
MONGOOSE LIVING TRAVELLER

A Festive Occasion

A One-Round *Mongoose Living Traveller* Adventure

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Campaign Story Coordinator: Don McKinney

A group of arriving passengers help foil a terrorist attack on a space station orbiting Mora (Spinward Marches 3124) and become involved in further drama among the Imperial nobility.
A one-round adventure set on Mora (3124/Mora/Spinward Marches).

This adventure does not require any other resources to run. Useful references are: *The Spinward Marches* for background material regarding the area around Mora (the planet itself is described in this scenario).

Resources for this adventure include *The Spinward Marches* [Martin Dougherty].

Most likely you ordered this adventure as part of an event from the MONGOOSE LIVING TRAVELLER

Sanctioned Play

CAMPAIGN website, or you received it from your Senior Referee. To play this adventure as part of the MONGOOSE LIVING TRAVELLER CAMPAIGN (MLTC) – a worldwide, ongoing *Traveller* campaign set in the SPINWARD MARCHES setting – you must sanction it as part of a gaming event. This event could be as elaborate as a big convention or as simple as a group of friends meeting at the Referee's house.

The person who sanctions the event is called the Senior Referee and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to MONGOOSE LIVING TRAVELLER CAMPAIGNS in a timely manner. The person who runs the game is called the Session Referee. Sometimes (and almost all the time in the cases of home events) the Senior Referee is also the Session Referee. You should use the Mongoose Living Traveller Campaign Master Log Sheet (MLS) to track your play and advance your Mongoose Living Traveller Campaign character.

To learn more about MONGOOSE LIVING TRAVELLER character creation and development, event sanctioning and rewards, visit the Mongoose website at www.mongoosepublishing.com.

PLAYERS READ NO FURTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the Referee only. If you read farther than this section, you will know too much about its challenges, which kills the fun. Also, if you are playing this adventure as part of a sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

As a minimum to run this adventure you need the *Traveller Core Rulebook*. *The Spinward Marches* will be useful for background material regarding the area around Mora.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and creatures appear in abbreviated form in the adventure text. Refer to the Appendix for full information on NPCs and creatures.

At the end of the adventure, you will note what awards your players' characters received in this adventure and record it on their Master Log Sheets (MLS). If you are playing this as part of a sanctioned event, please turn those details into your Senior Referee. Otherwise, please note what awards were given out and report the results to the Campaign Coordinator.

PASSAGE

Participation in this adventure requires one passage of any type except low passage, as indicated in the *Mongoose Living Traveller Campaign Sourcebook*. Low passage is not allowed as it would prevent the characters from interacting prior to arrival at Mora.

Adventure Summary

DATES

All dates correspond to the standard Imperial calendar. The start date of this adventure is Forday 005-1105 (the 5th day of the 1105th year since the founding of the Third Imperium). Time will flow normally once the adventure begins. If a different date is required, for example to fit the adventure into an existing campaign, then the start date can be altered with little or no disruption to the adventure.

LOCATION

The adventure takes place on Mora (AA99AC7-F), a rich, strategically positioned trading gateway, the capital of Mora subsector in the Spinward Marches. The action takes place partly in a small orbital space station and partly in the startown associated with the Imperial downport. A more detailed description of Mora is provided later.

ENCOUNTERS

The Referee should review the material in Arrival before running Disembarkation or To Warn a Duke.

Disembarkation – The characters arrive on *Diamond*, an auxiliary space station normally reserved for private yachts and luxury liners, but were re-routed due to traffic issues in-system. Unknown to everyone, the Ine Givar have just seized control of the station.

To Warn A Duke – The characters having dealt with their watchers, moves to warn/assist the Duke of Regina, whose ship is about to dock at *Diamond*. The Ine Givar try to prevent this.

Vacation (optional) – As a reward for their assistance, Baron Hasse hosts the characters in his suite, allowing them to enjoy and appreciate Mora's luxury side.

Our Host is Missing – Baron Hasse is missing, and the only person who knows anything is his "loyal" retainer, Gerasim Zeif.

To Rescue the Baron – Baron Hasse must be rescued from the thugs who are holding him.

A Most Enjoyable Day – The baron repays the characters by letting them enjoy a dinner in the gardens of the ducal palace on Mora.

A Narrow Window of Opportunity – The characters uncover a plot by the Ine Givar to humble the nobility of the Marches and must stop it, by storming the embassy of a member of the Imperium!

These are sequential, but Vacation is easily skipped, as it involves basically a week of the characters enjoying themselves. The others should all run in sequence, but the Referee should not run them as if they were one right after another – the Referee will need to be familiar with the details and pace them accordingly.

Chronology

Forday 005-1105	PCs arrive on Mora
Fiday 006-1105	Senate opening
Forday 012-1105	Baron Hasse is kidnapped
Fiday 013-1105	Baron Hasse's appointment
Senday 015-1105	Palace Gardens Picnic
Fiday 020-1105	Senate closing
	Sir Abel is kidnapped.
Sixday 021-1105	Afternoon: Marriage
	Evening: Grand Gala Ball

Mora (A-A99AC7-F)

Mora is known as the “Gateway to the Marches” as it sits at a critical pinch-point for the Jump routes through which most of the rimward half of the Spinward Marches is reached (from Deneb sector and the rest of the Imperium to Trailing). As a result, it became the seat of both the Duchy government and the Sector administration and accumulated a disproportionate amount of wealth and influence.

It's now more than a millennia since Ling Standard Products first established itself on Mora to exploit the rich natural resources of this water-dominated world. Over the centuries the population has swelled to over ten billion, mostly dwelling in hundreds of huge arcologies that dot the small areas of exposed land and sprawl across the seabed (primarily in the equatorial regions).

PHYSICAL DETAILS

Mora is a large, molten-core world with a diameter of 15,567 km (9,673 miles) giving it a gravity of 1.19G. A day lasts 23 hours and 51 minutes and it takes 1,162 (local) days to circle its sun. The dense oxygen-nitrogen atmosphere is tainted with industrial pollutants from its past but over the last hundred years this has been reduced to a minor irritant by various environmental ‘clean up’ measures. As a result, almost all inhabitants and most visitors suffer no ill effects, though those of a sensitive constitution may prefer to wear some form of filter mask when outside the sealed areas of the arcologies.

Around 92% of the planet is covered with water, with only one small continent (Batadis), a few large islands, a few archipelagos, and a smattering of lesser islands rising above the surface of the sea.

A relatively high axial tilt of 33 degrees combined with an orbital eccentricity of 0.02 means equatorial temperatures of up to 60°C in Summer but in the polar regions, ice sheets cover large areas of the sea with temperatures as low as -65°C in winter.

SOCIAL DETAILS

Mora's population of over ten billion mostly live in huge self-contained arcologies, about one-eleventh of which are built on dry land on to the continent of Batadis and the various islands, though most of the available arable land surface is dedicated to intensive agriculture. The remainder are spread across the sea floor, mainly in the equatorial regions and often have seabed farms around them. Arcologies may be home to tens or even hundreds of millions of inhabitants. Around 300 million people live in space habitats spread out across the star system.

The planetary government of Mora is split into three authorities – the Judiciary (an elite council known as “The Eleven Brides”); the Executive (another elite council, of 33 women called “The Caucus”); and the Legislative authority which is theoretically held by the Duchess of Mora in her capacity as Matriarch, but in practice exercised by a large bureaucracy appointed by her.

Over the last millennium, Mora has suffered various conflicts – mostly between the merchant lords who sought to control it for its strategic position and trade value. However, for the last 400 years the strong rule of a steady line of Matriarchs has provided a relatively stable and tranquil environment. The current Matriarch is Delphine Adorania Muudashir, 15th Duchess of Mora, who has reached the remarkable age of 125 years, has ruled Mora for more than 90 years, and is generally regarded warmly by Mora's population. As Mora also hosts the Imperial Sector Administration, the political and economic power-play of the whole of the Spinward Marches revolves around the Duchess' world.

Components of each of the military services provide law enforcement and first-response teams for the emergency services, with close day-to-day liaison with the judiciary run by The Eleven Brides. However, the Matriarch has overall control of the planet's military and can mobilise any and all of its units in a crisis situation. The world's laws are fairly strict and somewhat intrusive.

Mora's matriarchal bias extends across many of its government positions with males prevented (by law) from rising above specified levels of responsibility.

DOWNPORT AND STARTOWN

Mora Imperial Downport is located on an island in the Fakla River estuary, adjacent to the capital Wavecrest City on the east coast of Batadis. Two of the other arcologies have spaceports and most have some form of airborne access, being built in sufficiently shallow water for their uppermost levels to be above the surface of the sea. Given Mora's economic, astrographical and political importance, its downport is huge (140 square kilometres) and one of the busiest in the Marches. There is an equivalently large highport, handling bigger, unstreamlined starships as well as orbiting space habitats, space industry complexes and megacorporation docks.

Not only is the downport very large but in a fairly uncommon arrangement the associated startown is inside the extrality fence so the port's boundaries are swelled by residential areas, warehousing districts, and an extensive diplomatic district

housing hundreds of ambassadors and their staffs, as well as the ducal palace. As a result, the extralimity fence encloses an area of roughly 140 square kilometres.

The various names applied in connection with the urban agglomeration at the Fakla River estuary are often confused and mixed up. 'Wavecrest City' is strictly speaking only the part that lies outside the extralimity fence, but is often used to include the part inside. The part inside the fence is officially the Imperial Enclave, but is often referred to indiscriminately as 'the startown' or 'the starport', since there is no real separation of the two.

STAR SYSTEM

The Mora system has mining operations and high-technology industrial research and manufacturing centres spread throughout its star system. Close in to the planet are four moons, the largest of which is a vast military complex which is home to the Imperial 73rd Fleet, the Duchy Fleet, and the System Defence Force.

A Scout base and secondary naval base are located in the planetoid belt, the former being the IISS regional headquarters for the Spinward Marches. As a result, the system is full of every kind of vessel, from heavy battle squadrons to high-performance Scout Couriers.

