A handful of the miners stayed on, reasoning that there were still trace deposits to be found in the asteroid: not enough to interest a corporation but sufficient for a small-holding to turn a profit.

Modifications were made to the asteroid, with the miners moving all equipment and storage areas down into the core. Over the proceeding years, these were further modified and given a more permanent feel. The settlement's first hydroponics dome – allegedly won by its de facto leader, Arvin Maclan, in a starship race – was put in place and the miners began to feel like they had acquired a new home. Many moved their family's to the rock to show their faith in the project.

All this was threatened, however, when the trace minerals ran out. Roughly half the miners – notably those who had not moved their family to the asteroid – upped and moved on.

Maclan and a number of the others were less willing to go. In desperation, they started false rumours of rich mineral-finds in the rings around Gileden, where their home was located. As hoped, this drew the attention prospectors, free traders and the like. With little choice as to where they could set down for fuel and supplies, these newcomers availed themselves of the, albeit modest, facilities inside the asteroid. Maclan did not let this opportunity pass him by.

Using a mixture of guile, persuasion and the promise of prize money, he tempted several of the newcomers to participate in a race. The route took pilots through the twisting tunnels of the asteroid, out into the debris-strewn Gileden rings and back inside the rock. Everyone in the settlement turned out to watch the race and once again Maclan proved his skills, leading the race almost to the finish line. At that moment, in a show of what some called deft decision-making and others extreme bad luck, Maclan's ship conked-out and one of the challengers came through to win. Maclan parted with the prize money but always insisted afterwards that it was the best investment he had ever made.

A month later, another race was run – this time with representatives from the media on hand to record and report. Inside a year, racers from across the subsector were competing in racing events at the newly christened Dysonhome – *The Dyson* being the starship that won the first race hosted there.

At around that time, another stroke of luck befell the people of Dysonhome. One of the prospectors actually found a rich seam of minerals (both platinum and iridium) inside Gileden's rings. This gave people two reasons to visit – to race and to mine.

From that precarious beginning, Dysonhome has gone from strength to strength. The entirety of the asteroid's hollow core has been covered with buildings, including hangers, a repair and refuelling facility and a range of recreational concessions. The minerals in Gileden's rings ensure a steady flow of mining trade in an out of the system, with ore being sold-on in Fulacin and Macene. Dysonhome is not so far off the beaten trail that it will stop attracting racing enthusiasts or those looking to strike it rich in the rings.

In a typical year, Dysonhome hosts more than 50 different races featuring different classes of ships. Some take place entirely within the asteroid, others involve one or more laps of Gileden's rings but most include a mixture of the two. The purse for the biggest race of them all – The Dysonhome Meg – stands at 10 million credits. Once one factors in media viewing rights and sponsorship deals, both competitors and racers can turn a very tidy profit.



Port Characteristics (Highport)

Docking Fee: 1d6 x 200/200

Berthing

Small Craft: 20,000

Starship: 15,000

Capital Ships: 0

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–3

Capital Ships: N/A

Fuel: 100/500

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Warehousing: 30,000

Waiting Time: 1d6–2

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Hazmat: 12,000

Waiting Time: 1d6–1

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: 1d6

Storage Cost: 250

Repair Facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: None

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–3

Capital Ships: N/A

Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes

Environment

Like all Highports, Dysonhome maintains an artificial environment, sustained by air reprocessors and several small bio-domes on the surface of G551. Air is a precious commodity on the station, given that there are no planets in the Gileden System where supplies can be replenished. The habitats on the station are sectioned off with airlocks and self-sealing bulkheads that activate if there is a breach in the hull.

Much of Dysonhome feels claustrophobic. It is characterised by grimy, industrial structures linked by tight, poorly lit corridors. There are few viewing ports inside the city and those that

there are look out on the gloom of the G551's innards, lit only by leftover mining beacons and the lights from docking ships. Though not technically true, travelling around Dysonhome, one has the feeling of being underground.

Sites of interest

The Bookies

A sizeable chunk of Dysonhome's economy is based on gambling. Millions of credits are wagered on every race, with the Starport overseeing bets and skimming a profit off the top. This, in turn draws in gamblers and hustlers of all kinds. At any one time, there will be dozens of games of chance and skill taking place inside the port's hotels, bars and casinos. Many of these are run for the benefit of visitors that have a few hundred credits to gamble. If one knows where to look, however, there are games involving very high stakes indeed. The most famous gambling den is 'Newman's Bar', a dark and seedy place with numerous private back rooms. Just getting inside one of these requires 10,000 credits in cash – and nobody leaves half way through a game: not if they want to stay healthy.

Secret Meets

Alongside the official racing events that are screened throughout the subsector, Dysonhome hosts a number of illicit races. These events are far more dangerous, with competitors arming their ships with all sorts of deadly weapons and booby traps.

These 'death runs' do not take place in the port itself but in the Galaden rings. Participants speed from one checkpoint to the next, entering 'safe zones' where repairs and refuelling is allowed. Between these safe zones, competitors are allowed to use whatever means necessary to arrive before the competition, so long as they do not leave the rings. In each round, the trailing ship is eliminated. This is often a formality as the trailing ship has, all too often, been crippled or destroyed.

ADVENTURE SEED

If the Player Characters have large debts and are desperate to pay them off, they could be invited/forced to compete in a death run. Such events test the mettle of every crew member and would make for a thrilling encounter. What is more, if the Player Character's survive, they could well turn a profit – if they bet on themselves.

Famous Citizens

Maintaining the legacy of her forebears, **Hansel Maclan**, has devoted her life to promoting the Dysonhome races and sustaining the Starport. She is – like her forebears – the unofficial Governor of the Starport. Not for one millisecond, however, would anyone question her position: she is the face and voice of Dysonhome and in every sense the settlement's leader.



From time-to-time Hansel competes in the races. Her favourite are the ring runs and she has yet to finish outside the top three in any event.

Clayton Arvall has made his fortune mining the Galaden rings. Some say he has lost almost as much betting on the races. Whether this is true or not, he continues prospecting, despite now being in his sixtieth year.

ADVENTURE SEED

Clayton Arvall is always looking to make a credit or two betting on the races. He will take an interest in any newcomers to the town, especially if they have their own ship and look like they know how to handle it.

If the Player Characters match this description, they can expect to be approached by Clayton. His ideal would be to find out just how good new arrivals are and, if they show real promise, help modify their ship and get them entered in a race. He will then place a bet largest enough to generate its own gravitational field! After which, he really expects the Player Characters to win...

Services

It is no surprise with all the racers who pass through Dysonhome, that the port has a flourishing 'mods' industry. To really compete at a top-level ring-run, or even the smaller 'rock-runs' which are set entirely within the confines of the asteroid, competitors need to be flying something out of the ordinary.

C. J. Kalbanan's is the one stop, mod-shop for racers looking to supe-up their ride. The proprietor has years of experience stripping out all but the most fundamental equipment to make room for a bigger engine, more fuel – and in some of the unofficial races, weapons and mines.

'The first time I went into Kalbanan's I had a pretty regular Type S scout. I wanted to try my hand at the 500k free-for-all. Within a week, he'd stripped out everything that wasn't part of the engines, frame or nav-computer. He replaced them with a shed-load of fuel and an engine that had once been inside a Corsair. There was barely enough room for me and the crew. And the way the damn thing shook when you accelerated felt like you were riding the crest of a black hole. I guess safety has never been first on C.J. Kalbanan's list. I won the race though – and met my wife that day. Heh – all the girl's love a racer.'

Carmine Graves, two-time winner of the Dysonhome 500k free-for-all (Deceased).

HOT RODS

Kalbanan specialises in getting small craft to do more than they were ever designed to. Beyond refitting them with enormous

engines that improve their performance, which he is happy to do – he has also devised a means to add temporary boosters. These can often provide the edge in a close race.

Optional Rule

After-burners

By redistributing some of a ship's systems and outer hull, it is possible to fix afterburners to a small craft. When these are fired they increase the craft's Thrust number by two steps, in essence giving the craft a bigger power plant.

For example, a 20 D-ton fighter has an SJ power plant providing it with 9 Thrust. When the afterburners fire, the craft is considered to have an SL power plant increasing Thrust to 11.

Note that Kalbanan is not a cautious man – nor does he expect his customers to be. He will fit afterburners to a craft that, according to the safety manual, has no need for them. This increases the craft's performance beyond normal parameters.

For example, a 10 D-ton hotrod fitted with an SP power plant already has a Thrust of 14 – the normal maximum for a craft this size. Kalbanan will happily attach after burners to this vessel, increasing its Thrust to 16.

Exceeding normal operating parameters in this way comes at a price. Each round that the ship utilises its improved Thrust, there is a 1 in 6 chance it will suffer a point of Hull damage.

After burners can function for 10 rounds, either continuously or in any combination of shorter bursts. The space required to fit them is 5% of ship's tonnage. Excess systems must be stripped out to make room for them, or they can be housed inside a cargo bay if there is room.

Dysonhome does not have an official shipyard but the combined workshops, repair bays and scrap-rigs of the numerous mechanics and engineers working the races gives the port something that is more or less equivalent. Between them they can construct Small Craft, repair Hull Damage to any non-capital ship and replace damaged ship's systems. They can also modify existing designs to make race-worthy ships.

The unique design of the port, with its tunnels and interior docking facilities, means that no ships larger than 2,000 D-tons can be berthed inside G551 itself. There are, however, a limited number of berthing areas on the exterior of asteroid itself. Conducting repairs here is difficult (imposing a –2 DM) but not impossible.

In addition, Dysonhome has a tanker ship that can refuel craft which are too big to set down. This is more expensive, though, with fuel ferried directly to a ship costing twice as much as normal.



HELUA (INDEPENDENT STARPORT)

The planet of Arunsiir in The Borderland Subsector of The Trojan Reach has an unusual history and an equally unusual social and political set up. In 809, an Aslan band eliminated the ruling government and seized control of the planet's capital. Before they could fully pacify outlying settlements, however, the *ihatei* leading the invasion was killed.

Robbed of leadership the Aslan fell to bickering amongst themselves and, before long, dozens of small factions had formed. Out of necessity these bands formed alliances with the humans on Arunsiir in an effort to gain the upper hand in their struggle for supremacy. Despite this, no band proved sufficiently powerful to assume overall control.

A generation on and a new social structure had emerged. Officially, the Aslan remained in command. In reality, the more numerous humans were in control, relegating the Aslan to the role of figureheads.

Understandably, not all of the Aslan were comfortable with this new arrangement. There were those who felt the territory they claimed to own was not truly theirs and that their honour was besmirched. One such Aslan was Khtao. He felt that the surviving Aslan's natural strength and vigour were being eroded by the new social order. He issued a challenge to the other Aslan: a call to arms for all those who felt as he did. Only a few answered his call but it was enough – enough to form a new clan. Many were younger sons and daughters of the surviving Aslan families – individuals who had little to gain from staying where they were and no desire to live their lives as pampered pets.

For many years, Khtao's followers devoted themselves to expanding their territory. Arunsiir's second moon – a barren, thinl atmosphered rock – fell to them, as did the terrain surrounding the new port. Beyond this, however, the clan was unable to seize land from the larger, more powerful families. Fearful that his new clan might fragment, Khtao convinced his followers that they could acquire honour and spoils from fighting in others' wars, claiming land in the name of their (temporary) lord. There were some who were not convinced but enough agreed to form an effective mercenary unit.

Khtao's Klaw – as humans came to call them – proved an adept fighting force. They acquired land and wealth as they fought in wars throughout The Borderland and beyond.

Like all of his kind, Khtao sought the affirmation of land and the respect it would bring him. As the years threatened to steal his prodigious strength, he sank his wealth and the last of his energies into the construction of a *Hyufteirlerye* – a city. He called it *Helua*, meaning hunting ground.

What remained of the TL 12 tech used by the original invading Aslan group was employed in the construction of Helua. It was bolstered by the limited manufacturing equipment available on Arunsiir.

Many years later, Helua has grown to incorporate a sizeable Starport and is relied upon for transport and trade by all of the Arunsiir clans. Helua has never forgotten its roots, however, and to this day it remains *the city of the klaw* – a place where mercenary bands, including that established by Khtao many years before – come seeking work.

Starport Characteristics: Downport

Docking Fee: 1d6 x 500/500

Berthing

Small Craft: 7,500

Starship: 12,300

Capital Ships: –

Waiting Time

Small Craft: 1d6–4

Spacecraft: 1d6–4

Capital Ships: N/A

Fuel: 100/500

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Warehousing: 20,000

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships:

Hazmat: 5,500

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Storage Cost: 400

Repair facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: None

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A



Upgrades: XT-line Cameras, Internal Cameras, Wind Shields (20%), Reinforced XT-line

Starport Characteristics: Highport

Docking Fee: 1d6 x 500/500

Berthing

Small Craft: 5,000
Starship: 7,000
Capital Ships: 20,000

Waiting Time

Small Craft: 1d6-4
Starship: 1d6-3
Capital Ships: 1d6-2

Fuel: 100/500

Waiting Time

Small Craft: 1d6-3
Starship: 1d6-3
Capital Ships: 1d6-1

Warehousing: 24,000

Waiting Time

Small Craft: 1d6-3
Starship: 1d6-2
Capital Ships: 1d6-1

Haz-mat: 7,000

Waiting Time

Small Craft: 1d6-2
Starship: 1d6-2
Capital Ships: 1d6

Storage Cost: 400

Repair facilities:

Small Craft: Hull, Systems, Structure
Starship: Hull, Systems, Structure
Capital Ships: Hull, Systems

Waiting Time:

Small Craft: 1d6-4
Starship: 1d6-3
Capital Ships: 1d6-2

Upgrades: Airlocks and Vacuum Seal, Hydroponics Domes, Internal Cameras, Electronic Keypads, Damage Control Robots

Environment

Since its foundation, Helua has expanded and changed. Though the hierarchy of the city is still dominated by Aslan, a number of humans have also

risen to positions of authority. The architecture and layout of the city reflects this shared heritage, with traditional Aslan structures sitting alongside angular Arunsiiri spires and towers.

Helua would not have survived (and certainly would not have prospered) without the income provided by its mercenary residents. Arunsiir itself is non-industrial and though it produces impressive quantities of agricultural goods – which are moved through the Starport – it is unlikely that this would have been enough to develop and sustain a port this size.

Entire sections of Helua’s startown are owned by different mercenary organisations. These groups share a (mostly)

Bleeding-Edge

The most famous type of armour manufactured exclusively for The Forge is Wraith Armour. Rejecting the brute power and resilience of battle armour, this design prioritizes stealth and speed, reasoning that it is better not to get hit in the first place than to try to absorb the damage.

Wraith armour is fashioned from numerous overlapping ablative plates. These are invariably black, having been fitted with a sound and light dampening coating. The armour has a thickness of roughly 1cm, making it less obtrusive than many other forms of protection. Despite this, augmetic- ilaments lace the armour providing a boost to the wearer’s speed and reflexes.

An even more advanced design, and well beyond the means of most mercenaries, is Direwraith Armour. This suit provides greater protection, whilst maintaining the augmentation abilities of the base suit. The prototype for direwraith armour was created for the mistress of the Helion mercenaries, The Hag Queen.

Armour Type	Required				
	Protection	Skill	Cost	Mass	TL
Wraith	6	None	250,000	7	12
Direwraith	9	None	1,000,000	8	14

Wraith and Direwraith Armour allow a character to Dodge without suffering the usual –1 DM on his own skill checks. In addition, the wearer’s Dex and initiative total each receive a +2 Modifier. Perception checks made to discern a character in wraith/direwraith armour suffer a –1 DM.

The armour has a built in breather mask and light-intensifying goggles.

Each hit from an energy weapon reduces the armour value of wraith and direwraith armour by 1. It costs Cr. 1,000 to repair each point that has been lost.



friendly rivalry – with various means of expressing and containing these rivalries generously catered for. This includes regular tournaments and competitive events.

The Gendat Sector of the city, located in the southern portion of Helua, is the only restricted part of the settlement. It is owned by Ajax Inc. – a clandestine mercenary order that conducts secret training and initiation ceremonies within this enclave.

The rest of Helua's startown mixes a broad, open aesthetic which reveals the sky and creates a real sense of splendour, with the Aslanic tendency towards secret nooks and unexpected areas. There are many roads and alleyways in Helua that reveal themselves only from a particular angle. Certainly visitors to the city are often surprised by the layout – with gardens, byways and even entire buildings positioned in places that they never expected. What is more, no two buildings in Helua are quite the same. Functionality merges with artistic endeavour creating a sense of something organic – as though every living being involved in the construction of the city has left his mark.

When it comes to the purchase of weapons, armour and other military gear, Helua is considered to have a Law Level of 0. This does not mean that visitors and citizens walk around the port armed to the teeth or in possession of WMDs. It is expected that larger, more dangerous items (which will legitimately be used by mercenary groups in the field) are safely stored. Individuals are permitted to carry personal firearms but are expected to use them only in self-defence. This translates roughly as Law Level 3 but without the restrictions on travel – which are akin to level 2.

Sites of Interest

With its large mercenary contingent, a range of outlets specialising in the tools of war have set-up shop inside the Starport. Many strike up regular agreements to supply weapons, armour and vehicles to the permanently stationed mercenary units. Of course, there are still opportunities for individual travellers – and mercs looking to supplement their official kit – to purchase supplies. Just about any mass-produced military equipment (either from the *Traveller Core Rulebook*, *Central Supply Catalogue* or elsewhere) can be obtained in Helua.

The Forge

Specialising in high-tech, bleeding edge design The Forge is the armour outlet where most mercenaries dream of shopping. Everything from flak jackets to battle dress is held in stock, along with an assortment of specially-commissioned types of armour.

Bio-Com

A small but growing company, Bio-Com has turned an excellent profit in recent years by selling combat drugs to Helua's mercenaries. They do a particularly good trade in stims, anti-rad drugs and combat drugs.

Field-Testing

Bio-Com is careful not give its volunteers anything that might harm them: by the time they move to field-testing, there have been numerous checks run in the laboratory.

Some of their recent developments include:

Adreno-surge (TL 11) is a fast acting drug with a short duration. It is designed to give soldiers a brief boost of adrenaline that can help them overcome their fears and shrug off the effects of injury. It is specifically designed to wear off quickly so that the wearer does not lose too much composure or control during battle.

A dose of Adreno-surge allows a character to ignore the damage inflicted on one of his physical Characteristics for 1d6 rounds. During this time, he suffers a –2 DM on Int based Skill Checks.

Perceptarin (TL 12) boosts the target's sensory brain functions to abnormally high levels. This gives him greater awareness of the world around him but has some nasty side-effects.

For 1d6 minutes after administering a dose, perceptarin provides a +4 DM on all Recon checks. When the drug wears off, the character suffers –1 DM on all actions for d66 minutes due to nausea and headache.

Bio-Com has also struck deals with various units to field test their new concoctions. The mercenary 'guinea pigs' sample the drugs – which are provided free of charge – and report back on their combat efficacy after each mission.

Khtao Monument

Located outside the main entrance to the Starport proper, this enormous statue depicts Khtao in his full battle regalia. His expression is imperious, his fierce eyes raking those of any who enter the station.

It has become a tradition within Helua for challenges to be issued and resolved before this great monument. Some hold that the spirit of the great Aslan who founded the city gazes down approvingly on such contests. A stranger wishing to win the respect of a Heluan native would do well to honour this tradition.

