

MINDJAMMER QUICKSTART AND ADVENTURE USING THE TRAVELLER RULES

TRAVELLER

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QUICKSTART RULES

WHAT IS MINDJAMMER?

Mindjammer is a roleplaying game of far future transhuman science-fiction adventure. In the year 17,000AD—the year 193 of the Rediscovery Era—the New Commonality of Humankind is contacting the countless lost worlds it settled by slower-than-light colony ship thousands of years before. The new faster-than-light **planing engine** is changing everything, pushing back the Commonality Frontier and revealing strange and divergent cultures and beings that are often no longer even human.

Everywhere there is conflict. The mighty Commonality thinks it knows best, but not every rediscovered world wants to join its interstellar melting pot. And there are mysteries—alien life forms, inhuman cultures, technologies threatening to destabilise and even destroy human civilisation. Only the **Mindjammers** hold the Commonality together—intelligent starships carrying the **Mindscape** between worlds, the vast neural network storing the memories of the entire human race and enabling the miracles of **technopsi**.

It's a time of great danger—but also great hope. Strap on your blaster, fire up the planing engines, and thoughtcast your commands to the starship sentience. Join us, and bring the light of humankind's greatest civilisation to the stars!

Mindjammer—Transhuman Adventure in the Second Age of Space is a 384-page setting book for use with the **Traveller Core Rulebook** from Mongoose Publishing, enabling exciting hyper-advanced transhuman science-fiction adventure in the New Commonality of Humankind. It's available online via **Mindjammer Press** (www.mindjammerpress.com) and **Modiphius Entertainment** (www.modiphius.com), and from your friendly local game store. This quickstart provides you with everything you need to play the included adventure, **Dominion**, with your **Traveller Core Rulebook**; when you're ready, check out the **Mindjammer—Transhuman Adventure in the Second Age of Space** setting sourcebook for **Traveller**, available from **Mindjammer Press**, and the ever-expanding range of **Mindjammer** supplements, for much more!

NEW AND ALTERED RULES

The following scenario requires the use of the **Traveller Core Rulebook**, but also includes a variety of minor rules modifications to allow the **Traveller** rules to work with the **Mindjammer** setting.

Table 1: Tech Index and Tech Level

Tech Index	Tech Level	Ti Title
T0	TL0	Post-Animal
T1	TL0	Stone Age
T2	TL1	Metal Age
T3	TL2 - TL3	Age of Enlightenment
T4	TL4 - TL5	Industrial Age
T5	TL6 - TL7	Computer Age
T6	TL8 - TL9	Age of Genurgy
T7	TL10 - TL11	First Age of Space
T8	TL12 - TL14	Age of Ubiquitous Intelligence
T9	TL15 - TL18	Second Age of Space (Commonality Standard)
T10	TL19 - TL21	Age of 3-Space (Commonality maximum)
T11	TL22+	Interdimensional Age (theorised next step in Commonality evolution)

Skills

There are a few differences between skills in **Mindjammer** and the **Traveller Core Rulebook**. Most obviously, characters with Mindscape implants (page 11) may acquire **halo skills**, special types of skill which a character uploads into their Mindscape "halo", their local cloud of Mindscape data. Characters may access halo skills whenever they're connected to the Mindscape. Character sheets and stat blocks indicate the underlying skill level first, with the total skill level including any halo skill

levels following in parentheses. So, a character with Mechanic 2 (5) has 2 levels in the Mechanic skill, plus 3 levels in Mechanic as a halo skill, for a total of 5 levels when connected to the Mindscape, but only 2 when disconnected. Only characters with a Mindscape implant may possess halo skills. Halo skills are sometimes known as **skill chips**.

In addition, *Traveller's* Electronics skill has been divided into two skills in *Mindjammer*: Informatics and Interface:

INFORMATICS

The computer speciality of the Electronic skill doesn't exist in *Mindjammer*. Instead, Informatics is the skill that deals with accessing, using, and controlling information resources.

Specialities:

- **Mindscape (T8-T10):** You're an expert user of the Commonality Mindscape (below), including all levels of Mindscape instance and activity within virtualities and impositivities.
 - *Access Publicly Available Data:* Easy (4+) Informatics (Mindscape) check (1D x 10 seconds, INT or EDU).
 - *Communicate a Command to a Ship Sentience:* Routine (6+) Informatics (Mindscape) check (1D seconds, INT or EDU).

INTERFACE

The Interface skill replaces most other aspects of the Electronics skill, and is used to operate technological devices like sensors or communications gear. Higher levels permit the repair and creation of devices and systems. There are several specialities.

Specialities:

- **Comms:** You may use advanced communications systems, opening communications channels, querying networks, jamming signals, and so on. You're familiar with the proper protocols for communicating with starports and other spacecraft.
- **Remote Ops:** You may use telepresence to remotely control avatars, drones, missiles, vehicles, and other similar devices. Whenever you use Interface (remote ops) to take a physical action with a remote device using one of your own skills, your skill level is capped by your skill level in Interface (remote ops).
- **Security Systems:** You may create, maintain, and bypass locks, alarms, intrusion sensors, automated defense systems, and similar security measures.
- **Sensors:** You may use sensor devices, from observation satellites and remote probes to PSAs and similar portable sensors, to gather and interpret data.

OTHER SKILLS

- The **Gun Combat** skill has an additional speciality: **mind-burn**, a neural attack made using the Mindscape.
- The **Medic** skill has two specialities: **medicine**, covering the treatment of physical damage to organic beings; and **redaction**, covering the treatment of mental damage to organic and synthetic minds, including damage caused by mind-burn or eidolon crisis (including 2-space planing mishaps).

The Mindscape

The Mindscape is a communications medium, a vast data store, and a collection of virtual spaces. It permeates the Commonality, connecting citizens, conveying thanograms and thoughtcasts, and enabling technopsi. There are Mindscape satellites, vaults, nodes, and networks throughout Commonality Space.

DOING THINGS WITH THE MINDSCAPE

You may use the Mindscape to take actions in the physical world, either using the Mindscape directly or drawing on its content to enhance your knowledge or skills. This phenomenon is known as **technopsi**. Technopsi represents your abilities to use your Mindscape implant to achieve amazing effects. You must have either a **Mindscape implant** (page 11) or a **special ops / black chip** (page 10) to use technopsi. Any task marked with an asterisk (*) requires a special ops or



Operating Sentient Devices

*Although artificial intelligences (generally known as **sentiences**) like the starship Not From Here Either (page 13) are Commonality citizens with full rights, this doesn't apply universally. In the Commonality and in any other culture with a Tech Index of T8 or higher, most devices, weapons, vehicles, and starship systems contain simple, mass-produced sentiences known as **basics**. Basics aren't Commonality citizens: they're "blank-born", created without memories, and are effectively highly sophisticated machines.*

By default, basics operate the devices they belong to in accordance with their users' wishes, and gain an automatic DM+3 when they do so. Characters with few or no skill levels for using these devices may simply let the basics operate the items for them: vehicles drive themselves, drones operate autonomously, and starship systems such as weapons aim and fire at will.

*Characters who already possess appropriate skills may use the basic sentiences in their equipment to gain bonuses on their skill checks. There are two ways of doing this. Firstly, the task chain rules (**Traveller Core Rulebook**, page 60) allow either a character to aid a basic sentience, or a basic sentience to aid a character. In the latter case, the basic makes a check as part of a task chain, and the character performs the final task check. Both the character and basic make the same check, with the same difficulty and modifiers, except for those modifiers provided by the task chain. Secondly, a character may simply add an automatic DM+1 to his skill check for using an item of equipment provided with a basic sentience. This removes the need to make an additional dice roll, at the cost of a little simplification.*

black chip, while those without are available to anyone with a standard Mindscape implant.

Using a special ops / black chip is difficult and draining. To represent this, characters have a pool of **technopsi points** (TP) equal to their END. Using any special ops / black chip ability requires 1 or more technopsi points as well as a successful check. Technopsi points recover at a rate of one per hour.

Technopsi abilities don't have a specific range, but you may only use them on targets you're already in communication with or, in some cases, whose Mindscape ID you already know; otherwise you must first use sensorview or a Mindscape tracer to locate and identify the target (see page 6). You can use these abilities on anyone connected to the Mindscape, including node minds and sentient starships.

THOUGHTCASTS

Thoughtcasting, also known as **techno-telepathy**, is one of the two principle uses of the Mindscape (the other is **exomemory**—remembering memories uploaded to the Mindscape, even those uploaded by other people, including the dead!). Thoughtcasting allows one Mindscape-connected individual to communicate with another, either in real-time or via delayed exchange. A user mentally articulates a message (usually in the form of words) in his mind, then uses his Mindscape implant to transmit that message via the Mindscape to a recipient, who "hears" the message (again, usually in words) in his mind. Entire conversations may be held this way, while to outside observers nothing may seem to be happening. Thoughtcasts are usually private between participants (of whom there may be many), but they can be hacked. If a participant lacks a Mindscape implant but is instead using a worn or handheld Mindscape-connected device, any thoughtcasts are limited to text, visuals, and sound; individuals with Mindscape implants may include full sensory information and even emotional or memory content in their thoughtcasts if they wish.

- **Send a Thoughtcast:** You can send a message to anyone whose Mindscape ID you know. No check is necessary to use this ability.

If you have a special ops / black chip, you can also set up an illicit Mindscape hack that allows you to receive copies of all thoughtcasts sent by or to a specific individual. Mindscape security protocols eliminate all such hacks within 2D-1 hours, and they can be eliminated within a few minutes if the individual realises that a hack has occurred and reports it to the sentinels and dirigeants who monitor the Mindscape.

- **Access a Private Thoughtcast:** Very Difficult (12+) Informatics (Mindscape) check (1D x 10 seconds, INT); TP Cost: 1.

Locating a Mindscape ID: The recipient of a thoughtcast may be anywhere in the Commonality, although interstellar thoughtcasts only travel at the speed of Mindscape updates, and not in real-time. If a Mindscape user is within visual range, you may usually perceive his halo automatically and invite him to communicate via thoughtcast, a process known as **handshaking**. A Mindscape user may decline this handshake, use his **privacy field** to render his halo opaque, or even activate a monitor band cloak (page 28). Characters with special ops / black chips may roll to communicate with a character against his will. This forced communication is often a precursor to a technopsi attack.