KEY GAME POINTS

- Any of the **world data** given in this section is readily available to players as long as they carry a personal communicator, which can easily access the library data system.
- Mora's **atmospheric taint** only affects PCs with a weak constitution (i.e. Endurance of 5 or less). Enterprising local outfitters will try to sell tourists filter masks anyway. Characters with low Endurance may feel the need to wear some form of breathing filter (cheap nasal plugs are adequate) to remove the contaminants from past industrial excesses. Should they not do so, any period of exertion requires them to make an Endurance check (Easy, +4) to avoid a fit of breathlessness and coughing (determine the game effects as you feel appropriate, but this could be awkward in the middle of a chase or gunfight). This is not a problem inside the big arcologies, thanks to TL 15 filtering, even though the massive quantities of air pumped around within these mega-cities is drawn from the planetary.
- Mora's **law level** requires all PCs to store personal firearms in secure facilities inside the extralimity fence before leaving the Imperial Enclave. The only weaponry allowed outside the extralimity fence are: stunners; small blades (larger blades if of appropriate social status or career background); and clubs or similar.

- Mora's **law enforcement** is fairly strict and intrusive. The police (a part of the military on Mora) are armed, never hesitate to point their weapons at potential criminals and can call on military assault teams at very short notice. They expect all civilians to be obedient and produce identity documents whenever asked for, etc. There is also a high degree of video surveillance around the arcologies. This does not mean that all enforcers are thugs – most of them are very approachable and helpful. However, they are capable and ready to deal with those who break the law.

Primary Name: Dimoph

Type: F0 V

Orbital zones

Inner limit: 0.32

Life zone: 2.4 - 3.3

Snow line: 13

Outer limit: 64

List of Planets

Orbit	Distance	Name	Type
0	0.96	Murugil	Terrestrial
1	1.35	Elicar	Terrestrial
2	1.74	Iyrne	Terrestrial
3	2.52	Mora	Terrestrial
4	4.08	Forigi	Terrestrial
5	7.20	The Guarek Belt	Planetoid belt
6	13.44	Gigig	Gas giant
7	25.92	Gogog	Gas giant
8	50.88	Erstine	Terrestrial

Mora is named after a harvest goddess of an old Sylean pantheon. The continent, Batadis, is named after her cornucopia-like Basket of Plenty, and other prominent geographical features on Mora are named after artefacts belonging to other gods. The sun is named after the Sun God and the other inner planets after other gods. The biggest planetoids in the belt are named for members of the Guarek, a race of small mischievous supernatural beings akin to the elves, trolls, and dwarves of Old Terra and the gishkan of Old Vland. The two gas giants are named for two of the giants who hold up the sky, and the major planetoids in Gigig's trojan points (Borranek (The Vanguard) and Surraneke (The Rearguard)) are named after heroes listed in the Heavenly Muster chapter in an epic describing the Dawn War between the gods and the primal forces that opposed the creation of Sylea. Erstine, the tiny outermost planet, is named after a dog-like animal belonging to Forigi, the Goddess of the Hunt.

Introduction

This adventure concerns a group of characters, all recently finished with their previous careers, travelling to Mora on the same passenger liner to see what opportunities there may be found on the sector capital. As it happens, this trip takes place on the eve of the 74th Assembly of the Senate of the Spinward Marches, with lots of extra visitors coming to Mora.

The player characters are all passengers on the same liner arriving in the Mora system on Forday 005-1105. They may know each other beforehand or they may have met on the ship. Holiday, the Imperial New Year, occurred while they were in jump and the shipboard party that was held on that occasion has broken down most reserve and if they weren't acquainted before the trip began, they certainly are by now.

The Referee should begin by handing out Player Handout 1 and allowing the players to present their characters to each other.

Once the introductions are over, the captain announces that due to extra high volumes of arriving traffic, the liner has been diverted to a small auxiliary station. There will be a delay of about half an hour before docking, since the station is undermanned and a luxury liner from Rhyllanor is being processed at the moment.

KEY GAME POINTS

- The Spinward Marches' Senate is an advisory body comprised of all Imperial peers associated with the Marches. It can be summoned at will by the Emperor to advise him on matters of local importance. In addition, once a decade it assembles on Mora, the sector capital, to discuss matters of mutual interest and to compose a formal document known as the State of the Marches Report for the Emperor. Considerable politicking and many hours of committee meetings and plenary sessions during the daytime goes into deciding just what that report does and does not say. In the evenings, Mora's High Society takes the opportunity to hold a succession of glittering parties and balls, and the commoners simultaneously hold a magnificent festival of their own. The opening ceremony will be held on Fiday 006-1105 and senate activities are scheduled to spread over fourteen days, culminating in a closing ceremony on Fiday 020 followed by a Grand Gala Ball on Sixday 021.

- During this period security arrangements are stepped up. This year there have been rumours that the Ine Givar, the most powerful terrorist organization to plague the Marches in living memory, are planning some spectacular atrocity during the festival. Consequently security has been tightened an extra notch.

- It is assumed that the PCs have become well acquainted during the trip. The adventure is supposed to accommodate almost any combination of characters (although they do have to be able to put up a good fight); hence the rather vague hints about what motives they have for travelling to Mora on the ship in question. They also have to be at sufficiently loose ends to accept an invitation to stay with a fellow passenger. If desired, the Referee can encourage players to figure out prior friendships and specific motives, but there can be no urgent purposes that would preclude spending a couple of idle weeks at a luxury hotel with someone else picking up the tab.

Arrival

The Space Station

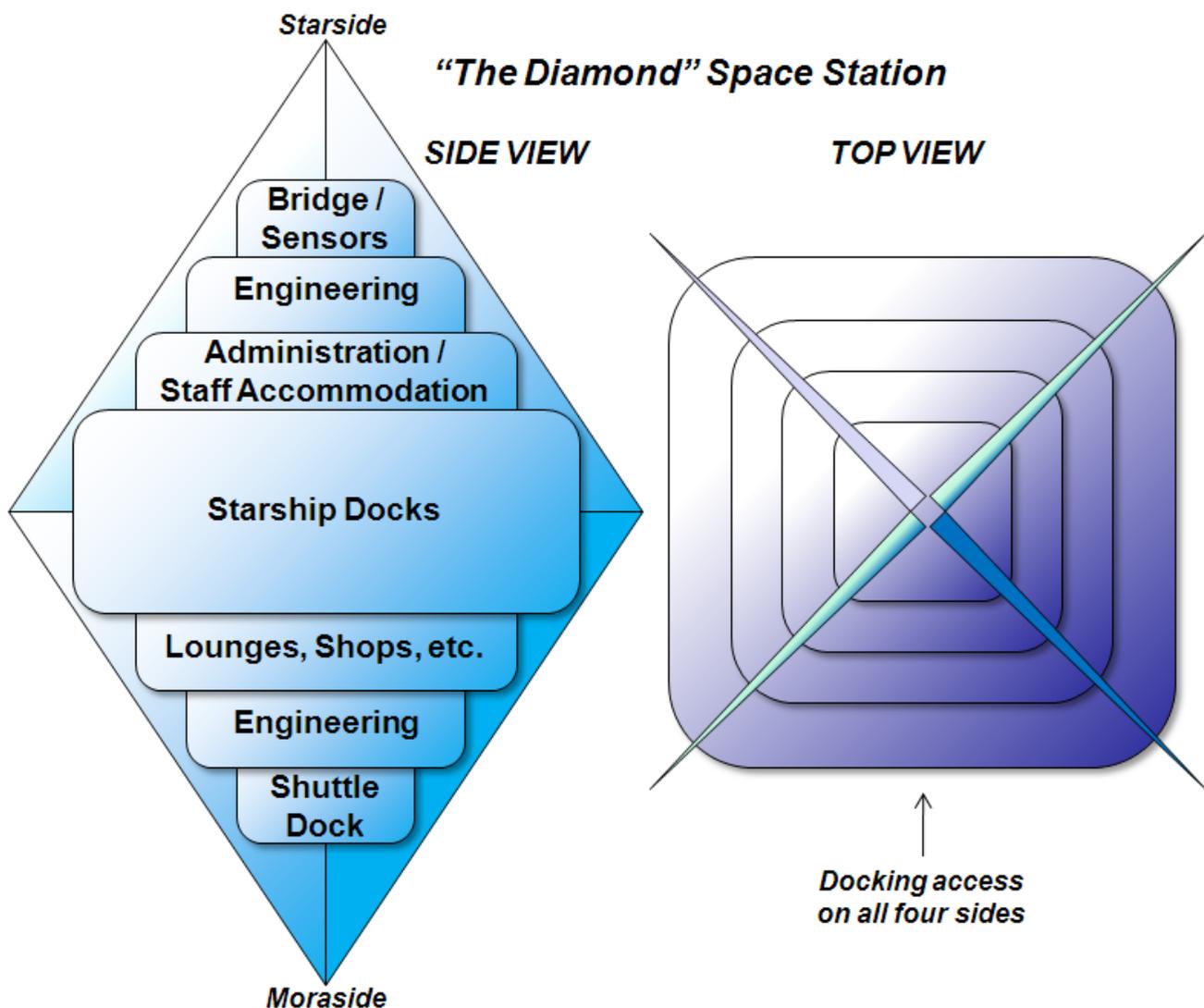
The *Diamond* is a small auxiliary space station in orbit around Mora. It is mainly used for private yachts and luxury liners, but is occasionally used to accept overflow from the main station at peak hours. With nobles coming in from all over the Marches and tourists pouring in to participate in the associated festivities (directly or vicariously on 3V screens), such a peak has just occurred and the ship the PCs are on has been diverted to the station.

What they don't know is that the *Ine Givar* has just taken over control of the station and is waiting for a yacht belonging to Duke Norris of Regina, one of the six most important nobles in the sector, to dock. The yacht arrived at the jump limit several hours

ago and will be here in 3½ hours. The terrorists are keeping up appearances, but are not allowing any communications from the station. They've taken over the control room and communications array, of course.