Heluan Arena

With so many mercenaries sharing the Starport and town it is inevitable that their will be friction. A city overflowing with alpha males will never be a quiet place, nor one without tension and rivalry.



The Starport's arena – constructed to correspond to Aslan customs and conventions – is a place where the pecking order can be sorted out in a (relatively) controlled manner. Weekly contests of strength and skill draw crowds of many thousands, all eager to see how members of the different mercenary factions will fare against each other. From time-to-time, other visitors to the port – including travellers – take to the arena sands as well. Competitions range from single combat to anti-grav chariot racing. One particularly spectacular event saw the construction of two mock starships, with rival mercenaries seeking to board and capture each others' vessel.

The Temple of War

Exactly when it started is unclear but over the years a war cult has become well established within Heluan society. It serves a range of purposes, some spiritual, some very practical.

Whilst the larger, more reputable mercenary groups take care of their fallen – and ensure that their families are financially compensated – there are plenty of smaller units that do not. Members of such groups can take out a sort of insurance policy at the temple. They make an offering before each assignment, and assuming that it does not violate protocol, inform one of the priests of their mission and destination. If the mercenary does not make it back alive, the temple ensures that his next of kin is informed and that recompense (based on the generosity of the supplicant's offering) is paid out.

Beyond the administration of temporal concerns, the priests of the cult offer to take a sort of confession from the men and women about to receive new assignments. The priests themselves are all ex-mercenaries and provide comfort and a willing ear to those who need them.

The names of all those who have attended the temple and then fallen in battle are immortalised within an enormous holographic monument that stands inside the heart of the temple. This shimmering, blue monolith shifts and changes, cycling through the names of the glorious dead.

To a class of people that are notoriously pragmatic and cynical, the temple – which claims to venerate no particular god but rather the eternal spirit of comradeship in arms – is a necessary outlet: the one place where they can unburden themselves and share their fears and doubts.

Faalty to the temple is often demonstrated through the wearing of a rectangular blue badge. There are numerous tales of mercenaries on opposing sides of a battle showing each other mercy after realising that they each wear the temple badge.

Famous Citizens

Leader of the Pack

The Governor of Helua Starport is a female Aslan called Fyeyul. In public, at least, she has shed all preconceptions about 'alien' races and treats non-Aslan with the same respect she would one of her own kind. Of course, those who wish to remain on her good side – or that of her clan – ensure that they follow Aslan traditions of courtesy and respect. These are far more widely understood by the citizens of Helua than in most predominantly human settlements. For example, Aslanic traditions of duelling and feuds have become part of mainstream Heluan culture, albeit in a watered down fashion – a perceived lack of respect being the main cause of disputes between humans.

Fyeyul is a wise leader. She has managed to strike a balance between the Aslan tradition of assigning roles to those in one's clan before seeking help from others and the need to make the human majority feel they have a continuing stake in the city and Starport.

Gunslinger

The man charged with running Helua's Highport element is a human named Gus Aimar. An ex-mercenary who fought side-by-side with numerous Aslan warriors, he is afforded the title *Shi Eal*. Literally, this means 'swift gun' and is a reference to his prodigious skills as a warrior. In 17 years, Aimar has repeatedly proven his worth, marshalling the port's defenders against a number of raids and even a full scale invasion by a rival clan.

The Hag Queen

Head of the largest mercenary group in Helua is a human woman referred to as 'The Hag Queen'. Adorned in a suit of black direwraith armour (see *Bleeding Edge on page 75*), she is a tall, slender figure that exudes an air of cold menace. Her mercenaries – The Hellions – are infamous for the speed and precision with which they strike at their enemies. There are rumours that the relationship between The Hag and Fyeyul has soured to such an extent that it can only be a matter of time before one or the other issues a ritual challenge. Such a fight would draw the attention of everyone in Helua, with few daring to predict who would come out on top.

First Knight

Though one of the smaller mercenary regiments based in Helua, the *Corp de Chevalier* have an esteemed history and an impressive reputation. When Arunsiir was first invaded by the Aslan, they were amongst the first to engage them on the field of battle. Astride their armoured steeds, they stood little chance against the invaders advanced tech but they impressed the Aslan with their courage and physical prowess and were afforded considerable respect once they had been conquered.



ADVENTURE SEED

The Player Characters are contracted by a mysterious party that wishes to unequivocally destroy the relationship between Fyeyul and The Hag. Provided with falsified evidence, the Player Characters are tasked with planting this in such a way that it is discovered and made public. The evidence might suggest Fyeyul is treating the Hellion mercenaries unfairly or that The Hag is trying to have the port governor assassinated. If the mission is successful, it will lead to an inevitable confrontation that will almost certainly escalate into violence.

Alternatively, the Player Characters could be charged with helping to suppress the false evidence and discovering who was responsible for planting it. Those behind the plot might be part of a rival Aslan clan preparing to attack the Starport or a mercenary organisation that wishes to supplant the Helions.

ADVENTURE SEED

Helua can serve as an excellent place to begin a mercenary campaign. Player Characters can be recruited by one of the numerous groups already in place or seek to establish their own unit.

Newcomers are invariably sized-up by the local mercs. Beyond the usual teasing and flexing that takes places in the city's bars, they are challenged to compete in one or more of the arena events. This could generate further rivalries, grudging respect and possibly the Player Characters first offer of work.

Helua is the equivalent size of a Class B SPA Starport and has all the usual services that one would expect from a port this size – albeit in a city where one person in three is a professional mercenary.

Now, the Chevalier ride into battle astride grav-bikes crafted to resemble their steeds of old. These destriers, as they are known, can travel at speeds in excess of 200 kph and are armed with laser-lances that can impale a foe or slice him in two.

Commander and First Knight among the Chevalier is Guy 'Aslanheart' – a title of respect afforded him by Fyeyul for his service to the city. Guy is monstrously tall, standing almost eye-to-eye with smaller Aslan. His prodigious strength is matched by his devotion to his men and to the warriors' code he follows in battle. Those who find themselves fighting the Corp de Chevalier are far more likely to surrender to them than any other mercenary unit. This reflects both the Chevaliers' skill and their reputation for treating prisoners with dignity, typically holding them only until a ransom is paid.

Services

Characters wishing to acquire the services a mercenary group or individual will not find a better selection of applicants than those based in Helua. Similarly, if they wish to offer their own skills on the open market, they could do a lot worse than set up here. Newcomers are not made especially welcome, however, unless they already have an established reputation: nobody likes increased competition.

DESKALA (CLASS C STARPORT)

Based on the Imperial world of Phlume in the Vilis Subsector, Deskala is a bustling Agri-port. Every day thousands of tons of food pass through the port, moving from this lush garden world to the surrounding systems and beyond.

Though the port possesses a modest Highport element, the vast majority of work is done at the Downport – the design of which is quite unique. Rather than a single, settled structure, Deskala Main (as Phlumites call it) is a collection of four mobile harvesting structures that move about the main continent. At each stop-off point, they suction-up great quantities of grain and agricultural produce and then move on to their next destination.

This system would not be possible were it not for the precision and planning that goes into the movements of Deskala Main One, Two, Three and Four. If the port Governor, Shanwar Ashebeh, promises that a section of the Downport will be somewhere at a certain time, then it will be – come hell or high water. Without this absolute dependability, traders would not visit the station, and the regular collection of agri-goods could not take place.

Starport Characteristics: (Downport)

Docking Fee: 1d6 x 100/100

Berthing

Small Craft: 4,000

Starship: 13,000

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–4

Starship: 1d6–3

Capital Ships: N/A

Fuel: 100/500

Waiting Time:

Small Craft: 1d6–4

Starship: 1d6–3

Capital Ships: N/A



Warehousing: 25,000

Waiting Time:

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: N/A

Hazmat: 3,000

Waiting Time

Small Craft: 1d6-1

Starship: 1d6

Capital Ships: N/A

Storage Cost: 200

Repair facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: N/A

Waiting Time

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: N/A

Upgrades: Electronic Keypads, Interior Cameras

Port Characteristics (Highport)

Docking Fee: 1d6 x 100/100

Berthing

Small Craft: 1,000

Starship: 5,500

Capital Ships: N/A

Waiting Time

Small Craft: 1d6-3

Starship: 1d6-3

Capital Ships: N/A

Fuel: 100/500

Waiting Time:

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: N/A

Warehousing: 10,000

Waiting Time:

Small Craft: 1d6-2

Starship: 1d6-1

Capital Ships: N/A

Haz-mat: 1,500

Waiting Time

Small Craft: 1d6-1

Starship: 1d6

Capital Ships: N/A

Storage Cost: 200

Repair facilities

Small Craft: Hull

Starship: Hull

Capital Ships: N/A

Waiting Time

Small Craft: 1d6-2

Starship: 1d6-1

Capital Ships: N/A

Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Electronic Keypads

Environment

A Garden World

Phlume is a beautiful planet. There are no more than a million people living there and they are widely dispersed across the four continents: as a result, nowhere feels cluttered or crowded. Many of the traders who visit Phlume to purchase agri-goods take time out to enjoy the untouched splendour that lies beyond the tilled fields.

ADVENTURE SEED

The Player Characters are hired by Gaia Corp to help apprehend a group of eco-terrorists disrupting their operations. The company makes much of its profit from enormous grain fields on Phlume's main continent, Jerarh. Each season, just after planting, hundreds of thousands of birds – referred to by the company as 'grain-snatchers' – invade the fields and steal the seeds.

Last year, the corporation constructed an electro-net to deal with the problem. Using hundreds of pylons, they created an impenetrable web. As soon as a bird flew down towards the fields – thereby passing between two or more pylons – it was instantly fried. The number of birds killed ran into the tens of thousands.

Eco-terrorists, unhappy with the mass slaughter of native birds, have been sabotaging the pylons. Gaia Corp wants them stopped.

To add a little spice, it transpires that the eco-terrorists have been well-equipped thanks to an under-cover operative working for a rival corporation that would like to move in on Phlume itself. Thanks to the weapons the infiltrator has been handing-over, the terrorists are planning to graduate from sabotage to murder.

Alternatively, the Player Characters might be hired by the 'environmental freedom-fighters' trying to protect Phlume and asked to help thwart the diabolical plans of Gaia Corp.



Despite these appearances more and more land is being cultivated, leading to the loss of forests and the more varied habitats that the indigenous animals need to survive. There is no ecological disaster looming at present but if the corporations based on Phlume – particularly the aggressive Gaia Corp – have their way, there will be one day.

Fair Trade

Merchants looking to purchase Basic Consumables can contact The Phlumite Cooperative and make a deal directly with the farmers. Whilst the Purchase DM (+3) is no better than that offered by the corporations taking over more and more planetary production, there are some advantages.

Firstly, the merchant will be supporting small, struggling businesses. Secondly, the food has been less intensively farmed and is both healthier and better tasting. Finally, there is a market for consumables produced by independent farmers: the Sale DM for Rich Worlds is +2. This ethical choice could well be one that makes the merchant a decent number of credits.

In on the Ground Floor

The Kayana beans market is about to take off. Player Characters visiting Deskala are sure to be offered a cup of Kayana-black and should notice how popular it is with locals and visitors alike. If they seize the opportunity to invest in the market, and perhaps set up a distribution deal, they stand to make a hefty profit.

Of course, they would not be the only ones with this idea. There are other entrepreneurs thinking along the same lines and several agri-goods corporations showing an interest. Anything from veiled threats to corporate sabotage could be in the offing if the Player Characters make a play for the Kayana bean market.

Sites of Interest

The Deskala Downport is a miracle of Imperial engineering. A combination of hydraulic legs, cushioned ‘feet’ and anti-grav generators allow each section of the port to move along carefully prepared routes, collecting agricultural produce. Each of the port’s suction tubes – which move independently like elephantine tongues – can siphon several tons of grain every second. There are many Imperial mouths to feed, after all.

Lots of visitors to one of the Downport sections take advantage of the viewing platforms that line the outer hull. From such a vantage point, great expanses of the planet’s Eden-like ecology is visible: from the swooping flocks of ‘grain snatchers’ and

meandering herds of ‘dorlat’ to continent spanning grain fields oceanic fish farms.

The Phlumite Cooperative

In the face of increasing corporate investment and interference, the smallholding farmers that have worked the fields for many years are being forced out. In order to better protect themselves, they have formed a cooperative. This gives them a unified and more powerful voice.

The office of The Phlumite Cooperative is located on Deskala Main Three. It lacks the polish and professionalism of a large corporate branch but the men and women who man are friendly and helpful. What is more, they represent the genuine interests of many farmers on Phlume.

A Rare Delicacy

Many of the crops grown on Phlume are not indigenous but were introduced by the first settlers. Genetic modification and cross breeding allowed them to develop strains that provided a higher yield and showed good resistance to native bacteria and parasites.

Only after several decades of farming did anyone take notice of an indigenous plant known as a Kayana bush. Similar in appearance to coffee beans, Kayana beans were found to produce a distinctively flavoured drink when crushed and mixed with water. Over time, more and more of the farmers took to drinking Kayana black (as the infusion became known) and were willing to set aside some of their land to grow it.

Gradually, a Market for Kayana beans has developed. It is now sold in Deskala Main and has proved popular with visitors. A few have started to take supplies offworld and report that they have had little trouble selling it on.

Scooping up the Money

Player Characters with ability to track the elusive gerridor will be presented with a way to make some money – as long as they do not mind getting their hands dirty. The most densely populated area is a hilly region some 100 kilometres from Deskala Main Two’s primary route.

A character who succeeds with a Difficult (–2) Survival check can expect to find 1d6 piles of gerridor dung in a day. Each pile contains enough beans for 2d6+3 fine quality cups of Kayana black.

An Even Rarer Delicacy

Even amongst those who know their kayana black, there is a more exclusive beverage – one that is as hard to come by as it is expensive.



One of Phlume's native species – a lithe, cat-like creature called a gerridor – has a taste for kayana beans. However, it is extremely selective and only ever eats the choicest beans: those richest in flavour and most perfectly formed. Consumption by the gerridor does not damage the beans. In fact, the journey through its digestive tract removes the hard outer shell but leaves the bean intact. The perfectly preserved beans are then excreted out.

The collection of these finest quality beans is guaranteed to produce the best cup of kayana black imaginable. At present, a single cup sells for more than Cr. 100 – and a gerridor 'movement' can yield enough beans to make more than a dozen.

Obviously, the origin of these 'connoisseur cups' might deter some people from taking a sip. However, those who take their kayana black seriously (and there is a burgeoning, if somewhat pretentious, group that do), take a perverse delight in knowing how it was made.

A Darker Side

Despite its verdant beauty, there are certainly dangers on Phlume and a number of dangerous predatory creatures. These pose no threat to visitors who stay aboard Deskala Main and the local farmers know how to keep themselves safe. However, along with the crops and cattle moved offworld, there is an illicit market in these exotic, predatory beasts. A few of these find their way to private collectors but most are sold to illegal fighting rings.

Examples of these creatures include a multi-limbed monstrosity called a 'glythe' which has a translucent body that renders it almost invisible in forests or areas of long grass. It also makes the spectacle of it feeding doubly terrible, as its prey as visible whilst it moves from its mouth through to its stomach.

'Vorvacs' have proven equally popular purchases, thanks in no small part to their mimicry skills which they use to imitate – and thereby taunt their victims – as they slowly bleed them dry.

Whilst none of these beasts are moved through the Starport itself – Imperial procedures are too rigorous to make this a viable option – Customs officers are aware of the problem and have undercover operatives looking into it. They are certain that the deals made to buy and sell these animals (which have prospered by feeding on the livestock now covering much of Jerarh) are being made inside the port. That means they are a challenge and an affront to Imperial order – as will be dealt with accordingly.

Trouble in Paradise

Most of Phlume's population – and certainly the people that travellers will meet aboard the Starport – are civilised folk. There

are those, however, who have spent so long out in the wilds that their attitudes have changed. They have forgotten the advances of sciences and its explanations for the patterns of the world and fallen back on older, more superstitious rationales. Like the primitive farmers of Old Earth they have taken to a belief in the spirits of nature, of unseen forces that determine the success or failure of a crop.

Most of these beliefs, though a little odd to the eyes of an outsider, are harmless. Some have even given rise to enjoyable traditions, such as festivals celebrating the harvest and the coming of spring. A few, though, have adopted a far more grisly practise – that of human sacrifice.

In the small, isolated farming communities where this is the case, a stranger is taken each year when the crop does not seem to be developing as well as it should. He is presented as an offering to spirits of the land, his soul released and his body given to the land.

Such instances occur no more than once or twice a decade and it is their infrequency which has prevented a more thorough investigation of the disappearances.

Ruthless Efficiency

Those who work for her know that Governor Ashebeh is a very driven woman. She constantly forces through efficiency savings and explores ways of making the Starport more effective. Anyone that gets in the way of that it dealt with harshly.

Player Characters who violate any laws on Deskala can expect to feel the full force of Imperial Law. Equally, if they prove themselves useful to Governor Ashebeh, they may make a valuable ally – one who is on her way up.

ADVENTURE SEED

The Player Characters are hired to track down a missing person, who it turns out has been chosen as a sacrifice to the land.

The search will take the Player Characters to remote areas of Phlume, populated by dangerous animals and superstitious locals. Even should the Player Characters locate the missing man, they run the risk of being turned into sacrifices themselves – hunted by locals that know the terrain far better than they do.



Famous Citizens

A Governor on the Rise

Shanwar Ashebeh is not famous in the conventional sense: many of those who frequent her Starport do not know what she looks like, and she certainly would never feature in the news or gossip-casts. However, within the ranks of the SPA she is a rising star.

Her work on Deskala has impressed a lot of people. It is now one of the most efficiently run stations in the Imperium. The organisational aplomb with which she manoeuvres the four sections of Deskala Main is remarkable: they have not missed a rendezvous in more than four years – and even then it was only by a few hours.

It can only be a matter of time before she is offered the Class B (or even A) Starport that she is looking for. From there, a seat on the SPA Board would not be out of the question.

Persuasion

From time-to-time, Le Quaine encounters a farmer unwilling to sell his land – particularly if he is a member of The Phlumite Cooperative. At such times, Le Quaine employs independent trouble-shooters to ‘persuade’ the farmers to sell-up and move on.

If the Player Characters have a reputation for discretion and/or getting their hands dirty they may well be approached by representatives of Gaia Corp (though they will keep their identity secret) and asked to fix this problem.

Alternatively, if they are seen as more honourable types – with even a little of the Robin Hood about them – it may be a farmer or the cooperative that contacts them and asks for help dealing with Gaia Corp’s thugs.

Ansel Le Quaine

Gaia Corp’s Director of Operations on Phlume, Le Quaine is a man raised in the city but forced to work on an agricultural world. He despises the ‘great outdoors’ and even suffers from a mild form of agoraphobia. The smell of cattle fields drives him to distraction and endless seas of wheat and pastureland do nothing to lift his soul.

Ansel Le Quaine would very much like to see production on Phlume industrialised. Accordingly, he has sought every opportunity to buy up the land of yokel farmers and set robots to work tilling the soil. His vision would have Phlume relieved of its unnecessary native population and functioning like any other factory planet.

Le Quaine’s offices are stationed inside Deskala Main One – though he has sub-offices in Mains Two, Three and Four. He pushes the idea of efficiency and greater profitability, claiming that it is for the good of everyone involved in the production of agri-goods.

A Buyers Market

During harvest time the Purchase DM on Basic Consumables in Deskala rises to +4. The DM on Luxury Consumables rises to +3.