- **Force Communication With Someone*:** Difficult¹ (10+) Informatics (Mindscape) check (1D seconds, INT); TP Cost: 1.

¹The difficulty of this check rises to Formidable (14+) if you're attempting to force communication with someone using a monitor band cloak (page 28), or who possesses a special ops / black chip. Attempts to force communication with someone who has both a special ops / black chip and an active monitor band cloak automatically fail.

Searching for a Mindscape-connected user in a crowd of Mindscape-connected individuals in your line of sight requires sensorview (below) and a dice roll. At ranges beyond line-of-sight, you need a **Mindscape tracer**. Every Mindscape implant emits a distinct signal called its **monitor band**. This action allows you to locate and track someone's monitor band via their Mindscape ID.

- *Use a Mindscape Tracer*: Routine¹ (6+) Investigate check (1D x 10 seconds, INT or EDU).

¹ *The difficulty of this check rises to Very Difficult (12+) if you're attempting to locate the monitor band of anyone using a monitor band cloak, a device that both hides the user from the Mindscape and prevents their access to it.*

SENSORVIEW

Sensorview is an additional sense possessed by Mindscape-linked characters, allowing them to use the Mindscape and linked equipment like hand scanners, PSAs, and starship active and passive sensors to perceive targets in unique ways. It's mostly used like any other sense: you can use the Mindscape to perceive things, use your Investigate and Recon skills to "see" infrared or other energies with your PSA, and so on. A target must be perceived in sensorview to be the target of technopsi attacks. No roll is necessary to use sensorview, but it is often used in conjunction with Interface (sensors), Investigate, Medic, Recon, or Science checks to interpret the information gained via sensorview.

- *Locate a Particular Mindscape User in a Crowd of Mindscape Users*: Average (8+)¹ Recon check (1D seconds, INT).

¹ *In an exceedingly large crowd the difficulty rises to Difficult (10+).*

REMOTE CONTROL

Commonality citizens regularly use technopsi to control equipment. You may even use the device's senses via sensorview, as with an avatar. Using remote control on a device you own requires no rolls beyond those needed to operate a device or pilot a vehicle. The process is treated as if you were physically present. You may even try to use remote control on devices which don't belong to you, including those belonging to other people.

Without a special ops / black chip, you can only control equipment you own, or which someone has given you permission to control. When controlling devices such as drones, which are not designed to be manually operated, you use the Interface (remote ops) skill. Whenever you use Interface (remote ops) to take a physical action with a remote device using one of your skills, your skill level is capped by your skill level in Interface (remote ops).

For example, if you have the Gunnery 3 and Interface (remote ops) 2 skills, and you want to use your avatar to fire the ship's guns of another ship, you do so at an effective Gunnery skill of 2.

If you have a special ops / black chip, you can take control

of devices and vehicles which you don't have permission to use. You can't take control of vehicles controlled by conscious sentiences (see "Domination" below), but you can control any Mindscape-connected device, regardless of whether it contains a basic sentence or not (most do). This ability requires you to be in the target's physical presence, or to first view it using sensorview.

- *Perform Restricted Remote Control**: Formidable (14+) Interface (remote ops) check (1D x 10 seconds, INT); TP Cost: 3.

MINDBURN

Mindburn is an attack that overloads the target's synapses to cause neural damage. It only affects Mindscape-connected targets, and isn't directly affected by range. The attacker must concentrate throughout the attack, precluding attacks over interstellar distances; but if an attacker in orbit, say, can locate a target on a planet (or vice versa), then a mindburn attack is possible. A successful mindburn attack forces the target to roll on Table 2: Mindburn (below).

- *Perform a Mindburn Attack**: Very Difficult (12+) Gun Combat (mindburn) check (1D seconds, INT); TP Cost: 5.

A target without a special ops / black chip attacked by mindburn may try to resist, imposing a penalty equal to their INT DM to the attacker's mindburn attack check. A mindburn attack on a target with a special ops / black chip is an opposed check instead; in this case, the loser in the opposed check must roll on Table 2: Mindburn.

Mindburn may attack a target's halo abilities. In this case, every point of Effect removes one halo skill level. These abilities remain inaccessible until the target receives mindburn therapy via the Medic (redaction) skill, or spends 2D hours per level patiently restoring each lost halo skill.

Table 2: Mindburn

1D	Effect ³
1	Fall unconscious for 1D minutes, but suffer no lasting effects.
2	Lose 1D3 halo skill levels ¹ .
3	Roll twice more, rerolling 3 if it comes up again.
4	Reduce INT by 1.
5	Reduce EDU by 1, and suffer minor amnesia ² .
6	Fall unconscious for 1D minutes, but suffer no lasting effects.

¹ *Restoring a lost halo skill level requires Mindscape access and 2D hours, or 1D hours with a successful Average (8+) Medic (redaction) skill check.*

² *The character forgets anywhere from an hour to a full day of events related to the circumstances of the mindburn.*

³ *Some effects have been simplified for the purposes of this Quickstart. Additional effects are provided in **Mindjammer—Transhuman Adventure in the Second Age of Space**.*

DIRECT PERCEPTION FEEDS

Direct perception feeds enable **ubiquitous perception**. They're a way to make Investigate, Interface (sensors), or Recon checks via the Mindscape, including locating targets for technopsi attacks. DP feeds are usually limited to public spaces; instrumentality, corporacy, or Pansectorate personnel, criminals, and other individuals concerned with secrecy or privacy don't thoughtcast DP feeds. That doesn't mean an unconnected individual might not be accidentally providing a DP feed which might be useful, or that you can't insinuate a stealth or sensor drone into a secure building to provide one.

Hacking into a direct perception feed allows you to access sensors in restricted areas, such as private homes, or even someone else's senses. You can also use this ability to access restricted parts of the Mindscape; however, doing so is always an opposed check.

- *Access a Restricted Direct Perception Feed**: Very Difficult¹ (12+) Interface (sensors) check (1D minutes, INT); TP Cost: 2.
¹ *The difficulty of this check rises to Formidable (14+) if you're attempting to use the senses of someone who also possesses a special ops / black implant.*

RESTRICTING MINDSCAPE ACCESS

A skilled Mindscape engineer or hacker may prevent individuals from accessing the Mindscape. For targets with special ops or black chips, this is an opposed check. The target may even defend using technopsi such as mindburn if he can identify his attacker.

- *Restrict a Target's Mindscape Access**: Formidable (14+) Informatics (Mindscape) check (1D minutes, INT); TP Cost: 3.

Additional Restricted Mindscape Actions

The following Mindscape actions may only be performed by individuals with special ops / black chips.

DOMINATION

Success on this check allows you to control a target's body for a short period of time. After 1D minutes, you must make another check to continue the control. Dominated targets move clumsily and jerkily, and there's no fine control; you can't dominate someone to fly a starship or perform an operation, for example. All physical actions you make the target perform suffer from a Bane, and the target may not attempt checks of more than Average (8+) difficulty. You may also use Domination to take control of Mindscape sentinels; in this case, task checks by dominated sentinels don't incur a Bane, as they can't resist control.

- *Control a Target's Physical Body**: Formidable (14+) Interface (remote ops) check (1D minutes, INT); TP Cost: 5.

ILLUSION

You can create sensory illusions in a single target. None of these are tangible, nor can they cause damage; illusory lava feels hot, but doesn't burn the target, and an illusory bridge can support no weight. A target may realise her senses are lying to her, but knowing this doesn't make the illusions vanish or seem less real.

- *Create an Illusion in the Mindscape**: Very Difficult (12+) Art (Mindscape) check (1D minutes, INT); TP Cost: 3.

PROBE

You may interface directly with a target's Mindscape implant and perceive her surface thoughts.

- *Read a Target's Surface Thoughts**: Formidable (14+) Informatics (Mindscape) check (1D x 10 seconds, INT); TP Cost: 3.

Spacecraft Operations

Rules or details that are not specifically listed as being different in *Mindjammer* are identical to those in the Spacecraft Operations chapter of the *Traveller Core Rulebook* (pages 142-153).

FUEL

T8+ starships are powered by zero point energy plants (ZIP plants), which require no fuel, even when providing the vast amounts of energy required by their 2-space planing engines to travel between the stars.

GRAVITY ENGINES

Gravity engines are similar to *Traveller's* manoeuvre drives, except that they're far more powerful; the lowest power gravity engines have an acceleration of 100G, permitting travel between distant planets in only a few hours. See Table 3: Gravity Engine Travel Times overleaf.

SPACE COMBAT

Space combat is similar to the rules described in *Traveller Core Rulebook*, but with some important differences. Any aspects of space combat that are not specified in the rules below are unchanged.

The most significant difference is that *Mindjammer* space combat occurs much more rapidly than in the *Traveller Core Rulebook*. Since gravity engine acceleration is much faster, and space combat is frequently mediated by sentiences, space combat uses 30-second combat rounds rather than the 6-minute space combat rounds of the *Traveller Core Rulebook*. Rules for movement and all other aspects of space combat are unchanged.

