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2320AD ADVENTURE IDEAS

Introduction: In the 2320AD variant that I run, I vary from “cannon” in a number of ways. The task resolution rules that I use are from the original 2300AD game. The combat system and character generation rules that I use are also based on the 2300AD rules, but vary considerably. The combat rules that I use are posted on the 2300AD Collective web site. Some other ways that my game varies from Cannon are as follows:

- ? Gravatics technology is more advanced, being boosted by technology recovered from a derelict alien spacecraft by Trillion Corp in 2210, but only works outside of a strong gravity field. While research continues towards using grav technology as a drive for vehicles and spacecraft, so far the major marketable application has been grav plates for spacecraft, space stations and outposts. These systems use a significant amount of power however and spin habitats are still very common. The reason for this variation is simple; I want to be able to use the deck plans for ships that are commercially available, and not very many of these include spin habitats.
- ? Stutterwarp only works farther outside of a gravity well than standard 2300, usually outside of 300 diameters of a planetary body. Inside of this distance maneuver drives must be used. In addition, combat is not possible at stutterwarp speeds and the only sensors operable are deep system scan and grav sensors. See my alternate spacecraft combat and ship design rules for further details. This modification works well with the simple space combat system that I use, which is based upon the old TSR Star Frontiers Knight Hawks rules, but are modified.
- ? Interface capable space craft are more common as are privately owned vessels, but much less so than traditional Traveller.
- ?

This document consists of adventure ideas that I came up with upon reading the background material for 2320AD by Colin Dunn, published by QLI/RPGREALMS PUBLISHING in PDF Format, and available on the following web site <http://www.travellerrpg.com/2320>. The 2300AD/2320AD variant that I have run on and off for many years, has been somewhat “America” centered. The “bad guys” in my games have frequently been Americo, runaway mega corporations, organized crime, terrorists, the French Imperial government, and the Kafers. Most of the adventures have involved small teams of trouble shooters, and

some small scale commando type military operations. These themes also run through the following scenario ideas.

Additional variations from the 2300AD/2320AD background important to the adventures ideas listed below will be noted.

EARTH/SOL

MEXICO

ARGENTINA

AZANIA

ADVENTURE IDEA- The relaxed surveillance situation in Azania, in comparison to much of earth, has led a number of organized crime groups to maintain havens here. Some of these include the Yakooza, the Union Corse and the Sicilian Mafia. All of these groups are careful not to conduct criminal operations in Azainia in order to maintain their safe havens, and to avoid the attention of the Azainian government. There are many meetings that take place at the various hunting resorts that these groups maintain in Azania. The AIS has received intelligence about an upcoming meeting between a group of Americo corporate officers and a Union Corse figure that has been wanted by the AIS in connection to the kidnapping, torture and murder of an AIS agent ten years earlier. The AIS will hire a free-lance team to follow the Americo reps to the meeting in order to find the Union Corse figure, and then kidnap him and get him out of the country. AIS will be able to provide significant support for the mission, to include safe houses, contacts, and transportation. AIS is using freelance agents, hired through an intermediary, in order to maintain deniability in the event that the mission is compromised.

CANADA

ADVENTURE IDEA- AIS will learn that Brian Kimble, a leader of a Canadian student protest group calling itself ONE CONSCIOUSNESS, and some of his associates, are planning to travel to the former French colony of Joi. ONE CONSCIOUSNESS has been linked to acts of violence in Canada and is suspected of close ties to the Coyfederacy. AIS will hire a free-lance team who's mission is to find out what Kimble is up to, who he and his associates are meeting in Joi, and why.

- ? Kimble and his associates will travel to Joi via tramp freighter that they will meet at the F5 station.
- ? After stops along the French arm, the tramp freighter will arrive at Joi's orbital terminal. From there they will be moved to an orbital shack where they will go through zero-ops and basic p-suit and combat training. They will then train in orbital re-entry and will then make a drop to a remote part of the Joi colony to continue training.
- ? On the surface of the Joi colony they will go through weapons and basic combat training for a few weeks.
- ? They will then move to a safe house in the city where they will learn basic intelligence field craft techniques for three weeks.
- ? The group will then be taken to a secret underground clinic for three weeks of illegal bio mods.
- ? The enhanced team will then leave the clinic and head back to the core to cause all sorts of trouble.
- ? ONE CONSCIOUSNESS is not actually in contact with the Coyfederacy, but are in fact supported by the PROGRESS NOW (PROGRESSER MAINTENANT) movement, which is providing the training and the bio-mods.

CANTON

NON-CANNON VARIATION: In my 2320ad game, Canton varies significantly from the 2320AD background regarding Hong Kong. Like 20th century Hong Kong prior, it is an international city and a banking center. The light taxes on commercial activity in this city are a major source of income for the Cantonese government. Technically the city is ruled by a Cantonese governor (war lord) but the series of rulers of the Hong Kong district since the twilight war have grown rich on the cities commerce and have had a very "hands off" approach.. The city is actually governed by a very minimal, but corrupt bureaucracy. The police force is notoriously corrupt and there is an anything goes culture in the city, as long as large numbers of civilians are not harmed and the infrastructure is not damaged. As corrupt as the police may be, they are very efficient as deterring most street crime, and have very efficient had well trained mobile teams that deal harshly and quickly with public violence. Most international-interstellar corporations and foundations have offices here. Hong Kong is a hotbed of espionage with Manchurian and Cantonese intelligence conducting a war in the shadows, side by side with corporate intrigue.

ADVENTURE IDEA- Technical specs for the new Argentine drive tuner have been stolen and are being offered for sale by the thief in Hong Kong. The thief is a rouge Argentine Intelligence agent. National and corporate Intelligence agents from all over the world will flood into Hong Kong in search of the rouge Argentine agent and hoping to obtain the specs, through purchase, deception or theft. The PC team will be hired by the Pioneer society through Rebc0-SAR to find the rouge Argentine spy, and to prevent the release of the specs. The rouge Argentine is being secretly assisted by the Governor of the Hong Kong district, and Americo. The Governor and Americo are working together

and they expect a cut of the sale price of the plans. The first phase of the auction is to be held on a floating casino in Hong Kong harbor in six days. This will lead to a virtual spy war in Hong Kong, with Imperial Manchurian Intelligence hoping to eliminate as much of the competition as possible before the auction, and American agents trying to eliminate anyone in Hong Kong trying to disrupt the auction. Invited bidders include Brazil, Manchuria, France, Mexico, and a number of corporations.

INCA REPUBLIC

ADVENTURE IDEA- The PC team will be hired through Rebeco-SAR to augment the Quito Beanstalk security team as a special investigative unit/strike team. Members of this team will be cross designated as Incan National Police. The team will be pitted against an Incan rebel group, supported by Brazilian Intelligence agents, that is carrying on a campaign of sabotage and attacks with the intent of delaying or stopping the construction of the Incan bean stalk.

INDONESIA

ADVENTURE IDEA- As Indonesia moves closer to free elections, there has been an increase in violence in the country. The PC team will be hired by AIS with the cover of a security team to protect North American Research League Election observers going to Jakarta to prepare for the elections. The team's actual mission will be to find out what they can about who is really responsible for the violence. The violence is being carried out by a splinter group of Muslims, in what is by 2320 a largely secular society. This campaign is supported by Iran and is directed by an Indonesian General (secretly a fervent Muslim) who is plotting a second coup covered by the increasing violence. Iran hopes to gain a special rate on beanstalk transport rates and a chance to reclaim Indonesia as a majority Muslim country.

UAR

ADVENTURE IDEA- The UAR, in an attempt to obtain its own star-lift capability, will purchase a number of Kafer-War surplus liberty cargo vessels and de-militarized gun-boats. Texan Intelligence, through its AIS allies, will learn that the UAR is secretly planning on re-arming the gun-boats through a deal with Joi, and that the commander of the UAR fleet intends to start a war with Texas to avenge his older brother, whose reputation and fortunes were destroyed in the Kormoran incident. The PC team will be hired to intercept and eliminate the weapons shipment, to be picked up at Joi by one of the surplus transports.

IRAN

ADVENTURE IDEA- The PC team will be hired by AIS to keep an eye on what the Iranians are doing on Mars. The Iranians will set up a mining operation near the South Pole of Mars where a prospecting team found a small, and deeply buried, tantalum deposit five years before. The Iranians will actively patrol their area of operations with 10 percent of their number dedicated to security. After dropping off the first team the Iranian vessel will return to earth for more personnel, and within a few months there will be approximately 1000 Iranians on Mars.

AFRICA

ADVENTURE IDEA- A relatively small tantalum vein has been discovered in Malawi very close to the Malawi - Tanzania border. The president of Malawi is involved in negotiations with a number of mining companies but has rejected offers from AMEC and the other biggies. The company thought most likely to win the contract is the Irish SHAMROCK INTERSTELLAR MATERIALS (SIM) with security forces to be provided by REBCO-SAR. Since the discovery of the Tantalum deposit, a minor insurgency that had been festering in the area of the deposit has become much more active and is becoming better equipped. The rebels are believed to be operating out of bases across the border in Tanzania, while at the same time the government of Tanzania is loudly complaining about constant violations of its border and has threatened war if Malawi troops continue crossing the border to attack the guerrillas. Malawi claims that there have only been two small incursions into Tanzania and in those cases, the units involved were in hot pursuit of rebels. The real deal is that the insurgency is being supported by a French mining corporation, and this same company is supplying the government of Tanzania with weaponry and financial benefits for its cooperation. This situation can lead to a number of adventures;

- ? The PC team will be hired through Rebcos-SAR to provide security for a SIM delegation working out the final details of a contract with the Malawi government. The delegation will come under attack while in the capital of Malawi. The attack will be conducted by a group of local criminals hired by a freelance agent working for the French corporation.
- ? The PC team will be hired through Rebcos-SAR by SIM to provide leadership for a security element equipped with hover APCs, assigned to an assessment team that will be operating at the strike location and establishing a base camp. This activity will lead to rebel attacks.
- ? The PC team will be hired through Rebcos-SAR by SIM to conduct an investigation in order to obtain evidence usable in the media concerning who is providing support to the rebels operating out of Tanzania. This mission will involve an undercover operation into Tanzania, and the probable capture of the team by Black Thorn Mercenaries working for the French mining firm. Hopefully the team will not be captured until after they transmit their findings.
- ? The players will control a paramilitary Rebcos-SAR team going into Tanzania, to rescue the player's regular characters from a prison camp where they are being held and interrogated.