Services

Most of the visitors to Deskala expect a rapid turn around – the opportunity to fill their holds with basic consumables, refuel and be on their way. Governor Ashebeh’s astute management assures that is usually the case. In fact the efficiency with which she and her Executive Directors run the port means that waiting times are lower than usual*

Deskala’s Highport is equipped with a tanker ship, that is used to refuel craft too large to dock directly with the port.

* Governor Ashebeh’s expert management provides Deskala with the equivalent of a Prime Headquarters Module, reducing Berting and Refuelling Waiting Times. This has been accounted for in the Starport Characteristics.

Harvest

For the six week period that comprises the main harvest time, enormous quantities of agricultural goods are available on Phlume. These pass through the Deskala Starport as the farmers and agri-corp’s seek to sell their wares. Obviously this is a vital time for producers and Phlume make or break for the entire season. Some goods can (and are) put into storage but the abundance of produce inevitably drives prices downwards. This has been exacerbated in recent years as the corporations try to edge out the smallholding farmers.

SIDON (INDEPENDENT STARPORT)

Sidon has been variously described as a pleasure port, a great place to do business, the future of the Vilis Subsector and a night club in space. In truth, all of those monikers have a grain of truth but none of them tells the whole story.

To be understood, Sidon must be seen in the context of recent political movements on Arden: the world where it is based. Arden is – more or less unofficially – run by the Arden Society, a select group of people who have earned (or paid for) their position in the organisation. It is only from the ranks of the Arden Society that members of the government may be elected.



This elite social group is committed to elevating Arden's status on the interstellar stage. With their ties to government and big business – the two being inseparable on Arden – the society has met with some success. Their aspirations are unashamedly imperialist and, to this end, they have created the Federation of Arden. Under this new banner, they have established businesses on Zircon, Utoland and Caloran, and are looking to expand further. It their eventual aim for other planets to join the Federation, creating a new power in The Spinward Marches, with Arden at its head.

It has become apparent to members of the Society, however, that Arden lacks the raw economic power to fulfil its aspirations – at least, within the lifetime of the group's current membership. Accordingly, it has turned to another method of acquiring political influence and might: intelligence, blackmail and subterfuge.

Beyond its official role as Arden's Starport (a role it fulfils admirably), Sidon is an enormous honey trap: a place where secrets and rumours are traded, visitors are spied upon and the imprudent lured into all manner of compromising positions.

Starport Characteristics: (Downport)

Docking Fee: 1d6 x 100/100

Berthing

Small Craft: 15,000

Starship: 9,000

Capital Ships: -

Waiting Time

Small Craft: 1d6–4

Starship: 1d6–2

Capital Ships: N/A

Fuel: 100/500

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Warehousing: 15,000

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Hazmat: 3,500

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Storage Cost: 300

Repair facilities

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Upgrades: Electronic Keypads, XT-line Cameras, External Cameras, Interior Cameras, Camera Drones, Standard XT-line

Port Characteristics (Highport)

Docking Fee: 1d6 x 100/100

Berthing

Small Craft: 6,000

Starship: 5,500

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Fuel: 100/500

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Warehousing: 12,000

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Hazmat: 2,500

Waiting Time

Small Craft: 1d6–1

Starship: 1d6

Capital Ships: N/A

Storage Cost: 300

Repair facilities

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A



Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Electronic Keypads, Interior Cameras, Camera Drones

Environment

The Sidon Downport features a central cluster of hangers grouped around the station's Headquarters building. Surrounding the circle of hangers is an enormous super-casino called the Federation Palace. This comprises a large hotel, various restaurants, a shopping mall and numerous leisure outlets. It is an invitation to all those arriving at the port to stop for a while and unwind.

Beyond the Palace, there is no distinct XT-line: the port simply merges with the capital city of Ardenia. All Customs inspections take place either inside the hanger when visitors arrive or within one of the concourses used by commercial passengers waiting to board their flight. By Imperial standards this seems lax but the Arden Society is happy to foster an atmosphere where people feel more relaxed. They can do so as (at least so far) they have few enemies and no fear of terrorist attack. Besides, they have other – more subtle – means of detecting illegal activity and numerous ways to put such information to use once they acquire it.

The Sidon Downport houses a disproportionate number of small hangers, reflecting the fact that many small craft (the only craft that can be manufactured on Arden itself) make use of the port. There is still a reasonable amount of room for larger, jump capable vessels, a few of which belong to the government.

Sites of Interest

The Federation Palace

Sidon is an unashamedly glitzy Starport, with the Federation Palace at its heart. Catering to every level of society – and just about every appetite known to man or alien – the Palace is divided into several distinct zones.

The largest zone is the Federation Plaza. It comprises an enormous building filled with slot machines, virtual horse races and card tables. It is lit by dazzling neon lights and never goes dark: for 24 hours a day, it rings with the sound of hopes being fulfilled or dreams dashed. Most visitors to the port will at least pass through the Plaza, if only to take advantage of the complementary food and drink.

Another popular attraction is the adult 'dancing' shows that are a nightly event in the Cabaret de Burlesque. This venue is very much the gateway to the unpublicised but equally vibrant (and profitable) dark side of the Starport. Many of those who visit the cabaret do so with the intention of just watching the girls dance and having a few drinks. All too often they end up taking things further than they intended. This is neither a coincidence nor a surprise to those in the know: Starport authorities ensure that drinks are available at a subsidised rate and turn a blind eye

to the sale of illegal narcotics. Many are the guests who have woken up with thunderous hangovers, and little recollection of what they did the night before. Others still wake in beds that are not their own.

Whichever manner of compromising activity drunken guests involve themselves in, their actions are invariably recorded – either on the cabaret's numerous cameras or those hidden in the hotel rooms set aside for use by the cabaret's employees. This information can then be used as the basis for blackmail or manipulation, should the indiscreet guest prove to be someone of use to the Arden Society.

Smile for the Camera

Given the proclivities of many Player Character groups it could well be that they find themselves visiting the Cabaret de Burlesque and making fools of themselves.

This could end up bringing them to the attention of Lucas Fleming's network of spies or the port authorities. Either way, they may be asked to perform a service or two in exchange for the incriminating evidence: compromising photographs, failed dope tests and so forth.

Examples of what they might be forced to do include:

- Starting a fight with an important visitor – who has several large bodyguards – so that he can be brought in for questioning or sent to the Trauma centre where blood and tissue samples can be collected.
- Agreeing to transport a small but secret cargo, no questions asked.
- Planting evidence on someone.

The other famous area within the Palace is the Royale. This is a far more exclusive zone than the Plaza and is where wealthier guests, especially those who wish to play for higher stakes, tend to be found of an evening. The average wager on a game of cards in the Royale – there are no slot machines up here – starts at Cr. 500. As with the Plaza many of the services are on the house, though one can expect to nibble on hors d'oeuvres and sip champagne rather than munch chips and drink beer.

The Royale sits atop the pyramidal structure that houses the Plaza, providing a commanding view of the Downport. A small hanger at the very summit allows important guests to come and go without having to mix with the riff-raff below.

High Rollers

Gaining access to the Royale is a question of confidence and style. A character that is both well-dressed and looks at home in the company of society's elite will have little trouble getting in. This requires a Persuade check, modified according to the character's appearance and demeanour:



It is customary to dress appropriately for the Royale, with a black tie or posh frock being the norm.

Character's Appearance	Modifier
Scruffy	-4
Normal clothing	-2
Smart clothing	0
Expensive evening-wear	+2

It is difficult for those not born to wealth and privilege to become accustomed to it. A character's demeanour upon entering a place like the Royale reveals a great deal about his place in society.

Character's Social Standing	Corresponding Demeanour	Modifier
5 or lower	A fish out of water	-4
6 to 8	Ill at ease	-2
9 or 10	Reasonably relaxed	0
11 or higher	To the manor born	+2

Referees may allow characters to conceal their true background and class with the use of the Deception Skill. They might also seek to gain access to the Royale through subterfuge or trickery – or recommendation from a permanent member of the Royale Club.

Even within the exclusive Royale, there is an upper echelon – an elite group amongst the elite. These people are members of the Royale Club.

In order acquire membership, one must be invited to join by an existing member and the nomination must be seconded. Any other member has the right to 'black ball', and thereby block, this choice if he so chooses.

Membership confers a number of privileges. Firstly, one's guests are always granted access to the Royale. Secondly, one may participate in elite high-stakes card games that take place within the club rooms. Participation in these games requires a minimum stake of Cr. 1,000,000. The true value of membership, however, is a chance to discuss business and strike deals with the movers and shakers or Arden and beyond.

Welcome to the Club

Acquiring membership of the Royale Club can serve as an excellent goal for a group of adventurers. Challenging them with befriending and earning the gratitude of an existing member can lead to some excellent role-playing opportunities.

Membership should never be obtained too quickly, however. It is best seen as a long term goal, earned only after several successful encounters.

Other sections of the Palace include a snow dome, several swimming pools, three theatres and a low-G golf course. Add in the huge shopping mall and eateries and there is something to interest most visitors.

All of the Palace's zones are carefully monitored by CCTV cameras and security personnel. Officially this is to ensure the safety of guests and that nobody tries to cheat the system. In reality, this is all part of a massive information gathering exercise that provides details of those moving through the port, whom they are with and what they are up to.

The Embassies

Arden, and its fledgling Federation, is loyal to neither the Imperium nor the Zhodani Consulate: and yet the position of Arden puts it between the two.

With the growth in Arden's power and influence, ambassadors from both the Third Imperium and the Zhodani Consulate have been assigned to Sidon. The ambassadors are charged with building a useful working relationship with the government and businesses or Arden and assessing the possibility that an alliance might be possible in the future.

The Imperial ambassador, Freeman Holtz, is an experienced diplomat. He has forged ties with notable politicians and several members of the Arden Society. He is mindful not to seem desperate or sycophantic, but rather to present strong ties with the Imperium as something that will benefit Arden's own interests.

Holtz has strict orders to monitor the relationship between the Arden government and the Zhodani Consulate. Fears that Sidon might be used as a stop-off point for Jump-4 warships en route from Zhodani territory to the Denotam system ensure that he takes this responsibility seriously.

Holtz's rival number from the Zhodani Consulate, Mahmoud Shami, has taken a different approach to building contacts on the station. On just about any day of the week, he can be found throwing lavish parties for guests ranging from local dignitaries and business leaders to any visitors to the Starport that he deems 'interesting'. As a member of the Zhodani ruling class, Mahmoud has well developed psionic abilities. He has given assurances to the port authorities that he does not use these inappropriately but there are few people who believe such a claim. Freeman Holtz has stated several times that were it not for Mahmoud's expensive parties nobody would even visit the embassy.

There is a cold war brewing between the two ambassadors. On a personal level, the two men detest each other – though they are each aware that their opposite number is no fool. In recent months both men have been pushing for funds or other enticements that will allow their government to win favour with the Federation. Holtz has highlighted the Imperium's impressive



ship-building capabilities, knowing full-well how desperate the Arden government is to construct its own shipyard. Shamii has stressed the honesty and integrity of the Zhodani over the corrupt masses of the Imperium. The possibility of psionically proficient allies has also been underscored.

For now, the Arden government is quite content to play one power off against another whilst its own wealth and influence continues to grow.

The Spying Game

Player Characters visiting Sidon could easily become embroiled in the spying and subterfuge that surround the two embassies.

Holtz makes use of Imperial freelancers to carry out operations for him. He knows that Shamii's mind reading abilities might compromise any agent uses: therefore, he uses a stream of ill informed contractors that, if detected, cannot give away too much information. Examples of the sorts of missions he assigns include:

- Attending one of the parties at the Zhodani embassy to gather intelligence – for example a guest list.
- Planting a bug on a visitor to the Starport who has had meetings with Shamii.
- Recovering an item from the personal quarters of a member of the Zhodani embassy staff.

Mahmoud Shamii is just as busy when it comes to spying on Starport comings and goings. If the Player Characters have earned a reputation (of more or less any kind), they will find themselves invited to an embassy party. Once there, Mahmoud will make a fuss of them and ensure that they are introduced to other noteworthy guests. Later in the evening, Mahmoud will talk to his guests – apparently quite innocently – about the people they have met. In this way, he gathers titbits of information without ever questioning people directly. Based

on what he learns from these 'chats' he decides which guests warrant further information – and perhaps even the use of impressive telepathic abilities.

Famous Citizens

Spymaster

Sidon is a hotbed of intrigue and deception, and at its very heart is Lucas Fleming, the Arden Society's spymaster. For more than 20 years, he has made the arts of surveillance and manipulation his life's work – and he is very, very good at it.

Fleming has changed his appearance several times – either that or his name is in fact a job title; one that has been held by different people over the years. His most recent incarnation appears as an unassuming man in his late 40s with thinning blonde hair, and starkly pale eyes.

Most visitors to Sidon will never hear Fleming's name, let alone see him. He has no official office or role on the station. He does, however, have a habit of showing up unexpectedly and as if from nowhere when someone important has been caught in the act of doing something foolish.

At the Centre of the Web

Lucas Fleming is an important and intriguing Non-Player Character but one that Referees must use sparingly. If a group of Player Characters do meet him, they are almost certainly in trouble. He is only interested in people who he considers useful – which means he will uncover or orchestrate a way to manipulate them – or a threat. If the latter proves the case, the Player Characters would do well to leave not just Sidon but possibly the subsector.

Fleming is both a genius and utterly ruthless. He answers directly to the Arden Society and then only the highest ranking members of the group. This technically means that he outranks the Starport Governor; a fact that never fails to irk Miss Bayaro.

Character	Career Path	Str	Dex	End	Int	Edu	Soc			
Assassin	Agent (4)	9	11	10	8	8	7			
Athletics (co-ordination) 2, Drive 1, Engineer (electronics) 1, Gun Combat (slug pistol) 3, Melee (unarmed) 3, Recon 3, Stealth 3										
Reaper Autopistol, blade, Combat Drug (3 doses), Cloth Armour (5)										
New Equipment										
Weapon TL	Range	Damage	Auto	Recoil	Mass	Mag	Cost	Ammo		
Reaper	8	Pistol	3d6		5	0	1	15	950	20
Autopistol										



Several years ago, Fleming underwent a highly experimental form of surgery that replaced a section of his brain with cybernetic implants. This allows him to retain detailed files on thousands of 'interesting individuals' and to link directly with Sidon's central computer system. As a result, he is alerted as soon as anything notable happens within the port. A further bonus of this surgery is that Fleming has an immunity to most psionic powers – something that baffled Mahmoud Shamii the first time the two met.

Fleming is usually subtle enough to dispose of his enemies without ever having to dirty his own hands or those of the people near to him. If a problem must be dealt with especially quickly, he employs a cadre of elite assassins that are on permanent standby.

The Reaper Autopistol is manufactured on Arden and represents state of the art firepower for the planet's covert operatives. It contains a built-in silencer, designed to work with the pistol's higher than usual automatic fire capability, and an integral laser sight (+1 DM bonus on attacks that are aimed).

Queen of the Palace

Celestine Bayaro is the Governor of Sidon and, by default, manager of the Federation Palace. A flamboyant woman, she is seen throughout the Starport during her daily walkabouts and, if Lucas Fleming is the power behind the throne, she is the person in front of it.

Ms. Bayaro, like her parents and their parents before them, is a member of the Arden Society. She is fully ware of the long term goals of the organisation and the importance of promoting the Federation. Much of her time is spent talking up the advantages of membership and recruiting as many independent ship captains as she can.

Inevitably, this means she delegates a great deal of responsibility when it comes to the day-to-day operation of the port. Thankfully a very solid team of deputies lead by her brother, Miles, takes care of such things.

Services Ship Repairs

The facilities in Sidon, when combined with the nearby government yards, allow for the production of Small Craft. They also facilitate repairs and maintenance of larger ships. However – and to the constant chagrin of the Arden government – they cannot build jump capable ships.

Trade Tariffs

The Starport's attitude towards the Imperium is neither friendly nor hostile. A 1% tariff is charged on all goods passing through

the port: this is based on the Base Price of goods, irrespective of how much they were bought or will be sold for. Imperial craft are expected to pay this just like anyone else.

The Federation has struck deals with a number of independent traders, which sees this charged waived. In exchange for membership of the Federation – an agreement that at the moment does not place restrictions on where ships can or cannot trade – there is no charge for moving cargo through Sidon. It seems likely that at some point in the future, the Federation will call in this debt. What form that will take is anyone's guess.

Ambassador Holtz has been campaigning hard to see this tariff removed for Imperial vessels, but so far without success.

Staying for a While

Inside the Federation Palace is a huge hotel, The Regal. This provides rooms of all kinds, ranging from Economy to Opulent. Given the desire to encourage longer stays and subsequent visits to the casino, these rooms are available for 50% of the usual cost.

The Regal has full room service, an extravagant nightclub, restaurants preparing cuisine from across the subsector and a zero-G swimming pool.

NEW MARA

(INDEPENDENT STARPORT)

In the technologically advanced civilisations of the Imperium and beyond, there are those who yearn for something simpler – something *primal*. Some sentient beings feel that technology can act as a barrier between the individual and the natural world and that this has a diminishing effect on the self.

There are also those that glory in the thrill of the hunt, which relish the chase and the kill – especially when the prey has the potential to fight back.

New Mara looks to satisfy both of these desires – the longing for a raw and unfettered existence and the urge to hunt and live by one's wits alone.

The Starport was built some 30 years ago by Arkady Derovic, a man who had been born on the rugged world of Ianic in the Lunion Subsector but spent most of his life on Jewell. Despite enjoying enormous success as a businessman, Derovic always yearned for something more. He believed that some part of him was being neglected – and that without nourishment, it would die. It may well be that Derovic had more than a little Jonkeereen blood in him and that this was the source of the voice which drove him to abandon the comforts of his adopted home.



Selling his businesses to fund the purchase of a dilapidated heavy freighter, Derovic filled the hold with used Scout Service prefabricated base modules and as much fuel and supplies as he could manage and plotted a course for Mewey in the Five Sisters Subsector. His plan was a simple one – provide a port in the Mewey System from where visitors could explore the diverse ecologies of the neighbouring worlds and systems. Arkady felt certain that there would be a demand for such excursions – not because of any research he had done but based rather on the strength of his own feelings – and yet realised that without a Starport, there would be no visitors to the system.

Reasoning that to turn a profit, he would also need to provide more than a glorified holiday destination, Derovic also saw Mewey as an ideal location from which to provide services to traders travelling from the Five Sisters Subsector to District 268. To this day he refuels ships heading that way and, though their numbers have never been great, doing so provides a steady income.

The first 10 years of business were hard. Derovic struggled to advertise the existence of the port and initially could provide only the most basic of services to those few ships that did pass through. Luckily for Derovic, one of his early clients was a man who saw the potential of his ideas and agreed to invest enough money to provide the Starport with the refuelling and repair equipment it needed to make it a legitimate destination for visiting ships. The investor, Clement Reed, also helped to promote the port and the diverse range of 'safari worlds' within the Mewey, Tondoul and Ochecate systems.

Gradually, the number of visitors increased and New Mara Starport steadily expanded. Now, it has more than 30 hangers, supplies refined fuel and offers basic servicing and repair facilities. It is also the premiere destination for big-game hunters, safari enthusiasts and anyone wishing to get back to nature. Recently, the Scout Service established a small base inside the Starport, which serves as a training centre for new recruits. The safari worlds in-system provide them with perfect opportunities to hone and develop their survival skills.