Station Layout

The *Diamond* is shaped rather like a diamond, with a tall deck for docking ships in the middle and successively smaller decks in both directions. The side that faces away from Mora is mostly administrative and the side that faces Mora is mostly passenger service.



KEY GAME POINTS

- The terrorists infiltrated the Diamond by impersonating a relief shift of 12 guards. To avoid arousing suspicions, they were forced to leave behind their normal weaponry and make do with the shotguns, snub pistols and other equipment local station security guards usually carry.

- One third of the real guards left peacefully as they were relieved. The rest were surprised, some of them killed, the rest locked up in a back room; not in the brig, which only have two cells, and not in low berths, because there are only two low berths on the station, in the sickbay. These were used for the station commander and the security chief.

- Key civilian personnel were locked up in another room and some of the Ine Givar took over their roles. Just the really indispensable ones. The team didn't have enough men to secure the entire station, nor to guard all the passengers and personnel, so they put the least dangerous people in a big arrival lounge on Moraside and blocked access from there to the docks.

The Opposition

At the moment, the 12 terrorists are distributed as follows: The leader and one more are on the station bridge. Two are in the security office, keeping a desultory eye on the monitors. Two are in the communications office, and the last six are waiting in an empty starship dock for Norris' yacht to arrive.

Ine Givar team leader: human rogue (enforcer) 2, rogue (thief) 2; snub pistol (3d6-3), dagger (1d6+2), cloth armour (5), suicide pill.

3 Ine Givar team members: human rogue (enforcer) 2; snub pistol (3d6-3), dagger (1d6+2), cloth armour (5).

If the PCs manage to deal with any of the terrorists without the alarm being raised, the rest will remain at those locations. If the alarm is raised, a deadly game of hide and seek will ensue.

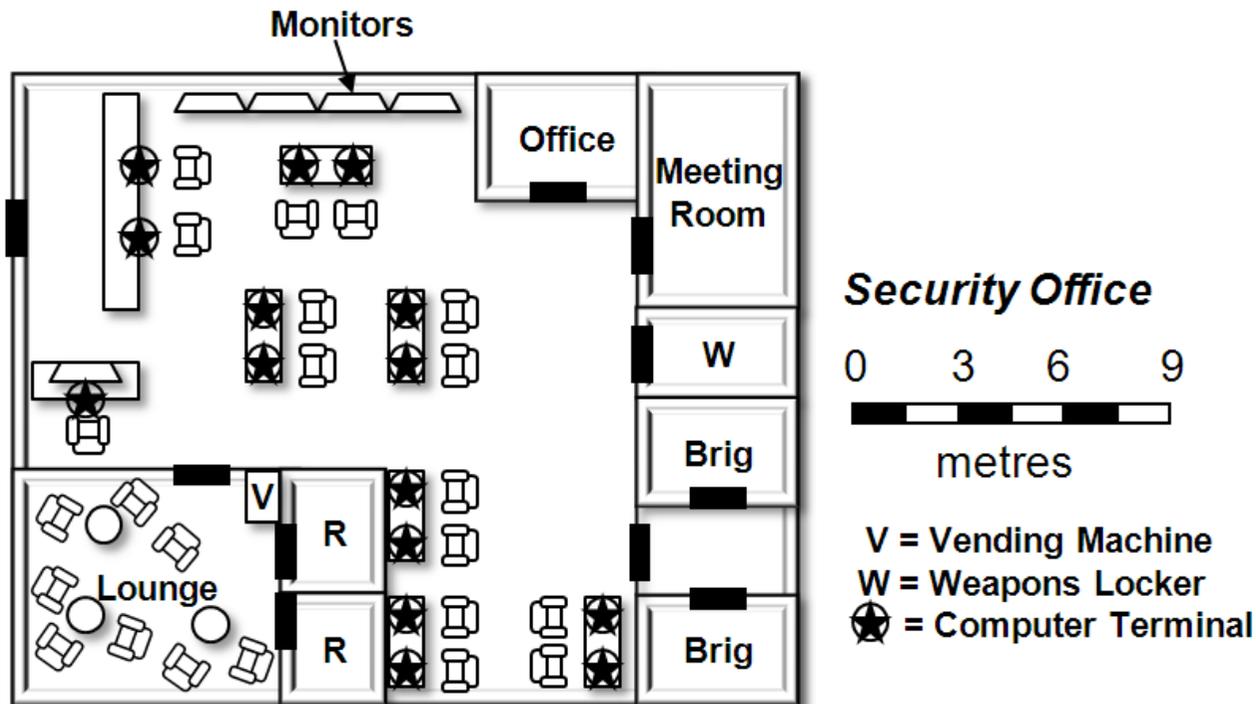
The Security Office

The office has a bank of monitors, desks, weapons locker, and a brig with two cells (empty). Two terrorists are sitting at a desk in the centre of the room and playing cards, occasionally casting an idle glance at the banks of monitors mounted on the walls. If surprised, they can be defeated before giving the alarm. The two cells are empty. The weapon cabinet has racks for snub pistols and shotguns to equip 36 guards; while some of the snub pistols are carried by the guards, the characters will find plenty of weapons on hand here.

2 Ine Givar team members: human rogue (enforcer) 2; snub pistol (3d6-3), shotgun (4d6), dagger (1d6+2), cloth armour (5).

KEY GAME POINTS

- There is no real reason the terrorists haven't used the cells to hold half a dozen prisoners. It just turned out to be easier to bundle everybody in together elsewhere.



Disembarkation

The passengers file out of the liner and into a small arrival lounge. Six security guards inspect the luggage and confiscate any guns they may find, after which both passengers and crew are guided to the main lounge.

Bay S4 Lounge

KEY GAME POINTS

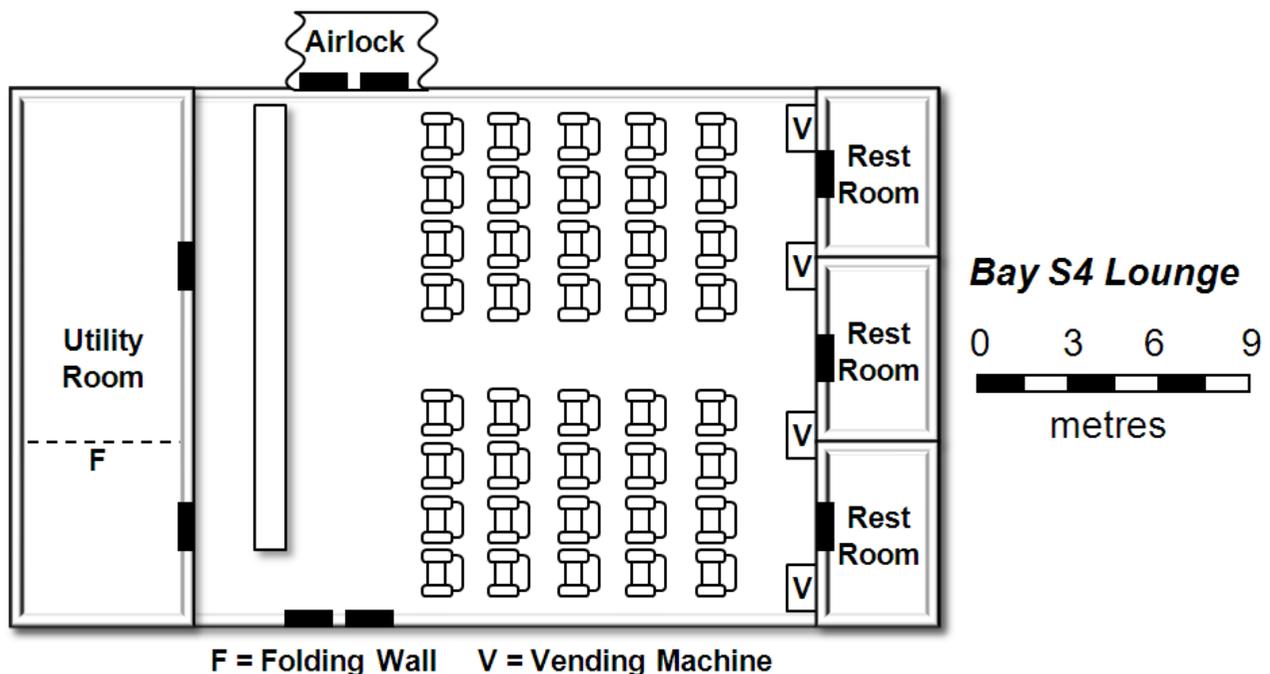
- In an effort to deal pre-emptively with those most likely to make trouble, uniformed military officers are deftly separated from the rest and herded into another room. The player characters may not even notice that this has happened.
- Check:** Carouse + Intelligence, Difficult (-2).
- If anyone asks for their weapons, they are told that they'll be forwarded to the downport and that they will get them there.
- If asked about any irregularities, the guards will explain that increased security measures in connection with the upcoming Senate Assembly have increased workloads and caused personnel to be diverted to other tasks. The station is therefore severely undermanned.

The Main Arrival Lounge

The lounge is a large area with room for about 200 passengers to sit and wait in comfort, with all the facilities one might expect -- bar, restaurant, gift shop, comm screens, rest rooms, etc.

The lounge is already occupied by the passengers and crew of the *Trimkhana Brilliance*, a fancy jump-6 liner that just arrived from Rhylanor (2716) via Heroni (2521) and docked a little while ago. The roughly 80 passengers and 20 crew are already somewhat upset about the situation; the doors leading to the shuttle dock are closed, communication with Mora has been temporarily interrupted, the crew was herded in here instead of into the crew lounge on starside, and no one is answering their questions. A dozen harassed starport service personnel man the bar, the restaurant, and the shop and know no more than the passengers about what is going on.