- ? After being exposed in the media concerning their involvement, the French mining company will convince the president of Tanzania to invade Malawi and to seize the area of the Tantalum strike based upon pre-twilight war borders. The PC team will have to work with a nearby Army unit to defend their position long enough for the SIM personnel and their sensitive equipment, get out of the war zone.

SEA FLOOR

ADVENTURE IDEA- The PC team will be hired by Craig Herrera. Herrera's company – SUBWORKS, of Corpus Christie, Texas, has developed a new nimble 2 seat super-cavitating sub design that Herrera plans on demonstrating to the world in the Pacific 5000 sub race. The new sub is called the Mako 5. SUBWORKS has already suffered problems regarding the security of the Mako project, to include attempted computer intrusions, and an attempted break in. Herrera is a friend of one of the top managers from Shamrock Interstellar Materials and if the PC team has done work for SIM in the past, they will be recommended to Herrera. The adventure will include travel by cargo sub to one of the Japanese underwater cities, the location where the race is based. There will be an attempted hijacking of the cargo sub and an attempted kidnapping of Herrera by Manchurian Imperial Intelligence Service Agents, who are after the new sub technology, that could boost the effectiveness of the Imperial “wet” navy, in it’s growing rivalry with other pacific powers.

ANTARCTICA

ADVENTURE IDEA- AIS will hire a freelance team (the PC team) to get inside an Argentine outpost in Antarctica to plant sensors and eavesdropping devices in a joint operation with MI-6. The most likely way for the team to get in is for them to feign mechanical problems with an aircraft, forcing them to land at the Argentine outpost, while a bad storm is closing in. While the PC team is at the Argentine base, and under close supervision, there will be a Brazilian missile attack that will destroy their aircraft followed by a sub-launched commando raid during a major storm. The Brazilians, also curious as to purpose of the Argentina's facility, intends to find out what is going on and to disrupt the Argentine operation. This adventure idea is based upon the old TSR Top Secret Adventure “Whiteout” that appeared in Dungeon Magazine. The Argentine outpost is reported to be a scientific research station with the goal of developing techniques for the colonization and development of future outposts and colonies on ice worlds. While the outpost started with this purpose, a Tantalum deposit was discovered near the outpost and the Argentines are in the process of tunneling towards it. The PC team will have to survive the commando strike, complete their mission, and escape.

LOW ORBIT

ADVENTURE IDEA- WHERE ARE THE TINKERS. There are major eight tinker companies, and a number of independents operating in low orbit. There are around four hundred active “tinkers” in total. The tinker companies are based on extended family groups, but over decades there has been intermarriage between all of these families and virtually everyone in the Tinker community knows or is related to everyone else. The companies are still fiercely competitive, but any Tinker will do everything possible to help another in trouble. This tight knit community will be in uproar as over the last two weeks four different Tinker crews (12 tinkers) have vanished without a trace. The largest of the Tinker companies, O'HARA ORBITAL REPAIR AND SALVAGE will hire a team of troubleshooters through REBCO-SAR to find out what is happening. One of the missing crews is from the Yoshi O'Hera clan. What is happening is that a Russian orbital specialist mercenary/troubleshooting company (Orbital Crisis Solutions or OCS) has been hired by Americo to find out who raided one of their orbital labs where illegal bio-mod research was being done. When the mercs got to the ruins of the lab they were able to pull a grainy image of a Tinker OTV (orbital transfer vehicle) approaching the lab, just before the attack. While it is possible to make out that the OTV was a Tinker vessel OCS' computer specialists were not able to determine what Tinker company it was from. OCS operatives have been ambushing Tinker work crews for interrogation, trying to find out something about the raid. They are working on the theory (which is correct) that a Tinker was hired to provide transport to the assault team that conducted the raid. So far OCS has come up empty. The missing crews are being held in a warehouse at Mataglap, leased by a shell company, that OCS uses as a safe house. What happened is that a Yakooza gambling operation compromised an Americo scientist and learned the location of the lab and the work being done there. The Yaks then hired a crew from Tamashino Orbital Salvage Service to transport a Yak strike team to the lab. The Yaks have had a close working relationship with Hector Tamashino for many years that developed in relation to Hectors gambling problem. Before conducting the raid, the Yaks had arranged to sell the research data to BIOTECHNICA, a small biotech company in Hong Kong that is involved in illegal bio-tech trafficking and is connected to the Transhuman League. Once the Yaks figure out that Americo knows that a Tinker provided transport, they will lure Hector Tamishino to a casino complex a L-4 where he will be messily tortured for information (the Yaks want to know who else knows) and murdered.

Possible Scenes;

- ? Hiring On - Meeting the patron and briefing
- ? The Investigation - clues about the disappearances
- ? Another disappearance - a pattern develops
- ? Raid at Maglap - clues lead to the rescue of hostages at the Maglap warehouse
- ? Counterstrike by OCS - The OCS mercenaries will raid the location where the PC team is resting in an attempt to take prisoners. The raid will cause civilian casualties.
- ? Band on the Run - The murder of Hector Tomashino. The pc team will be approached by Luke Tamashino, who will have much of his extended family with him, after the murder of his father. Luke was the one that transported the Yak team to the Americo lab shack at his father's direction. He does not know if the

Yaks or the owners of the lab killed his father, but he is afraid that he and his family are next. He will be able to fill in the gaps.

- ? The Man in Black; Research into the lab will bring on the attention of Americo and the PC team will be approached by an Americo agent. The agent will make promises and/or threats to find out what he wants to know - who stole the research from the orbital lab. The Yaks have been tracking the Americo agent and the PC team and will attack during the meeting in order to protect their secret.

ALPHA CENTAURI A SYSTEM

SHEOL

ADVENTURE IDEA- Shamrock Interstellar Materials (SIM), a company based in Ireland, with terrestrial deep sea mining experience, is planning its most ambitious project to date - a Tantalum and heavy metals mining operation on Shoel, with the backing of the Irish government. SIM, through Rebcos-SAR, will hire a team of troubleshooters to accompany the SIM initial base camp construction and prospecting team, in order to facilitate the operation, and to head off any problems of a non-technical nature. The team and equipment will be delivered to the surface of the hot house planet by a modified roton on loan from the British. The base camp will be established near one of the Argentine mining camps, but outside of the area officially claimed by Argentina. There will of course be trouble. Like they did with the British, the Argentines will shadow the SIM team for a time and will then move in to arrest the team and seize their data, on charges of espionage and violation of Argentine territory.

TIRANE

ADVENTURE IDEA- A radical terrorist splinter group of the Transhuman League, called New Dawn, has been recruiting amongst the radicalized youth of Tirane that are involved in the protest movements in Wellon, Friehafen and Nouvelle Provence. These new recruits have been leaving Tirane, coming back with training and bio enhancements, leading to more sophisticated attacks in the last six months. None of these terrorists have been questioned, as each one captured died of a massive brain hemorrhage upon the initiation of interrogation attempts. AIS has received information indicating that the recruits are moved from Tirane by a Libertine Trader name Klaus Sparrow. An AIS informant knows Sparrow and knows that Sparrow is looking for another ship to hire, as the demand for his services is becoming more than he can handle. The AIS informant can make an introduction. The AIS will hire a freelance team (the PC team and any necessary NPCs) and will provide a ship to the PC team so that they can infiltrate Sparrow's operation with the aid of the AIS informant, and learn where the terrorists are being augmented and trained. New Dawn is actually being supported and trained by the PROGRESS NOW (PROGRESSER MAINTENANT) movement and members of New Dawn are being trained and augmented on Joi.

TUNDUKUBWA

ADVENTURE IDEA- As the Azanian colony does not rely on surveillance equipment, and because it has become a tourist destination, it has also become a hotbed for clandestine meetings for intelligence operatives (national and corporate) and for major criminal organizations. Most of the major crime groups have forbid the members of their organizations from running actual operations, and have gained some favor with the security services by providing information when they have learned of drug trafficking and other large crimes affecting the colony. The local security/law enforcement groups look the other way when activities do not have a negative effect on the locals. The AIS has learned that a meeting is planned between Julius Castanada of New York organized crime, Hans Gruber of the Friehafen Blackhands, and an unknown person regarding bio-tech trafficking. This meeting is supposed to take place at a resort. The AIS will hire a team to cover the meeting, conduct electronic surveillance if possible, with the primary mission of identifying the person meeting with Castenada and Gruber.

SANTA MARIA

ADVENTURE IDEA - The PC team will travel to the capital city of the Argentine colony of Santa Maria, Cordoba, on Tirane as a security detail, set up through Rebco-SAR, for a representative of a Texas submarine company that has developed a new and advanced high speed sub engine. This is but one of a number of stops on Tirane for business meetings. While the PC team is in their hotel, in the early morning hours the city will come under attack by Brazilian military. BACKGROUND - The 4th Rio-Plata war has so far been contained to earth, privateer actions against Argentine and Brazilian shipping on the Chinese Arm, and minor engagements in the Latin finger. The Brazilians will learn that the Argentines have discovered what is potentially a large tantalum reserve located in the deep ocean, near an Argentine aquaculture habitat. The habitat is the size of a small town, with a population of 5000. The Brazilians, afraid that Argentine exploitation of the strike could tip the balance stalemate of the war in Argentina's favor, have decided to strike. The attack will begin with simultaneous missile strikes against planet based Argentine military facilities launched from two frigates in orbit, with sub marine and aircraft based launches as well. There will also be submarine attacks on Argentine seafloor habitats and facilities that will cause many thousands of civilian casualties. In addition, commando mercenary groups (not Brazilian and not Argentine), previously infiltrated into the Argentine colony, will receive weapon drops, and will begin attacking government and military facilities located in and around the Argentine capital city. Public address systems in the city will proclaim that they colony is under martial law and that everyone but military and civilian emergency personnel are to remain in their homes or places of business. It will also be announced that the anyone moving on the streets is likely to be arrested or shot. At this point the PC

team will need to get the sales team from the Texan company that they are protecting out of the Argentine colony. This task will be difficult because of the attacks and the ensuing chaos. In addition, local security forces will be likely to engage the PC team, as they will be searching for foreign mercenary teams operating in the city. Following the initiation of hostilities, the Argentine squadron in orbit will make reprisal strikes against military targets in the Brazilian colony and will then break orbit in pursuit of the Brazilian squadron. Independence rebels in the Brazilian colony, armed with weapons previously smuggled in by Argentine intelligence operatives, will try to take over in the chaos following the orbital strikes. While the PC team's course of action in trying to protect their principles is unpredictable, it is likely that they will try to get them out of the city and into the countryside. Once in the countryside, the PC team should be able to coordinate with Rebco-SAR headquarters to get picked up. If the PC team contacts Rebco-SAR while still in the capital city, the Rebco-SAR mission controller will tell them that there have been reports that groups of foreign mercenaries have been attacking high value infrastructure and political targets in the capital city, and staying in the city will be very dangerous as the Argentine security forces are very likely to shoot first and ask questions later.