Port Characteristics (Downport)

Docking Fee: 1d6 x 100/100

Berthing

Small Craft: 4,000

Starship: 6,000

Capital Ships: –

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Fuel: 120/600

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Warehousing: 10,000

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Hazmat: 2,000

Waiting Time

Small Craft: 1d6

Starship: 1d6+1

Capital Ships: N/A

Storage Cost: 200

Repair facilities

Small Craft: Hull

Starship: Hull

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Upgrades: Standard XT-line.

Environment

The lowlands of Mewey are clogged with a dense, inhospitable atmosphere incapable of supporting human life. Low lying swamps known as 'stinks' present particular dangers: as well as swathes of 'sinking mud', they lay beneath a veil of choking clouds and explosive gas -pockets. The presence of ravenous lizard swarms referred to as 'razor jaws' exacerbates problems even further.

The extensive highland regions rise above these dense areas of pressure and present a breathable atmosphere. Most visitors to the planet restrict their movements to these upland districts. However, those wishing to hunt berrovines sometimes equip themselves with breathing apparatus and sealed vehicles and venture 'downwind'.

Sites of Interest

Safari Worlds

Dewey itself offers a diverse ecosystem, rich in wildlife and with many varieties of beautiful plants, flowers and trees. A good deal of the visitors to New Mara never feel the need to



venture offworld. Those that do, find some equally impressive environments on neighbouring planets and moons.

Dewey

Many of those who come to Dewey do so in order to hunt Ascalots and Berrovines. The former are a breed of predatory flyers that can produce their own thermal currents, allowing them to glide silently towards their prey. Berrovines are subterranean monsters with dagger-sharp quills which allow them to burrow through the earth at terrifying speeds.

Ascalots spend much of their time, miles above the surface of Mewey. Their slim, ray-like bodies harness the thin air-currents and they descend only for a few hours each day to feed. This occurs around dawn and dusk, when the half-light allows the Ascalots' to enact their silent 'death glide', picking off creatures that never see them coming.

It is believed by some naturalists that berrovine colonies have hollowed out enormous sections of land, producing an endless network of tunnels beneath Mewey. Sensing prey through a combination of smell, vibration and electrical activity, berrovines scoop away the ground beneath their prey, causing it to collapse. They then pounce on their startled quarry, goring it with spines and claws.

Kades

The smaller of Dewey's two moons, Kades is a frigid place with a permanent covering of snow. Beneath its surface are labyrinthine ice tunnels that, thanks to geothermal energy, are slightly warmer than the moon's surface. Living in these tunnels is a species known as 'crystal moths'. These animals have developed a way of absorbing ice crystals into their skin, giving it a beautiful, iridescent shimmer. On brittle wings of frost, they flit about the caverns searching for food. In the larger caverns, colonies of tens of thousands of moths swarm together, forming a sight that few visitors ever forget.

Magdala

The larger moon is home to the fearsome erag. These armoured monstrosities are extremely territorial, attacking even their own kind except during brief mating-periods when they become oddly docile.

Adapted to Magdala's barren surface, erags are able to crush rocks between their teeth in order to extract the lichen growing within. When used as an offensive weapon this same bite can shear through steel.

Also resident to Magdala are Hylotrops – or 'plumes' as they are known in the hunting fraternity. Plumes are singular creatures that feed from gas vents that scar the moon's surface. This unusual diet has a number of consequences. Firstly, plumes are able to

leap enormous distances by venting gas from their mouths*. Secondly, they have an extremely strong smell – so bad, in fact, that fumigation is required if one is stored inside a ship's hold for even a day. Lastly, and most significantly, they explode when shot. Unsurprisingly, this has made plume hunting a popular pastime amongst certain types of hunters – namely those with little real skill, who want a spectacular end to their hunt.

*It is a matter of contention whether a plume's single orifice should be referred to as its mouth or anus. It both absorbs and expels all foreign matter from this single hole – no doubt giving rise to the derogatory phrase '*plumehead*' for someone accused of speaking from '*the wrong end*'

Dis

Located in the Ochecate System, just a short jump from Mewey, is an arid world called Dis. It has very little surface water, except at the poles, where most of the world's life forms are clustered. Derovic often visits Dis himself as it reminds him of Ianic. Hunters seeking a singular challenge come here for a quite different reason – to try to bring down a manteel.

Manteel are monstrous rays that inhabit the polar seas but are also able to take to the air. Their skin covers a layer of tough blubber, muscle and bone rendering them invulnerable to small weapons fire. A hunter that wishes to bag a mantel will need to do so from inside a vehicle. Even then, there are tales of craft plucked from the air by huge bulls and swept beneath the waves.

A fully grown mantel has a wingspan in excess of 100 metres. Besides their fearsome bite, they are able to generate subsonic booms that can paralyse their prey's nervous systems. Some say these silent screams also play havoc with ship's sensors.

Dubois' Gunsmiths

One of the first traders to set up a permanent business in New Mara was Elena Dubois. An ex-marine who found she enjoyed the company of people much less than she once had, Dewey offered her the solitude she had been seeking. In addition, she enjoys hunting and often places her daughter, Severine, in charge of the shop while she is gone for days at a time stalking Ascalots and Berrovines.

Putting her military experience to good use, Elena specialises in bespoke weapons. By modifying standard builds – and even crafting components from scratch – she offers a unique range of hunting tools. As a result of the unique nature of her wares, she gets a lot of repeat business: her customers cannot acquire ammunition for the guns elsewhere. Even allowing for this, many consider her products so good that they do not mind buying bulk orders of ammunition or visiting New Mara once a year to re-supply.



Bespoke Weapons

Dubois' Gunsmiths stocks a range of specially modified and experimental weaponry. Many of these are made to order, but there are some examples available for purchase. Presented below are a few examples.

Man o' War

Designed to capture erags on the moon of Magdala, this weapon is based on the frame of an elephant gun. It fires a web of harpoon-tipped cables that pierce and grip the erags' tough hide. The projected cables remains secured to a reel, affixed to the base of the gun.

The weapon is designed to be mounted on the back of a vehicle – and needs to be, as a harpooned erag will inevitably try to run. Given that a fully-grown adult weighs in excess of a ton, stopping it from doing so is not easy.

This model has found wider use in the hands of bounty hunters, who value both its ability to ensnare a target and the fact it rarely inflicts a lethal wound. That is not to say the injuries it inflicts are not extremely painful, leading to excessive scarring of the target's skin.

A target struck by a Man o' War must make a Strength check, with a negative DM equal to half the damage caused by the weapon (before armour is subtracted). If this Strength check is failed the target is immobilised.

Seeker-Rifle

Firing shells fitted with a micro-computer and sophisticated tracking equipment, a seeker-rifle is an extravagant purchase but one that leaves the target with little chance of escape.

The rifle is a high-velocity weapon that launches what amounts to a miniature robot, housed inside an armour-piercing shell. This can only occur after the weapon has locked-on to its target using a long-range vision-enhancement sight known as an 'Odin Eye'.

There is room inside the body of the shell for the addition of either a high explosive charge, a quantity of acid or a dose of poison. This is 'released' once the shell impacts with its target. If for any reason the shell misses, the payload is designed to remain intact.

The micro-computer inside the shell is able to adjust its trajectory and speed to seek out its target. This is accomplished through the movement of several tiny fins and a secondary booster charge built into the shell.

*Damage is increased by the ammunition payload:

- High Explosive adds 1d6 to Damage.
- Acid inflicts an extra point of Damage for 1d6+1 rounds.
- Poison delivers a dose of either arsenic or neurotoxin (see *Traveller Core Rulebook*, page 74).

Attacks made with a Seeker-Rifle treat all ranges beyond Short as Short range. In addition, they ignore the first -2 DM due to conditions.

For example, A character firing a Seeker-Rifle through smoke (-1 DM) at a target who has full cover), would suffer only a -3 rather than -5 DM.

Solaris Pistol

Whilst pushing the description of a pistol to its limits, the Solaris is just about compact enough to be concealed beneath a long coat. It projects blasts of super-heated gas that are hot enough to liquefy soft metals.

The fuel canister is a miracle of compact design, containing enough fuel for half a dozen uses. It can be reloaded with an efficiency that rivals that of semi-automatic pistols.

A target struck by a blast from a Solaris Pistol suffers full damage the round it is struck and half damage the turn after. Flammable targets struck by a blast are set aflame.



Man o' War

TL	Range	Damage	Auto	Recoil	Mass	Mag	Cost	Ammo
9	Ranged (pistol)	3d6	No	3	10	1	2,000	100

Seeker-Rifle

TL	Range	Damage	Auto	Recoil	Mass	Mag	Cost	Ammo
13	Ranged (rifle)	4d6*	No	1	5	20	5,500	5,000

Solaris Pistol

TL	Range	Damage	Auto	Recoil	Mass	Mag	Cost	Ammo
10	Ranged (shotgun)	3d6+3	No	-1	3	9	2,500	100

Dubois is a creative genius when it comes to weapons design. She could easily have found employment with a large weapons-tech corporation but prefers the freedom to tinker and design guns for real hunters.

She is able to improve on just about any standard weapon. Her modifications include:

- Increasing magazine capacity.
- Reducing recoil.
- Increasing range.
- Developing a collapsible version of the weapon.
- Removing all metallic components of a weapon so that it can pass through a scanner.

Typically these modifications take a few days and increase the Cost of the gun by 50%. Exactly what she can and cannot accomplish is determined by the Referee.

Famous Citizens

Javier Martinez is the hunter's hunter. He has tracked, killed and captured almost every game animal in The Spinward Marches. Now in semi-retirement, he lives about 50 miles from New Mara Starport. He is on good terms with Arkady Derovic and the two men have hunted together a number of times.

Unknown to Derovic – or anyone else – Martinez has hunted not just animals but sentient beings. From time to time he still organises illegal man hunts, inviting high paying clients to join his hunt. His quarry consists of inmates from penal institutions across the subsector. Martinez buys them from corrupt wardens, knowing that they will never be missed. Indeed, some of these wardens are offered complementary places on the hunt. His other clients include rich corporate types and several high-ranking politicians.

Discretion is obviously key to Martinez's operation. He never organises more than a couple of hunts each year, and ensures that they take place well away from the Starport. On one occasion, however, visiting safari goers stumbled across a hunt in progress and Martinez was forced to eliminate them. Using

his skills as a hunter, he made their deaths look like an accident. He knows that should such a thing happen again, the matter will be investigated more thoroughly.

ADVENTURE SEED

The Player Characters encounter a man on the run, pursued by big-game hunters. The runaway is the target of one of Martinez's hunts. He begs the Player Characters for help, claiming that he should never have been in prison in the first place.

If the Player Characters offer assistance, they will themselves become the targets of Martinez's latest hunt – with the master tracker hot on their trail. He is accompanied by his rich clients, who are kitted out with all sorts of exotic weapons and vehicles.

Even if the Player Characters do not intervene, they will need to ensure that there is no sign they have discovered his activities. If not, they will still find themselves being stalked.

Services

Ship Repairs

New Mara does not have a Highport; however it does offer refined fuel and simple repair facilities.

Transport

A range of off road vehicles are available for hire in the Starport. There are also a number of tour guides that offer their services to hunters and safari goers. Some of these are officially sanctioned by Derovic: they know the terrain very well and guide visitors to the best locations to find animals. The charge for their services is Cr 100 per day or Cr 500 for a week.

There are other, less reputable guides who mill around outside the XT-line and are available for half this price. They do not know the terrain as well, however: nor are they as mindful of their client's safety.



Menagerie

One of the more profitable concessions inside the Starport – Hames' Menagerie – specialises in the sale of exotic animal. These have been gathered from throughout the system and a few come from even further afield. On several occasions, animals purchased here have been released into the wild in order that they might be hunted down. On at least one occasion the quarry – a rare simian predator called a Landool – eluded pursuit and disappeared into the wilds. Whether it managed to survive and breed with the native species is unknown.

A number of these animals are illegal on worlds within the Imperium. This does not stop the proprietor, Karl Hames, selling to anyone that can pay. What his clients do with their new pets is their own business.

THE BONEYARD

A battered remnant of the Frontier Wars the *Megalith* was once a proud battleship, its reputation known and feared throughout the subsector. Now, after countless engagements and a final titanic battle against overwhelming odds, it is no more than a hulk – a steel carcass, apparently adrift on the edge of the Yiktor System. Yet, within its cavernous shell is an entire Starport. A place known as The Boneyard.

The Boneyard is, in the truest sense, an independent port. It owes no allegiance to any single government, corporation or race. It is a free port, offering sanctuary to anyone so long as they abide by The Truce. Those who violate it are dealt with harshly. Should they survive this retribution, they are exiled forever.

The Boneyard was never constructed nor even conceived as a Starport. Rather, it grew in an almost organic fashion. The *Megalith*, despite having sustained extensive damage in its final battle, still maintained integrity in a number of sections including life support and the one of the cargo holds. A group of radicals from Querrion – dubbed *the dregs* by their government – were the first to seek refuge inside the drifting wreck. They found supplies and a safe place to hold-up whilst their government continued its persecution.

As the dregs searched the ship, they found several more relatively undamaged areas, and set about salvaging parts and conducting repairs. The discovery and renovation of a hydroponics dome proved especially important. Many of the original plants were dead but supply runs to Prinx and Sansibar replenished stocks and meant that the dregs would have the capacity to produce their own oxygen and food.

Within a few months, a colony of over 200 people was resident on the *Megalith*. They brought with them their ships and belongings. The belly of the ship – blasted away in the

Megalith's final battle – served as harbour for the settlers' vessels, secreting them away from prying eyes.

Over time, the dregs came to think of *Megalith* as their home. It represented a place where they could make their own laws and live in peace. It was precisely what they had been searching for. Surreptitiously, many of their brethren who were still in hiding on Querion or scattered throughout the Subsector, were contacted and invited to settle in this new home. With each new addition to the Qabal – as the dregs called their clan unit – came further knowledge and expertise.

Over the next few years, the dregs explored the area around their new home. It transpired that the *Megalith* was not the only ship to have suffered in that great battle: countless smaller craft had also left their 'bones' behind as well. Salvaging all that they could, the dregs made further additions to their base and tethered a flock of broken ships about the hull. For the first time, the place began to resemble the Boneyard it would later be known as.

A defining moment in the history of the colony occurred when a damaged ship drifted within range of the colony. A distress signal made it clear that the crew were unable to prevent their craft drifting towards Yiktor's sun. From there, it would only be a matter of time before a decaying orbit captured them and hauled them down to fiery end. The dregs – every man and woman of age – voted on what should be done. It was decided that aid would be offered to the strangers, even if it meant exposing the colony.

Not only did the dregs successfully rescue the crew of the helpless ship, they conducted repairs and offered them fuel: in their years of isolation they had become inventive and highly adaptable, and were able to jury-rig systems in ways that few technicians would ever consider. Inadvertently, they were providing their first services as a Starport. The rescued crew left several days later, precipitating a nervous wait for the dregs: would their act of kindness backfire? Many still feared that representatives of the Querion government might come looking for them.

As it turned out, the rescue did unearth the settlement's location – but only to merchants and travellers through the Yiktor System. Over time, more and more vessels sought harbour, fuel and repairs – services that the dregs were happy to provide in exchange for credits or barter. The Boneyard, as the port was dubbed by its new visitors, gradually expanded to accommodate a greater number of ships.

To this day, the dregs retain a fiercely independent stance. They will offer succour to anyone, so long as they can pay or trade and abide by the rules of the port. This has, perhaps unfortunately, given The Boneyard a reputation for harbouring



those who would be turned away elsewhere. More than a few pirates, criminals and marked men can be found in The Boneyard. This, in turn, can frighten away some of the more legitimate traders. Most of the time, though, people of all sorts rub shoulders inside the port and respect each others' rights to go about their business.

Port Characteristics (Highport)

Docking Fee: 100/100

Berthing

Small Craft: 6,000

Starship: 5,000

Capital Ships: –

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–2

Capital Ships: N/A

Fuel: 150/550

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Warehousing: 35,000

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Hazmat: 5,000

Waiting Time: 1d6

Small Craft: 1d6–1

Starship: 1d6

Capital Ships: N/A

Storage Cost: 250

Repair facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Electronic Keypads

'The Boneyard hides in the shadow of one of Yiktor's moons and comes out at you from the black like some great mausoleum. All those other ships resemble headstones surrounding a

central vault. I don't know what battle the Megalith died in, or even the tale of her passing but her bones are mighty impressive. Sections of the superstructure still sprout from the hull like ruptured ribs, creating the impression that her guts were taken out.

Thing is, though, she's not as dead as she looks. Amongst all those corpses and husks there's plenty of life. It's just hidden away. You wake the sleeping beast, she gets real mean. I've seen her guns take down a cruiser like it was nothing. And if the guns don't get you, those dreg-ships will. They're like jackals. They circle and probe till they find a way in, then pounce. After that, there's another corpse for The Boneyard.'

— *Captain William Defraytus, Bounty Hunter.*

The Truce

No authority is recognised within the Boneyard, save that of the port itself. The rules and social conventions that govern behaviour on the station are derived directly from Qabal law. From these, come the tenets of The Truce: rules that everyone coming aboard is expected to respect and uphold. These state that:

- No sophont shall raise his hand in anger, only in defence.
- No trade shall be made unless both parties agree freely.
- All sophonts are free to come and go, so long as they acknowledge The Truce.
- To violate The Truce is an assault upon every member of the Qabal

Though essentially a peaceful people, the dregs are utterly merciless when it comes to upholding The Truce. This is a direct consequence of the persecution they suffered on Querion. They believe all sentient beings should be free to live as they please, so long as doing so does not prevent others doing the same.

In the event that someone violates The Truce, every member of the Qabal – which now exceeds 1,000 souls – will abandon their duties to hunt down and expel the perpetrator. The last tenet, in particular, is interpreted in a stunningly literal manner. Breaking The Truce is considered akin to physically attacking members of the clan. The response from Qabal-members is correspondingly ruthless and violent.

Unintentionally this direct, no-nonsense approach has made The Boneyard an attractive destination for wanted criminals and anyone who is on the run. Within the station, these renegades know where they stand and feel as though they can, to some extent, let down their guard and relax. A bounty hunter wishing to claim a mark holed up on the station will have to get past every resident dreg before he can leave and claim his reward. The same is true for law enforcement officials seeking to apprehend suspects: there are no extradition treaties on The



Refereeing the Dregs

The dregs are a people that were driven into the shadows of their home world. They learned to scavenge and make-do, and became resilient and determined. When they fled into space and established The Boneyard, the station took on an almost religious importance. For many dregs it is the Promised Land – a greasy, murky one but a place where the dregs hope to live in peace.

This struggle still colours everything they do as a people and explains why they are so ferociously independent. They would literally die before allowing others to impose their will upon them.

Dregs are very loyal to each other and to the Qabal as a whole. They accept newcomers without the preamble encountered in most cultures – and certainly most Starports. Dregs believe that anything more than the most cursory of questions when meeting someone for the first time is a violation of that person’s free will. Enquiries about someone’s past, generally, are seen as rude and obtrusive.

This is not to say that dregs are trusting or naïve. Quite the contrary; they mistrust anyone from outside the Qabal. They will, however, give them the benefit of the doubt and – whilst maintaining a polite distance – allow them to use the Starport’s facilities.

Typical Dreg Non-Player Characters

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Scavenger	Drifter	7	8	7	8	7	6
Mechanic	(Scavenger)						

Pilot (small craft) 1, Mechanic 2, Vacc Suit 1, Zero G 1, Gun Combat 0, Recon 1, Sensors 1, Engineer (electronics) 1, Melee (unarmed) 1, Computers 1

Most dregs aboard the station fall into this category. They spend their days servicing the aged port or searching for useable parts in the Charnel House.