Interaction is aided by social barriers breaking down as the frustration the passengers feel over being kept in the lounge with no communication and no information mounts. One of the passengers on the *Trimkhana Brilliance* was a lesser Imperial noble, **Baron Hasse von Harkhoost**, an honour baron from Rhylanor. Baron Hasse should introduce himself as soon as any of the PCs make a remark that he might overhear and feel like commenting on. He is bored and worried and could respond to a question about Imperial nobles or the Senate, or to remarks about how something appears to be amiss.



Somebody has to do something

After a bit of social interaction the PCs and the baron are drawn aside by **Captain Lyn Ilkanii**, Imperial Navy, an Imperial Navy Intelligence (INI) agent in mufti who has been sent to meet Duke Norris of Regina, whose yacht arrived at the jump limit some hours ago and is heading for the *Diamond*. She'll concur with any suspicions the PCs have expressed (or present her own suspicions if the players are still oblivious) and prompt them into trying to regain control of the station.

Both the doors they came through and the door leading to the shuttle dock are locked. They will also be in full view of surveillance cameras. However, there are various service entrances that can lead into the back corridors. Any reasonable plan should work.

Captain Ilkanii can give a rough description of the station layout. Places that she thinks might be of interest are the security office, the communications room, and the station bridge. Other places are the starship docks holding the two starships and the sickbay.

Whatever plan the PCs come up with, the captain will say that her first duty is to warn Duke Norris; to this end she will try to make her way to the physical communications array and try to get a message out without alerting any terrorists or would-be kidnapers that may have taken over any part of the station. Baron Hasse will elect to come with the PCs.

Surveillance cameras are sparsely mounted in the parts of the station that is not open to passengers and can be circumvented with a little care.

Along the way the PCs will find several dead bodies clad in the uniforms of security guards. They have been knifed, mostly in the back, and casually tucked away in corners. Their weapons are missing.

KEY GAME POINTS

- The PCs were selected by the captain as the likeliest bunch of people around. If the question is raised, she'll note that the passengers from the two ships ought to have included a sprinkling of serving Imperial officers and men, but there are none to be seen in the lounge. If no one noticed it at the time, one of the PCs will now recall that he saw several uniformed fellow passengers being guided elsewhere.

- Acquiring weapons is probably uppermost in the minds of the players. The restaurant kitchen is mostly for preparing pre-packaged meals, but there are enough kitchen knives to equip everyone. Other improvised weapons may be found here and there. Fire extinguishers are mounted at regular intervals. The likeliest place to obtain weapons is the station's security office.

- Baron Hasse has to stay with the PCs to develop a rapport born of shared danger, in order to set up later developments (He will invite the PCs to stay in the suite he has booked at a hotel in the startown; see below). The baron is accompanied by a single family retainer, an older man named Gerasim Zeif, who is not suited for strenuous let alone dangerous activities. He will stay behind in the lounge.

To Warn A Duke

Bay S1 Lounge

The layout of Bay S1's arrival lounge is the same as that of Bay S4. Use the same deckplan.

The PCs and Baron Hasse should arrive outside the lounge, armed and ready for action, just as Norris' yacht is about to dock. Captain Ilkanii has failed to get her warning out and the Duke is about to fall into the hands of the terrorists. Although accompanied by a couple of excellent bodyguards, they are likely to prove ineffective due to the element of surprise. The PCs have to act, and luckily they have the element of surprise now.

Ine Givar team leader: human rogue (enforcer) 2, rogue (thief) 2; snub pistol (3d6-3), dagger (1d6+2), cloth armour (5), suicide pill.

5 Ine Givar team members: human rogue (enforcer) 2; snub pistol (3d6-3), dagger (1d6+2), cloth armour (5).

NOTE: there are only 11 Ine Givar members and 1 leader on the station, so numbers may need to be adjusted for this encounter to account for previous player character actions.

If all goes well, the Ine Givar are defeated just before the Ducal party enters the lounge. If things go badly, the noise of the fight is sufficient to alert Norris and his people, and the Referee can let his bodyguards intervene. Norris himself will be right behind them (much to their resigned dismay). All three are armed with automatic pistols.

When the dust settles, there's a brief encounter with Norris, who thanks all of his rescuers, after which he allows Captain Ilkanii to guide him and his entourage to the shuttle dock.

As the Duke moves away, Baron Hasse asks if the PCs have anywhere to stay on Mora, and when told that they have not, expresses concern that it may be difficult to obtain decent rooms in a city that is currently bursting with tourists. He offers to put them up in the suite he has reserved for himself in a hotel in the Twins Arcology; he'd planned to bring his wife and daughter, but when the daughter became ill, they decided to stay behind; and without them and their maids there is plenty of room for everyone.

The customs area is manned by a single, very busy, customs officer and everybody gets waved through without so much as a cursory examination.

Downside in the South Landing Field Terminal the PCs are told that they must rent a storage locker to keep their guns in until they can get a license to carry them (see above), but are warned that even with a license the weapons may be carried only inside the Imperial portion of Wavecrest City.

The story of the kidnap attempt is all over the news services the next day, but the names of the PCs are kept out of it. Apparently the attempt was foiled by Imperial undercover agents whose identities must be kept secret to protect their effectiveness.

KEY GAME POINTS

- Mora's **law level** requires all PCs to leave behind personal firearms if they leave the extrality area. Inside, personal firearms may be carried, provided a license has been acquired, but no assault weapons, submachine guns, or heavier weapons. Acquiring a license upon arrival on Mora requires a skill check:

- **Check:** Admin + Social Standing, Routine (+2); if the character was a member of the Imperial Army, Marines, Navy or Scouts, the check becomes Easy (+4).

A check takes 1D6 working days (Wonday, Tудay, Triday, Forday and Fiday are working days, Sixday and Senday are not), half that (rounded up) for former members of the Imperial Army, Marines, Navy or Scouts.

The only weaponry allowed outside the extrality fence (regardless of licenses) are: stunners; small blades (larger blades if of appropriate social status or career background); and clubs or similar.

Referee's Information: The Real Plot

While the Ine Givar would love it if their plan to kidnap Duke Norris succeeded, they don't really expect it to work. The entire operation is a blind to allow a fairly well-known Ine Givar operative to slip past security and down on Mora. Although he no longer looks like he used to, the risk of being spotted under ordinary circumstances was deemed far too high.

Agent Leopard is a highly skilled Ine Givar operative, well-known to the Imperial security forces, who has been surgically altered to look just like **Colonel Sir Abel Spendabel**, the man in charge of security for a wedding involving a lot of important nobles. He travelled to Mora aboard the same ship as the PCs. While aboard, he didn't dare wear any makeup, as the risk of getting spotted when spending over a week at close shipboard quarters was considered too great. Upon arrival, he slipped away from the rest of the passengers and crew and joined his fellow Ine Givar members for just long enough to disguise himself. He then slipped past the customs barrier and lurked in an unused janitorial closet until the situation was resolved and then calmly walked aboard a shuttle and flew down. Here he used a fake ID to exit the starport.

(Note that a traffic controller on the main station had been bribed to direct the ship to dock at the *Diamond*. He was killed as soon as he came home after his shift. This may be mentioned on the news.)

KEY GAME POINTS

- Although everybody assumes that the terrorist takeover of the *Diamond* was triggered by the arrival of Norris' yacht, it was actually the arrival of the ship that Agent Leopard was on that did it. It was pure luck that such a juicy target as Norris was on his way at the time, though there would have been something else they could have done instead of gunning for him, such as holding a ship full of highborn passengers hostage.

Vacation

This portion of the adventure should be compressed or omitted if pressed for time, or for convention scenarios. It is intended to develop the relationship between Baron Hasse and the player characters, and introduce Mora to the characters.

THE HOTEL SUITE

The suite has a lounge in the middle, a master bedroom to one side, and four smaller rooms to the other side. The baron will take the master bedroom, Gerasim Zeif, his personal attendant, will take one of the small bedrooms, and the PCs may distribute themselves as they want.

Baron Hasse leaves the PCs to their own devices during the first week or so, attending senate sessions in the day and touching bases with the PCs in the evenings, where it rapidly becomes an established routine that they all meet for dinner followed by some kind of show. The baron proves a thoughtful and convivial host and they soon become firm friends. During the day the PCs do touristy stuff.

TOURIST ACTIVITIES

These are potential timewasters. As long as all players are content to spend time on them, the Referee should allow them to. As soon as even one player expresses a desire to get on with the adventure, the Referee should encourage the rest to wrap it up. The Referee should feel free to think up other tourist attractions.

- **The Oldest Building on Mora.** A modest eight-story permacrete building of utilitarian design originally erected by Ling Standard Products (LSP) in 60 to be the administrative centre of the outpost (At the time it was referred to as 'The Tallest Building on Mora'). Today it houses a museum dedicated to the period from the initial Scout survey in 53 to the admittance of Mora into the Imperium as a full member in 116. Located in Porsiar, a fashionable district in Wavecrest City named after Port Ziar, the original startown.

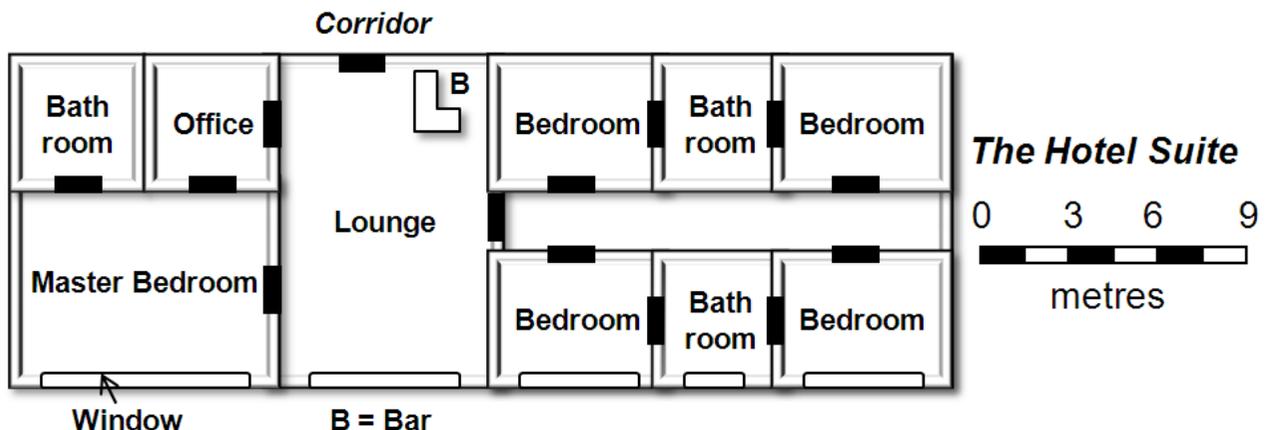
- **The Kig'reel! Gardens.** A recreational park constructed by the K'kree and donated to the people of Mora. Located on the edge of Wavecrest City.