AMERICAN ARM

KING

ADVENTURE IDEA - A new terrorist group has appeared on the American Arm - The Free King movement. This group has carried out acts that have been documented in the media in the last six months, to include the sabotage of tantalum processing equipment and the attempted assassination the Governor of the American colony with a car bomb. One member of the group involved in the attempted bombing was taken alive in a raid carried out by the Colonial Marshall's. This raid killed three other members of the terrorist cell. The captured terrorist has been interrogated and it was learned that one member of the terrorist cell had spent time off world where she had received training in bomb making and field craft. The captured terrorist was not able to identify anyone outside of his cell. The captured terrorist was able to relate that the man involved in training her cell head is half American and half Manchurian. The captured terrorist believed that his cell head had been trained on a remote ranch on Ellis. This information led to the identification of Arnold Chin as a suspect, and a raid on a ranch on Ellis. Chin eluded capture and was traced by AIS to a Libertine freighter that he boarded at Kimanjano. AIS will hire a vetted, free-lance team, to track down Chinn and to gather information about Chinn's activities and who is behind the training provided to the Free King movement. The trail will lead the team to the former French colony of Joi, where they will eventually locate Chinn who is a member of a Transhuman League splinter group, that also has ties to Provolution, that is fomenting revolution wherever possible by providing training to revolutionary guerrilla, terrorist and separatist groups with the goal of freeing the colony worlds from earth so that human evolution can continue. This group is funded through the black market sale of bio-mods. The group calls itself PROGRESS

NOW (PROGRESSER MAINTENANT) (in French). PROGRESS NOW (PROGRESSER MAINTENANT) maintains a net presence on most colony worlds and is lumped in by most security/intelligence organizations with other relatively harmless anti-imperialism fringe groups. Prior to getting involved in direct action missions, PROGRESS NOW (PROGRESSER MAINTENANT) became heavily involved in the anti-imperialist protest movements using non-violent methods, and it is well established and has a great deal of credibility in the larger movement. PROGRESS NOW (PROGRESSER MAINTENANT) even has a number of very high profile, media star supporters, that have no knowledge of the groups more “direct” activities. The investigation by the PC team may include the discovery of a network of Libertine Traders that are paid to support the PROGRESS NOW (PROGRESSER MAINTENANT), and that PROGRESS NOW (PROGRESSER MAINTENANT) is quickly spreading, filling some of the old niche formerly occupied by revolution’s black clinics. Groups linked to PROGRESS NOW (PROGRESSER MAINTENANT) have clinics in Hong Kong, in the Azanian colony on Tirane and on Joi. So far, with the radical political fringe, PROGRESS NOW (PROGRESSER MAINTENANT) has avoided the sinister reputation of Provolution, and the group does not carry out any type of direct action in it's own name.

HERMES

ADVENTURE IDEA - White wing hunt. A high level corp exec of a bio-tech (BIO-DYNAMICS) company that was involved with American government in the original King-DNAM project five generations ago, wants to go on a Whitewing hunt during his tour of the American arm. The head of his protection detail, will contact Rebc-SAR for assistance for the hunt phase of the exec's tour of the American Arm. There will of course be a couple of attempts on the execs life by a radicalized group of King natives based at the university. This revolutionary group opposes further population of King for humanitarian and anti-imperial reasons. The core radical group consists of King natives and some Kafer war vets. The group receives financial support from PROGRESS NOW (PROGRESSER MAINTENANT) through a PROGRESS NOW (PROGRESSER MAINTENANT) operative, that also runs the PROGRESS NOW (PROGRESSER MAINTENANT) web presence on Hermes. The PROGRESS NOW (PROGRESSER MAINTENANT) web presence endorses only non-violent means of protest and resistance. The group that will attempt to kill the executive calls itself the FREE KING ACTION DIRECT. The attack on the hunting party will take place out on the ice, away from civilization. The group carrying out the attack will have inside intelligence information as one of the employees of the outfitting company hired to conduct the hunt is a FREE KING ACTION DIRECT sympathizer. The attack will be an ambush as the hunting party leaves one of the outfitting companies hunting lodges and it will be initiated with a remote controlled hover scout filled with explosives. The explosive attack will be followed with long range rifle fire from a nearby ridge. Two of the attackers will be Kafer war veterans and skilled.

ELLIS

ADVENTURE IDEA – A vetted free-lance team (the PC team) will be hired by AIS to assist one of its agents in a support and security role. The AIS agent is on a mission to make contact with a potential informant who claims to be a member of the Ellis Patriots which is a militia group, with New America ideological leanings, that favors the succession of Ellis from the USA. The informant claims that he is turning against his group because he found out that the group's leadership has been accepting support from an off-world group he identified as PROGRESS NOW (PROGRESSER MAINTENANT), and that the leadership of the group is planning attacks that will cause mass casualties to citizens of Ellis. The team will accompany the AIS agent, who will be posing as a journalist who is traveling the American Arm interviewing veterans of American units that fought on Kimanjano. The potential informant is one such veteran. The agent and the team will travel to the town of Bigsby, to meet with the potential informant. The meeting will take place at a hotel in Bigsby. The meeting will be under surveillance by the ELLIS PATRIOTS as the informant has been under suspicion after speaking out against some of the group's plans at a leadership meeting. After the initial meeting the informant will tell the AIS agent to meet him at his ranch the next morning. When they arrive at the ranch they will encounter the informant's wife who will report that he never returned from town the day before. The informant was captured by the Sheriff and his deputies after he left town the night before, and was taken to one of the deputies' farms where he was tortured and killed. The Sheriff of Bigsby County is part of the leadership of the ELLIS PATRIOTS, and the town as a whole are supporters. When the team returns to town, the Sheriff and his deputies will attempt to arrest them for the murder of the informant. If the team does not fight it out they will be put into the jail, and if they do not escape, a judge (a member of the ELLIS PATRIOTS) will come into town a few days later and there will be a trial and an old fashioned hanging. If the team does fight it out, the Sheriff and his men will be backed up by much of the male population of the town and the AIS agent will be killed. If the team escapes town, they will have to travel across the expanses of Ellis while being perused and while not knowing who they can trust. Their efforts to obtain assistants will be hampered by the elimination of their contact in the capital by a sniper while they are on the phone with him. AIS has not coordinated their mission with FEDERAL INTERNAL SECURITY (F.I.S.), COUNTER TERRORISM UNIT (F.I.S. – C.T.U.) as is the normal operating procedure in a case like this, due to interagency mistrust and with the elimination of the AIS agent and their only other AIS contact on the planet, they will have interesting and hard choices to make.

KINGSLAND

ADVENTURE IDEA - AIS has identified a suspected PROGRESS NOW (PROGRESSER MAINTENANT) operative on Kingsland, who happens to be the daughter of the colonial governor. AIS will hire a deniable but vetted freelance team to investigate the PN operative's activities on Kingsland. The AIS will make sure that the

team hired can't be linked to them due to the diplomatic disaster that would take place if an American intelligence agency was found to be operating in Australian territory. The PN operative was recruited while attending collage on Botany Bay. She is currently involved in raising funds for the operation by diverting weapons, to include guided anti-vehicle and anti-aircraft missiles, from the munitions plant where she works, to an Americo smuggling operation. If the activities of the PC team are detected, they will be attacked by an Americo hit team.

FRENCH ARM

NIBELUNGEN

ADVENTURE IDEA- The PC team will be hired by AIS to follow a Libertine Trader. The AIS will provide the team with a courier vessel for the task. While tracking the Libertine Trader they will detect a meeting between the trader and a stealthy vessel, that they are not able to get a good lock on, and which they are not able to identify. The stealthy vessel is a Kafer raider transferring a Confederacy strike team to the trader. The trader will then continue on to orbit Nibelungen where the PC team's vessel will detect a launch, which is the drop of the strike team to a swampy island not far from Lutke's residence. The objective of the terrorist strike team is to assassinate Lutke and to deploy a new version of the Kafer Blight via rockets. The blight was developed by rouge Pentapods that are part of the Confederacy. The PC team will be the only people in position to stop the attacks.

BEOWULF

ADVENTURE IDEA- The PC team will be hired through Rebco-SAR by Shamus O'Burn of Shamrock Interstellar Materials. Roger will hire the PC team to find his brother and bring him home to Ireland to see his mother, who is terminally ill. Shamus' brother Sean was struck with wanderlust early in life and after a stint with the FFL and later the TFL, has been moving around human space. On occasion he has visited earth or sent word. The last word received was six months ago when he sent a message to his mother, reporting that he was working as a hunting guide in the mountains of Beowulf. When the PC team arrives in the mountain village where Sean is based, they will find that a search is underway as Sean and the group of hunters that he was guiding are overdue and are out of communication. What happened was that on the return from a hunting camp via hover scout, down a minor river, Sean's party was taken under fire by a group of Kafers. The hover crashed and Sean and the survivors are running from Kafer pursuers. The PC team will follow into the rough mountain and forest terrain and will face the famous Dragon-Bats and of course, the Kafers.