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Trader	Merchant	6	8	7	9	7	6

Advocate 1, Broker 1, Persuade 2, Streetwise 1, Gun Combat 0, Melee (unarmed) 1

Roughly one tenth of the dreg population dedicate their time to dealing with visitors to the station. They have become canny traders, well versed in the art of bartering, and know how to drive hard bargain.

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Jackal	Army	8	9	8	7	7	6

Pilot (small craft) 2, Mechanic 1, Vacc Suit 1, Comms 1, Sensors 1, Gunnery (turrets) 2, Gun Combat 0, Melee (unarmed) 1

A portion of dregs are trained specifically to protect The Boneyard and to deal with those who violate The Truce. At any given time, at least 20 Jackals will be aboard dreg-fighters and hidden amidst the debris that surrounds the station. From there they can be called into action at a moment’s notice.

Dregs are essentially human but have developed a characteristic stoop and a shuffling gait. This creates the impression that they are a little shorter than the average human.



Boneyard. Given that the exterior of the station is bristling with weapons – a mixture of new additions and those left over from the *Megalith's* last stand – this is further complicated. Even those who manage to escape the port with a suspect are likely to be shot down before they can jump away.

Environment

The Boneyard is essentially a Highport and therefore has an entirely artificial atmosphere. Whilst this is true of all Highports it has particular significance in this instance, as the dregs see the station as their home first and a Starport second. They need the trade and barter that visitors bring in order to survive but they are very protective of their air and food supplies. This attitude manifests itself via the dregs' hatred of waste which, whilst not a breach of The Truce, is severely frowned upon. Smoking, the burning of candles or incense or the production of noxious gases is entirely forbidden. Visitors who violate this rule more than once are usually exiled.

Sites of Interest

The Charnel House

The dregs – and those who pay a fee – carefully pick over the bones of the smaller ships surrounding the *Megalith*. Though none are flight worthy in and of themselves, there is some valuable salvage to be had.

There is no fixed fee for 'harvesting', rather it is determined on a case by case basis depending on how much salvage is taken, the condition it is in, how valuable it is and – most importantly – how members of the Qabal feel about the salvager.

Harvesting

There are no hard and fast rules for fixing a price for salvage taken from The Charnel House – the dregs are an enigmatic people. As a guide, salvaged ships' systems and spare parts should cost between 25% of their value (for someone the dregs 'trust' and hope returns to the Starport) and 75% (for someone about whom they have no strong opinion). All of these parts will require further work to get them functioning again.

Characters who manage to earn the ire of the dregs are usually expelled from the station. Those that somehow avoid this and are still granted Harvesting rights can expect to pay 100% or more of the value of salvaged parts.

Famous Citizens

Fenris

The smuggler known locally as Fenris is a Vargr who has carved out a permanent niche on the station for himself and his pack. Specialising in illegal narcotics, Fenris has established a smuggling route that takes in Sansibar, Querion and even Sheyou and Ninjar in the Cronor Subsector.

His operatives are all Vargr, though he trades freely with other races. At the last count, he had more than 30 loyal followers, all of whom are skilled in smuggling and deception.

Fenris is careful never to move contraband through Imperial Starports – or other stations that face similarly rigorous checks. He greatly values the freedom offered him by the dregs – who, if they know about his operation seem not to care – and ensures that his followers and business partners adhere to The Truce.

The Bone Collector

One of The Boneyard's oddest residents is a lone Droyne who spends his days picking through the ruined ships in The Charnel House. Having been resident on the station for several years, he has amassed an impressive collection of scrap. Some of this has been used to build fully functional craft but much of it lies untouched inside one of *Megalith's* vast cargo holds.

Exactly what the Droyne is doing on the station is a mystery, although every few years he leaves the port in one of his scratch built ships (all of which are Small Craft) and then returns a month or two later in a different ship. This had led some people to surmise that he is studying alien technology and transporting examples either to Andor, Candory or some other Droyne settlement.

Apprenticeship

Any mechanics or engineers visiting the Starport may find themselves approached by its Droyne resident and offered a job. He is unable to complete the work on his jury-rigged ships all by himself and employs 'contractors' to repair or install specific systems. He is always very specific about the work he wants done and only ever employs each contractor to work on a single aspect of the ship – almost as though he wishes to conceal the details of the overall ship design. Nevertheless, working for the Droyne is a unique experience and any character who does so will pick up some new tricks. The Referee is free to decide whether this translates into a Skill Level increase or the acquisition of a new Speciality.

Lito Vedorun

Galthmar is a little known world in the Algebaster System, Cronor Subsector. Three years ago, an internecine civil war came to an abrupt end when one of several military leaders claiming dominion over the planet's largest country employed chemical weapons to wipe out his enemies. So appalled were the members of his own faction that they expelled him and days later placed a price on his head.

'General' Vedorun had taken the precaution of secreting away funds and a store of precious minerals for just such an eventuality. Fleeing his home system, he evaded an attempt on his life and the attentions of several bounty hunters before settling in The Boneyard.



Now, Vedorun is a bitter man, convinced that his people have failed to acknowledge the great service he did them. He believes that without his bold course of action, the war would have eventually claimed even more lives.

Vedorun is surrounded by a small but loyal cadre of ex-military personnel. They serve both to protect him and feed his belief that he is a wronged leader, cheated by the people he saved.

The old general's funds were extensive, but he has squandered them during his years of exile, sampling all sorts of illicit pleasures in an effort to take his mind off his situation. It will not be long before he runs out of money and the loyalty of his cadre will then be put to the test.

ADVENTURE SEED

Bullion

The Player Characters are hired to go to Galthmar and recover some of the precious minerals that General Verodeon was unable to take with him when he fled. This involves traversing an area contaminated by chemical weaponry, in a land ravaged by a civil war – a conflict which, unfortunately, has started up again in the power vacuum created when Verodeon left. The general will send some of his followers to ensure the Player Characters do not try to abscond with the haul.

Unless the Player Characters are especially unscrupulous it is best if they do not, at first, realise the sort of man they are working for. This can be pieced together over the course of the adventure. They must then decide where their loyalties lie – and just how much they want to get paid.

Services

Trading

The economy of The Boneyard is based on a Barter system. The dregs rarely venture outside the station and so have little use for credits. However, they acknowledge that they can be a necessity when trading with certain visitors. This gives traders the option to pay in whichever way will garner them the best deal. It is not uncommon for a merchant to find someone on the station is more interested in his goods or skills than his credits. This makes The Boneyard an interesting – and potentially very profitable – place to trade.

Trading on The Boneyard

Referees are advised to make trade deals negotiated on The Boneyard as quirky as possible. In addition, the value of goods should also be different each time Player Characters visit. The dregs, after all, are scavengers and one never knows what they will have in stock or what they will be short of.

For example, a group of Player Characters might arrive at the station wishing to refuel, affect some repairs and fill up the last few tons of empty space in their hold. They could pay for the first two with credits but discover the dregs are keen to build up their supply personal armour, providing an opportunity to barter.

Conversely, the dregs make it clear that they have acquired a surplus of basic electronics, salvaged from The Charnel House. They offer to sell these at a very competitive +3 Purchase DM. Again, credits are an option but so is that shiny Servitor Robot the Player Characters have aboard their ship.

Warehousing

The *Megalith* was an enormous ship. Coupled with the fleet of derelicts now leashed to its hull, this provides The Boneyard with huge amounts of storage space for such a 'small' Starport. These are not in any one location, however, but rather spread out around the station. This makes the allocation of space and the movements of cargo slower than usual – a maximum of one ton every 15 minutes can be loaded or unloaded. This is somewhat compensated for by exceptionally low storage charges.

Customs

The Boneyard has no Customs service: visitors are free to bring any goods onto the station, so long as their presence inside the port does not violate The Truce.

This makes The Boneyard an ideal place for smugglers and criminals to store contraband. It is reckoned that if the Starport's holds were ever properly inspected it would be the dawn of The Fourth Imperium by the time all the prison sentences had been dolled out and served.

If the Player Characters have any cargo that would not stand up to an Imperial inspection, then The Boneyard might be just the place to store it until they can move it on.

ADVENTURE SEED

Characters visiting The Boneyard who possess medical skills and/or an infirmary aboard their ship often find themselves in demand. The Player Characters are approached by someone offering to pay handsomely if they will perform a life-saving operation. It transpires that the patient is a gangster, marked man or some other ne'er-do-well that the Player Characters have heard about. To resist the request may prove hazardous to their own health – to accept it could earn them a host of new enemies.

Medical Facilities

It is an odd quirk of dreg society that employs very little in the way of medical care. They believe that individuals should strive

A Secret Compact

It is up to individual Referees to decide whether or not the Arden-based corporations – and perhaps the Arden Society itself – are aware of the true nature of Hayven. Certainly, the government of Arden wishes to pursue its expansionist policies and is not beyond dealing with men like Pater Damenor Gentz to achieve them. They may know all about his difficulties on Vilis but reason that it has nothing to do with them. In fact, Gentz's organisation might provide the Arden government with access to some unique talents, ranging from spying on the people of Caloran to eliminating those who cause them problems.

Alternatively, the corporations of Arden might simply be using Hayven as a way to move equipment on and offworld.

to shake off the effects of disease and infection themselves as it strengthens them and ultimately the Qabal as a whole.

As a result, they can offer only the most basic healthcare. This makes medical supplies a valuable commodity within The Boneyard.

ADVENTURE SEED

A fatally-ill dreg comes to the Player Characters, surreptitiously asking them for help with his illness. Despite the Qabal ideology, he has no wish to die and has become convinced that he has just days left to live. He can offer the Player Characters information on the best areas of The Charnel House to explore or some other valuable items or information. If the Player Characters interference is discovered it may be interpreted as a violation of The Truce, leading to violent reprisals and exile – without the chance to unload any goods stored in the port's warehouses.

HAYVEN (INDEPENDENT PORT)

Despite what its name might suggest, this small independent port is anything but a safe and welcoming stop-off point. On the surface it resembles any other remote Starport, getting by on the scraps of commerce and trade that find their way out into the darker parts of the galaxy. In truth, it is a front for a successful criminal organisation that runs rackets from extortion to kidnapping and murder.

Hayven sprang up more or less overnight. The locals on Caloran were surprised to see a new Starport being built but the local governmental agencies were content that its construction could only be good for trade.

The reason for the Starport's rapid assemblage was that Pater Damenor Gentz – patriarch of a large crime syndicate based on

Vilis – had just been run out of his home system. An especially determined police operation had decimated his organisation and he had barely escaped with his life and freedom. Realising that he needed somewhere to lay low and a place from where he could rebuild, he erected his own (albeit modest) Starport. He reasoned that this would provide an excellent cover for the comings and goings of his remaining associates and a place to invest the money he had managed to hoard.

Over a few months, Gentz ascertained which members of his family were still at large and managed to take stock of his situation. The Starport began to attract traders and to turn a small profit. Gentz's money man – his brother-in-law, Leo – convinced him that the port would make an excellent laundering business once the organisation was back on its feet. Gentz agreed and set about building a second and third landing pad. And somewhere to refuel them. And to repair them if necessary. And so on.

Many of the recent shipments of industrial farming equipment sourced from Arden have, for example, been moved through the port. This investment in Caloran's agricultural business has provided a steady flow of traffic through the port, allowing it to continue expanding.

A decade on and the Gentz family are fully back in business. Hayven remains a discreet, legitimate operation where many of their operations are planned. They have further expanded and even added a number of subterranean structures. Officially, these hold fuel and supplies: the truth is very different. Out of sight of prying eyes, they are used to conceal everything from stolen goods to illegal weaponry. On more than one occasion, they have also been used to conceal kidnap victims.

A number of the locals have started to have their doubts about the port. It is nothing concrete, more a feeling that something is wrong. Too many bad things have happened to the folk that frequent the place – and too many local people have disappeared without a trace in the years since it was built to just be a coincidence.

Port Characteristics (Downport)

Docking Fee: 1d6x50/110

Berthing

Small Craft: 2, 500

Starship: 2,800

Capital Ships: –

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A



Fuel: 100/550

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Warehousing: 4,000

Waiting Time: 1d6–1

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Hazmat: 1,700

Waiting Time

Small Craft: 1d6–1

Starship: 1d6

Capital Ships:

Storage Cost: 220

Repair facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–2

Capital Ships: N/A

Upgrades: External Cameras, Electronic Keypads, Standard XT-line.

Environment

Hayven is located on a natural plateau nestling in a shallow mountain range known as the Altos Peaks. The terrain nearby is dominated by gently rolling hills and coniferous forests. Two roads, one leading east, the other west, connect the port to the land on either side of the Peaks. The plateau is easily accessible to incoming craft and sits high enough that the taint which plagues the atmosphere at lower levels is not present.

Sites of Interest

The Vault and The Hole

Members of Gentz's organisation refer to the storage areas beneath the Starport as The Vaults – and to the darkest place within them as The Hole.

Most of The Vaults are given over to the legitimate storage of fuel, ships' supplies and spare parts. The less accessible areas contain several holding cells – bleak, soundproofed places – and an interrogation room. Equipped with all manner of nefarious tools – both high-tech and brutally simplistic – this is the place where Gentz's enemies hope they do not end up.

There is one place worse, however. The Hole is a shaft that stretches deep into the ground. It is covered, near its apex, by a toughened metal grill. The reason it is toughened is to keep something out – tiny, voracious rodents called 'renders' that live beneath the ground. Those who most displease Gentz are placed on this grill and tied down. They then wait, terrified, for night to fall and for the renders to wake.

Drawn to the smell of human sweat, the ravenous creatures clamber up the walls of the shaft. They are too large to fit through the gaps in the grill – but their barbed tongues are not. In screaming hordes they jostle for position, seeking to embed their gruesome tongues in their victim's skin and lick the flesh from his bones. The thickness of the grill is such that the renders cannot deal a mortal blow, merely thousands of agonising wounds. Unlucky captives have been known to survive for three nights before dying of shock and blood loss.

Famous Citizens

Any characters with a background in policing or crime who hail from Vilis will have heard of a Pater Damenor Gentz. After being chased off the planet he re-established himself on Caloran and is once again a player in the criminal underworld. Caloran itself is too backward a world to offer real any real opportunities for profit. Also, Gentz has no wish to sully his own doorstep. His criminal activities are largely restricted to other systems, such as Zircon and Gougeste in the Jewell Subsector. He entrusts the day-to-day running of these criminal franchises to his son, Malcolm (Gougeste) and his nephew, Baldwin (Zircon).

In his twilight years now, Gentz is rarely seen in public but still makes key decisions for his organisation – and is far from ready to stand aside. A part of him still wants revenge on the police officers who ran him off Vilis, and it is this fire which keeps him going.

ADVENTURE SEED

A friend of the Player Characters is up to his neck in debt to a loan shark. In desperation, he asks the Player Characters to accompany him to a meeting with the shark – an employee of the Gentz family – to strengthen his bargaining position. In so doing, the Player Characters become embroiled in the activities of this criminal group, making either useful contacts or deadly enemies.

Services

Black Market

Those in the know can contact sellers of illegal goods through the network of contacts in Hayven Starport. These transactions must be discreet and sanctioned by Pater Damenor Gentz. In exchange for using his port, black marketeers are expected to



pay him a tribute equal to 1% of the value of goods bought. Failure to pay the tribute results in swift and painful retribution, with Gentz finding another way to claim his pound of flesh.

In touch with the Underworld

In order to avail themselves of Hayven's criminal services, a Player Character must either arrive at the port with a personal recommendation – usually earned through service to the Gentz family – or some fast-talking and streetwise skills.

A Very Difficult (–4) Streetwise check (or, far better, some excellent role-playing) is required to finagle one's way into the port's criminal circles.

Illegal Goods

The following goods may be bought through a supplier found in Hayven, with a Purchase DM of +0:

- Illegal Biochemicals
- Illegal Cybernetics
- Illegal Drugs
- Illegal Luxuries
- Illegal Weapons

These suppliers are not usually interested in buying goods themselves, as Gentz's organisation already provides them with a regular supply.

Mulley's Place

A front for illegal weapons, the Starport's bar is a rough and ready place, frequented by Gentz's men and a few nervous looking visitors – most of whom finish one drink and head to the port's restaurant across the street.

Everything from untraceable sidearms to military grade weapons can be sourced from in Mulley's Place, though prices tend to be steep. What is more, they are never handed over inside the bar itself. Gentz does not want to risk spoiling his set up. Instead, weapons are paid for at the bar and then left at one of several drop-off points elsewhere on the planet. None is more than 50 kilometres from the Starport and all are carefully monitored to ensure they remain secure.

Repairs and a Little Something Extra

Alongside the basic repair and refuelling services that Hayven provides is another, strictly under-the-table service. For a fee, the port will re-spray and re-register stolen vehicles in order to make them untraceable.

This service is only available for land vehicles and small craft.

BASTION (INDEPENDENT STARPORT)

After years fending-off attacks from the numerous pirate fleets that plague the Talchek System, Bastion is arguably the best-

defended Starport of its size in The Spinward Marches. With an armoured hull, fearsome weapons and a ring of protective satellites, it is as much a fortress as a Starport – and one of the few safe havens for travellers to the system.

Bastion started life as a small independent Starport, providing fuel to ships venturing out of the relatively safe Glisten Subsector to explore and develop links in District 268. At this time, the port was named Talnor – meaning *welcome* in a local dialect. It proved a profitable enough station and seemed assured of a bright future. It was not long, however, before it attracted attention from bands of roving corsairs. These pirates targeted the ships visiting the port: many were boarded and their cargoes looted. The brigands did not steal the traders' ships, however, reasoning that this left them free to re-stock and be pillaged in the future.

The chairmen of the investors who owned the port, Klaus Angerstein, realised that his business would not last long if he did not do something about this problem. He contacted a friend of his in the Navy who, on his behalf, petitioned for assistance from Imperial forces. A decision had already been taken within the Imperium designating Sector 268 as an area of Imperial interest. It was well-understood that expansion into the subsector would be made easier if Talchek's Starport was made secure.

For a month or so, a few Naval vessels were reassigned to the system and they successfully engaged and destroyed several corsair craft. Angerstein knew that this would provide only a temporary fix, however, and that the Naval vessels would soon move on.

During the brief respite, Angerstein pressed his fellow board members and Imperial corporations that would be interested in using the port for further investment. He made his case forcefully and persuasively enough that a hefty number of credits was handed-over. Angerstein used a portion of this money to hire a range of mercenary crews – many of whom were ex-Navy and Scout Service personnel. He tasked them with escorting visiting spacecraft to and from the Starport. This soon brought them into conflict with the pirates but the experienced mercenaries proved that they could more than hold their own.

For a few years things persisted thus, with the Starport swallowing the cost of the mercenaries' services whilst still managing to turn a profit. The pirates, however, had plans of their own. Unified under the banner of a particularly vile brigand named Mius Mordane, they began to attack in unison rather than piecemeal and were able to defeat the mercenary vessels one at a time.

Realising that the mercenaries would soon be seeking higher wages and reinforcements – or leaving their posts altogether



– Angerstein ordered work to begin on modifications to the station. Installing a raft of anti-ship weapons, at a cost that emptied the port's reserves, he prepared the station for battle.