- **The Vargr Quarter.** A rough and ready neighbourhood inhabited primarily by Vargr. It is a favourite party spot for tourists who like the thrill of danger to spice up their partying. Although things do on occasion get out of hand, the danger is more imagined than real.

- **The Keksihedin:** One of the Seven Wonders of Mora, the Keksihedin is a region of the sea far to the north where a range of active underwater volcanoes cause the sea to bubble and roil spectacularly and a huge plume of clouds to ascend from the surface of the sea. It is named for the cauldron used by the storm goddess Elicar to brew weather. Day trips in comfortable grav busses are conducted by several tourist agencies.

- **The Mountain Retreat of Lark Kenaashiim:** Another of Mora's wonders, a fabulously luxurious secret underground complex built in the 5th Century by one of the richest of the Merchant Lords to serve as a secure place to relax and filled with his extensive collection of art collected from worlds for many parsecs around. It was hidden deep in the Brindigor Mountains and every effort made to keep its location secret. When Kenaashiim and a number of close family members and trusted retainers were killed by a bomb, the location was lost and the retreat remained undiscovered for several centuries. When it was discovered in 811, the complex was turned into a museum. Day trips are available.

- **Undersea cities:** Many tourists are fascinated by the underwater arcologies dotting Mora's seabeds. Excursions to a number of them are available. Or visitors can just buy tickets on one of the regular flights. The closest is Fenrock, only 100 km east of Wavecrest City.



Our Host Is Missing

On the evening of Forday 012-1105, the player characters find that the baron has not returned to keep their dinner appointment. Nor has he sent any messages about being delayed.

What really happened: Baron Hasse has been spending his afternoons talking to a lawyer about a legal case involving an inheritance lawsuit. The other party (a half cousin) stand to lose a fortune if the baron shows up at court with various legal documents that are in his possession. The cousin had managed to bribe Gerasim Zeif, the not-quite-faithful-enough family retainer. The baron returned early that day and went directly up to the suite, where Gerasim gave him a message that lured him to an empty apartment where he was grabbed and tied up. The baron is now being held prisoner by a couple of rent-a-thugs.

Gerasim Zeif is a non-combatant, and will neither engage in combat nor defend himself. He will attempt to run if there is any violence.

Investigation

* Gerasim says that he hasn't heard a word from the baron all day.

* Any comm message to the baron will be fielded by a secretarial expert program. The baron is not accepting messages at the moment.

* If the master bedroom is searched, it will be discovered that the towels in the bathroom are damp. The baron took a quick shower before heading out again. The suit he wore this morning is also to be found in the laundry hamper.

- **Check:** Investigate + Intelligence, Routine (+2).

* If confronted by evidence that he has lied, Gerasim can give the address he lured the baron to. This will require a successful skill check.

- **Check:** Persuade + Intelligence, Average (+0).

* The man who bribed Gerasim was masked, but he can provide sex (male), height, and build.

* If contacted, Captain Ilkanii can trace the baron's personal comm unit to the same address Gerasim knows. It has been left behind there by the thugs.

* The office is a multi-purpose room that can be configured for a number of purposes. Apart from a standard work desk, there is also an internal security system console where a visiting nobleman can install his own guards if he is sufficiently paranoid. Baron Hasse didn't bother, but Zeif snuck into the office and turned on the monitors; the one in the baron's room allowed Zeif to learn the combination to the wall safe. Zeif tried to erase the surveillance files afterwards, but a person skilled with Computers could bring them up again.

- **Check:** Computers + Intelligence, Difficult (-2).

* Gerasim has a rendezvous with the culprit later that night. He is supposed to bring a folder full of legal documents that the baron keeps in the wall safe and exchange it for a Cr50,000 bearer debit card (An anonymous way to transfer credits in a society where the bank notes are equipped with RFID chips). If the PCs leave him alone in the suite he will take the folder and leave. However, he will forget that his comm unit can be traced.

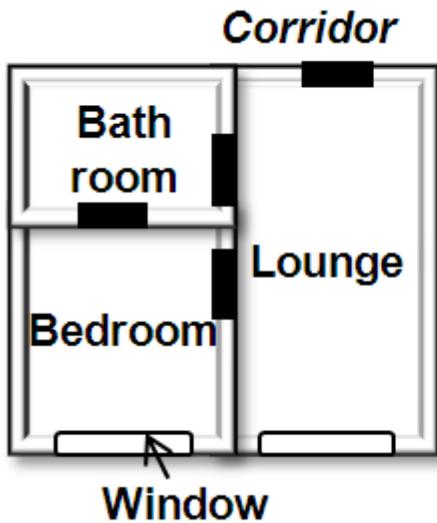
To Rescue The Baron

The Captor's Apartment

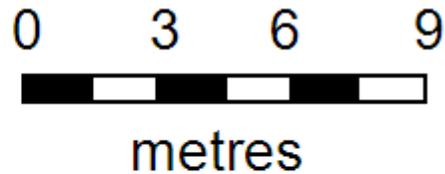
The two thugs watching the baron keep him in the bedroom for the most part. They really are just waiting on a call from the cousin, and certain have no reason to expect any interruption or attack.

2 local thugs: human rogue (enforcer) 2; autopistol (3d6-3), flak jacket (4).

The rescue concludes with the Baron thanking them for their timely assistance and rewarding them by inviting them to come with him to a highly prestigious picnic lunch in the Palace Gardens. He has six tickets; for himself, his wife, his daughter, and for three personal attendants, but since his wife and daughter isn't here and his attendant just betrayed him, there are enough to go round. The baron will deal with his cousin personally later.



The Captor's Apartment



A Most Enjoyable Day

The Baron and his party have thoroughly enjoyed the picnic lunch and are now strolling through the ducal grounds. In one fairly secluded corner of the gardens, they come across a (relatively) small chapel surrounded by idyllic trees. Here they meet Captain Ilkanii again and fall into conversation with her. First she apologises for the news stories depriving them of the credit they deserved. It wasn't her doing. People higher up the chain of command felt that it would inspire greater confidence among the public if they thought the Imperium had not been caught completely off guard. After that, the conversation becomes general. The PCs learn that a wedding will take place here in a couple of days, on the early afternoon of Sixday 021; Admiral Lord Frederick Santanocheev, the son of a powerful Imperial count, is marrying Lady Indu, the daughter of Sector Admiral Marquis Ottmar Manolis. A whole slew of important nobles, including Duchess Delphine of Mora and Duke Norris of Regina, are going to be there.

What's HE doing here?!?

Suddenly, one of the PCs recognizes someone from the ship they came in on. At the time he was a commercial traveller; now he is decked out in the uniform of a colonel of Imperial Marines and dictating notes to an aide. Ilkanii can tell the PC that he must be mistaken. That is Colonel Sir Abel Spendabel, the man in charge of security for the wedding (Because of the naval nature of the wedding, and because the palace guards have their hands full with all the guests staying at the palace, the Marines rather than the Palace Guard will be handling security). Sir Abel has been very much in evidence for months; the captain has seen him on numerous occasions (their duties overlap a lot) and he definitely has not been on any ship lately.

At this point the Ine Givar has not yet performed the substitution.

The captain is willing to investigate if the PC insists, but the evidence is inconclusive. The Ine Givar deleted all the security footage and none of the other PCs have the same vivid recollection of the commercial traveller (He sat opposite the PC during meals (where it would have been suspicious behaviour to stay away) but otherwise spent his time mostly in his cabin). The ship has long since departed and won't be back for another week, and the other passengers are scattered across Mora.

Captain Ilkanii is willing to listen, but is unable to help directly. She's the younger daughter of an Imperial baron on Regina, so even though she tries to avoid politics, she is regarded by the clique surrounding Sector Admiral Manolis as an adherent of Norris, who is politically opposed to Duchess Delphine on a number of issues, whereas Admiral Manolis is a firm supporter of the duchess. Hence any accusation that she endorses against a

member of his clique (such as Sir Abel) will be suspect. She asks the PCs to keep Sir Abel under discreet surveillance. She can put them in contact with a private agent who has an unmarked grav van full of surveillance equipment for hire. She will promise to reimburse them later, out of the office slush fund if they come up with something useful, otherwise out of her own pocket.

KEY GAME POINTS

- If none of the PCs have the skills to run the surveillance equipment, the private agent, Zaynab Vicente, can come along and run it (though not round the clock, of course). She displays complete disinterest in anything she learns during the stakeout and will not get involved any further than absolutely necessary.

The Terrorist Plan

Sir Abel's aide, Captain Dominique Durand, is a full-fledged member of the Ine Givar who has infiltrated the marines. It is actually him that has alerted the organization to this opportunity, and he is the main reason Sir Abel was chosen as the person to be substituted.

Agent Leopard plans to kidnap Sir Abel as late as possible to reduce the risk of being exposed. The chapel in the Palace Gardens will be a much softer target than anything inside the Palace, and in any case he can't impersonate the commander of the Palace Guards. He will choose a time fairly close to the wedding (which is scheduled for early afternoon on the day of the Great Ball) to reduce the time he has to be found out. He takes advantage of his position to use a fake marine company for the security (The company exists and is stationed elsewhere on Mora; he just fiddles the deployment orders to have the company stay where it is while inserting his own people.)