ADVENTURE IDEA- The PC team will be hired through Rebc-SAR by Randamanthine Fishing to recover its flagship fishing hydroplane, the BLUE PEARL. The ship was seized on the high seas four months ago in the disputed fishing zone. Two members of the crew, including the captain were killed when the crew resisted the boarding action, and the remaining 12 (four of which were wounded) were put to sea in lifeboats. By the time help arrived the flagship was gone. Randamanthine Fishing officials believe that the vessel has been re-flagged, repainted, modified, and put into service by the French Europe Nuevo fishing company. As Randamanthine Fishing has no proof of its suspicions, and due to the already strained diplomatic situation on the planet, the British Colonial government has taken no action other than a request for an inquiry submitted to French authorities that has not resulted in any action. The PC team will have to find the BLUE PEARL, confirm the identity of the vessel, and steal it back. One factor that will make this job more difficult is that both French and British fishing companies have been hiring maritime security specialists (mercenaries) to protect their vessels, escalating the violence as the colonial governments fail to come to a diplomatic solution as the French demand that the British fishing fleets abandon the best fishing grounds because they have the better continent on the planet.

KIMANJANO

ADVENTURE IDEA - The Azanian colonial government will hire a team of troubleshooters through Rebc-SAR to find out who is behind the sabotage campaign against reconstruction efforts of the colonies chemical processing infrastructure. The group behind the acts of sabotage is being paid by agents of the Xenon Group, a medium-sized Indonesian Transnational Corporation that has been making tremendous profits from its chemical feedstock production operations on Titan in the Sol system since the destruction of Kimanjano's production capacity. The member of the Xenon Group behind the operation knows that the longer that Kimanjano production can be held to a minimum, the longer the huge profits for Xenon will last. The sabotage operation in the Azanian colony is being directed by a retired Azanian military, and minor intelligence official, hired by the Azanian government as a security consultant in response to the non-Azanian refugees left in the colony after the Kafer retreat. This official, Kiobe Johansen, had been based in Jakarta near the end of his government career, and was compromised by Indonesian Intelligence. After his posting on Kimanjano, Johansen was approached by his former Indonesian handler, who now works in the Xenon Corporate Security Division under (insert an Indonesian name). Johansen has been using the carrot and the stick to carry out his campaign, paying high rewards to those who cooperate and punishing or killing those that don't. Johansen has been making good on his threats through payments to underworld leaders in the colony to include a group known as the SANDPILE MOB, which is a street gang operating in the largest refugee camp in the colony. This camp is officially designated Zampamoga Camp 2, but called The Sandpile by the natives. Johansen also has an alliance with the ZULU's, an organized crime cell with ties to the Hong Kong Triad. Due to Johansen's role as an advisor to the Colonial governor on security matters, he has unfettered access to the entire colony. The Chief of

Internal Security for the colony will hire the PC team on his own, without going through the Governors Office, and Johansen will not initially know of their presence.

BCV

ADVENTURE IDEA - The French Colonial Government will hire a team through Rebco-SAR to assist a group of scientists performing a study under the guise of the IXE. The scientists actually work for French military intelligence, and are posing as an IXE team to avoid problems with the separatists and the anti-military, anti-French government rural citizenry of the colony. The scientists are investigating reports that the Kafers on the French colony are eating humans and that a large percentage of the significant remaining Kafer population is becoming permanently smart. The scientists will start by having the Rebco team hunt and kill Kafers in areas that suffered recent attacks on human populations. These specimens must be quickly frozen and then transferred to the mobile lab for dissection. Later the team will be tasked with the capture of live Kafer specimens using the new Yilli neural disruptor technology so that intelligence tests can be conducted. The PC team will notice Pentapods coming and going from the research facility. The Pentapods are testing the effects of the *Kafer Curse* virus on smart Kafers. The Pentapods are also conducting experimental modifications using Kafer DNA to create super-soldier constructs. If the PC team asks too many questions their aircraft will suffer mechanical problems over Kafer held territory, in an attempt to tie up any loose ends. They team will then be hunted by Pentapod produced experimental super-Kafer soldiers.

ADVENTURE IDEA - Herman Simmons, a prominent German industrialist and German nationalist is the owner of a mining company with substantial holdings in the German colony on BCV. Simmons is opposed to the Bavarian independence movement. Simmons believes that the independence movement is being supported by French agents and the criminal smuggling groups involved in the stream of illicit goods smuggled into the French colony. Simmons will hire a team through Rebco-SAR to conduct surveillance on various leaders of the independence movement in the German colony. Most of the people that the PC team conducts surveillance will be honest business owners and the like. One of them will be seen meeting with a suspected underworld figure and another will be seen conducting meetings with a probable intelligence agent. The intelligence agent will actually be a German intelligence agent and the business man is actually a German intelligence informant. Simmons is actually using the PC team to gather intelligence on the movements and routines of these figures for his hired team of assassins from Blackthorn. After the German Intelligence informant and intelligence agent are murdered, along with others the PC team have been following, the German colonial government security forces will shift into high gear. At some point one of the members of the PC's team will be brought in for questioning. After the team members are released by the German authorities, Simmons will send his hit tem after them to silence them.

JOI/61 URSAE MAJORIS

MODIFICATION- Elysia is all but a failed state. The well meaning patriots of the independence movements are gone, replaced by the puppets of various criminal organizations. Only the income derived from supporting pirates, smugglers and drug traffickers, together with support from the Manchurian government, keeps the corrupt government afloat. Many of the criminal and terrorist groups in human space have a presence here, with the Union Corse, the Russian Kominant and the Blackhands being the most powerful. There are factory scale illicit drug production facilities and these facilities produce a significant percentage of the drugs smuggled throughout human space. The emerging subversive group PROGRESS NOW (PROGRESSER MAINTENANT) has a growing presence in this former French colony.

ADVENTURE IDEA - The AIS will hire a freelance team to pose as Libertine traders making a stop at Joi. The real mission will be to confirm that a pharmaceutical factory on the edge of the capital city is actually producing Dance for the Union Corse, and to raid and destroy it if it is.

ADVENTURE IDEA - A wealthy Spanish family will hire the PC team to travel to Joi to find a pirate captain that they believe is responsible for the murder of one of their family members. The pirate is wanted in many countries and could be delivered to the authorities of the British or German colonies.

ADVENTURE IDEA - A bank involved in financing the purchase of Starships will hire the PC team through Rebco SAR to retrieve a stolen freighter that their investigation indicates has been re-flagged under the ex-French Joi colony. The vessel identified by the bank is in fact the stolen vessel and it is being used to transport hijacked cargos from Joi to Manchurian colonies on the Chinese arm, while also acting as a carry ship and making some extra money buying and selling cargos and carrying freight, while also stopping at dock rocks to make pickups on the way back to Joi after making deliveries. This ship is being used as part of a much larger Union Corse operation. The bank will loan the PC team a small starship to use in accomplishing the task. The stolen freighter is well armed and has an experienced smuggler/pirate crew.

INFORMATION - There is a significant enclave of French loyalists from the Elysia colony that fled to the British colony as the rebels got the upper hand on Jio. Many stayed because they wanted to, not because they could not afford to leave. Some have integrated into the British colonies society, but most are crammed into a slum in New Falmouth. They total about 60,000. The French colonists in the slums are constantly plotting to return and take back their island and DSDG agents recruit assets here for their disruption operations in the former French colony. The French enclave is constantly pleading with the British government to intervene in Elysia.

ADVENTURE IDEA - The NARL will hire a team of troubleshooters to assist a scientific research team that is planning to clandestinely enter the territory of the Japanese colony to study the Clever Dragon and document the intelligence of the species and the destruction of their habitat by invasive Terran species. The signature of equipment used by the scientists will be detected by Japanese security forces and a team will be sent to investigate.

CRATER

ADVENTURE - Theodore Foxx, a Kafer war veteran of the United States Space Forces, and a lesser member of the Foxx Industries clan is also an AIS asset. A retired high ranking member of MI-6 has put Foxx in touch with a group of asteroid miners in the Crater system and Foxx will need a crew for a ship that he is obtaining in order to run guns past McBrides' mercenary blockade to the ranchers on the surface of Crater. The PC team will be hired by Foxx as crew members. The first three or four runs will lead to minor battles but eventually Foxx's ship will suffer enough damage while in-bound to the surface that the crew will have to bail out in the thin atmosphere. They will then become involved in guerilla ground actions as McBrides' forces hunt them on the surface. Eventually they will be able to make it off planet with the help of another smuggler.

ADVENTURE - (space combat adventure) Theodore Foxx will hire the PC team to outfit vessels partially funded by the miners of the belt in the Crater System (secretly supported by an unsanctioned group of MI-6 operatives, the Royal Society, and Foxx Industries), to perform hit and run attacks against McBride's mercenary forces in order to degrade them through attrition, and to make holes for weapon shipments to those resisting McBride on the surface. Foxx's ships will consist of small armed merchants and couriers that will operate from hidden bases in the asteroid field. Missions will include raids on blockade pickets, escort of cargo vessels and defensive actions against reprisal attacks by McBride's mercenaries against mining centers in the asteroids. The ultimate goal of the rouge MI-6 mission is to force the home office to take action against McBride by causing McBride's mercenaries into making reprisal attacks against the Asteroid miners.

ADVENTURE IDEA - The attacks against the asteroid miners by McBride's mercenaries will cause the British government to finally move to remove him. While the Home Office is attempting to negotiate with McBride in order to get him to step down without using force, MI-6 will step up its intelligence and preparation operations for ground attacks against McBride's forces and his citadel. Foxx and his forces (the PC team) will be utilized to interface with the resistance to McBride on the surface in order to prepare for an orbital assault on McBride's citadel and military bases. The assault on the citadel will be troublesome as any type of orbital weapons fire would cause a tremendous amount of collateral damage to the civilian population living on the mountain just below the citadel. First the PC team will be inserted onto the surface in order to link up with the resistance fighters operating in the mines and the crater. Then they will conduct recons and place remote sensors in order to identify and perform surveillance on aerospace defense sites (AAA, SAM, SOM and SSM). The team will prepare the resistance for coordination with

the orbital assaults. During this operation they will be identified by one of McBrides' spies and this will lead to a running gun battle in the mine tunnels. Finally they will launch a raid on a ground sensor/anti-missile base used in burning down incoming missiles and directing outgoing fire. This base is located on the top of a mountain on the edge of the crater. This assault will be the first stage of the British assault on the citadel.