Table 3: Gravity Engine Travel Times

Distance (km)	100G Gravity Engines-1	400G Gravity Engines-2	900G Gravity Engines-3	1600G Gravity Engines-4
1,000	63 seconds	31 seconds	21 seconds	16 seconds
10,000	200 seconds	50 seconds	67 seconds	50 seconds
100,000	10.5 minutes	5.5 minutes	3.5 minutes	2.6 minutes
300,000 (1 light second)	18 minutes	9 minutes	6 minutes	4.5 minutes
400,000	21 minutes	10.5 minutes	7 minutes	5 minutes
1,000,000	33 minutes	16.5 minutes	11 minutes	8.2 minutes
5,000,000	74 minutes	37 minutes	25 minutes	18.5 minutes
10,000,000	105 minutes	52.5 minutes	35 minutes	26 minutes
30,000,000	3 hours	1.5 hours	1 hour	45 minutes
45,000,000	3.7 hours	1.8 hours	1.2 hours	55 minutes
100,000,000	5.5 hours	2.7 hours	1.8 hours	1.4 hours
150,000,000 (1 AU)	6.8 hours	3.4 hours	2.2 hours	1.7 hours
255,000,000	8.8 hours	4.4 hours	2.9 hours	2.2 hours
600,000,000	13.6 hours	6.8 hours	4.5 hours	3.4 hours
900,000,000	16.6 hours	8.3 hours	5.5 hours	4.2 hours
1,000,000,000	17.5 hours	8.8 hours	5.9 hours	4.4 hours
18,000,000,000	74.5 hours	33.5 hours	26.1 hours	22 hours
18,000,000,000 (subjective) ¹	72.7 hours	33.5 hours	18.5 hours	11.6 hours
18,000,000,000 ²	52.7 hours	27.28 hours	21.4 hours	19.3 hours
18,000,000,000 ² (subjective) ¹	50 hours	20.6 hours	11.3 hours	7.5 hours

¹ Subjective time is the time experienced by occupants of the ship. Less time appears to pass because of the effects of relativistic time dilation.

² This is the time required to accelerate to this location without decelerating. Some starships accelerate to the N/2 boundary (usually the system heliopause), travel to their destination in 2-space, and then decelerate to their destination when they emerge from 2-space.

COMBAT MANOEUVRING

Because of the more rapid acceleration of *Mindjammer* gravity engines, you should continue to use the Combat Manoeuvring Table at the bottom of page 156 of the *Traveller Core Rulebook*, but calculate the thrust involved from the rating of the ship's gravity engines, and read the timescales as 30-second combat rounds (page 7). The thrust points available per round equal the Gs of acceleration provided by a ship's gravity engines, divided by 100. This is shown in Table 4: Gravity Engine Thrust Points.

SPACECRAFT WEAPONS

Missiles and pulse lasers (which represent the **null weapon** beam weapons of *Mindjammer*) are unchanged from the space combat rules in the *Traveller Core Rulebook*, but other weapons are different: see Table 6: New Spacecraft Weapons.

CRITICAL HITS

Because starships use ZIP plants (which require no fuel), treat all fuel critical hits on the Critical Hit Table (*Traveller Core*

Rulebook, page 158) as hits on the ship's **shields** instead. In addition, a critical hit roll of 12 (Computer) is treated as 12 (Ship Sentience). Finally, all M-Drive critical hits affect the spacecraft's gravity engines and all J-Drive critical hits affect its planing engines. See Table 5: Revised Critical Hits.

Table 4: Gravity Engine Thrust Points

Gravity Engine Rating	Acceleration in Gs	Thrust Points Available Per Round
1	100	1
2	400	4
3	900	9
4	1600	16
5	2500	25
6	3600	36

Table 5: Revised Critical Hits

Location	Severity 1	Severity 2	Severity 3	Severity 4	Severity 5	Severity 6
Shields	Shields reduced by 1 until repaired.	Shields reduced by 1D until repaired.	Shields temporarily fail for 1D+1 rounds.	Shields fail until repaired.	Shields fail until repaired; Hull Severity increased by +1.	Shield generator explodes; Hull Severity increased by +1.
Ship Sentence	Ship sentence suffers 1D3 damage.	Ship sentence suffers 1D damage.	Ship sentence suffers 2D damage.	Ship sentence suffers 3D damage.	Ship sentence suffers mindburn; Hull Severity increased by +1.	Ship sentence suffers mindburn and 3D damage; Hull Severity increased by +1.

Table 6: New Spacecraft Weapons

Weapon	Tl	Range	Power	Damage	Tons
Plasma Barbette	T8	Very Long	12	5D	5
Venu Disruptor Barbette	T7	Medium	15	5D	5

Critical Hits on Venu Ships

Venu ships are constructed from unstable reverse-engineered technology. As a result, the Venu warhawk (page 44) suffers an automatic +1 to the severity of all ZIP Plant, Shield, Weapon, Gravity Engine, and Planing Engine critical hits. Severity rolls of 7 are identical to rolls of 6, except that in all cases, the relevant component explodes, increasing the Hull Severity by +1D, and requiring the component to be replaced instead of repaired.

A roll of 7 on a Venu ship's "dirt drive" (its reverse-engineered planing engines) means that the ship explodes and is completely destroyed. A roll of "Ship Sentence" on a Venu ship means that the weapon affects the Venu "brainjack" pilot. Double all damage done to the brainjack, as they're far less durable than ship sentences. If a brainjack is killed or incapacitated, the Venu ship can't enter 2-space.

PREGENERATED CHARACTERS

The following pages contain four pregenerated characters you can use to play **Dominion**. Guidelines for creating your own characters are given in the **Mindjammer** core book.

Unlike characters created using just the **Traveller Core Rulebook**, these four characters have a number of features unique to **Mindjammer**. As mentioned above, skills in parentheses are **halo skills** (page 3), which can only be used when connected to the Mindscape.

All of these characters have **augmentations**, and several have special **traits** which provide them with unique abilities. Characters with **technopsi points** (TP) may use them when using special ops / black chips technopsi (page 4).

Finally, some of the equipment possessed by these characters is unique to the **Mindjammer** setting, and is explained at the end of each character write-up.



PREGENERATED PLAYER CHARACTER SHELLFOURBYTECH DENYNA (“DENYNA”)

T9 Enhanced Fringe Worlder Tech Op

You're a human Fringe Worlder from the Kallisphere tech world in Commonality Space, an enhanced member of the Shellfourbytech clade. Several months ago your worldview was shattered when you discovered Kallisphere was secretly holding captive a Commonality planeship—the Equitable Allocation—and subjecting it to extreme interrogation measures. Overcome by guilt and compassion, you helped it escape—a breach of the **Outlife taboo** which led to you joining it in flight. Now renamed the Not From Here Either, the ship took you to the Chlom Baya system, where you were captured by SASO operative Sallastin Lis-Thaa, and informed that instead of re-education you were being forcibly inducted into SCI Force and transported to the frontier...



7 Strength
DM +0

8 Endurance
DM +0

9 Education
DM +1

9 Dexterity
DM +1

12 Intellect
DM +2

6 Social
DM +0

SKILLS

Admin 0	Interface (sensors) 2 (3)
Carouse 2	Informatics (Mindscape) 4(5)
Deception 3	Investigate 1
Drive 0	Mechanic 3
Engineer (M-Drive) 3	Melee (unarmed) 3
Flyer 0	Pilot (spacecraft) 2
Gun Combat (energy) 3	Recon 1
Gun Combat (mindburn) 2 (4)	Science (Mindscape) 1
Interface (remote ops) 1	Stealth 3
Interface (security systems) 3 (4)	Streetwise 2
	Vac Suit 1

TRAITS

Technopsi Points: 8 (see page 5).

AUGMENTATIONS

Bioelectricity (+2D): Identical to the Animal Trait from the *Traveller Core Rulebook*, page 81.

Nanocells: Control Mindscape-enabled devices, including all Commonality technology, by touch, even if you're not connected to the Mindscape. Nanocells don't work on most alien tech, but do function with most devices made by human space cultures of T6 or higher.

Special Ops Chip: Allows you to use the Mindscape as a standard Mindscape implant, and also permits mindburn, Mindscape hacking, and similar tasks (see page 4).

EQUIPMENT

Bugs (T9/TL15): 20 bugs identical to those from the *Traveller Core Rulebook*, page 103.

Hand Scanner: Combines T8/TL12 PRIS binoculars with a bioscanner, densitometer, EM probe, and a geiger counter (*Traveller Core Rulebook*, page 111) into a handheld device no larger than a slim paperback novel.

Null Pistol: A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.

P-Suit (T9): A one-piece adaptive weave coverall incorporating a haze field, standard issue for active personnel. Low-powered, with a force visor sealing against inimical or hostile environments and 3 hours of breathable air recycled from the wearer's body (with feeder tanks, air and water are unlimited). T9, Protection +11¹ (+9)², Rad 70, 3kg.

¹ Including field. Also provides DM -2 to all attacks directed against the wearer when field is active

² Armour value with field off.

PREGENERATED PLAYER CHARACTER

SALLASTIN LIS-THAA (“SALL”)

T9 Cold-Blooded Special Ops Xenomorph

You're a **xenomorph** (an uplifted terrestrial animal / human hybrid) from the Sentient Alliance world of Chlom Baya, an s-person with high **genotype divergence**: your core DNA derives from terrestrial snakes, but you have a human-like body plan and face.

You trained as a combat specialist with the special ops branch of SADEF (page 18), where you apprehended the fugitive Commonality planeship Not From Here Either and its co-conspirator Shellfourbytech Denyna. About to deliver them to the Commonality CORESEC, you were contacted by SCI Force and ordered to the frontier world of Yand with your captives to meet with a representative of local law enforcement, Rax Ganfari Aggarad, for a mission...

7 Strength DM +0	10 Endurance DM +1	9 Education DM +1
12 Dexterity DM +2	8 Intellect DM +0	8 Social DM +0

SKILLS

Admin 1	Leadership 3
Athletics (dexterity) 2	Mechanic 0
Drive 0	Medic 2
Flyer (grav) 2	Melee (unarmed) 3 (4)
Gun Combat (energy) 4	Recon 2
Gunnery (turret) 3 (4)	Stealth 3
Heavy Weapons (man portable) 2(4)	Survival 0
Interface (remote ops) 3	Tactics 3 (4)
Informatics (Mindscape) 2	Vac Suit 1

TRAITS

Enhanced Smell / Taste: You have an especially keen sense of smell, allowing you to identify specific individuals or traces of distinctive chemicals by scent, and to make Recon checks to track individuals by scent.

IR Vision: Duplicates the effects of IR goggles (*Traveller Core Rulebook*, page 111).

Scaled Skin: Provides +2 armour.

AUGMENTATIONS

Mindscape Implant: Allows you to use the Mindscape.