When next the corsairs engaged an incoming ship, it fled towards the port. The pirate fleet duly pursued, reasoning that they had no reason to fear proximity to the Starport. As the corsairs drew near, Angerstein deployed the weapons and cut them apart. A dozen craft were disabled or destroyed and the others fled with their tails between their legs.

Boarding the immobilised craft, the mercenaries recovered a fortune in stolen goods, along with weapons that could be added to the station's defences or their own vessels. The ships themselves were seized and later sold for a handsome profit – as were many members of the corsair crews, lots of whom had prices on their heads. Angerstein had won a famous victory and, between them, he and his mercenary crews had made a fortune. This ensured their continued loyalty and the ongoing support of his investors, which allowed Angerstein to replenish his funds and to further strengthen the port – which was renamed Bastion.

In recent years, there have been skirmishes between Angerstein's forces and those of the pirate fleets – who have once again fragmented. There has been nothing on the scale of 'The Great Defence' but the mercenary escorts are still kept busy.

The ongoing troubles in the Talchek System – coupled with the dangerous nature of the planet itself – mean that Talchek remains Amber zoned as far as the Imperium is concerned. Nothing short of massive-scale terra-forming and/or the eradication of the Talchek pirate fleets is likely to change this.

Port Characteristics (Highport)

Docking Fee: 1d6 x 100/200

Berthing

Small Craft: 4,000

Starship: 6,000

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Fuel: 100/500

Waiting Time

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A

Warehousing: 6,000

Waiting Time: 1d6–1

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Hazmat: 2,000

Waiting Time: 1d6

Small Craft: 1d6–1

Starship: 1d6

Capital Ships: N/A

Storage Cost: 250

Repair facilities

Small Craft: Hull, Systems

Starship: Hull, Systems

Capital Ships: N/A

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Biometric Scanners, Armour Plating, Damage Control Robots

Environment

The planet Talchek itself is extremely inhospitable. Its oceans are incapable of supporting Earth-derived life and its cloying atmosphere is highly toxic. Accordingly, no effort has ever been made to construct a Downport.

Bastion's outer hull is the dull grey of thick armour, its hanger doors opening only briefly to allow craft in or out. An array of turrets scan the heavens, searching constantly for pirate raiders.

Within, Bastion feels quite different. So much energy is focused on defending the outside of the port that its interior is less rigorously monitored than many other stations. Admittedly, biometric scanners control movement between areas of the station but there are few CCTV cameras and a real sense of unity – of 'use versus them' – exists between all personnel in the port, whether visitors or staff.

Three moons in the Talchek system are capable of supporting life. None is especially welcoming – Dynas is arid and scourged by winds; Eben has only a few hours of sunlight each day; and Melo is home to some truly terrifying parasitic organisms – but each has a small native population. Hidden on these moons are a number of pirate bases. Angerstein's mercenaries search for them constantly but so far they have remained hidden. Almost certainly they are subterranean, though Eben is subject to magnetic storms that play havoc with sensors and could help conceal a base.

ADVENTURE SEED

The Player Characters are offered work by Klaus Angerstein, Governor of Bastion. He needs someone to locate the hideout of a particularly daring corsair band known as the Star Reapers. He can supply the characters with details of a bar that the corsairs frequent on one of the system's moons. From there, they can infiltrate the pirate ranks and uncover the site of their hidden base.

Earning the pirates' trust is no easy business and they will need to undergo a number of tests before they learn where the main hideout is concealed.

The Talchek System is not enough of a prize to explain the presence of so many pirates in the system. Certainly there are plenty of other systems within range of a Jump 1 or 2 craft, making Talchek a possible base camp but most of the pirate vessels which attack craft heading for Bastion are not jump capable.

One theory is that the raiders have discovered something on one of the system's habitable moons. This could be a stash left by a previous pirate fleet, the remains of a secret corporate base or even ancient technology. Whichever is the case, at least three pirate bands currently operate in the system, numbering between them more than 50 craft.

It also seems likely that the pirates have access to several transport ships. By loading their fast fighters and raiding ships aboard these, they could conceivably be making raids into either the Glisten Subsector or Swords Worlds, and then retiring back to the safety of the hidden bases.

Sites of Interest

The Bounty Killers

With so many wanted men joining the ranks of corsairs in the Talchek System it is little wonder that several bounty killers have taken up residence in the port. In fact, one man – Kleitus Daye – has gone so far as to rent an office and invite anyone with news pertaining to the whereabouts of the system's most notorious renegades to come in and see him. He offers enticing rewards for such information and a promise of complete confidentiality.

Famous Citizens

Klaus Angerstein has been the Governor of Bastion Starport for more than 20 years. He is a fierce frontiersman, in no way softened by life aboard the station – a fact testified to by his rather shaggy appearance. Despite the smart suit his investors insisted years ago he get used to wearing, Angerstein's long, unkempt hair and wild eyes are clearly those of someone with an untamed spirit.

Angerstein inherited a fortune when his mother died and has invested all of this in the defence and expansion of Bastion. He has never once considered surrendering 'his' Starport. In fact, he has relished the years of conflict with the system's pirates. A grudging respect has even developed between himself and Mius Mordane as the two have tussled over the years. Given half a chance, Angerstein would meet the pirate leader in the cockpit of one of the station's fighters – or better still, in hand to hand combat.

Angerstein Management

The Player Characters could well find employment working for Governor Angerstein as mercenary pilots. They will need their own ship and be willing to make extended patrols of the system. Rates of pay are good and there are bonuses for certified kills. A share of the salvage money from any destroyed pirate ships is also ensured – with Bastion's tech-crews taking care of the laborious collecting, sifting and sale of salvage.

Alternatively, the Player Characters could be asked to crew one of the Recovery Ships berthed on the station.

Services

Rescue

Part of Klaus Angerstein's deal with the mercenaries that help protect Bastion Starport was the purchase of two recovery ships. These specially designed craft are used to recover damaged craft and crew and return them to the safety of a Starport. They have large Manoeuvre Drives and impressive stores of fuel in order to facilitate this. Any craft that finds themselves in distress within the Talchek System can rely on these craft to come and help – assuming, of course, that it is not a pirate vessel.

Increased Prices

Even allowing for the best efforts of everyone aboard Bastion, there are plenty of traders that avoid the port and often the entire system. This has a knock-on effect, forcing up the price of goods. Visitors can expect to pay some 10% more for equipment, ships' stores and other purchases on the station.

Conversely, this means that if they are selling goods they can expect to make a higher profit due to increased level of risk.

Danger Money

Goods sold within the Talchek System benefit from a +1 bonus to the Sale DM.

There is not a huge market for goods, however, and searches for a Buyer suffer a –1 DM.

NEW SHIPS

Dreg Fighter

Though each dreg fighter is built from different components – and therefore looks slightly different – all conform to the same basic design and serve the same purpose. Hidden amidst the debris surrounding the *Megalith* they watch and wait for signs of trouble. Only then do they reveal themselves, pouncing on enemies in a sudden burst of ferocity.

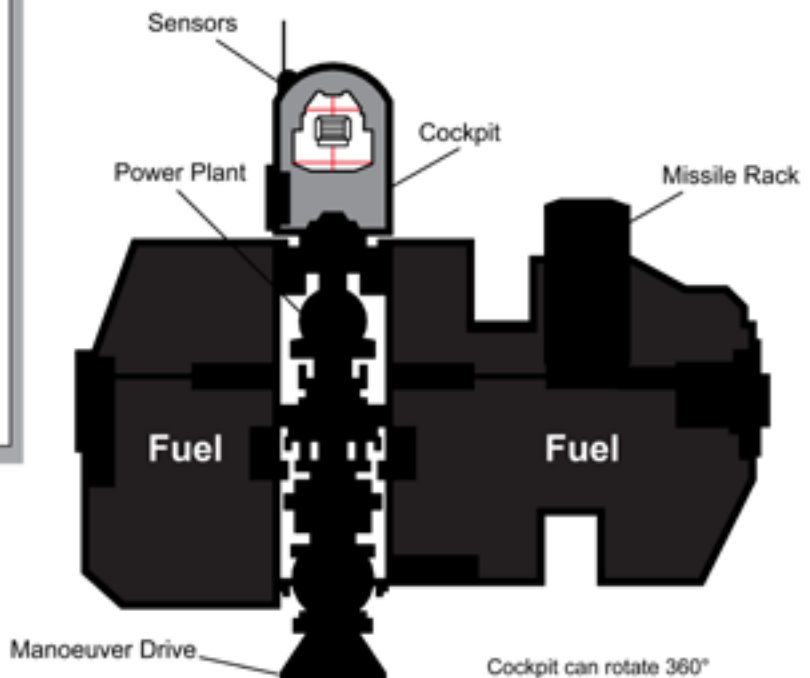
Dreg sentinels refer to these craft as Jackals and base their tactics around a pack mentality. Individually, they may be outgunned by larger, more advanced craft but together than can nip and claw at a foe until they bring it down.

Dreg Fighter			Tons	Price (MCr.)
Hull	20 Tons	Hull 0 Structure 1	—	1.2
Armour	Titanium Steel	5 Points	2.5	0.3
Manoeuvre Drive	Reaction sK	Thrust 10	2.5	5
Power Plant	sA	Rating 1	1.2	3
Bridge	Cockpit for 1		1.5	0.1
Computer	Model/2	Rating 10	—	0.16
Electronics	Standard	DM-4	—	
Weapons	Fixed Mounting	Missile Rack	1	0.85
Ammunition	10 smart missiles		0.83	—
Fuel	10 tons	2 weeks of operation and 18 G-hours of thrust	10	—
Software	Manoeuvre 0		—	—
	Evade/1		—	1
Total Tonnage and Cost			19.53	11.61



Dreg Fighter

1.5 Metres High





DREG FIGHTER



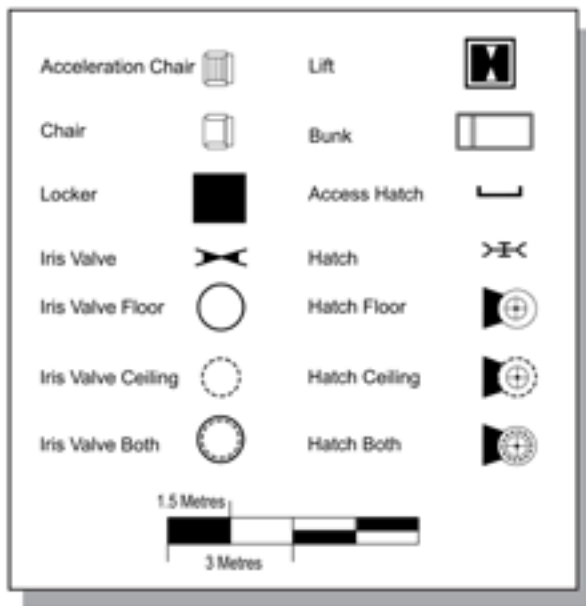
DREG HUNTER



Dreg Hunter

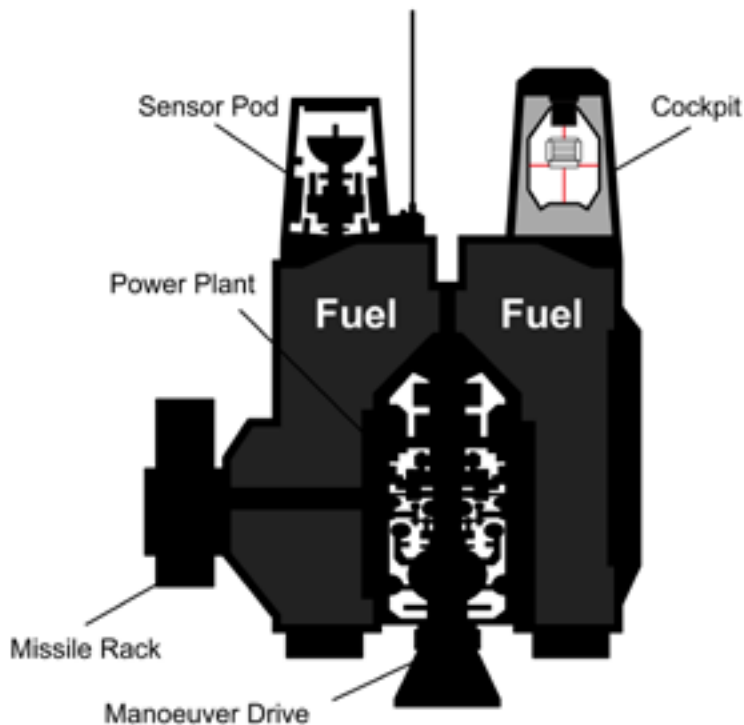
An essential part of the dreg defence fleet, these craft are the eyes and ears of the pack. Not as fast as the smaller Jackals, these 'Hyenas' are more cunning and patient. They skirt around the edge of a conflict, gnawing at the enemy where they can whilst ensuring the jackals have guidance and are not taken unawares.

Dreg Hunter			Tons	Price (MCr.)
Hull	20 Tons	Hull 0 Structure 1	—	1.2
Armour	Titanium Steel	9 Points	4.5	0.54
Manoeuvre Drive	Reaction sG	Thrust 7	1.75	3.5
Power Plant	sA	Rating 1	1.2	3
Bridge	Cockpit for 1		1.5	0.1
Computer	Model/2	Rating 10	—	0.16
Electronics	Basic Military	DM+0	2	1
Weapons	Fixed Mounting	Missile Rack	1	0.85
Ammunition	10 smart missiles		0.83	—
Fuel	11 tons	2 weeks of Operation and 12 G-hours of Thrust	8	—
Software	Manoeuvre 0		—	—
	Evade/1		—	1
Total Tonnage and Cost			19.78	11.35



Dreg Hunter

1.5 Metres High



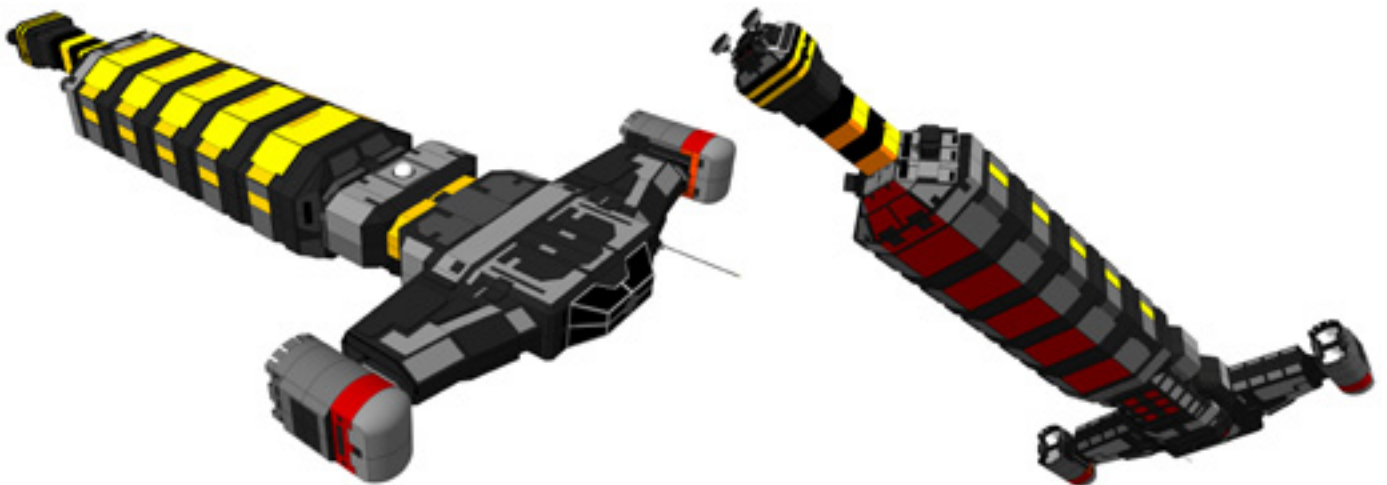


Recovery Ship

When a ship becomes stranded in space, a recovery ship represents its best chance of making it safely to port. Stocked up on fuel (typically 75% of the cargo is used for this function) and with equipment that allows them to transfer this to another vessel, recovery ships are able to spend a long time away from home conducting a search. Their large engines also provide them with the necessary power to move damaged craft.

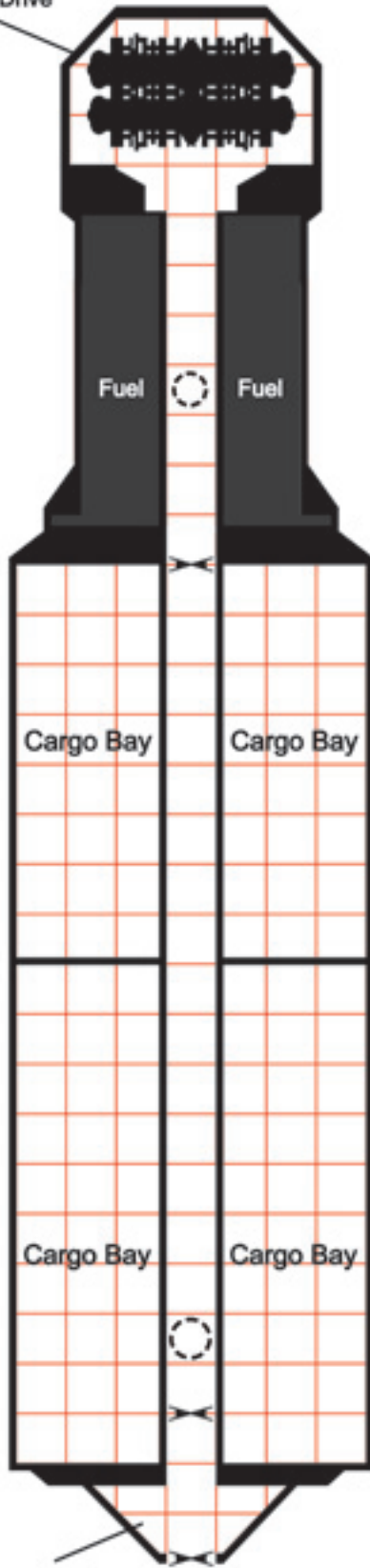
In extreme situations, where retrieval of a stranded ship is not possible, a recovery ship is able to rescue up to half a dozen crew members and place them in cold sleep.