ADLERHORST/VOGELHEIM

ADVENTURE IDEA - There has been an increase in violence in this independent colony over the last year, leading to a state of near civil war. This increase in violence started with terror attacks, to include bombings and sniper attacks against ethnic German and Ethnic French political figures. This campaign of attacks has led to an increase in other violence to include riots. Some of the attacks have been reported to have been perpetrated by members of former French and former German security forces. This has caused a great deal of mistrust. In an attempt to keep the new nation together, the central government has hired Rebc-SAR to take over the management of the police agencies on the colony. The PC's team will be part of a special purpose troubleshooting team brought in by Rebc-SAR. The real situation is that a group of French loyalist, with the help of French agents began the bombing and assassination campaign in hopes of creating a situation where the former French colony would break away from the former German colony and ask for inclusion back into the French Empire. This team has been attacking both French and German targets, but most of the French targets have been pro-independence leaders.

NOUS VOILÀ/BETA COMAE BERENICES

ADVENTURE IDEA - The PC team will be hired by Zampamoga as a security team for rescue operations through Rebc-SAR. The team will deploy from a forward base, conducting searches for survivors, and providing security for pick-ups of survivors/refugees. These operations will take place as the weather on the planet degrades. Some of the events that will take place are;

- ? The team will provide security for a number of refugee pickups from isolated villages and communities. Most of these pickups will be without incident, but one will get hot as a Kafer war band closes in. The team will have to give the colonists the time to get themselves and their gear onboard the roton.
- ? While on an aerial scouting/search mission, the PC team's aircraft will be fired upon by Kafer AAMs They will then see a small group of ragged colonists fleeing before a superior force of Kafers. Will the team save the five or six that they can or will they let themselves be decisively engaged biting off more than they can chew. Backup is too far away to make a difference and the French deny are support.

- ? There will be a large scale Kafer ground assault on the forward base during a storm. The PC team will have to defend their sector and re-enforce others as casualties are taken to avoid being over-run. French CAS Air fighters from the nearest base will be shot down by Kafer AAA/AAM vehicles after their first pass.
- ? The team will be conducting an aerial patrol and will be engaged by Kafer ground fire and will be hit and will be forced to crash land. The team will radio for help only to learn that their base is under ground and missile attack. They will have to avoid Kafer patrols until a rescue can be mounted.
- ? The French military will order the Zampamoga forward base that the PC team has been operating from to be evacuated after a similar NGO base and a large French military base is struck from orbit with small nukes by a Kafer infiltrator before the enemy vessel was detected and destroyed by French fighters. The French would rather end NGO rescue operations on the planet than suffer further embarrassment, declaring success and claiming that all remaining colonists on the world had been rescued.
- ? One last mission - during the pull out, a radio message will be received from a group of refugees fleeing a Kafer force. Unless the PC team follows the orders of the French naval officer overseeing the evacuation, the last rescue mission will be mounted and it will be a hot one. As the team is performing the rescue, the Zampamoga base will come under ground attack and will be abandoned. The team will have to fly to the nearest French military base but will not have enough fuel to make it. Can they convince the French to perform a mid-air refueling or will they have to set down and make the rest of the way on foot. In either case they will be arrested by the French and transported to the brig of a French war vessel in orbit where they will spend a month under the gentle mercies of a cruel and curious French military intelligence officer. Pressure from Zampamoga and an old media friend will win their release at BCV.

DUNKELHEIM/DM+36 2393

ADVENTURE IDEA - Zampamoga will hire the PC team to perform troubleshooting duties as Zampamoga re-settles refugees from other locations on the French arm to the much more stable Dunkelheim. While a significant percentage of these refugees are Dunkelheim natives that were caught on Kimanjano, many are not. Many are recently evacuated colonists from Nous Voilà. To accomplish the re-settlement of this large group of refugees, a second Zampamoga camp is under construction along the shore of one of the new lakes, near Neu Berlin. There will be violent attacks against non-German refugees in both of the refugee camps. Behind these attacks is an organization called DUNKLEHIEM FOR GERMANS. This group is actually supported by a number of high level government officials. The initial goal of the organization is to force Zampamoga to remove non-German refugees from Dunkelheim.

HOCHBADEN/DM+2296

ADVENTURE IDEA - Nibelungen and Freihafen will send a survey party to Hochbaden to conduct surveys and prepare for the construction of an outpost and eventually a colony. The survey team and the crew of the starship to transfer them and their equipment to the surface has been infiltrated by the Friehafen Balckhands. These criminals plan to violate the graveyard that is the Kolonie Zwei facility where they plan on looting the vault of the Bank Zwei, where bullion and tantalum was stored. The PC team will be hired by a group of very wealthy Germans, through Rebco-SAR. This group had family killed in the Kafer destruction of the colony. The PC team's mission will be to conduct covert surveillance on the survey team to insure that the Kolonie Zwei facility is not disturbed. The team will be supplied with a starship, vehicles and equipment, and also transponder codes that will cause the German naval presence in the system to ignore them.

AURORA ETA BOOTIS

ADVENTURE IDEA - The Ukrainian colony had decided to make an effort to eliminate the remnants of the Kafers from the uplands of their island and is hiring mercenaries for this purpose. The Ukrainians are offering transportation and land grants as a reward for a completed one year contract. Weapons, equipment and pay (low) are also provided. Leadership will come from Colonial militia officers and NCO's. Special officers will be made to special small units for scouting and special operations missions.

FREISLAND

ADVENTURE IDEA - The Friehafen government has been under increasing pressure from the media, the scientific community and the NARL, to provide access to the colony for further study of the ant-dog. To deflect this problem the Friehafen government has decided to allow the filming of a documentary by GALAXY ALIVE. As this special series is more entertainment than science, playing off of the interaction of the two quirky stars, the Friehafein government believes there is little chance that the documentary team will uncover any evidence that the ant-dog is sentient. The PC team will be hired through Rebco-SAR to provide troubleshooting services for a Tri-Video production crew traveling to the colony to produce a documentary on the ant-dog. This production is part of a series starring an Australian hunter/showman type and a genius/scientist type from Flanders. The crew will hire local guides and vehicles for the expedition. The production team will move from the colonies settlement to a remote area 200 km away, where a previous survey revealed dense populations of ant-dogs. The expedition will begin with little in the way of excitement other than a few encounters with 4 meter long insectoid predators. The production team will primarily use remote sensors and drones to obtain data and footage of a huge ant-dog colony. The genius/scientist character is actually very qualified and will discover that the ant-dogs use a complex language and are most likely sentient. Two of the local guides are Friehafen Intelligence agents who will sabotage the teams' aircraft and will then slip off to pre-positioned sky-hoppers. On the

way out they will drop grenades on the ant-dog colony in order to get them to attack and wipe out the humans.

THE CHINESE ARM

DAIKOKU/BETA HYDRI

ADVENTURE IDEA” The ARI will hire a team of troubleshooters (the PC team) through Rebco-SAR to conduct an investigation after a break in at their research facility leads to the murder of a top researcher, the disappearance of another, and the loss of a number recovered relics. The researcher that disappeared was in the pay of a fundamentalist Muslim organization with a branch on the planet. The researcher that was killed had discovered a crucifix with an Eber crucified on it, very similar to Christian crucifixes with Jesus on them. When the researcher in the pay of the Muslim sect reported the discovery, a team from the Muslim sect attempted to take the relic and when the lead researcher defended himself with a pick, he was shot by one of the Muslims. The Muslim sect does not want resurgence in the Christian religion, or for the planet to become a center of Christian pilgrimage.

SYUHLAHM/ZETA TUCANAE

ADVENTURE IDEA - The Microtron Corporation is on the cutting edge human-computer interface and electronic control. The company is based in Norway but also has offices in Hong Kong, and Moscow as well. Microtron will hire troubleshooters (the PC team) through Rebco-SAR to find one of the company’s engineers that has gone missing. The missing engineer, Borris Chin (Russian mother, father of English and Chinese decent, from Hong Kong) was working on an improved control interface for combat walkers in the companies Hong Kong research facility. He did not show up for work on Monday (yesterday) and in the afternoon it was discovered that all of the data on his current project, to include backups, had been infected with a timed, military grade data bomb, and the data has been destroyed. What really happened is that Chin had been approached by a Manchurian Imperial Intelligence agent who offered Chin a huge amount of money for the data on his project, and a new identity with which to enjoy it. Chin was not willing to make the exchange in Hong Kong because he is paranoid and believes that he is being watched by Canton internal security agents. Chin is right, and he was under surveillance by Canton internal security a they had already identified the Manchurian agent that he has been in contact with in Hong Kong. The Cantonese agents are now trying to roll up the entire network. By the time the PC team is hired by Microton Chin will already be in Moscow, preparing for a shuttle flight to Gateway. Chin will book passage from Gateway to Syuhlahm on an Indonesian passenger vessel. He will however leave the vessel on a stop in-route and board a libertine trader for the remainder of the trip, throwing off the Cantonese agents following him. The PC team should be one step behind Chin, possibly thwarted by Cantonese agents until the adventure climaxes as

the PC team is caught in a cross fire in no mans land on Syuhlahm, as Chin purchased a walker and will attempt to defect to the Manchurian side of no-mans-land, to be met by Manchurian agents in combat walkers, perused by Cantonese agents in combat walkers.