EQUIPMENT

Combat Suit: A heavy duty adaptive weave coverall for combat use. Fitted with a biomed array (T7/TL11 medikit; *Traveller Core Rulebook*, page 96) and a protective dispersion field that also allows the user to function in vacuum or hostile atmospheres; includes a small feeder tank providing unlimited air and water. The field has a small but visible shimmer, so Sall



only switches it on in dangerous situations or when using it as a vac suit. T7, Protection +14¹ (+9)², Rad 80, 4kg.

¹ Including field. Also provides DM-2 to all attacks directed against the wearer when field is active.

² Armour value with field off.

“Sergeant Blaze” Sentient Blaster Pistol: Sergeant Blaze is a sentient weapon with its own Gun Combat 3 skill. It can fire when ordered to do so, or can provide a DM+1 to Sall's own attack checks. T8, Range 20m, Damage 4D, 2kg, Mag: ZIP cell.

Two Combat Drones (T8): Sall has two **combat drones**, drones which were created to assist Commonality soldiers and to provide supporting fire as well as riot control. They're fitted with dispersion fields and PSAs (including T8/TL12 binoculars, a bioscanner, a densitometer, an EM probe, and a geiger counter), as well as T5/TL12 stunners and null rifles (see below). Sall can either operate one drone with Interface (remote ops) and allow the other to operate independently, or allow them both to operate independently (they each ask him general questions via voice or Mindscape if their mission is unclear).

Hits: 28 - **Speed:** Very Fast - **TI:** 8 - **Cost:** Cr33000

Skills: Gun Combat (energy) 3, Interface (sensors) 3, Recon 3, Stealth 3

Attacks: Null rifle (5D, Auto 3, Zero-G), Stunner (3D, Stun, Zero-G, range 10m)

Traits: Armour (+17/+12¹), Dispersion Field, Effectors, Flyer (very fast), Null Rifle, PSA, Small (-1), Stunner (TL12/T5).

Sentience: Basic

¹ In addition to the DM-2 which fields provide to all attack checks directed against the wearer, and the -1 penalty provided by the Small (-1) trait. The drone has +12 armour if its dispersion field is turned off.

PREGENERATED PLAYER CHARACTER RAX GANFARI AGGARAD (“RAX”)

T8 Ex-Mandala AID Agent

A Yandic hominid, until recently you worked as an agent of the Alliance Investigation Division (page 18) on the Yand Mandala. You have identifying tattoos, plenty of local contacts, and are a fount of information about the orbital ring and the world below—feel free to improvise detail when you need it!

*Several months ago you received a Mindscape implant and participated in a virtuality briefing for an octant-wide search for a fugitive Commonality planeship, the Equitable Allocation, during which you met the Mindscape **emulator** of Sallastin Lis-Thaa, an operative from the Sentient Alliance Defence Force. Now Sallastin is coming to Mandala with the captive planeship (now calling itself the Not From Here Either) and its co-conspirator, and you’ve been seconded to the Commonality’s SCI Force as a gesture of interstellar goodwill.*



7	Strength	7	Endurance	9	Education
	DM +0		DM +0		DM +1
9	Dexterity	10	Intellect	9	Social
	DM +1		DM +1		DM +1

SKILLS

Admin 3	Interface (sensors) 2 (3)
Advocate 2 (3)	Investigate 4
Athletics (dexterity) 2	Leadership 2
Deception 2	Medic 2
Diplomat 2 (3)	Melee 0
Drive 0	Persuade 3
Flyer (grav) 3	Recon 3
Gun Combat (energy) 2	Science 0
Informatics (Mindscape) 1 (3)	Stealth 2
	Vac Suit 1

TRAITS

Local Connections: Due to his previous status in the AID, Rax gains DM+2 to all checks involving law enforcement officials and organisations on the Mandala, and DM+1 to all checks involving Yand-based law enforcement.

AUGMENTATIONS

Mindscape Implant: Allows you to use the Mindscape.

EQUIPMENT

Grav Belt (T8/TL15): From the *Traveller Core Rulebook*, page 114, except that mass is only 2kg, and unlimited power is provided by ZIP cell.

Mesh Armour: +2 armour (*Traveller Core Rulebook*, page 94-95).

PSA: Combines T8/TL12 PRIS binoculars, a bioscanner, a densitometer, an EM probe, and a geiger counter, in a small-scale sensor suite incorporated into Rax's clothing. Requires Mindscape connectivity to use.

Stunner (T5/TL12): From the *Traveller Core Rulebook*, page 121.

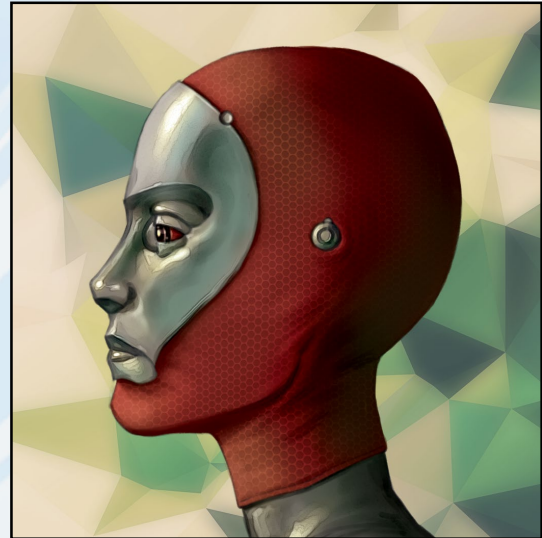
PREGENERATED PLAYER CHARACTER THE NOT FROM HERE EITHER (“NOFFREE”)

T9 Ex-New Trader Without a Cause

A sentient starship from Commonality Space, you were originally called the Equitable Allocation. You’ve fled unemployment and worsening prospects in the Core, looking for adventure—and work—on the Fringe. During an upgrade on the Kallisphere tech world you were recognised and impounded, but unexpectedly liberated by a tech op who joined your escape. Changing your name to the Not From Here Either, you made it as far as the Sentient Alliance world of Chlom Baya before being apprehended—and then forcibly recruited into SCI Force for a mission on the frontier world of Yand...

As a sentient starship, you have an **avatar**—a synthetic humanoid body you can “inhabit” by remote control, enabling you to go on missions with your fellow crew members. You can use your appropriate abilities via avatar, and it also gives you some new ones.

You must have **Mindscape** connectivity to control your avatar. An uncontrolled avatar reverts to being a dumb automaton with a “basic” sentience accepting only simple verbal commands.



9 Strength DM +1	11 Endurance DM +1	9 Education DM +1
9 Dexterity DM +1	10 Intellect DM +1	6 Social DM +0

SKILLS

Admin 2	Gun Combat (energy) 3
Astrogation 3	Gunnery (turret) 2 (4)
Athletics (dexterity) 2	Informatics (Mindscape) 3
Athletics (strength) 2	Interface (remote ops) 2 (3)
Broker 2 (3)	Interface (sensors) 4
Deception 2	Investigate 2
Diplomat 1	Persuade 2
Drive 0	Pilot (starship) 4
Flyer 0	Recon 2 (3)
	Science 0
	Stealth 2

TRAITS

+3 Initiative: Bonus applies to both avatar and ship.

Synthetic Body: Avatar automatically succeeds at all Athletics (endurance) checks; does not need to eat, drink, or breathe.

Synthetic Body: Neither avatar nor ship heals injuries on its own, instead requiring the Mechanic skill (instead of the Medic skill) to recover damage.

AUGMENTATIONS

Avatar Armour: Includes a haze field. Protection +10¹ (+8)².

¹ Including field. Also provides DM-2 to all attacks directed against the wearer when field is active.

² Armour value with field off.

Built-in PSA: T8/TL12 binoculars, a bioscanner, a densitometer, an EM probe, and a geiger counter are all built into Noffree’s avatar.

Mindscape Implant: Allows you to use the Mindscape.

EQUIPMENT

Null Pistol (Used by Avatar): A standard laser pistol. T8, Range 100m, Damage 3D, 1 kg, Mag: ZIP cell, Traits: Zero-G.

DOMINION: INTRODUCTORY ADVENTURE

Yand is a rediscovered world on the farthest edge of the sphere of influence of the New Commonality of Humankind, on the turbulent frontier with its nefarious foe, the Venu. Through the “Successor States”, the Venu are making thinly-veiled overtures to Yand to join the neighbouring Zarus Dominate, while the Sentient Alliance, a Commonality client state, is increasingly failing to persuade it to stay in the fold.

A disparate group of raw SCI Force recruits—the PCs—has been summoned to Yand to meet with their controller for their debut mission. Unfortunately, the unexpected happens, and the SCI Force controller is kidnapped by agents of the Zarus Dominate for transport into Venu Space. The recruits must improvise to resolve the precarious situation on this distant frontier world.