The Kidnapping

On Fiday 020-1105 the 74th Senate Assembly is formally closed. That evening, Sir Abel is kidnapped by an Ine Givar team. The PCs can follow them to their hideout (without being spotted!). Unfortunately, it is located in a small embassy belonging to Morovic, a minor country on Porozlo (2715). There are hundreds of such minor embassies in the Imperial Enclave, but however minor they are, they're still embassies, with all that implies about diplomatic immunity, and cannot be searched by anyone without permission from the ambassador.

The surveillance equipment in the van will let them examine the embassy and see that it's chock full of armed guards, something in the neighbourhood of 60 men. Sir Abel himself is held in a shielded section in the basement, so they can't locate him.

A Narrow Window Of Opportunity

The Diplomatic District houses representatives from other Imperial member worlds and nations and from comparable non-Imperial states, worlds and nations. Representatives from other dukes and from various Imperial organisations are mostly housed in the Ducal Palace and the major neighbouring empires each have large compounds in Wavecrest City outside the Imperial enclave, or outside Wavecrest City in the case of the K'kree. But diplomats from the Darrians, the Sword Worlders, the Tobians, many Aslan clans, the Thoengling Empire and the Commonality of Kedzudh, to name but two Vargr states, and high-population worlds from Fornice to Terra congregate in the district. Obviously, not everyone bother to send representatives to Mora, only those with interests there, but that covers a lot of nations. Some make arrangements to share a single consul. The next step up is rented office space in the outskirts of the district. But if that's not sufficiently grand, estates consisting of a mansion surrounded by a sizable garden – a small park, really – is available. The richest worlds either occupy several adjacent estates, or have big grav supported flying islands (known as *laputas*) floating high above an estate where the mansion has been torn down and replaced by a pavilion where those who arrive on foot can state their business and be conveyed up to the embassy (Anyone in a grav vehicle simply flies to the *laputa* in the first place).

Morovic is not one of the rich nations. In fact, it's really not wealthy enough to warrant more than a bit of office space. Renting an estate was pure swank, an attempt at gamesmanship aimed at their neighbour and arch enemy, Stepozhevac. The staff was never big enough to fill the embassy and it has been reduced recently. The rest stays instead of moving to cheaper accommodations only because the rent has to be paid anyway until the lease runs out or they can find someone to take it over.

The Ine Givar chose the Morovici embassy because it was easy to capture, had lots of room inside, and conducted very little business.

Referee's Information: The Real Plot

The Ine Givar has taken over the Morovici embassy and is masquerading as embassy security. A direct assault by a mere handful of people is doomed to failure. Captain Ilkanii will make the connection between the large number of men and the half-company of marines that are scheduled to provide security for the wedding. They are currently quartered in a base located several hours flight from Wavecrest City. A fake Sir Abel could simply rescind their orders and allow the terrorists to take their place.

However, this means that most of the terrorists will leave the embassy the next morning (along with Agent Leopard), leaving behind only a few guards (and taking the autorifles and ACRs with them). At that point the PCs could move in and free the real Sir Abel. Once free, he will be all the proof needed to have the terrorists dealt with before any of the wedding guests begin to show up around noon.

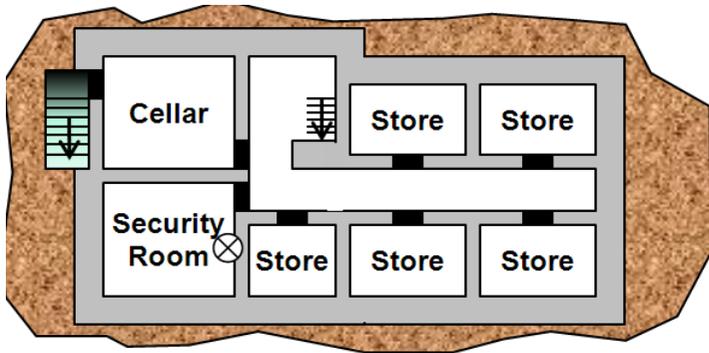
The assault on the embassy should be the climax of the adventure. The embassy staff was locked up in the basement with Sir Abel and will be suitably grateful.

Embassy Grounds

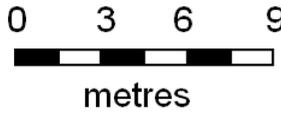
The chameleon surfacing of the three metre tall wall surrounding the embassy grounds has been set to look like it is made of a kind of blue-veined marble (used extensively in classical Morovici architecture) giving it the incongruous appearance of being made of ripe cheese. The wall is very smooth and requires adhesive gloves and kneepads or something similar to climb.

All the trees, bushes, flowers, and even the grass, in the garden are species native to Morovic, no stranger than vegetation seen on most other worlds, but unfamiliar to the PCs. The garden has a neglected look. Topiary bushes of strange animals have been allowed to grow shaggy, the grass is a bit long, dead branches and flowers have been left in place, secluded nooks and crannies have grown just a bit too secluded.

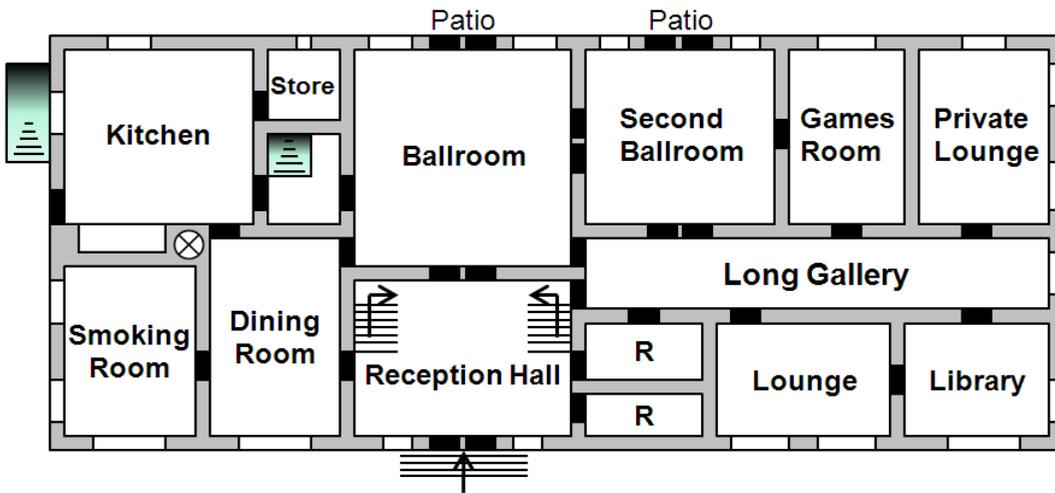
The embassy building has been set to look like it was built of the same blue-veined marble. There is a front entrance, a side door leading to the kitchen, stairs down to another side door leading into the cellar, and at the back a set of French doors leading from a ballroom out onto a big patio. If none of the PCs have lock picking skills, the private agent will come with them as far as the embassy and open the door of their choice, but she will not enter the building.



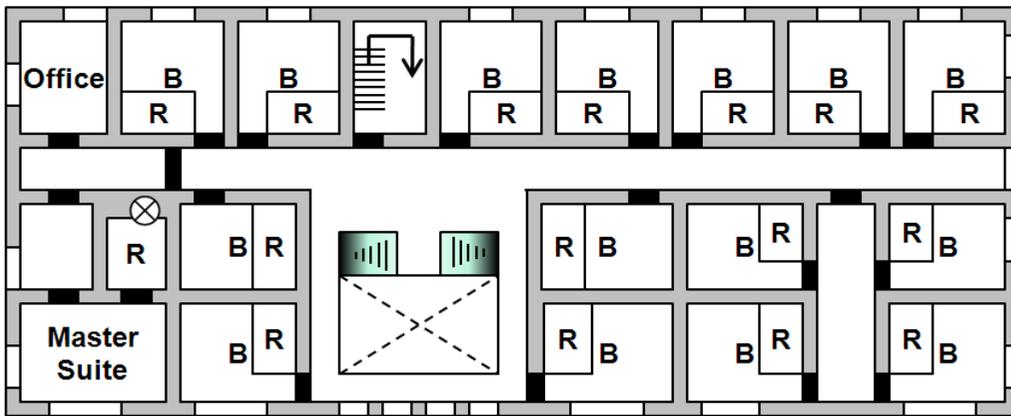
Cellar level



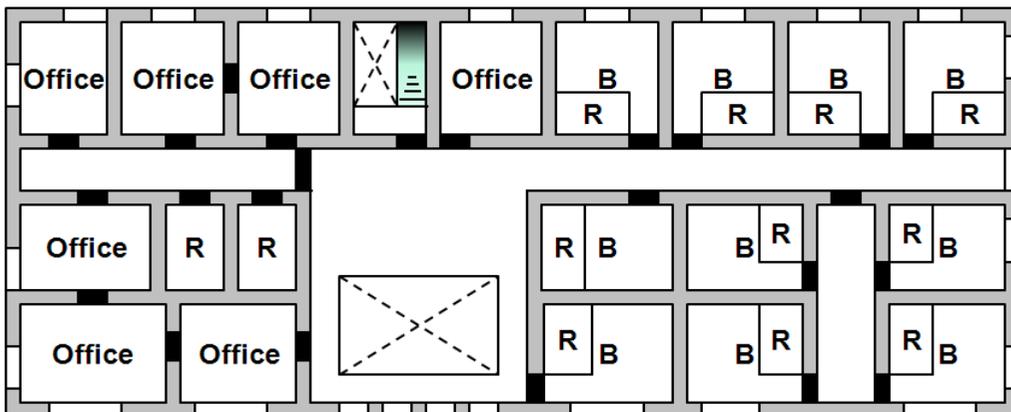
- KEY:**
- Door
 - Window
 - Stairs (up)
 - Stairs (down)
 - B Bedroom
 - R Rest-/Bathroom



Ground floor



Master/Guest floor



Office/Staff floor

The ground floor houses offices, kitchen, dining room, ballrooms, smoking rooms, a library, and a few completely empty rooms.