HEIDELSHEIMAT/RHO ERIDANI

ADVENTURE IDEA: Troubleshooters/mercenaries will be hired by Shamrock Interstellar Materials to assist/protect a survey team that will conduct surveys on one of the disputed islands between the Texan and Hiedelsmadt colonies. SIM has received a contract from the Texan Colonial Government to conduct surveys. As SIM hopes to win the contract to conduct mining operations as well, they don't want any problems. Also conducting surveys on the same island will be a number of survey teams from the Carrida Corporation, which is a proxy of the Hiedelshmadt government. The Carrida team will have their own mercenary minders. The PC's survey team will encounter one of the Carrida teams just after the SIM team had discovered what are likely to be significant deposits of gold and radio actives on the island, and had transmitted these findings to the SIM operations base in the Texan colony. The Carrida team had made similar findings. The mercs with Carrida will attack, as they have been offered a bonus if they are able to eliminate any competing survey teams. If the Carrida mercs are defeated, Carrida will send in a larger team backed with combat walkers. Reports from the SIM team will lead the Texans to drop marines from orbit to evacuate the SIM team. This action will cause first Heideshmadt and then Texas to send more troops to the island and a limited war will ensue while Heidelshmadt aero-space fighters gain air superiority over the contested islands, and begin probing the airspace of the Texan colony proper. At the point where the Heidelshmat forces gain air superiority, the PC's team and the Texan marines will be cut off and stranded on the island in the middle of a growing shooting war. They will move into a defensive position in very rough terrain and will suffer a number of attacks. The small Texas fleet in orbit will move into defensive positions around the Texas orbital platform. Heidelshmadt space forces will begin interdicting vessels headed towards the Texan colony, and will either turn away civilian shipping or direct it to the Heidelshmadt terminal. The Incan colonies' leader will issue a statement of support for the Hiedelshmadt claim on the islands (without sanction from his government on earth, and after some secret deals are made). The American Ambassador to Heidelshmadt will deliver a message that the USA would consider a spread of the conflict beyond the contested islands to be unacceptable, and will suggest that, in such an event, the USA would intervene on the side of Texas. A Texan squadron that left earth prior to the initiation of hostilities learned of the Hridelshmadt blockade and the squadron commander will make the decision to break it. The incoming Texan squadron will disable two small Heidlshmadt picket ships while the Texan vessels near the orbital station will hold their positions as the incoming squadron drives in to link up. Prior to being able to link up, both of the Texan squadrons were engaged by superior Heidelshmadt space forces and after heavy losses, and the forced surrender of the Texan Frigate Eagle Pass, the Texans will be forced to withdraw their space forces from the system. The Texan orbital station will then be surrounded and its commander forced to surrentder rather than endure

significant civilian casualties in a futile defense. The orbital station will then be occupied by Heidelshmadt troops. All of these events will take place in the period of a week while the PC team is cut off on the disputed island. The Texan government will not withdraw the Marines on the island, due to their belief that their presence could be important in any future political settlement. They will however launch an attempt to rescue the PC team and their charges and re-supply the Marines using the two submarines that they have on planet. This part of the adventure will include a two day exfiltration to the beach by the PC team and a squad of Marines, and a hot pick up. During the exfiltration of the submarines after the pickup, the sub not carrying the PC team will be sunk in a battle that will also lead to the sinking of a Heidelshmadt sub. After the PC team arrives at the Texan colony, they will observe that the colony is preparing for an invasion by Heidelshmadt, that has the largest land army in the Chinese Arm. Over the next month the Texan naval squadron will interdict shipping bound for the Heidelshmadt colony while moving coreward, moving farther towards the core whenever a superior Heidelshmadt squadron approaches. Eventually the Texan squadron will link up with an American squadron moving up the arm to support them. This link up will lead to a sharp battle between the Texan/American squadron and the perusing Heidelshmadt squadron. This battle will begin as an ambush as the Heidelshmadt squadron will be unaware of the presence of the American squadron, and the Texan squadron will be used as bait. This battle will lead to heavy damage to most of the Heidelshmadt vessels and the Heidelshmadt squadron will retreat towards their homeworld with the Texan and American squadrons in persuit. Upon the arrival of the Texan/American squadron in the Rho Eridani system on the heels of the Heidelshmadt squadron, negotiations will begin and within hours a cease fire will be called and the besieged Texan marines on the island will be re-supplied. Eventually a peace will be negotiated, brokered by the American ambassador and the Friehafen ambassador. The treaty will end with the Texans in possession of 1/3 of the island chain and Heidelshmadt with 1/3 and the middle islands of the chain neutral with their future to be determined through future negotiation. During the siege the PC team will be asked to join a local mobile infantry militia unit that will react to citizen reports of odd happenings, which will lead to the PC team encountering a team of Heidelshmadt Special Forces infiltrators trying to move into observation positions in the highlands above the colonies capital. After the siege is lifted the PC team will be transported back to Gateway.

CHENGDU/EPSILON INDI

ADVENTURE IDEA: Troubleshooters will be hired by a wealthy Canadian family who's daughter, a volunteer working for Zampamoga regarding refugee settlement, has disappeared on Chengdu; the woman had been recruited by violent terrorist element of the independence movement operating in the colony, and was caught by the Manchurian authorities during a raid on one of the independence movement's safe houses, where weapons were seized. The woman is being held in a remote camp where she is undergoing daily interrogation. The troubleshooters will have to find out what happened to the woman without being arrested as subversives themselves.

ADVENTURE IDEA: Troubleshooters will be hired by Zampamoga to investigate a series of unsolved murders of refugees that have been re-settled in the former Sung outpost. The murders have been ritualistic and appear to have some link to the Sung, based upon the way the murders are being committed, but no Sung are believed to be on the planet other than those stationed at the Sung consulate in the Colonial capital. The ritual Sung connection is a red herring, designed to hide the real reason for the crimes. A committee has been formed among some of the hard line refugees. The leader was a college professor before the Kafer invasion and a veteran of the war of German re-unification. The committee is executing people that they believe collaborated with the Kafers during the Kafer war.

KANATA/DM+20 5046 (DORIS)

ADVENTURE IDEA: Shamrock Interstellar Materials (SIM) has obtained a contract from the Canadian Colonial government to begin drilling for petroleum on the colony in an area with proven reserves, located near one of the crater gardens. Since the beginning of SIM preparation operations at the initial drilling site, a number of personnel have disappeared. Colonial authorities have not made any headway in the investigation of the disappearances. It seems that random SIM personnel have just wandered off into the wilderness and not returned. SIM will hire troubleshooters to find the cause of the disappearances, and to put a stop to them. The cause of the disappearances is that just inside the nearby crater garden is a cave that leads to a medusa bomb shelter, as the craters that became the crater gardens were caused by kinetic energy weapons that were dropped on Medusa colony sites on this planet from orbit by the enemy. The bomb shelter was buried in the attack, but erosion has since made it accessible. There is a strong telepathic imprint from the remnants of the Medusa that died in the shelter, crying for help that has been drawing susceptible humans the cave. A group of large predators, having made the cave that leads to the bomb shelter their home, see the odd human visitor a bonus. The long term exposure to the imprint of the telepathic activity has affected the predators, and they are unusually intelligent and work as a team, while elsewhere on the planet the species is usually a solitary nocturnal pouncer. The predators look something like a cross between a six legged spider and lion. Another effect of the long term exposure to the telepathic imprint is that the creatures have become somewhat telepathic themselves (see the movie THE GHOST AND THE DARKNESS for inspiration).

ERIKSSON/AC +17 534-105

ADVENTURE IDEA: It appears that a radical fringe group of separatists on the planet have been committing acts of sabotage, and attacks against the interests of the Cooperative Manufacturing Group (CMG). Colonial police killed one of the attackers who were involved in a raid on a factory, and the man was a known separatist activist. CMG is a new venture, supported by the colonial government, that is a cooperative

venture between Scandinavian and Sung executives brought in from earth three years ago to produce consumer goods for the colonists of the world using locally produced local materials. The real deal is that Ontario Consumer Products (OCP), a subsidiary of Americo, has been active on the planet since the establishment of colonies, supplying consumer goods and convenience food items. When OCP applied for permission to build production facilities on the planet, their request was denied as the Colonial Governor was already planning the creation of CMG, and did not want the new local company to have immediate competition from an interstellar conglomerate. When a bribery attempt failed, leading to the arrest, jailing, and deportation of a low level OCP executive, Americo headquarters took note of the situation. Americo operatives have since infiltrated a fringe group of the independence movement and have compromised or bribed a number of CMG personnel. Americo has been conducting, through its agents, a campaign against CMG with the intent of causing the company to fail; an event that Americo believes would also bring down the Colonial Governor. CMG will hire a team of troubleshooters to investigate the attacks and acts of sabotage and to bring a stop to them.

DUKOU/EPSILON ERIDANI

ADVENTURE IDEA: Zampamoga will hire a team of troubleshooters through Rebco-SAR. Boris Wierzbicki, head of the internal inspection office of Zampamoga has made a troubling discovery. An audit has revealed that Zampamoga has “lost” a significant number of refugees that were to be transported for re-settlement on the Chinese Arm. The number lost appears to be over 1,500. The PC team will be hired to conduct an investigation that will begin in the Zampamoga offices at Gateway. The PC team will be given access to the data used for the audit that led to the discovery of the missing refugees. An analysis of the data will show that all of the “missing” refugees were persons that had no known living close relatives, and who were adults with no serious medical problems. The missing persons are of many nationalities. All of the missing personnel shipped from Kimanjano to the Zampamoga re-settlement processing station in orbit of Cold Mountain in the Delta Pavonis system. There are no records of the “missing” refugees leaving the processing station in the Delta Pavonis system. What is really happening is that there is a network of corrupt Zampamoga personnel that are involved in a slavery ring. One member of the ring on Kimanjano identifies candidates that fit the profile above. This person then makes sure that the candidate is one of those identified for re-settlement on the Chinese Arm. Once the selected refugees arrive at the processing station other members of the network, that includes a doctor, abduct the refugee and the refugee is transported to a nearby orbital shack where the refugees remain until picked up by a Libertine trader. This libertine trader then transports the new slaves to Dukou, where they are sold to Ling Chow’s organization. Ling Chow’s organization, with the complicity of corrupt colonial officials, runs the O-lang mining operations on Dukou. Ling Chow is an organized crime figure from Manchuria that is serving a life sentence on Dukou. In effect, Chow is one of the men running the colony now, but due to his life sentence, he can not leave. Ling Chow’s organization on Dukou transports the slaves to the O-lang mines that are far out onto the ice from the main colony, where they work in the tunnels, living on very meager rations and under horrific conditions. The

slaves however work for much less than the colonist that Ling Chow would otherwise have to hire to do the hard and dangerous work. There is a fairly high casualty rate in the O-lang miner population. Many are simply worked to death or are die from complications from severe beatings administered by brutal guards. This coupled with the ever growing demand for O-lang means that Chow is always in need of additional slaves. One way in which the PC team might discover what happens to the “missing” is to conduct an undercover operation, with members of the PC team inserted into the Zampamoga re- location program fitting the profile of those that go missing.