BACKGROUND: YAND AND THE ZARUS DOMINATE

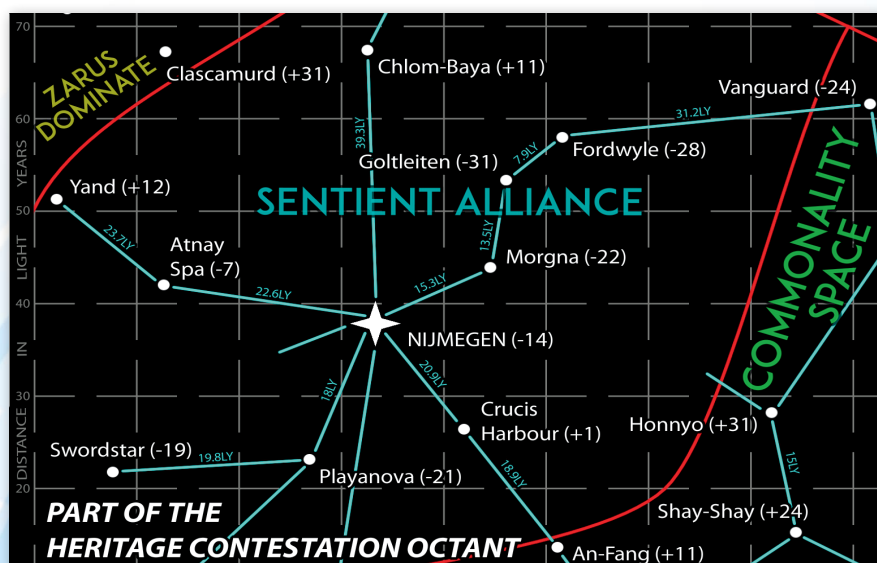
Yand is located in the Heritage Contestation octant of the Outremer subsector (transect TX2.3.2 of the Rim Sector), sometimes known as “the Anvil”. It was a strategic location during the Xeno Wars, which ended only twenty years ago. The Sentient Alliance which emerged from the Xeno Wars is a powerful Commonality client state, and borders several Successor States occupying breaches in the **Quarantine Zone** where Commonality interests collide with those of the Venu. Sentient Alliance space appears to have been colonised by ancient expeditions with a high proportion of the uplifted animals known as **xenomorphs**, and today marks the only independent polity in Human Space where people with uplifted animal DNA form the majority (historically they’ve been viewed as inferior cheap labour). The Commonality

Hush Basics

*Throughout the Sentient Alliance the Commonality tries to stop its technology falling into Venu hands. **Hush basics** are modified basic sentences in Commonality equipment which are programmed to self-destruct if they detect they’ve been stolen by the Venu—a measure which has proven highly effective. However, rumours are circulating that the Venu have finally worked out how to disengage the **hush circuit**...*

provides the Alliance with technological assistance, advisors, and a significant aid budget.

The Zarus Dominate is a pro-Venu Successor State embargoed by the Commonality. It hosts Venu advisers and uses Venu planing technology and captured Commonality tech which Commonality agents constantly try to retrieve or destroy.



YAND [CA96738-B]

Yand is a large world, twice Old Earth's diameter and fourteen times its mass, a tidally-locked satellite of the super-jovian gas giant *Gaffa*. It suffers a crushing 3.5G gravity, barely tolerable to standard humans and the cause of divergent adaptation by the native **Mongute** hominids. A second hominid sub-species, the **Yand**, live on an ancient ring orbital around *Yand* known as **Mandala**.

Yandic culture has little in common with the rest of the Sentient Alliance, and there's a vocal minority agitating for rapprochement with the human-dominated *Zarus* Dominate, a neighbouring *Venu* successor state.

Basic Concept: Ancient Hominid Orbital Around a High-G Garden Moon.

STELLAR BODY TYPE: G-CLASS MAIN SEQUENCE STAR

Stellar Body Age: 8 (Mature).

Planetary Bodies: 3.

Resources: Plentiful: calcium, other metals.

PLANETARY TYPE: MARGINAL GARDEN WORLD

Planetary Age: 8 (Mature).

Orbit: 7 (Habitable Zone: 142,500,000km).

Year Length: 329d.

Size: 9 (Large Standard: 25,600km).

Density: 9 (High Standard).

Surface Gravity: 9 (High: 3.5G).

Day Length: 2.88d: tidal lock.

Atmospheric Pressure: 9 (High: 2.5atm).

Surface Temperature: 10 (Warm: 20°C).

Surface Liquid: 8 (High: 65%).

Seasonality: 11 (High).

Satellites: 1x ring.

Biosphere: T-Analogue.

Habitability: DM+0 (Marginal : Tainted by volcanic sulphur compounds).

Resources: Plentiful: biosphere, hydrocarbons, metals, organics, water.

CIVILISATION TYPE: UNITED WORLD

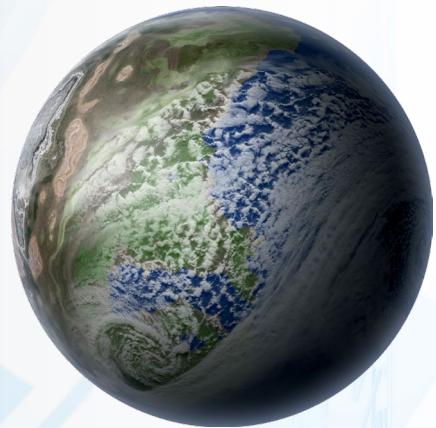
Designation: 6 (Commonality Aligned).

Population: 7 (Standard: Tens of Millions).

Government Type: 8 (Oligarchy).

Societal Development: 7 (Early Redistributive Model).

Economic System: Regulated Money Economy.



Openness: 6 (Equivocal).

Control Index: 6 (Influenced).

Trade Index: 9 (High Moderate).

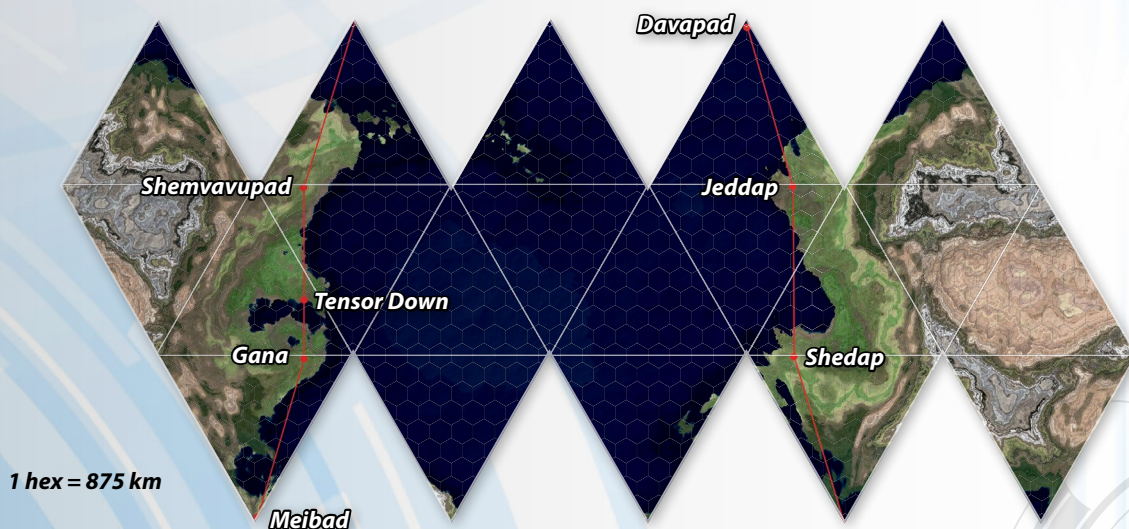
Embargo: DM+2 (No restricted technologies).

Tech Index: T7 (First Age of Space).

Starport: C-class Starport (Tensor Station).

Mindscape: 5 (Global).

Culture: *Yandic* Hominid Culture in Stage 3 Acculturation.



YAND—PHYSICAL

With a separation of 1.25 million km, Gaffa has an angular diameter of 11.5 degrees in Yand's sky—23 times the apparent size of Sol from Old Earth—although it's only visible from the **Gaffaqa** (or "Gaffaside") hemisphere, and on the horizon in the populated strip of **Yant Mongute**. Yand has high levels of vulcanism and high atmospheric pressure, requiring breather masks for all except the Mongute. It orbits Gaffa in three days, a day-night cycle of 1.5 days each. This is a standard cycle on the **Daaqa** "starside" away from Gaffa, but on Gaffaqa nights are a haunting twilight, lit by Gaffa's reflective bulk.

Yand's Twin Faces

Gaffaqa and Daaqa are separated by the populated Yant Mongute, above which the Mandala Ring encircles the planet in a polar orbit. Each hemisphere has a different ecosystem. Gaffaqa is warmer—a dry, high plateau—and winds blow outwards towards the lower, colder, and wetter Daaqa, a large ocean. Yant Mongute comprises islands and clement coastal regions punctuated by volcanic mountains, with the Mandala visible overhead and multiple orbital elevators connecting the Yandic "mandates" (orbital ring cities) with their Mongute counterparts below. From Yant Mongute, Gaffa looms huge on the horizon, day and night.

At the end of Daaqa's day, winds blow into Gaffaqa, causing precipitation along the Yant Mongute coasts, which evaporates during the day into violent storms. Acid rain saturated with sulphur compounds has etched the coasts into elaborate **gryke valleys**, up to a kilometre deep and a thousand or more long. Frequent earthquakes and landslides would erode the valleys flat, were they not constantly rebuilt by vulcanism. Seasons are pronounced due to Gaffa's eccentric orbit.

Ecosystem

Yand's biosphere is challenging, yet its ecosystem is vibrant, especially in the deep ocean and on the Yant Mongute coasts, even penetrating into the Gaffaqa plateau along the gryke valley aquifers. Agricultural staples include **tubers**, **Pods**, and **nuts**; foliage is needle or ball-like, with thick rubbery flesh.

Fauna is typified by crawlers, with many amphibians; there are no flyers. Pouncers, pursuers, and scavengers prey on land grazers and ocean filter feeders. Grazers are hardy, with tearing teeth, shovel-like mouths, digging claws, and knobbly skin with defensive plates and spines, broken and heavily scarred: enduring and driving off attacks rather than fleeing is a popular strategy. Burrowers are common, especially in the rich loams on the gryke valley floors.

Many fauna migrate to the coast to bathe in the mildly acidic ocean to shed carapaces before the new season's growth. These may be spectacular tourist attractions, even here on the frontier. Fauna include the **Forngram** burrow-jaw; the **Keragu** plate-snake; and the **Fetchapak** crystal-mouth.

Day and Night

Yand's 69.12 standard hour day-night cycle is much longer than the standard Commonality day. The Yand divide it into 60 local hours (of 69.12 standard minutes): 30 hours of daylight, comprising 10 hours work, 10 hours rest, 10 hours work; and 30 hours of darkness, comprising 10 hours rest, 10 hours work, 10 hours rest. The day starts at zero-hundred hours (00h) as the sun rises at the equator; mid-day is at 15h00; the sun sets at 30h00; and mid-night is 45h00. This can be bewildering for offworlders, who report losing track of time, intense fatigue coupled with insomnia, and a disorienting timelessness.

THE YAND

Yand hosts an ancient hominid culture notable for originating not directly from Old Earth, but from a lost colony known in myths as "Mother". A slowship left Mother four thousand years ago for Old Earth, but instead arrived in the Yand system after an unknown disaster. Mother's location is believed to lie outside Commonality Space.