The upper floors contain accommodations. The master suite and a dozen other bedrooms are occupied, another dozen are furnished but not in use, and the rest are empty. If the master suite is searched thoroughly, a drop shaft is found in a closet. This is an escape route for the ambassador that leads to the secure communications room in the cellar, something that can be guessed with an Intelligence check.

- **Check:** Intelligence, Easy (+4).

The cellar is where the action is. In addition to various storage rooms, the embassy's secure communications room is located down there. In the room the terrorists are watching news channels and setting up a camera. If the PCs sneak up and listen to the discussion, they seem to be preparing to record the execution of Sir Abel and arguing about what to do with the ambassador and her staff. Execute them too or let them live? At the moment they are awaiting developments at the wedding, which, as they consider hilarious, will be televised.

Sir Abel and the embassy staff are locked up in several rooms deeper inside the cellar. Trying to open the doors without making or causing any noise risks having the terrorists block the way out.

Setting Up The Action

There are at least three ways to handle the situation: A direct assault on the terrorists, who haven't bothered to close the armoured door to the communications room; setting up an ambush outside the door to the room and causing the terrorists to investigate; and somehow scaring the terrorists into sealing themselves inside the room.

All six terrorists spend most of their time in the secure communications room, though some of them will leave from time to time for short rambles through the mansion (going to the kitchen for snacks, or the bedrooms to steal any small valuable they can find, or to use the a restroom). Waiting for just the right moment to strike could improve the odds for success, but the clock is ticking and the time when the first guests will show up at the chapel approaches.

The assault is risky, but (if successful) gives the best results. Sir Abel can communicate directly from the embassy and give the alarm. The ambush is likely to result in some dead terrorists and the rest holed up inside the room. The third option leaves all the terrorists alive and holed up. In both the second and the third case they can and will warn Agent Leopard and his merry men, allowing them to escape, at least for the moment (hotly pursued by most of the soldiers, marines, security guards, fire-fighters, and dog catchers in Wavecrest City). Coordinating a second attack through the drop tube from the master suite with either the assault or the ambush would (hopefully) result in the complete defeat of all terrorists.

1ne Givar team leader: human rogue (enforcer) 2, rogue (thief) 2; snub pistol (3d6-3), shotgun (4d6), dagger (1d6+2), cloth armour (5), suicide pill.

5 1ne Givar team members: human rogue (enforcer) 2; snub pistol (3d6-3), shotgun (4d6), dagger (1d6+2), cloth armour (5).

Any terrorists forced or tricked into sealing themselves up in the communications room will be difficult to winkle out, but that would be somebody else's problem, as both the Ambassador and Sir Abel will have been rescued at that point.

Conclusion

Unfortunately, Sir Abel is a scene-stealing, credit-grabbing glory hound, so as the Referee, you need to explain the player characters that they will not receive full credit for their exploits, but Captain Ilkanii knows the truth and will do what she can. She will privately inform her superiors, suggesting that these people can be trusted in future situations. She will also let the PCs know that while most of the fake marines were killed or captured, the fake Sir Abel managed to escape somehow or other.

Sir Abel, on the other hand, will largely forget the role the characters played, although if the embassy rescue is mentioned, he will remember to get their names wrong. Badly.

The Morovici Ambassador, on the other hand, will consider the player characters to have saved her life, and the lives of her staff. The characters will be regarded as true heroes, in the nation of Morovic on the world of Porozlo. The rest of the Marches aren't even sure where that is.

Mongoose Living Traveller Campaign rewards are based on the following events throughout the adventure:

1. The Ine Givar were defeated before Duke Norris' arrival, or were defeated with the assistance of the Duke's security team. This awards "Favour of Duke Norris of Regina", and Cr 4,000 for each character.
2. The characters successfully rescue Baron Hasse from his captors. This awards "Contact – Baron Hasse of Rhylanor". In addition, the Baron will give the characters Cr 3,000 each.
3. The characters successfully rescue Sir Abel Spendabel from the Morovici embassy. This awards "Contact in Imperial Naval Intelligence", plus Cr 5,000 apiece. In addition, each character involved in the rescue gains the option of purchasing ONE TL 15 or under item costing Cr 12,000 or less, if they wish to spend the money at the end of the adventure.
4. The characters successfully rescue the Morovici Ambassador. This awards "Planetary Knighthood – Morovici Order of the Golden Bell", although only recognized in the nation of Morovic on the world of Porozlo in Rhylanor subsector, plus Cr 1,000 each.

The Referee should make sure to let the Story Coordinator know what rewards above were granted in the adventure for future campaign consideration.

Appendix 1: Characters

1. Aboard the *DIAMOND*.

BARON HASSE VON HARKHOOST

Noble (Administrator) 3

Abilities Str 7 (+0), Dex 6 (0), End 12 (+2), Int 9 (+1), Edu 6 (+0), Soc 12 (+2)

Languages Anglic, Zhodani

Skills Admin 1, Advocate 2, Carouse 1, Comms 0, Computers 0, Diplomat 2, Gun Combat (slug pistol) 0, Gun Combat (shotgun) 0, Investigate 0, Persuade 1, Streetwise 0

Possessions comm, rapier (1d6+4), cloth armour (5)

Baron Hasse is a tall, well-built man in his early thirties with the sleek, well-groomed aspect of a man who routinely works out with a personal trainer. His clothes are subtly understated, but tailored from expensive materials. He is an honour baron from Rhylanor.

CAPTAIN LYN ILKANII, IMPERIAL NAVY

Navy (Line) 5

Abilities Str 6 (+0), Dex 8 (+0), End 5 (-1), Int 12 (+2), Edu 14 (+2), Soc 12 (+2)

Languages Anglic, Sagamaal (Sword Worder), Trokh (Aslan), Zhodani

Skills Admin 1, Animals 0, Carouse 0, Comms 0, Computers 1, Leadership 2, Medic 0, Melee (blade) 1, Remote Ops 1, Sensors 1, Tactics (naval) 1, Vacc Suit 0, Zero-G 0

Possessions hand computer, comm., snub pistol (3d6-3), cloth armour (5)

Captain Ilkanii appears to be a bookish woman in her late thirties. She's a younger child of an honour baron on Regina. As many other sprigs of the Imperial nobility, she chose to pursue a career in the Imperial Navy, and is currently assigned to Naval Intelligence's Mora Office. Although she tries to avoid politics, she is regarded by the clique surrounding Sector Admiral Manolis as an adherent of Norris, which is why she gets assigned to meet Norris' yacht and why any accusation against a member of the clique that she endorses will be suspect. She becomes the PCs' conduit into the Intelligence community, giving them whatever unofficial help she can get away with.

INE GIVAR TEAM LEADER

Rogue (enforcer) 2, Rogue (thief) 2

Abilities Str 8 (+0), Dex 8 (+0), End 10 (+1), Int 8 (+0), Edu 10 (+1), Soc 6 (+0)

Languages Anglic

Skills Deception 1, Gun Combat (slug pistol) 2, Leadership 1, Melee (unarmed) 2, Persuade 1, Stealth 1, Streetwise 2

Possessions Snub Pistol (3d6-3), Shotgun (4d6), Dagger (1d6+2), Cloth Armour (5), suicide pill

While the team leader does know about Agent Leopard, the suicide pill will prevent these details from being revealed. Death is a necessary sacrifice.

INE GIVAR FIGHTER

Rogue (enforcer) 2

Abilities Str 9 (+1), Dex 8 (+0), End 7 (+0), Int 6 (+0), Edu 9 (+1), Soc 5 (-1)

Languages Anglic

Skills Athletics (coordination) 1, Gun Combat (slug pistol) 1, Melee (unarmed) 1, Stealth 1

Possessions Snub Pistol (3d6-3), Shotgun (4d6), Dagger (1d6+2), Cloth Armour (5)

While they have been trained and led by their team leader for some time, they know no other details about Ine Givar operations. Their capture will serve no purpose.

2. The Wedding

COLONEL SIR ABEL SPENDABLE

Marines (Ground Assault) 5

Abilities Str 6 (+0), Dex 8 (+0), End 10 (+1), Int 9 (+1), Edu 9 (+1), Soc 11 (+1)

Languages Anglic

Skills Admin 1, Athletics (Endurance) 1, Battle Dress 1, Gun Combat (slug pistol) 2, Gun Combat (slug rifle) 1, Leadership 1, Medic 1, Melee (blade) 2, Melee (unarmed) 1, Tactics (military) 1

Possessions comm, slug pistol (3d6-3), cutlass (2d6+4), cloth armour (5)

Colonel Sir Abel is a fairly competent officer, but it is his unctuous personality and skill at 'office politics' that has brought him to his present rank. He hitched his wagon to Sector Admiral Manolis' star six years ago and has now become one of the Admiral's most trusted men. Currently employed as the Admiral's security aide, he has been tasked with handling the security arrangements in connection with the marriage of the Admiral's daughter Indu to Admiral Lord Frederick Santanocheev. Sir Abel allows no opportunity to shine in the eyes of his patron to escape him.

CAPTAIN DOMINIQUE DURAND

Marines (Support) 3

Abilities Str 7 (+0), Dex 9 (+1), End 9 (+1), Int 12 (+2), Edu 10 (+1), Soc 9 (+1)

Languages Anglic

Skills Admin 1, Advocate 1, Comms 1, Flyer (grav) 1, Gun Combat (slug pistol) 1, Leadership 1

Possessions snub pistol (3d6-3), comm, cloth armour (5)

Captain Durand, whose real name is Dominique Edongence, is the son of a woman from a backwater world in Deneb sector

who was abandoned by her Imperial Army husband when his tour of duty was over, leaving her in difficult circumstances. He grew up hating his father and the Imperium in general. Recruited by the Ine Givar at the age of 16, he was given a false identity and told to enlist in the Marines and become a mole when he turned 18. He has never lost his hate or his dedication to the Cause.