Recovery Ship			Tons	Price (MCr.)
Hull	200 tons	Hull 4 Structure 4	—	8
Armour	None		—	—
Jump Drive A	Jump 1		10	10
Manoeuvre Drive F		Thrust 6	11	24
Power Plant F			19	48
Bridge			10	1
Computer	Model 1	Rating 5	—	0.03
Electronics	Basic Civilian	-2DM	1	0.05
Weapons	None		—	—
Fuel	44 tons	Jump 1 and 4 weeks of operation	44	—
Cargo	77 tons		77	—
3 Staterooms			12	1.5
6 Low Berths			3	0.3
Extras	Ship's Locker		—	—
	Fuel Transfer Equipment		5	0.5
	Magnetic Grapples		8	1
Software	Manoeuvre/0		—	—
	Jump Control/1		—	0.1
Maintenance Cost (monthly)			—	0.007873
Life Support Costs (monthly)			—	0.0066
Total Tonnage and Cost			200	94.48





Jump Drive



Recovery Ship

Level Two Cargo / Jump Drive Deck

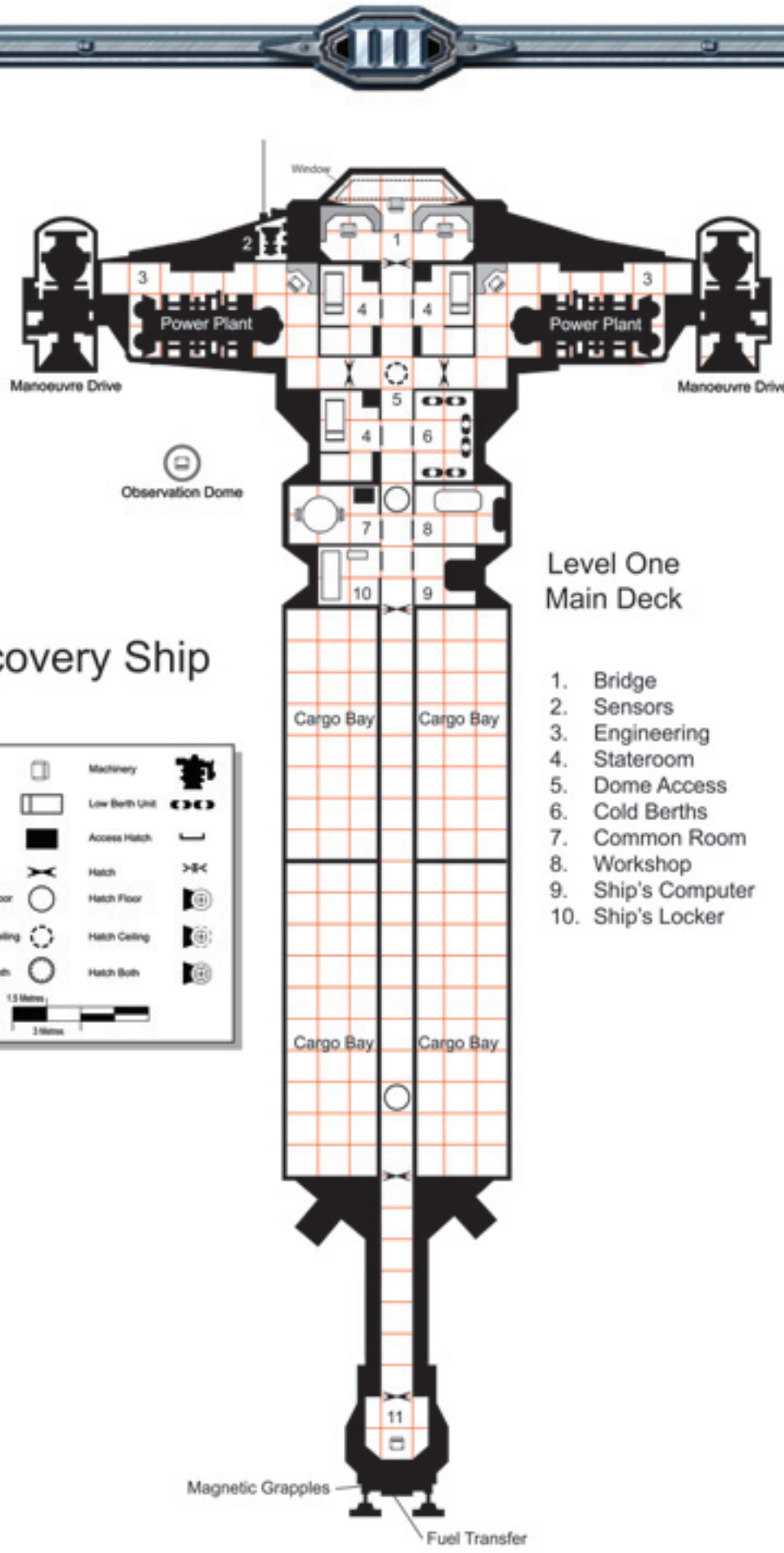
Chair		Machinery	
Bed		Low Berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 Metres

3 Metres

Airlock

Recovery Ship



Level One
Main Deck

- 1. Bridge
- 2. Sensors
- 3. Engineering
- 4. Stateroom
- 5. Dome Access
- 6. Cold Berths
- 7. Common Room
- 8. Workshop
- 9. Ship's Computer
- 10. Ship's Locker

Chair		Machinery	
Bed		Low Bath Unit	
Locker		Access Hatch	
Ino Valve		Hatch	
Ino Valve Floor		Hatch Floor	
Ino Valve Ceiling		Hatch Ceiling	
Ino Valve Both		Hatch Both	

1.5 Metres
3 Metres

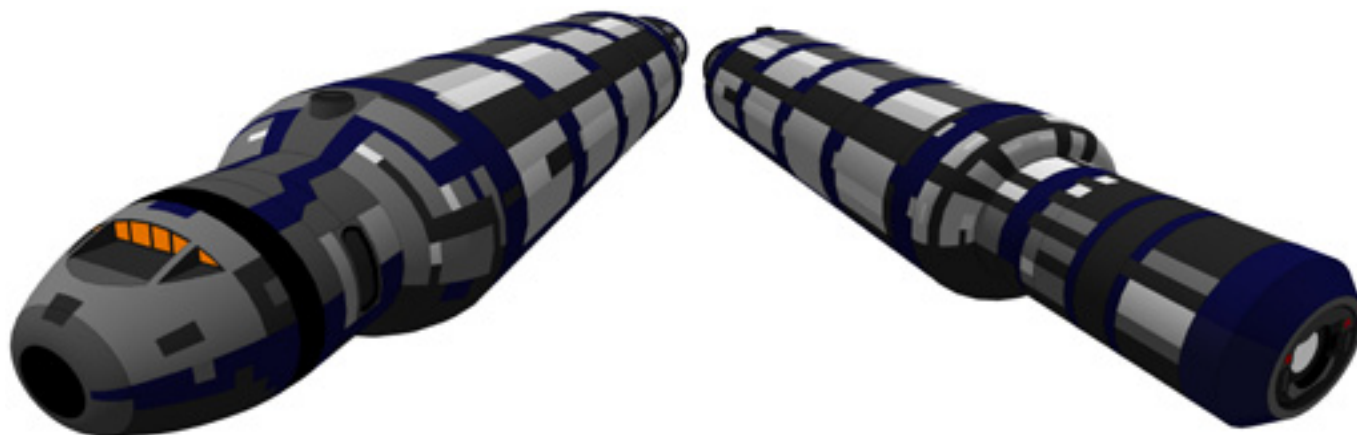


Tanker Ship

Known affectionately as 'water-carriers' or 'camels', tanker ships ferry fuel to starcraft that are too large or unwieldy to land or dock at a Starport. Their no-frills design leaves an impressive amount of space for cargo – specifically hydrogen, which can be pumped directly into the fuel tanks of a waiting ship.

The ships most commonly serviced by tanker ships are large freighters with distributed hulls and Capital Ships. With the latter, several trips or a small fleet of tankers are required to provide a full re-fuelling service.

Tanker Ship			Tons	Price (MCr.)
Hull	500 tons Streamlined	Hull 10 Structure 10	—	35.2
Armour	None		—	—
Jump Drive	None		—	—
Manoeuvre Drive E		Thrust 2	9	20
Power Plant E			16	40
Bridge			20	2.5
Computer	Model 1	Rating 5	—	0.03
Electronics	Standard sensors	-4DM	—	—
Weapons	None		—	—
Fuel	10 tons	2 weeks of operation	10	—
Cargo	425 tons		425	—
3 Staterooms			12	1.5
Extras	Fuel Scoops		—	—
	Fuel Processors		3	0.15
	Ship's Locker		—	—
	Fuel Transfer Equipment		5	0.5
Software			—	—
Maintenance Cost (Cr. per month)			—	0.008323
Life Support Costs (Cr. per month)			—	0.006
Total Tonnage and Cost			500	99.88





Fuel Transfer
Access

Tanker Ship

Chair		Machinery	
Bed		Low Berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 Metres
3 Metres

Fuel

Level 1
Upper Deck

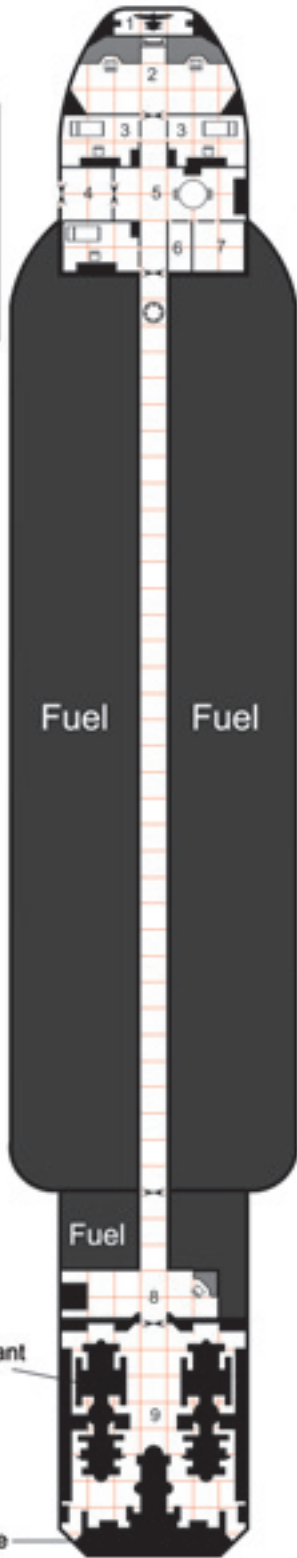


Tanker Ship

Chair		Machinery	
Bed		Low Bath Unit	
Locker		Access Hatch	
Hot Water		Hatch	
Hot Water Floor		Hatch Floor	
Hot Water Ceiling		Hatch Ceiling	
Hot Water Bath		Hatch Bath	

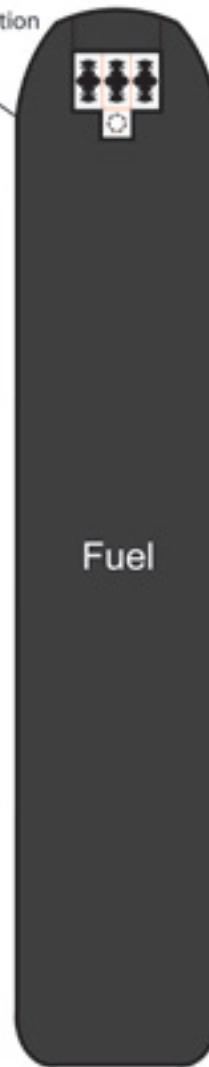
Level 2 Main Deck

1. Avionics
2. Bridge
3. Stateroom
4. Main Airlock
5. Common Room
6. Fresher
7. Ship's Locker
8. Workshop / Control Station
9. Engineering



Fuel Scoop

Fuel Purification Plant



Tanker Ship

Chair		Machinery	
Bed		Low Bath Unit	
Locker		Access Hatch	
Hot Water		Hatch	
Hot Water Floor		Hatch Floor	
Hot Water Ceiling		Hatch Ceiling	
Hot Water Bath		Hatch Bath	

Level 3 Lower Deck



Special: Tugging

Recovery ships are fitted with magnetic grapples that allow them to take hold of another craft and drag it through space, usually to a repair facility.

When Tugging another craft additional strain is placed on the recovery ship's M-Drives, limiting the amount of Thrust it can generate.

In order to work out the maximum Thrust available when tugging, add together the tonnage of the two ships and consult the Performance By Hull Volume table on page 108 of the *Traveller Core Rulebook*, treating the vessels as a single craft.

For Example, a recovery Ship affixes its grapples to a stranded 'fat trader'. Their combined tonnage is 600 (200 + 400). Consulting the table reveals that a 600 D-ton craft with an M-Drive F has Thrust 2. Therefore, whilst Tugging the stranded ship home this is the maximum Thrust available.

Note that multiple recovery ships can be used to recover larger craft, with each ship taking a share of the load.

For example, if two recovery ships move a 1000 D-ton craft they will each be tugging 500 D-tons.

New Equipment

Fuel Transfer Equipment

Comprising powerful pumps, industrial-scale pipes and air-tight nozzles, this gear allows a tanker ship to transfer fuel to a waiting crafting at a rate of one ton per round.

The two craft are usually stationary during this procedure. However, it is possible to perform the fuel transfer during flight, so long as the two ships remain equidistant throughout (requiring a Routine (+2) Pilot check from the pilot of each vessel).

Fuel Transfer Equipment takes up five tons and costs Cr. 500,000.

Magnetic Grapples

These adjustable locking clamps affix both mechanically and magnetically to the exterior hull of a craft. They are attached via an extremely strong metal cable to a winching mechanism that can haul-in or increase slack as required.

The grappling clamps are 'fired' at the target vessel from a range of up to 100 metres (requiring a Routine Gunner check to hit).

Magnetic Grapples take up eight tons and cost Cr. 1,000,000.



REFERENCE MATERIAL

SPA Starport Characteristics

The Starport Characteristics for typical SPA ports are as follows:

Typical Class E Starport (Downport)

Docking Fee:

Berthing:

Small Craft: 400

Starship: 600

Capital Ships: –

Waiting Time

Small Craft: 1d6–2

Starship: 1d6–1

Capital Ships: N/A

Fuel: None Available

Waiting Time: N/A

Warehousing: 100

Waiting Time: 1d6

Small Craft: 1d6–1

Starship: 1d6

Capital Ships: N/A

Haz-mat: None Available

Waiting Time: N/A

Storage Cost: 100

Repair facilities: None Available

Upgrades: None

Typical Class D Starport (Downport)

Docking Fee: 1d6 x 10/10

Berthing: 1,000/2,000/0

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: –

Fuel: 100/None Available

Waiting Time: 1d6

Small Craft: 1d6–1

Starship: 1d6

Capital Ships: N/A

Warehousing: 1,500

Waiting Time

Small Craft: 1d6–1

Starship: 1d6

Capital Ships: N/A

Haz-mat: 250

Waiting Time

Small Craft: 1d6

Starship: 1d6+1

Capital Ships: N/A

Storage Cost:

Repair facilities: Hull

Small Craft: Hull

Starship: Hull

Capital Ships: N/A

Waiting Time: 1d6

Upgrades: XT-line Cameras

Class C Starport (Downport)

Docking Fee: 1d6 x 100/100

Berthing: 4,000/7,000/0

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: –

Fuel: 100/500

Waiting Time:

Small Craft: 1d6–3

Starship: 1d6–2

Capital Ships: N/A



Warehousing: 8,000
Waiting Time:
Small Craft: 1d6-2
Starship: 1d6-1
Capital Ships: N/A

Haz-mat: 1,500
Waiting Time:
Small Craft: 1d6-1
Starship: 1d6
Capital Ships: N/A

Storage Cost:

Repair facilities
Small Craft: Hull, Systems, Structure
Starship: Hull, Systems
Capital Ships: N/A
Waiting Time:
Small Craft: 1d6-3
Starship: 1d6-2
Capital Ships: N/A

Upgrades: Electronic Keypads, XT-line Cameras, Internal Cameras, Wind Shield (10%)

Class C Starport (Highport)
Docking Fee: 1d6 x 100/100

Berthing
Small Craft: 1,500
Starship: 3,000
Capital Ships: 10,000
Waiting Time
Small Craft: 1d6-3
Spacecraft: 1d6-2
Capital Ships: 1d6-1

Fuel: 100/500
Waiting Time
Small Craft: 1d6-3
Starship: 1d6-2
Capital Ships: 1d6-1

Warehousing: 2,000
Waiting Time
Small Craft: 1d6-2
Starship: 1d6-1
Capital Ships: 1d6

Haz-mat: 1,000
Waiting Time
Small Craft: 1d6-1
Starship: 1d6
Capital Ships: 1d6+1

Storage Cost:

Repair facilities
Small Craft: Hull
Starship: Hull
Capital Ships: Hull
Waiting Time
Small Craft: 1d6-2
Starship: 1d6-1
Capital Ships: 1d6

Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Electronic Keypads

Class B Starport (Downport)
Docking Fee: 1d6 x 500/200

Berthing:
Small Craft: 25,000
Starship: 30,000
Capital Ships: -
Waiting Time:
Small Craft: 1d6-4
Spacecraft: 1d6-3
Capital Ships: N/A

Fuel: 100/500
Waiting Time:
Small Craft: 1d6-3
Starship: 1d6-2
Capital Ships: N/A

Warehousing: 40,000
Waiting Time: 1d6-2
Small Craft: 1d6-3
Starship: 1d6-2
Capital Ships: N/A

Haz-mat: 12,000
Waiting Time: 1d6-1
Small Craft: 1d6-2
Starship: 1d6-1
Capital Ships: N/A

Storage Cost:

**Repair facilities**

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems, Structure

Capital Ships: Hull, Systems

Waiting Time:

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: N/A

Upgrades: Biometric Scanners, XT-line Cameras, External Cameras, Internal Cameras, Damage Control Robots

Class B Starport (Highport)

Docking Fee: 1d6 x 500/200

Berthing

Small Craft: 20,000

Starship: 20,000

Capital Ships: 50,000

Waiting Time

Small Craft: 1d6-5

Starship: 1d6-4

Capital Ships: 1d6-3

Fuel: 100/500

Waiting Time

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: 1d6-1

Warehousing: 60,000

Waiting Time

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: 1d6-1

Haz-mat: 17,000

Waiting Time

Small Craft: 1d6-2

Starship: 1d6-1

Capital Ships: 1d6

Storage Cost:**Repair facilities**

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems, Structure

Capital Ships: Hull, Systems

Waiting Time

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: 1d6-1

Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Biometric Scanners, Internal Cameras.

Class A Starport (Downport)

Docking Fee: 1d6 x 1000/500

Berthing:

Small Craft: 65,000

Starship: 100,000

Capital Ships: -

Waiting Time

Small Craft: 1d6-5

Starship: 1d6-5

Capital Ships: N/A

Fuel: 100/500

Waiting Time: 1d6-4

Small Craft: 1d6-5

Starship: 1d6-4

Capital Ships: N/A

Warehousing: 120,000

Waiting Time

Small Craft: 1d6-4

Starship: 1d6-3

Capital Ships: N/A

Haz-mat: 25,000

Waiting Time

Small Craft: 1d6-2

Starship: 1d6-1

Capital Ships: N/A



Storage Cost:

Repair facilities

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems, Structure

Capital Ships: N/A

Waiting Time

Small Craft: 1d6-4

Starship: 1d6-3

Capital Ships: N/A

Upgrades: Biometric Scanners, XT-line Cameras, External Cameras, Internal Cameras, Cameras Drones, Damage Control Robots.