Finding Yand only marginally habitable, the colony remained in orbit, using ground personnel only for supervising agriculture. In time the colony habitats formed the **Mandala ring orbital**, while ground personnel diverged into the stocky, short-lived, and hardy **Mongute** sub-species.

Both the Yand and the Mongute have mystical worldviews given to philosophy and symbol over religious observance. Yant Mongute, the habitable strip of the Gaffaqa plateau-continent, is a place of self-sacrifice and noble labour—its name translates as "Eternal River", matching the "Eternal City" above. Pilgrimages are popular between the Yandic **capitals** (orbital cities) and the Mongute **pedestals** (known as **boneyards**) below, each of which has complex symbolic significance and can be visited in different and meaningful ways.

Yand hominids are closer to standard humans than Mongutes. They have pale skin, silver-grey hair, sharp features, and are adapted to orbital ring life. Their ritualistic society uses tattoos to delineate social strata and professions, and they're expert at the politeness and casual disregard of others' presence typical of dense populations.

Yand was rediscovered in 69 NCE; the Commonality observed but did not make contact. When the Venu War broke out forty years later, a hasty first contact ensued, followed by Venu invasion and occupation that brutalised the population until the bloody liberation of 120 NCE. Yandic culture has resonated with the consequences ever since: the Mandala,

Timeline of the Yand Colony

<i>Date</i>	<i>Event</i>
2200 FA	Colony leaves Old Earth (mid-Diaspora).
5200 FA	Colony arrives in the Mother system, presumed beyond the Commonality Space frontier.
6200 FA	Return expedition leaves the Mother system.
7700 FA	Return expedition suffers disaster and aborts in the Yand system. The colony survives in orbit.
8200 FA	(Presumed dating for the Mugongai Incident—see below)
8700 FA	Ring building.
9700 FA	Ring complete.
10693 FA (193 NCE)	Present day.

damaged in the liberation, is called “the Broken Prayer”, which many Yand believe sums up their culture’s condition.

The Yand view the Sentient Alliance favourably, and the Venu with hostility. Offers by the Zarus Dominate to repair the Mandala have been rebuffed, although many think the time for dependence on the Commonality may be over.

The Mongute

The Mongute, colloquially called **heavies**, are a Yandic sub-culture comprising agricultural and primary industry workers adapted to Yand’s tainted high-G environment. With ruddy skin, dark hair, and narrow eyes and lips, they’re stockier, stronger, and more short-lived than the Yand. They have a reputation for shouting—an adaptation to Yant Mongute’s high winds—and are honoured in Yandic society for their altruism and sacrifice; awards to hard-working Mongutes include once-in-a-lifetime vacations to luxurious Mandala *mede* resorts.

Mongute settlements cluster along coasts and up gryke valleys, built above flood plains which are structured with “natural filters” to remove noxious sediments from the Gaf-faqa plateau drain-off.

ORGANISATIONS AND AGENCIES

The following Yandic organisations and agencies are those the PCs may find themselves interacting with as allies or adversaries.

- **M-COP—Mandala Community Police:** Yandic police force charged with peacekeeping on the Mandala ring.
- **MARPA—Mongute Autonomous Region Police Agency:** Yant Mongute counterpart of M-COP with a mas-

sive chip on its shoulder.

- **YASDEF—Yand System Defence Force:** In-system space patrols against unauthorised Venu and Dominate entries.
- **APP—Alliance Police Patrol:** Maintaining order and Alliance law in Tensor Station, officially they have no jurisdiction outside the starport. Often known as the **tech police**, they enforce the Alliance embargo, preventing unauthorised technology from entering Yand territory.

The Mugongai Incident

Two thousand five hundred years ago, five hundred years after its founding, Yand contacted another lost colony—probably An-Fang, 50 LY away. After several centuries, the world seems to have dispatched a stasis ship to Yand; parts of a second colony vessel have been found in archaeological digs on the Mandala ring. However, no record exists of the fate of the crew and passengers, and no genurgic trace in the Yand population. Shortly after, Yand became paranoid about letting its communications escape the star system.

Research on An-Fang thirty years ago confirmed an expedition to a lost colony world during this period from which no reply was ever received, leading to its name: Mugongai—the Silent Planet.

Language and Naming Conventions

The Yandic language is spoken throughout Mandala, and also found in the Mongute pedestals (page 20). There are numerous dialects. On Yant Mongute, the relative isolation of the pedestals has led to discrete Mongute language families unrelated to Yandic, some of which are mutually intelligible. Universal speakers are encountered in the Mandala capitals; there are some in Yant Mongute, although they're rare outside the pedestals.

Yandic and Mongute naming conventions are distinct. Yandic names comprise a diminutive, personal name, and family name, as in Ond Nipuri Chansedeck. Mongute names are short, comprising personal name, family name, and an often-omitted clan name, as in Ey-Dwen-Tiplok.

- **AID—Alliance Investigation Division:** High-functioning plain-clothes counterpart to the APP, AID is involved in surveillance, intelligence, and deep-cover investigation.
- **SADEF- Sentient Alliance Defence Force:** SADEF operates throughout the Sentient Alliance. Its SASAD (Sentient Alliance Space Defence) and SASO (Sentient Alliance

Special Ops) branches have no official jurisdiction outside Yand's starport, but are permitted in-system on border patrols. SASAD has a "sparky" relationship with YASDEF, and has a cadre of sentient space combat drones locally known as the **Tari** (page 25) based out of Tensor Station which maintains an aggravatingly high profile.

Mandala

Mandala is a ring habitat orbiting Yand, the singular technological achievement of the Yandic civilisation. Constructed over millennia, it was occupied by the Venu during the Venu War, and suffered massive damage during the Commonality liberation, the aftermath of which is still visible today.

Mandala is densely populated, averaging 500 people per square kilometre. This rises to 70,000 per square kilometre in the 11 teeming Mandala metropolises (the five remaining Mandate capitals and the six new tensor stations), which hold 55 million of Yand's total 75 million population; and drops as low as 136 per square kilometre in the six landscaped agricultural / garden **medes** which stretch between them (an average of 3.5 million per mede), playgrounds of the wealthy and holiday resorts for workers. Some intensive food production is undertaken in places, but most comes from Yand.

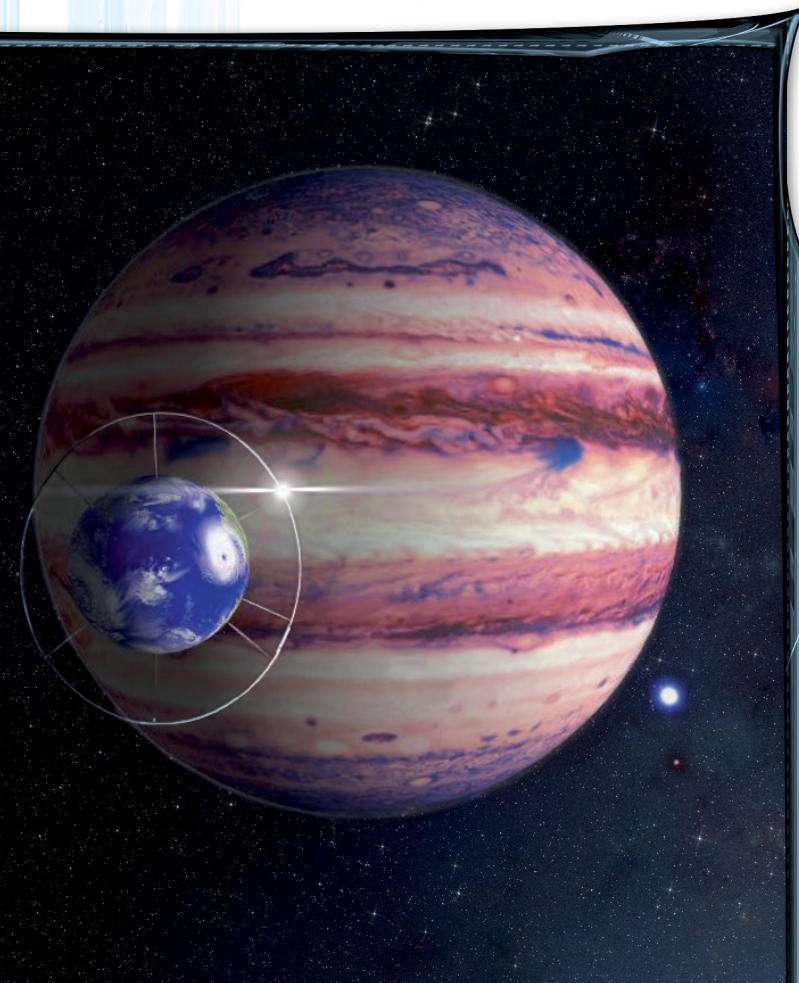
Mandala is a tube one kilometre in diameter, running in a 148,000km-circumference circular loop, orbiting Yand at an altitude of 11,000km. It's stabilised by an embedded high-energy wave guide known as **the Tensor**, broken in three places during Liberation and now held together by Commonality-maintained zero point "field links". Yandic conservatives resent this arrangement, arguing that the "Broken Prayer" should be restored using traditional methods, but right now there's little appetite—or resources—for such an undertaking.

Mandala is bisected into two halves. The lower "subsurface" half faces Yand and contains the Tensor and transport tubes, conduits, and industrial plant. The upper "habitat" half is covered in a curved semi-transparent outer surface called **the dome** providing spectacular views of Gaffa and occasionally Yand's aurorae (though not Yand itself, which remains "below the horizon"). The interface between the two is "the surface", a plane one kilometre wide running the 148,000km circumference, with a natural 1G gravity, breathable atmosphere, and climate-controlled environment. The dome provides a blue sky and removes much of the sun's actinic brightness; in some areas there are even clouds.