AGENT LEOPARD

Agent Leopard is one of the Ine Givar's best known leaders, although his true name and origins has never been revealed. He's a skilled and dedicated terrorist, both cunning and versatile. He has been behind some of the Ine Givar's most successful actions, which has brought him to the attention of the Imperium and, despite routine precaution, have left the authorities in possession of various biometrics readings that might make it possible to identify him. No matter the circumstances, Agent Leopard will not be among the captured or dead, and those terrorists who are captured will not be able to identify him at the end of this adventure. He will return...

Appendix 2: Background Characters

The characters below are not likely to become directly involved with the scenario, but at the same time Referees may find it useful to have additional details on them.

DUCHESS DELPHINE ADORANIA MUUDASHIR OF MORA

Citizen (Corporate) 4, Noble (Diplomat) 23

Abilities Str 4 (-1), Dex 5 (-1), End 4 (-1), Int 10 (+1), Edu 13 (+2), Soc 15 (+3)

Languages Anglic

Skills Admin 4, Advocate 2, Broker 1, Carouse 1, Comms 1, Deception 1, Diplomat 3, Leadership 1

Delphine is the 15th Duchess of Mora of the second creation, her ancestress having replaced the previous family in the aftermath of the Civil War. In addition to being duchess of the Duchy of Mora, Delphine is also the ruler of the Mora system with the title Matriarch of Mora. In theory the Imperium's nobles constitute a layer of government separate from that of the member worlds, but in practice quite a few hereditary planetary leaders have acquired Imperial authority too.

Delphine was born in 979 and became Duchess and Matriarch of Mora when her mother abdicated in her favour on her 35th birthday. Although she does not take anagathics (or so she claims), she has lived a very long life and show little sign of slowing down. She celebrated her 125th birthday and the 90th anniversary of her rule last year.

DUKE NORRIS AELLA ALEDON OF REGINA

Navy (Line) 4, Noble (Administrator) 2

Abilities Str 7 (+0), Dex 6 (+0), End 6 (+0), Int 10 (+1), Edu 12 (+2), Soc 15 (+3)

Languages Anglic

Skills Admin 1, Advocate 1, Astrogation 1, Comms 0, Computers 1, Diplomat 1, Flyer (grav) 0, Gun Combat (slug pistol) 0, Gun Combat (slug rifle) 2, Leadership 2, Medic 1, Melee (blade) 1, Persuade 1, Sensors 0, Tactics (naval) 2, Vacc Suit 1, Zero-G 0

Norris, the 14th Duke of Regina, was the second child of Willem Caranda Aledon, the 13th Duke. Expecting his older brother William to inherit, Norris originally made his career in the Imperial Navy. Unlike many of his peers in the service, he did not play the patronage game (except, arguably, when he had himself assigned to a post on the other side of the Imperium, allowing him to visit Capital on his way there) and advanced in rank at the normal rate for an officer of his abilities. His career was cut short when William died in an accident in 1097. At the time Norris had just been promoted to commander. He took

leave of absence and went home to help his father; when Duke Willem died of natural causes a year later, Norris resigned his commission and took up his new duties running the Duchy of Regina. Norris was and remains unmarried, but to safeguard the succession, he was persuaded to have a clone of himself, which he insisted be female, created in 1097. The clone was named Seldrian and named his heir.

As a high duke, Norris ranks *ex officio* as a Fleet Admiral. Strangely, or perhaps not so strangely, career admirals who accept the authority of dukes who have had no formal navy experience whatsoever without a murmur resent taking orders from "a jumped-up commander".

Quotes about Norris:

"Norris is a hammer; he sees every problem as a nail."
-- Duchess Delphine

"Aman of his breeding should have become commander in half the time it took Norris; how competent can he be?" -- Lord Frederick Santanocheev.

"First his brother dies 'accidentally', then he returns to Regina and within a year his father dies too. It makes you wonder, doesn't it?" -- Anonymous

SECTOR ADMIRAL MARQUIS OTTMAR MANOLIS, IN

Navy (Line) 9

Abilities Str 5 (-1), Dex 6 (+0), End 5 (-1), Int 9 (+1), Edu 12 (+2), Soc 13 (+2)

Languages Anglic

Skills Admin 2, Astrogation 2, Comms 1, Computers 2, Gun Combat (slug pistol) 1, Leadership 2, Melee (blade) 2, Pilot (capital ships) 2, Sensors 1, Tactics (naval) 2, Vacc Suit 2, Zero-G 1

The Manolis family is one of the Imperium's so-called service families, families that provide personnel to the Imperial Army, Marines, Navy, Scouts, and other Imperial organisations generation after generation, accumulating minor noble titles along the way and often reaching high rank. The Manolises live mainly on Capital and other worlds in the Duchy of Core and mostly go into the Navy and the Marines. After a career spent in Core and Vland sectors, he was appointed to the post of Deputy Sector Admiral of the Spinward Marches six years ago and succeeded to the post of Sector Admiral when his predecessor retired two years ago. Marquis Ottmar is an honour baron associated with the Core sector and is thus not a member of the Spinward Marches Senate.

The Admiral is married with five children. The fourth child, his daughter Indu, is engaged to be married to Admiral Lord Frederick Santanocheev.

**ADMIRAL LORD FREDERIC MUUDASHIR
SANTANOCHEEV, IN**

Navy (Line) 4

Abilities Str 7 (+0), Dex 9 (+1), End 6 (+0), Int 9 (+1), Edu 12 (+2), Soc 14 (+2)

Languages Anglic

Skills Admin 3, Astrogation 1, Computers 1, Gun Combat (slug pistol) 1, Leadership 1, Melee (blade) 2, Pilot (small craft) 1, Tactics (naval) 1, Vacc Suit 1, Zero-G 1

Lord Frederick is the second child of Count Sebastian Santanocheev of Fornice (3025) and Aliisha Muudashir, a

niece of Duchess Delphine of Mora, and currently serves as the Imperial Navy's attaché to the Spinward Marches senate. At 34 he is quite young for his rank; as the son of Duchess Delphine's staunchest supporter, his career has been fast-tracked with lots of cushy assignments and frequent promotions. Lord Frederick, however, believes that it is all due to his own merits as a superior tactician and strategist.

As second in line for his father's county, he holds the courtesy title 'Baron of Solstice' but does not use a baronial prefix with his name.

Appendix 3: Other Characters

When needed, Mora's Peace Enforcement teams are quick to respond. They will consist of four Peace Enforcer personnel, and one Peace Enforcer officer. They will separate all groups immediately, working first to stop all violence, and only afterwards investigating a scene.

MORA PEACE ENFORCER OFFICER

Human Agent (Law) 3

Abilities Str 8 (+0), Dex 9 (+1), End 7 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)

Languages Anglic

Skills Advocate 1, Comms 1, Computer 0, Drive 0, Gun Combat (slug pistol) 2, Investigate 1, Persuade 1, Recon 0, Streetwise 0

Possessions stunner (2d6+3 stun), autopistol (3d6-3), cloth armour (5), comm

MORA PEACE ENFORCER PERSONNEL

Human Agent (Law) 2

Abilities Str 7 (+0), Dex 8 (+0), End 6 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)

Languages Anglic

Skills Comms 1, Computer 0, Drive 0, Gun Combat (slug pistol) 1, Investigate 1, Persuade 1, Recon 0, Streetwise 0

Possessions stunner (2d6+3 stun), autopistol (3d6-3), cloth armour (5), comm

Note that if violence continues, additional teams will respond, replacing the cloth armour (5) with combat armour (12), and the stunner with assault rifles (3d6).

Player Handout 1

A FESTIVE OCCASION

Having just closed a chapter in your life by leaving your previous line of work, you found yourself at loose ends. For whatever reasons you decided to take passage to the neighbouring world of Mora, sector capital of the entire Spinward Marches and reputed place of great opportunities.

Aboard the ship you met and became friendly with four other passengers. Shipboard acquaintances ripen quickly and the big party held five days ago to celebrate Holiday Eve (the Imperium's New Year's Eve) also helped shake you together, so by the end of the trip the five of you were pretty tight.

MORA

Mora, known as the Gateway to the Marches, is the seat of both the duchy government and the sector administration. It is one of the richest worlds for many parsecs and exerts a great deal of influence on sector and even domain politics.

It is a large world with a dense, tainted atmosphere. More than nine tenths of the surface is covered with water, with only one small continent, a few large islands, a few archipelagos, and a smattering of lesser islands breaking the surface of the sea. The gravity is a bit higher than standard, but not so much that it's going to bother you unless you go hiking. The day is only a few minutes shorter than the standard 24 hour day, but the year is 1155 days long (1162 local days). The dense atmosphere is tainted by industrial by-products, but that won't be a problem as long as you stay in the big arcologies.

The population is well over ten billion, mostly living in great arcologies that dot the continent of Batadis and the seabed

girdling the equator. Another 300 million people live in space habitats spread out across the system.

WAVECREST CITY

The capital of Mora is located next to the Imperial downport. In fact, a major portion of Wavecrest City is the downport. Unlike on most other worlds, the startown is inside the extralimity fence, and so are a number of other buildings that are usually located outside. A great portion of the town is devoted to a diplomatic district and to the ducal palace. Ambassadors from all the major races and most of the Domain of Deneb can be found here, as can several small arcologies catering to Imperial citizens. The extralimity fence encloses an area of almost 140 square kilometres.

FESTIVAL TIME

Apparently there is a big festival coming up, with lots of spectacular events. Of course there's no chance of actually attending any of the really fancy parties, but the ordinary festivities are reputed to be quite spectacular too.

FINAL APPROACH

It is noon on Forday 005-1105. Seven hours ago your ship broke out of jump and began moving towards Mora. Now it has almost reached Marchkeep Station, the huge space station that serves as highport for most of the traffic that come to Mora. You are assembled in the main lounge with your luggage packed and ready to go. Only your guns are still held by the ship's purser. They will be forwarded to the downport terminal where you can get them once you shuttle down.