MONTANA/OMICRON 2 ERIDANI

ADVENTURE IDEA: The bandit situation on Montana has recently changed for the worse. In the past the bandits operating on the edges of the populated areas of the colony were disorganized and scattered bands. Over the last 12 months the bandits have become more organized and better armed. There have been assaults on police stations and raids on villages and small towns. The bandits are now identifying themselves as a revolutionary army led by a mysterious figure known only as El Comandante, with the goal of disbanding the land owner controlled government of the colony, and ending the colonies dependence on the home world. The bandits appear to be winning over many indentured laborers, as greater numbers are breaking their contracts and joining the bandits. The government of the colony has made appeals for assistance to the Mexican and Argentine home governments for additional security forces to deal with the problem. The new Mexican government has just wrung its hands, with part of the representative government siding with the “rebels”, and the other part nervous about supporting a system too much like the one that they recently over threw in Mexico. The Argentine government has no troops to spare with a hot war going on with Brazil, a war that is now spreading off of earth and to Tirane and the colonies. The governments of the Montana colony have figured out that no help is coming from their home governments, but have decided to cut their economic output to their home governments in order finance assistance elsewhere. The colonial government will contract with Rebco-SAR for additional security forces to combat the bandits. The PC team will be hired as a special operations/troubleshooting force by Rebco-SAR in support of this effort. The PC team will be given a variety of special missions to include;

- ? Surveillance and take down of a suspected bandit recruiter working in one of the colonies cities, that works the bars frequented by indentured recent arrivals, in order to learn more about the opposition.
- ? Surveillance and take down of a bandit supporter that works at a warehouse at the down-port. This surveillance will reveal that weapons and supplies are being moved through the warehouse to the bandits, and that the cargos of weapons and supplies are being moved in containerized shipments of farming machine parts from Mexico.
- ? A scouting mission into the outback of the colony in order to locate a suspected bandit logistical base identified in an earlier part of the mission. The PC team will act as spotters for an incoming raid by Rebco-SAR forces against this base. A

change in the situation as the strike team approaches will force the PC team to attack in order to ensure the success of the strike mission, and the survival of the strike team.

- ? Intelligence information obtained during the raid on the logistical base will lead to the discovery of a location frequently visited by “El Comandante”. El Comandante (Miguel Sanchez-Salazar) is one of the husbands of a woman in an outlying village in the colony. Surveillance of the village, and the woman, will lead to an opportunity to snatch El Comandante and to eliminate much of his command staff.
- ? A successful snatch of El Comandante will lead to the discovery that his guerilla movement began when he was recruited and indoctrinated by a PROGRESS NOW (PROGRESSER MAINTENANT) operative while attending the Life Foundation Collage after returning from a term in the Argentine Orbital Marines. It will also be learned that the PROGRESS NOW (PROGRESSER MAINTENANT) operative is a professor of economics at the university, and that the guerillas receive logistical and economic support from PROGRESS NOW (PROGRESSER MAINTENANT)) and from some of the more radical elements of the new Mexican Government.
- ? A PROGRESS NOW (PROGRESSER MAINTENANT), bio-enhanced strike team on the planet will stage a raid to rescue El Comandante, or to otherwise silence him, while he is in the custody of the PC team.

AUSTIN'S WORLD/DM-3 1123

ADVENTURE IDEA: The PC team will be hired through Rebco-SAR by a group supporting the rebels in the Inca Republic colony on Austin's World. This group calls itself the Sechura Justice Foundation (SJF). The SJF is made up representatives of a number of corporations and organizations, to include the Foxx Corporation, which has facilities in the Texan colony on the planet. The PC team will be hired by this group in reaction to the Governor of the Incan colony hiring the Blackthorn mercenary company to combat the rebels that now control much of the Inca Republic colony. These rebels rely on support smuggled to them from the Texan colony. The Blackthorn troops have been targeting relief and weapons shipments to the rebels, and a number of members of the support organization have been killed or captured by the forces of the Incan Governor. The PC team will be hired to assist in the support operations being conducted by the SJF resulting in a number of different operations and encounters;

- ? Smuggler's Blues: The PC team will protect smuggler convoys taking food, ammunition and weapons from the Texan colony to a rebel base in the highlands. Some of these convoys will be interdicted by Incan Colonial Army or Blackthorn units.
- ? The Rat: On one of the smuggling missions the PC team will learn that one of the local guides is an informant for the Incan government that is identifying the guerilla teams that the smugglers are meeting with, and who is sneaking tracking devices into the shipments. When the guide is confronted the team will learn that

the Governors' forces abducted his wife and daughter after they learned somehow that he was working with the guerillas.

- ? Rescue Mission: The PC team will learn of a prison camp where hostages are being held by the Governor's forces in order to force their family members to be informants for the Governor's secret police.
- ? Revenge: The PC team will meet with Incan rebels to deliver supplies and will learn that a Blackthorn Squad has committed atrocities in the nearby village of Mesa Blanco. These atrocities occurred when three Blackthorn troopers were killed in an uprising in the village. This uprising that took place when a Blackthorn squad was escorting an aid to the Governor who tried to abduct a young girl (14 years of age). The girl was to be taken to the capital for the sexual uses of the Governor. The surviving Blackthorn squad members withdrew and then returned with a larger force, which killed most of the people in the village.
- ? Tit for Tat: After the raid on the Blackthorn base, the PC team will be at a forward logistical base used by SJF, technically located inside of territory claimed by the Texan colony, when a commando raid is staged by Blackthorn forces. If any of the Blackthorn troops are captured alive, the team may learn that the attack on the village and upon the SJF forward logistical base, were ordered by Colonel Kahmil, who is the commander of all Blackthorn forces on the planet.
- ? In the News: The PC team will be tasked by SJF to accompany a reporter into Incan territory. The reporter and her team (camera and tech operator and producer) are planning on investigating the Blackthorn atrocities as Mesa Blanco. The reporter and her team will want to travel to the ruins of the village of Mesa Blanco, and to interview survivors and witnesses who are now living in nearby villages. A government informant in one of the villages will report the team's activities. A Blackthorn team will be sent to eliminate the reporter, any surviving witnesses hiding in nearby villages, and the PC team. If the reporter and her team are successful in conducting their investigation, and escaping back to the Texan colony, the firestorm of public opinion in the core that results from the story will result in the government of the Inca Republic finally sending a force to replace the Governor. News of the replacement plans will make it to the colony before the replacement and additional military forces arrive, and the Governor and the Blackthorn troops will be gone when they arrive. Arrest warrants will be issued by the government of the Inca Republic for the arrest of the Governor for grand theft and war crimes, and a warrant will also be issued for Colonel Kahmil.
- ? Reciprocity: SJF will hire the PC team to track down the Governor and Colonel Kahmil and to bring them to justice. The trail will lead them to a genetic modification clinic on Joi run by PROGRESS NOW (PROGRESSER MAINTENANT), where both of them men are having their appearances and genetic identification markers altered.

PAULO/PROCYON

ADDITIONAL BACKGROUND INFORMATION: In 2317 a prospecting vessel from a "Belter" company based in the Sol system made a significant discovery of radioactives in

the asteroid belt of the Procyon system. Since that time there have also been a few small tantalum strikes. These strikes have led to a gold strike situation in the asteroid belt of the system and a great increase in traffic. Many of the belters working in the system make calls at the Paulo orbital station to purchase supplies, or meet with Libertine traders that make regular runs to the system, and to Nemo's station in the asteroid belt to trade with the miners. This increase in traffic and mining activities has resulted in cover for the smugglers and pirates that have been plaguing the system, since the withdrawal of most of the Brazilian security forces due to the 4th Rio Plata War. There has also been a problem with claim jumping and other common gold strike problems in the belt. Nemo's station is the largest settlement in the asteroid belt of the system, with a population of 400 set on the largest asteroid in the belt, that is located in a low asteroid density area. Nemo's Station is the center of the new Belter society in the system. The station serves as a trading post and meeting place for the Belters operating in the system, and it even has a small hospital. There is no law in the belt, other than that provided by the Belter community itself, and the mining of the belt is in actuality unregulated, although the Brazilian government maintains an office on Nemo's Station for the registration of claims. This office does not have any enforcement capability and is largely ignored.

ADVENTURE IDEA: The PC team will be hired by Rebco-SAR for /smuggling piracy suppression efforts in the Procyon System. If the PC team has the necessary skills they may be outfitted with a vessel in order to conduct anti-smuggling/piracy suppression patrols. If they do not have the skills to man a vessel, they may be hired as a boarding team aboard a Rebco-SAR piracy suppression vessel. Scenes may include;

- ? Routine boarding and searching of libertine traders inbound to the planet.
- ? A routine boarding and search of a libertine trader will lead to the discovery that half of the cargo hold contains a freight shipment consigned by the Brazilian colonial authority and that half of the hold contains luxury consumer goods. The Captain will claim that he purchased the cargo at other ports along the arm and that he did not intend to sell the luxury items on Paulo, as he is aware that to do so would be against the law. If a thorough search of the luxury goods is conducted, a workshop will be found in one of the standardized shipping containers, in which SAMN numbers were being altered. A check of SAMN numbers, with the SAMN agents assigned to the system at the up-port, will reveal that the luxury goods cargo aboard the vessel came from a number of different stolen shipments. SAMN will be very interested in talking to the Captain.
- ? Chase of a libertine trader that was inbound to the planet that refused boarding. If caught the vessel will be found to have a large package of O-lang hidden in a shipment of machine tools. The rest of the cargo hold contains a freight shipment consigned by the Brazilian colonial authority.
- ? Detection, pursuit and boarding of a libertine trader observed making a drop from orbit. The "libertine trader" is actually working for Argentine Intelligence, and it was observed dropping a special operations team and its equipment onto the planet. The hold of the vessel contains a shipment of freight consigned by the Brazilian colonial authority.
- ? Encounter with an Argentine intelligence gathering vessel attempting to intercept intelligence information undetected in the system, disguised as a libertine trader.

The crew of the vessel will try to convince any patrol vessels, and any boarding parties, that they are a normal civilian commerce vessel, but a close inspection will reveal special sensor and communications equipment, and a high-storage volume computer system. If the crew of the vessel believes that they have been compromised they will conduct a surprise attack on any boarding parties aboard, and will fire on the patrol vessel and try to flee the system. This vessel is a watch dog for a commerce raider that is moving into the system to begin operations.