Mandala rotates anticlockwise, or **spinward**, as does Yand; the sun rises in the east. Other directions are **antispinward**; **gaffaward**, the direction of Gaffa (also called **inward**); and **starward** (or **outward**)

Tensor Station—Yand's Starport

Yand is a Sentient Alliance backwater at the end of a Mind-jammer route hard up against the Zarus Dominate, a hostile Successor State formed after the Venu War. Its starport, Tensor



Station, reflects that: much of its traffic is military, patrols by the ramshackle Sentient Alliance Space Defence (SASAD) and the occasional “friendship visit” by a Commonality manowar. The Alliance Friendship Fleet has several defence boats on permanent rotation in the system.

The Commonality keeps the Sentient Alliance in the Mindscape—more or less—but resources are stretched, and Mindjammer visits are every few months. The local Mindscape is out of date and subject to **chronodisplacement**.

Mercantile ships do visit Yand, as do more unofficial vessels, including new traders exploring the Fringe in search of opportunity. But Tensor Station is no thriving hub; a rough and ready frontier station on the edge of Commonality influence, it’s a place of intrigue and espionage, dodgy deals and paranoia, an icy border post in the cold war with the Venu.

YAND LOCATIONS

An-Shun

The first Mandala city, formed around the hull of the original colony ship, An-Shun is ancient, densely populated, and a bewildering labyrinth of tunnels, spires, and soaring walkways. It remains Mandala’s capital, although Tensor Station is jostling for prime position. Its better known areas include:

- **The Hall of Assembly:** Heart of the Old Colony district, this vast landscaped hall is used for government assemblies.
- **The Stasis Berth Memorial:** Most ancient stasis berths were decommissioned long ago; this twelve-berth section remains with its shadowy human silhouettes. The flower-decorated plinth is a popular romantic rendezvous.
- **The Bridge Domiciliary:** Elite residences overlooking the slope to Tensor Station-2, one of the few war-damaged areas to have been restored to its former garden status.
- **The Drive Habitats:** Hinterlander-style domiciliaries overlooking the An-Shun Corridor, where people have converted the ancient fusion gravity engine housings into accommodation. Rough areas where many refuse to go.
- **Meridian Plaza:** Symbolic spot where the Mandala ring starts and ends; there’s a line laid into the hull you can step across. A popular sightseeing spot.
- **Old Mongute Resort:** Now a novelty “hotel”; before Liberation Mongute awardees from Gana Boneyard would come here for vacations.

An-Shun Corridor

This stretch of **medes** (below) under Alliance administration has a high population of offworlder xenomorphs. The Yand want it back.

The Boneyard

The proper name of this pedestal conurbation is Gana; it’s part of the An-Shun Mandate, although everyone calls it

Chronodisplacement

*There’s one limit to the Mindscape: the speed of light. Without intervention, the Mindscape in one star system would differ hugely from another; its participants, memories, thoughtcasts, and stored information. The **Mindjammer** fleet travels constantly, updating Mindscape nodes with data gathered on their voyages. This keeps the Mindscape largely synchronised—the Mindscape at one end of Commonality Space may be several years out of step with the Mindscape at the other, but the body of stored information is broadly the same.*

*Personal experience of this lack of Mindscape synchronisation is a relatively new phenomenon, occurring since Rediscovery. When travelling the spacelanes, it’s possible to “run ahead” of the Mindjammer fleet, and find the local Mindscape isn’t synchronised with your own memories and experiences. This **chronodisplacement** can be disconcerting for those relying on the Mindscape as a backup for their memories and sense of self. For others, it can be liberating, freeing them from the Mindscape’s psychological “crutch”—an independence increasingly important in the struggle against foes like the Venu.*

Chronodisplacement lets the GM cause problems for characters using the Mindscape. Characters may become confused, disoriented, or receive partially inaccurate or less than helpful information. It shouldn’t happen regularly, but if the PCs have been travelling rapidly across multiple star systems, chronodisplacement might be an issue.

just “the Boneyard”. It’s the old downport and necropolis for An-Shun, and the first such boneyard—places where the planetside Mongute recuperate, and where both Yand and Mongute dead are buried and processed.

Davapad

Yandic literature calls Davapad “the pedestal of lust and desire”, and it strives to live up to its reputation. It’s a huge “sea city”, its “floating world” brothels and g-clubs popular fleshpots visited by Yand and Mongute alike.

Fallen Pillar

The space elevator connecting the ruined Maar capital with Meibad pedestal was destroyed during Liberation, together with much of the surrounding ring. Never rebuilt, its remnant towers over Meibad, one of Yand’s few freestanding tall structures.

Field Links

Particle beams contained within curved effector fields projected from tensor stations, the field links span gaps in the broken Mandala ring left by Liberation, providing stable support for the tubeways. Yandic conservatives hate the “glowing arches”.

Hinterlands

Mandala has several hinterlands which suffered near-catastrophic damage during Liberation, buckling and exposed to vacuum with massive loss of life. Today many remain unreconstructed, sparsely populated slums. The term “Hinterlands” (capital “H”) refers to the largest, antispinward of the An-Shun field link, the wildest and woolliest part of Mandala, inhabited by descendants of survivors of the “lost city” of Maar and ne’er-do-wells from all over the Outremer subsector.

Jeddap

The Jeddap pedestal stands amid bleak yet fertile swamps. Known as the City of Envy, its inhabitants would live almost anywhere else, if it wasn’t for the fortunes to be made farming.

The LEV

The ground-based version of the loop (below), this high-speed rail links all Yant Mongute. Travel times between pedestals are roughly 12 hours.

The Loop

The Mandala mass transit system is ancient, and comprises many loop stations connected by five discrete tubes whose “pods” reach speeds of up to 6000kmh.

Loop Type	Stations every...
Metro	2-3km
Local	10km
Semi-Express	100km
Express	1000km
Super-Express	24600km, or between tensor stations
Field Transits	Field link transfer using Alliance tech

Maar, the Lost City of

Once called “the City of Innocence”, Maar was destroyed in the Liberation. Its ruins still hang in orbit, clustered around the field link above Meibad. Scavengers comb the ruins, and some apparently live there. Archaeologists believe Maar contained remnants of the An-Fang contact vessel (see “The Mugongai Incident”, page 17).

Mandates

“Mandate” is a loose translation of the Yandic “mantat”, meaning “mental state” or even “prayer”. The Mandates are Yand’s six “states”, combining the Mandala orbital cities (or capitals) with

the Yant Mongute surface conurbations (or pedestals), and the space elevator pillars which connect them. On Mandala, mandates are referred to by the names of the capitals: the An Shun Mandate, the Shathi Mandate, etc. On Yand, the Mongute often use the pedestal names. Diplomatically, the Alliance uses both, as in “the An Shun-Gana Mandate”.

Mandate Pillars

Pillars are space elevators (often called “beanstalks”) connecting Mandala’s “capital” metropolises with the “pedestal” conurbations below. They are thin towers 11000km long, with regular transits ferrying people to and from the planet’s surface. One was destroyed during Liberation, but a new pillar has been constructed at Tensor Station.

Medes

Vast stretches of intermediary area between Mandala capitals, less densely populated and including garden environments.

Meibad

Traditionally called the City of Ignorance, Meibad stands in the cold wilderness of the south pole. The Meibad pillar was ruined during Liberation, but the Tower has been reclaimed as a major domiciliary.

New Pillar

A new space elevator constructed using Alliance funds in the past fifty years, running between Tensor Station starport and the new pedestal at Tensor Down. It differs from the five traditional Yandic pillars in many ways.

Old Pillar

The damaged space elevator connecting An-Shun to Gana Boneyard, it’s closed to public access and generally regarded as a death trap. There’s a plan to recommission it, but it never seems to happen.

Primary Circuit

A modern term describing the main stretch of Mandala left after Commonality Liberation. It houses most of the Yandic population, and is relatively free of Alliance interference.

Shamshe

Traditionally the City of Equanimity, this Mandala capital welcomes travellers from Tensor Station.

Shathi

The City of All-Accomplishing Wisdom hangs above the City of Ignorance, and is the source of several myth cycles in Yandic folklore. It’s the heart of the Broken Prayer movement, which makes regular pilgrimages to the field link at Tensor Station-6.

Shebad

Located in mountainous terrain overlooking the agricultural heartlands of the Houzhine Swamp, the City of Anger prides itself on its fierce independence and willingness to defend its frequently bizarre traditions—often violently.

Shemvavupad

The City of Pride welcomes visitors from Tensor Down, and claims to show them the “true Mongute way”.

Shova

Shova is the City of the Wisdom of Seeing Yourself in Others, aka the Mirror City. It accepts more awardees from its pedestal, Shebad, than any other capital, and is unique in sending reciprocal contingents to Shebad.

Tensor Down

A new pedestal created in the past fifty years, the conurbation stands on an impressive inland sea which funnels spectacular storms into the deepest inland gryke valleys on the planet. Industry and food production is dedicated to supporting Tensor Down and its starport, and it's the most likely place on Yand to find offworld products.

Tensor Station

The first tensor station constructed by the Alliance to maintain Mandala's integrity immediately after Liberation, and the tether for the “New Pillar”, Tensor Station is also Yand's starport. There's an “interstellar zone” which is officially Sentient Alliance territory.

Tensor Stations

Locations of Alliance-run zero point power plants and the massive effector field projectors which maintain the Tensor across the gaps in the broken ring. Constructed seventy years ago, they incorporate urban areas—sometimes rough and ready, sometimes energetic and gleaming—gradually pushing back into the devastated hinterlands.

Tovayeh

The City of Wisdom in Individuality hangs above Davapad, the City of Lust and Desire, at Yand's north polar ocean, and as expected the two have a complex relationship. Tovayeh is a focal point for Yandic youth movements.

PLAYING THE ADVENTURE

Adventure Structure

Dominion comprises eight **scenes**—crucial moments as the PCs track down SCI Force controller Belleme. Some are optional: you can play the adventure in two or three scenes, though it's likely you'll use between five and eight.

Each scene contains five sections. First, a **summary** tells you what the scene is about. Second, **places to visit** describes key locations. Third, **people to encounter** presents individuals the PCs may interact with—often violently. Fourth, **the main action** provides rules guidelines for the main ways the players may tackle the scene. Finally, **follow up** describes what the PCs may do *after* the main action is complete.