Class A Starport (Highport)

Docking Fee: 1d6 x 1000/500

Berthing

Small Craft: 30,000

Starship: 40,000

Capital Ships: 100,000

Waiting Time

Small Craft: 1d6-5

Starship: 1d6-4

Capital Ships: 1d6-4

Fuel: 100/500

Waiting Time

Small Craft: 1d6-5

Starship: 1d6-4

Capital Ships: 1d6-3

Warehousing: 100,000

Waiting Time: 1d6-3

Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: 1d6-1

Haz-mat: 35,000

Waiting Time: 1d6-1

Small Craft: 1d6-2

Starship: 1d6-1

Capital Ships: 1d6

Storage Cost:

Repair facilities

Small Craft: Hull, Systems, Structure

Starship: Hull, Systems, Structure

Capital Ships: Hull, Systems, Structure

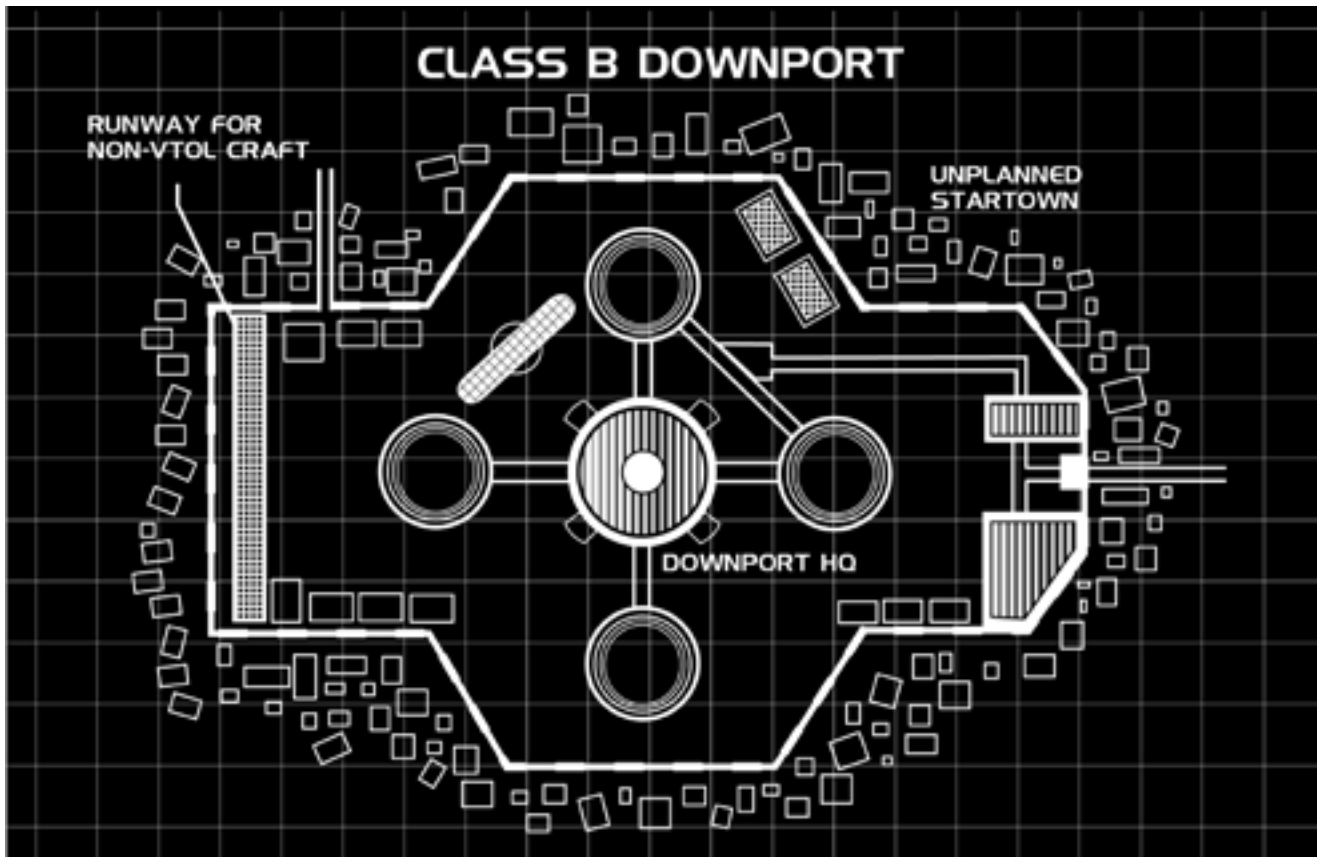
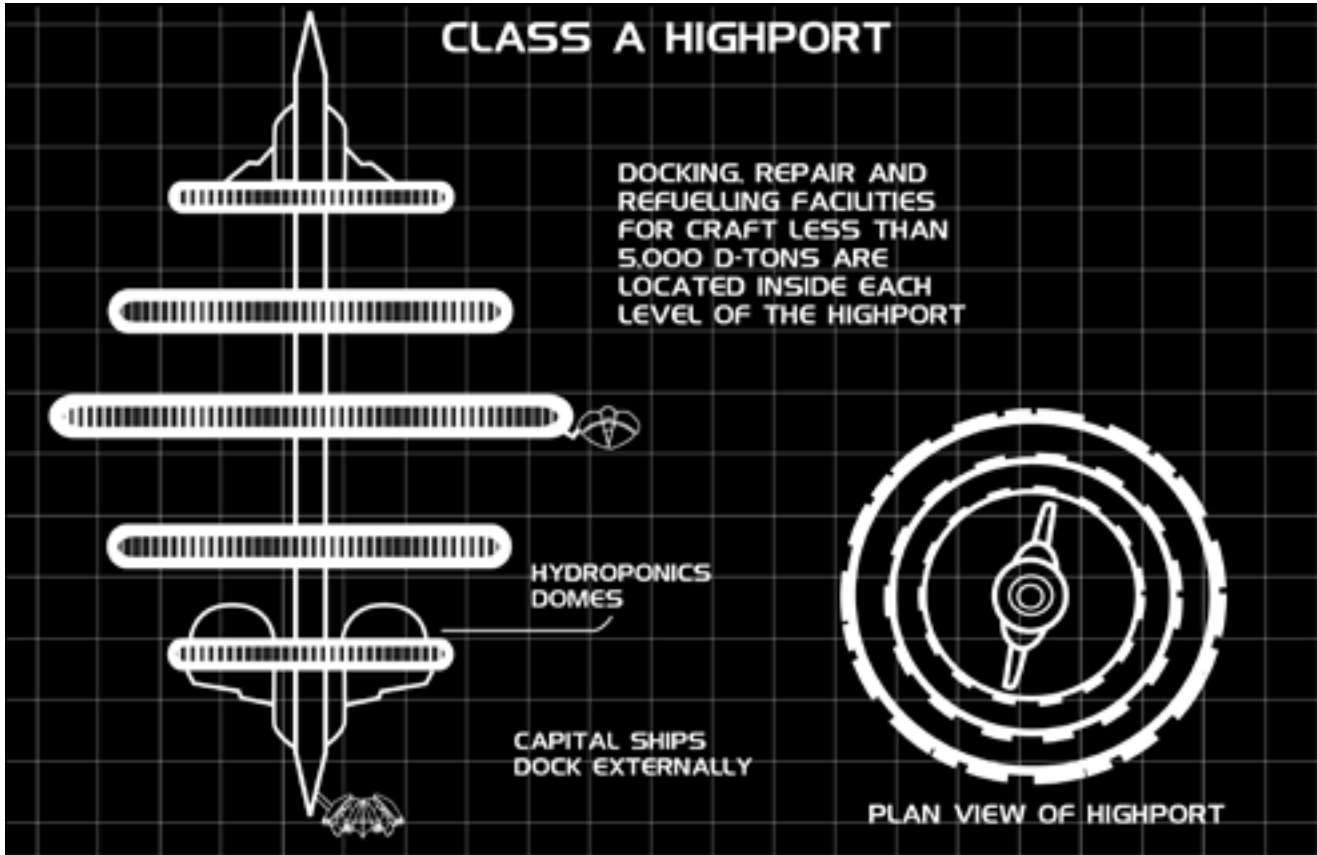
Waiting Time: 1d6-3

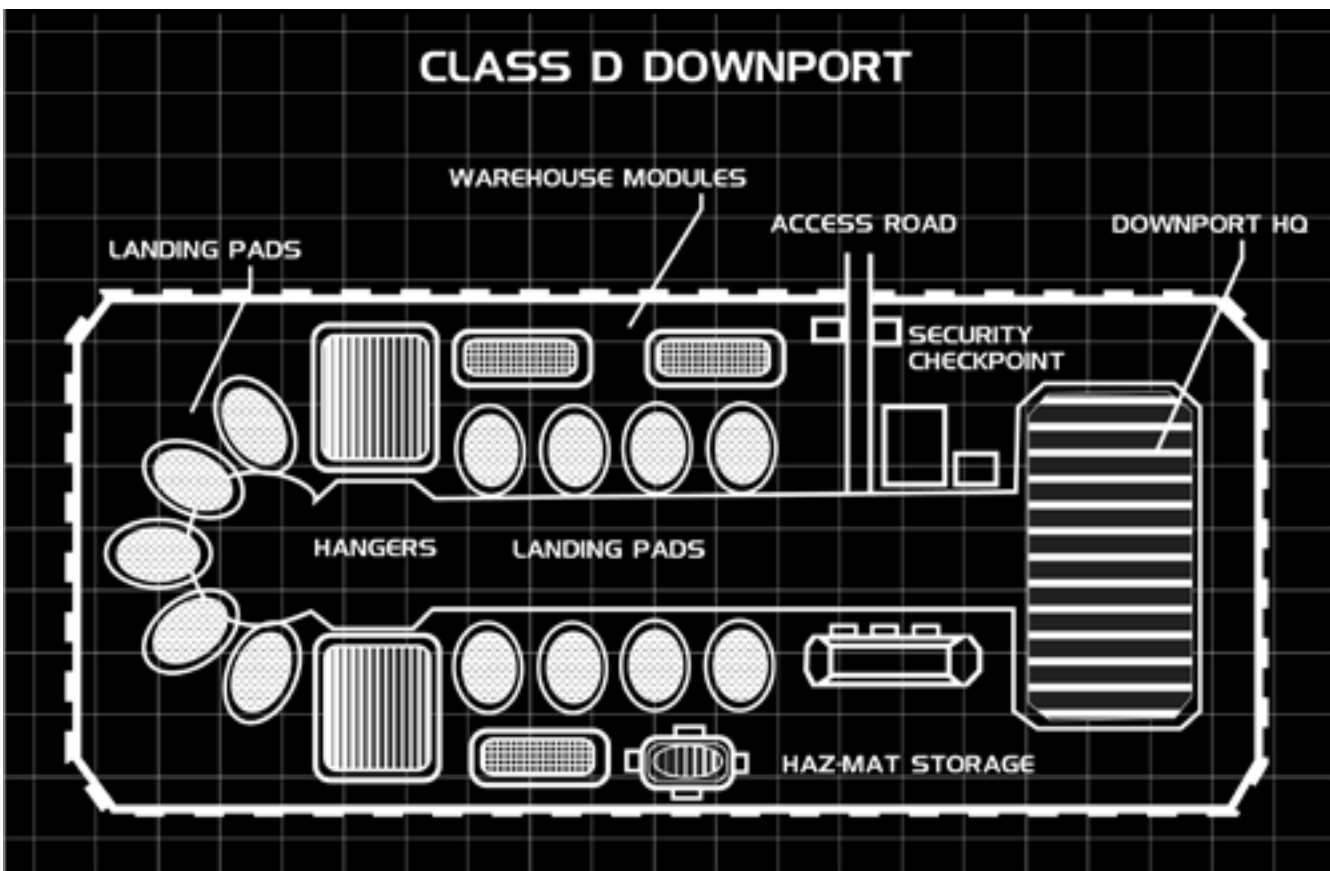
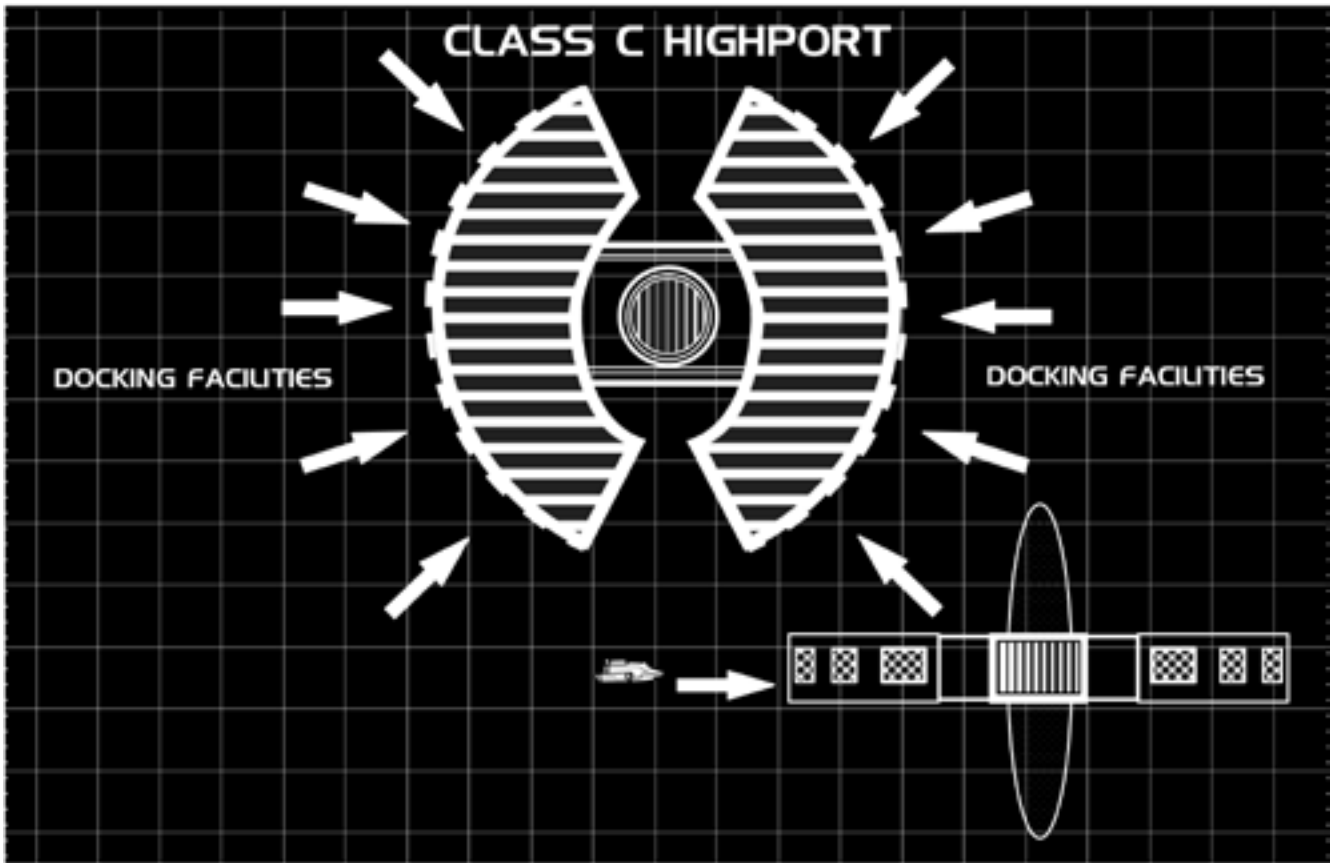
Small Craft: 1d6-3

Starship: 1d6-2

Capital Ships: 1d6-1

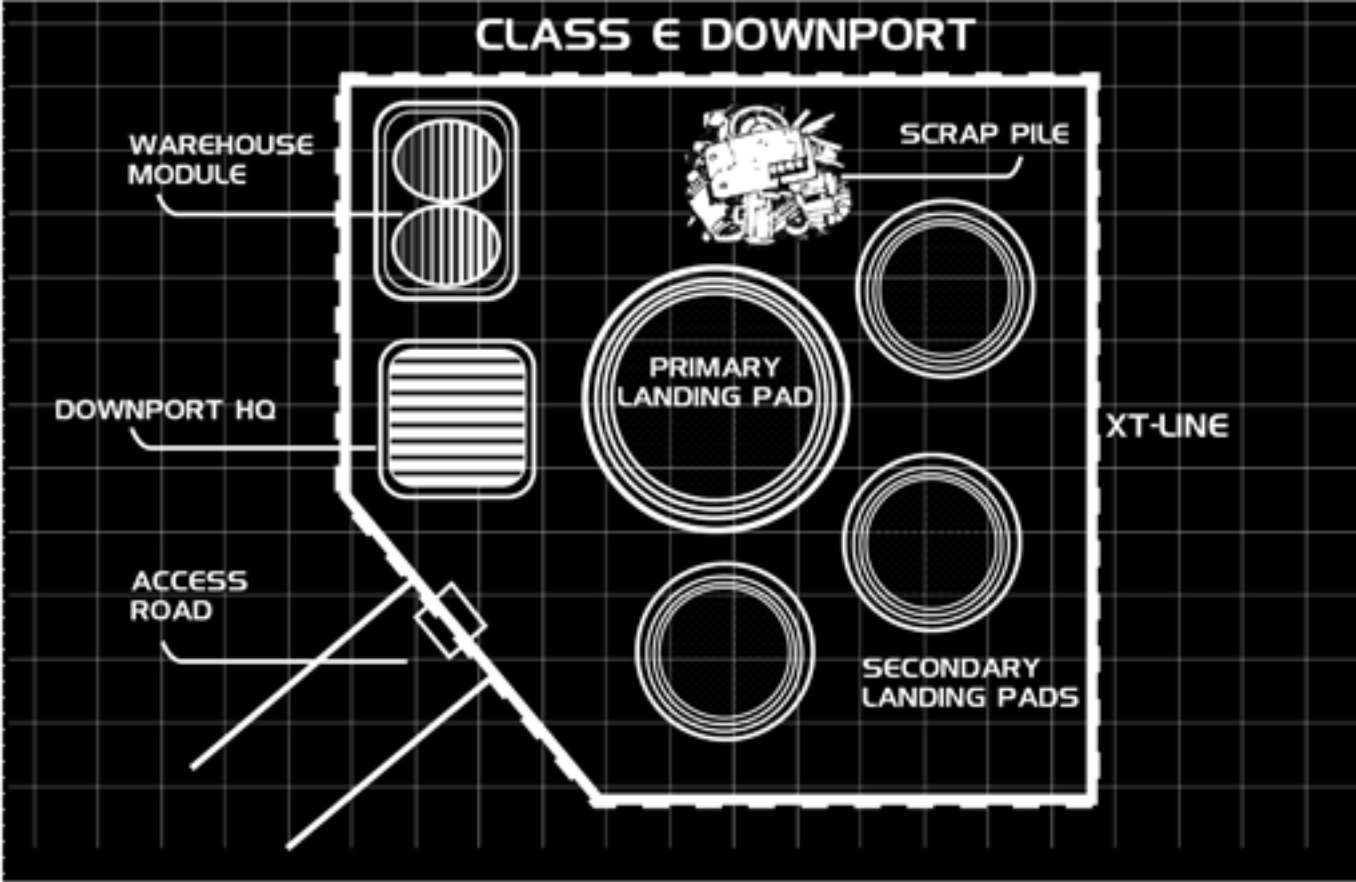
Upgrades: Airlocks and Vacuum Seals, Hydroponics Domes, Biometric Scanners, Internal Cameras, Camera Drones, Damage Control Robots.







CLASS E DOWNPORT



THE THIRD IMPERIUM

Starports

The Starport is the central base of operations for many Traveller adventures – but each one is far more than a collection of refuelling points and patron display boards. Every starport in the galaxy is a living, breathing place, and this supplement will make your adventures stand out by making starports real locations.

Beyond their symbolic power, they are the intersections of galactic commerce: the ports where merchants and brave souls who traverse the edges of known space may seek refuge. They are the beginning and the end of countless adventures, spanning innumerable worlds. They play host to the super-rich and provide cracks into which the dregs of society may fall. They are safety and civilisation; endeavour and enterprise, skulduggery and subterfuge.

They are starports. Gateways to the cosmos.

Packed with information on what facilities, characters, and businesses can be found at a starport, this book provides maps, vehicles, and ships that can be readily used to create your own starports, or you can use one of the fully fleshed out starports included.

To use this supplement, a Referee will require the *Traveller Core Rulebook*

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