- ? Attempted rescue of a Brazilian freighter attacked near the planet by “pirates”. The “pirate” vessel is actually an Argentine commerce raider that will engage the PC team’s vessel. This combat could result in a boarding action against the Argentine vessel, which is an armed and upgraded small civilian freighter, with an Argentine military crew.
- ? A trip to Nemo Station in order to meet with a possible informant claiming to have information about piracy/smuggling operations based in the asteroid belt. The informant will have noticed unusual activity in an area of the asteroid belt while mining, and believes that the unusual activity may be connected to the disappearance of a number of miners. Further investigation will reveal that the unusual activity is a tantalum mining operation being conducted by an Americo subsidiary, and that this Americo related company has built a base in the asteroid belt to exploit a rich tantalum strike on a large asteroid. The Americo subsidiary wants to keep their strike secret in case there are other rich asteroids in the area, and has been eliminating Belter vessels that get too close.
- ? A routine search of an inbound interface capable Libertine trader will lead to the discovery of hidden compartments containing weapons, explosives, and O-lang. The Captain of the vessel, if successfully interrogated, will claim that he was paid Lv 30,000 by a Chinese man on Dukou to transport this shipment to Paulo. The captain will add that he was told by the Chinese man on Dukou that he would be contacted when he checked into a down-port hotel by someone who would arrange to take possession of the shipment, and who would pay him an additional fee of Lv 30,000 upon the successful delivery.

ADVENTURE IDEA: The PC team will be hired by Rebco-SAR as a special investigative/law enforcement special operations team to aid in counter smuggling operations on behalf of the Brazilian government on Paulo. Scenes might include:

- ? Controlled delivery: A Rebco-SAR space interdiction team conducted a routine search of an inbound interface capable Libertine trader that led to the discovery of hidden compartments containing military assault weapons, explosives, and O-lang. The Captain of the vessel, was successfully interrogated, and claimed that he was paid Lv 30,000 by a Chinese that he knows as Ton Ming on Dukou to transport this shipment to Paulo. The captain said that he was to be contacted when he checked into a down-port hotel by someone who would arrange to take possession of the shipment, and who would pay him an additional fee of Lv 30,000 upon the successful delivery of the smuggled items. This case will be handed over to the PC team for further investigation.
- ? If the PC team allows the captain to check into the hotel as planned he will be met in the hotel bar by a man that will give him a net-phone and who will then leave

and go to a low rent apartment complex (this guy is a low level criminal and was just paid to deliver the net-phone). The Captain will be under surveillance by other smugglers in the bar who will be looking for anything unusual. If the smugglers do not see anything unusual, another smuggler will call the Captain a half hour later and will tell him to deliver his cargo to Pedro at the Amazon Space Lines bonded warehouse. The Captain will be told to wear a baseball cap that has been dropped off for him at the front desk of the hotel along with another net phone. He is also told that he should take the shipment to "Pedro" at 2pm the next day in a standard cargo container. He will be told that he will receive the rest of his payment after the delivery to Pedro and that he will be contacted with details on the 2nd net-phone. He will also be told to throw the 1st net phone away as soon as he gets off of the phone. At the front desk will be a green and yellow Brazilian National Soccer team baseball cap with a large number 6 on the side of it. There will also be another net-phone at the front desk as promised.

- ? If the Captain makes the delivery the next day, Pedro will be the receiving clerk that approaches the Captain as he arrives with the shipping container. Pedro will sign for the container, and will already have paperwork ready that describes the shipment as machine tools ordered by the Brazilian Colonial Authority. Pedro will take possession of the shipment and move it to a location in the warehouse. Pedro and three other men that work at the warehouse are members of the smuggling ring. One of the Colonial Authority inspectors that is assigned to the warehouse has a gambling problem, and for forgiveness of some of his debts, looks the other way when the smuggling group moves cargo through the warehouse.
- ? Six hours after the arrival of the shipment to the warehouse, it will be loaded onto a truck and moved to another warehouse in the capital city. This warehouse is controlled by the smuggling operation. The shipping container will be opened and inspected, but none of the items will be removed. After the shipment has been inspected the low level smugglers at the warehouse, which is owned by a local import-export business that supplies a number of retail stores in the city with goods, will call Carlos Salinas who is the head of the smuggling group. Salinas is also a successful nightclub owner, who operates nightclubs in both of the colonies major cities. The flunky at the warehouse will tell Salinas that the cargo is intact. Salinas will then call Ramon Garcia. Garcia will then call the Captain of the libertine trader and will tell him to go to the hotel bar. He will then get into a hover car and go to the hotel where the captain is staying with three other men, and they will go to the bar. One of these men will wait a few minutes to come in and will not sit with Garcia. After hanging around for fifteen minutes watching the Captain, Garcia will nod to the man across the room that came in separately and that man will leave the bar and go outside to the vehicle that they arrived in. He will then come back into the bar and sit down next to the captain and order a beer. He will drink his beer and make small talk with the Captain. When he leaves he will leave a pre-loaded debit card on the bar between his seat and the Captain's seat. He will tell the captain that it was nice chatting with him and that he should use the debit card to buy himself another round. The card has a credit of Lv 30,000 on it but it without the pin number, it can only be used for purchases

of under Lv 50 at a time, and only once per day. After the man leaves, the other two men will wait for an additional five minutes and if they do not see anything unusual they will leave and head to the hover car where they will meet the third man. After they leave the area of the hotel, and are a few miles away, Garcia will call the captain and will tell him the pin number for the debit card. He will also tell him that he hopes that the captain will contact his friend in Dukou the next time that he is headed this way, so that they can do business again. He will then tell the captain to throw away the phone.

- ? 12 hours later, the shipment of weapons and drugs will be loaded onto a truck and this truck will travel outside of the city to a farm that has been cut out of the thick jungle in a valley. The farm is surrounded by very high electrified wires that keep the walking trees from re-claiming the cleared fields. At the farm the shipment will be broken down by six members of the smuggling group into small user level packages which will then be consolidated into four packages. The leader of these men will call Carlos Salinas to tell him that the shipment arrived safely. Breaking down the O-lang will take the men six hours and then they will go to sleep, leaving one man on guard. The O-lang will then be transported to four different safe-houses operated by the smuggling group in the two main cities of the colony by ground range truck in hidden compartments in the vehicles. These vehicles will be operated by four of the men leaving two men at the farm. The weapons shipment will be placed under the floor of a barn where there is a hidden trap door by these two men after the drug shipments leave.
- ? All of the safe houses are occupied by families and are residential properties with enclosed vehicle garages. If any of the safe houses in the cities are watched, it will be observed that within two hours of the arrival of the shipments, people will begin arriving at a rate of one per hour. These people will enter the residence with small duffle bags, and will leave with different duffle bags. They will stay about 10 minutes total and will then leave. These people who come and go from the houses are mid-level drug distributors who each control a set of club going dealers that move the O-lang in nightclubs throughout the cities. The bags going into the houses contain currency and the bags coming out (obviously) contain O-lang.
- ? 36 hours after the arrival of the weapons and explosive shipment at the farm, Salinas will arrive to inspect them. He will then leave the farm and go to one of his nightclubs in the capital city where he has an office. At the office he will meet with Lupe Ortega, a local underworld figure. The two men will arrange a meeting spot for the delivery of the weapons.
- ? 72 hours after the delivery of the weapons, drugs and explosives to the farm, a delivery truck will arrive and will be driven into the barn, where the weapons and explosives will be loaded onto the delivery truck and concealed under a load of vegetables. The truck will be driven by two smugglers, to a farmers market in the capital. The smugglers will exit the truck and will walk to a nearby cantina. While they are walking from the farmers market to the cantina, one of the smugglers will make a net-phone call to Salinas. He will tell Salinas that the vegetables have been delivered to market without a problem. The smuggler will then throw the net-phone into a nearby garbage can on the street and enter the

cantina. Salinas will then call Ortega. Ortega will then travel to the farmers market with two of his goons in the car. He will park across the street from the farmers market and watch. Two other gangsters will arrive in a separate vehicle and one will get out of the second car and walk to the truck, get in and drive away. Both of the gangster cars will follow the truck from the farmers market to a nearby warehouse. Once the truck goes into the warehouse the other gangsters will enter as well. After the gangsters go into the warehouse, they will unload the crates of vegetables to get to the weapons shipment. Once Ortega inspects the weapons and explosives shipment, he will use his net-phone to call a flunky who will make a cash delivery of Lv 15,000 to Salinas at his nightclub office.

- ? The weapons will remain at the warehouse and Ortega and two of his flunkies will travel across town to a cheap hotel by the down-port. At the down-port hotel Ortega will enter a room. In the room he will meet Maria Gonzalez. Maria a PROGRESS NOW (PROGRESSER MAINTENANT) operative. She has started a movement on the colony over the last five years that is called the Free Paulo Front. She has recruited a small cell at the university in the capital city where she is a political science professor and so far the group has carried out a small bombing campaign against colonial government officials. She has also compromised Ortega and he knows that she has information that would lead to a long prison sentence, and probably his death at the hands of his organized crime superiors, if it were turned over to the authorities. In the hotel room Maria will deliver Lv 25,000 to Ortega. Ortega will then give Maria the location and access code to the small warehouse facility where the weapons and explosives are stored. She will then send a coded electronic message via her subdermacomp through her net-phone to one of her cell members. Four cell members will then travel to the warehouse in a van where they will retrieve the weapons and explosives. These cell members will then drive the weapons shipment to a house on the outskirts of the city where the weapons will be stored until needed. If the weapons are not recovered, a series of assassination attempts and bombings of colonial government personnel and installations will begin one week later.
- ? This full chain of events will only take place if the PC team takes no action. Some anticipated actions that the team could take are:
 1. Placing a tracking device in the weapons and or drug shipments in order to track their movements. This would be far more effective if the trackers were actually placed inside of a few of the weapons themselves, as they are likely to be discovered in the O-lang shipment when it is broken down at the farm.
 2. Surveillance of the movement of the drugs and weapons using remote drones.
- ? If the PC team moves in to make arrests early in the process, the GM may have one of the persons arrested cooperate with their investigation to move the story along. If this does not work, they might gain enough intelligence information to be able to conduct electronic and physical surveillance on other members of the network for the next shipment that comes in.
- ? A raid or arrest at any point along the way could lead to a gun-battle with the smugglers, criminals or terrorists involved.