None of this is mandatory; the scenes are just guidelines for you, the GM. They do some of the grunt work for you, providing details, guidelines, and statistics you're likely to need in play—but there's nothing to say you shouldn't ignore some or all of this when your game heads off down its own path. Because it will: if there's one thing that players love to do, it's to derail your best laid plans in the first few minutes of play! Be ready, run with it, and have fun improvising—you're not just telling your players a story, they're telling you one, too.

Default Plot Thread

In **Mindjammer** we refer to the **default plot thread**. This is what would happen in the adventure if the PCs never turned up. Of course they do turn up, and the default plot thread goes out the window pretty quickly, but we still find it a useful to refer to, to monitor events behind the scenes when the PCs are doing their thing.

In **Dominion**, SCI Force controller Ellen Galen Belleme is kidnapped by agents from the Venu-sponsored Zarus Dominate. Using faces and identities stolen from Yandic natives, the agents abduct Controller Belleme in broad daylight in Tensor Station and take her across the field link to the ancient Yandic capital, An-Shun. There they disappear into the population, travelling to the Old Pillar station for a harrowing illegal descent to the planet's surface 11000km below.

Arriving in the pedestal city of Gana Boneyard, the agents board the LEV high-speed rail to distant Shebad, where they ascend the space elevator to the mandate capital of Shova. They rendezvous with the underworld kingpin, Crade—actually the avatar of the traitorous *Cat's Cradle* planeship, which flees the Yand system with Belleme and the Dominate agents, emerging from 2-space nine days later in the Clascamurd system beyond the Zarus Dominate frontier. The agents deliver Belleme to a deadly **Venu executor**, Gidra Mur, for transportation into Venu Space—a major defeat for the Commonality in its ongoing cold war.

Can the PCs stop the agents' nefarious plan?

Playing Dominion as a One-Shot

You can play **Dominion** in one session, at a convention or when you want something quick to run. For a session of 3-4 hours we suggest you run **three** of the eight scenes, as follows.

Begin with **Scene One: The Attack at Tensor Station**.

The players pursue the kidnappers either onto Yand's surface or into the Hinterlands, or by ship leaving Mandala. The next scene is then one of:

Timeline of Events

Here's a timeline of how the default plot thread unfolds, as a reference when running the adventure. Remember: the PCs' actions will change this!

Local time is in Yandic time (1 Yandic day = 60 Yandic hours; 1 Yandic hour = 69 standard minutes). **PC clock** is standard hours on a 24-hour clock; the PCs have been active about 6 hours at the start of play.

Event	Local Time	PC Clock	Conditions
The attack at Tensor Station.	15h00	15h00	Tensor Station, Mandala, local noon, halfway through the daylight rest period.
The kidnappers flee by loop into An-Shun.	16h00-17h30	16h00-18h00	Loop and field link, Mandala, daylight.
The kidnappers vanish into An-Shun, reappearing at the Old Pillar Station.	17h30-18h30	18h00-19h00	An-Shun, Mandala, daylight.
The kidnappers descend the Old Pillar.	18h30-21h30	19h00-21h30	Old Pillar, daylight, the second daylight work period starts.
The kidnappers cross the Gana Boneyard.	21h30-23h30	21h30-24h00	Gana Boneyard, Yant Mongute, daylight.
The kidnappers take the LEV to Meibad.	23h30-36h00	24h00-14h00d+1	Yant Mongute, before and after sunset. The first nighttime rest period begins.
The LEV is delayed at Meibad.	36h00-39h00	14h00-18h30	Meibad, Yant Mongute, darkness. First night time rest period.
The kidnappers take a second LEV to Shebad.	36h00-49h00	18h30-09h30d+2	Yant Mongute, before and after midnight. The nighttime work period.
The kidnappers cross Shebad.	49h00-51h00	09h30-12h00	Shebad, Yant Mongute, darkness. End of the nighttime work period.
The kidnappers ascend the Shova Pillar.	51h00-54h00	12h00-15h30	Shova Pillar, darkness. The second nighttime rest period.
The kidnappers take the loop from Shova to the Hinterlands.	55h00-56h00	16h30-18h00	Hinterlands, Mandala, darkness.
The kidnappers reach Crade's HQ.	57h00	19h00	Hinterlands, Mandala, three hours before dawn.
The <i>Cat's Cradle</i> leaves Mandala.	59h30	22h00	Hinterlands, Mandala, just before dawn and the start of the first daylight work period.
The <i>Cat's Cradle</i> reaches the heliopause jump point.	D+1 09h30	09h30d+3	Edge of Yand solar system. Subjective time due to time dilation; actual time is 19h00d+3.
The <i>Cat's Cradle</i> travels 27.6LY in 2-space (9.2 days).		14h00d+12	Edge of Clascamurd solar system.
The <i>Cat's Cradle</i> rendezvous with the <i>Claw Vengeance</i> in the inner asteroid belt.		01h00d+13	Edge of Clascamurd inner system. Subjective time due to time dilation; actual time is 21h00d+13.

- **Scene Four: The LEV.** The PCs investigate the LEV, track the kidnappers, and confront the Crade mechanical (page 33); OR
- **Scene Five: The Hinterlands.** The PCs follow the kidnappers to Crade's Hinterland base, where the Dominate agents try to escape aboard the *Cat's Cradle*; OR
- **Scene Six: Pursuit to Zarus.** The PCs chase and attack the *Cat's Cradle* as it attempts to jump to the Clascamurd system.

This scene sets up the climactic third scene to complete your one-shot, as follows:

- **Scene Four: The LEV** leads to **Scene Five: The Hinterlands.** The PCs defeat the Crade mechanical and pursue the kidnappers to Crade's base, where they fight to stop the Dominate agents fleeing the system with Belleme; OR
- **Scene Five: The Hinterlands** leads to **Scene Six: Pursuit to Zarus.** The PCs chase the *Cat's Cradle*, then try to disable it to rescue Belleme; OR
- **Scene Six: Pursuit to Zarus** leads to **Scene Seven: Warhawk** or **Scene Eight: The Rescue.** If the PCs enter the Clascamurd system guns blazing, run **Scene Seven: Warhawk** as a space battle. If they enter stealthily and/or board the *Claw Vengeance*, run **Scene Eight: The Rescue** as a boarding attempt and search for the imprisoned Belleme.

SCENE ONE: THE ATTACK AT TENSOR STATION

An explosion rocks Tensor Station as the PCs arrive to meet their SCI Force contact. Everyone thinks it's an accident until a sniper starts shooting. The SCI Force contact is nowhere to be seen—what will the PCs do now?

Places to Visit

The attack takes place in Tensor Station, the Alliance-run starport on Yand's orbital ring (page 18), at fifteen-hundred hours (15h00) local noon, halfway through the daylight rest period. Let the PCs specify where in the starport they've arranged to meet Controller Belleme; get them to describe their surroundings and what they're doing.

People to Encounter

THE FACE SHIFTERS

Controller Belleme's kidnappers look like Yandic and Mongute natives—but they're not. Unknown to the PCs, they're agents from the Zarus Dominate and Venu Space with surgically transplanted faces and identities stolen from murdered locals.

The four highly competent attackers and four face-shifter goons (cannon-fodder) on the following pages take part in the attack. They outgun the PCs in an even fight, so the PCs will have to get clever—see “The Main Action” below.

The Main Action

This scene's main action is a physical conflict—a firefight in Tensor Station! The PCs and those around them come under attack, and must react. The PCs may choose to:

DEFEND THE YANDIC CIVILIANS

A PC may leap in front of a civilian, using their dodge modifier to provide a penalty to the attacker's roll, but insuring that if the attack hits, it strikes the PC instead. They may use their Medic skill to treat injured civilians, and use Difficult (10+) Leadership or Persuade checks to prevent panic and get more people to positions of relative safety.

IDENTIFY THE ATTACKERS

Who is attacking them? PCs can make Difficult (10+) Recon checks to identify the attackers in the crowd, or a Routine (6+) Investigate check later, after the attack, when reviewing the DP (“direct perception”) feeds from the Mindscape. If they have a personal sensor array (PSA), hand scanner, or other sensors, they may use **sensorview** via the Mindscape to gain a DM+2 to their Recon checks. Success identifies eight attackers—all appear to be Yandic and Mongute locals, and later

LAN MANDURA GATTAGORM

The PCs can make a Difficult (10+) Recon check during the kidnapping, or a Routine (6+) Investigate check using sensorview afterwards to identify Gattagorm as the Face Shifters' leader. He looks Yandic but is from the Venu banner world of Vectagore.

NPC

STR	8 (+0)	Skills
DEX	7 (+0)	Deception 4
END	9 (+1)	Diplomat 2
INT	9 (+1)	Gun Combat (energy) 4
EDU	10 (+1)	Leadership 3
SOC	8 (+0)	Melee (unarmed) 3
Genotype		Persuade 4
Yandic		Recon 3
Gender		Stealth 3
Male		Tactics 3
Age		
35		

EQUIPMENT

- **Mesh Armour:** +2 armour (*Traveller Core Rulebook*, page 94-95).
- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.

research easily identifies them via facial recognition. If the PCs make this knowledge public, it creates widespread fear that terrorists are attacking the Mandala, because the government has joined the Sentient Alliance. Social unrest about this attack continues throughout the adventure until the PCs solve the mystery of who the attackers really are (page 21).

FIGHT THE ATTACKERS

If the PCs fight back, they face four attackers (see “People to Encounter” above). If they’ve already identified eight attackers,

they may wonder where the rest have gone; in fact, they’ve fled with SCI Force Controller Belleme, leaving enough behind to keep the PCs pinned down. The PCs can make a Difficult (10+) Recon check during the firefight, or a Routine (6+) Investigate check using sensorview after, to spot the kidnappers bundling Belleme away. Pushing past the attackers to pursue the escaping kidnappers requires the PCs to either dodge the attackers’

GAK PRINDISS MALCHUK

Malchuk looks Yandic, but is from the Zarusian tech world of Kron Prime. The team’s explosives expert, he’s impressed with what he’s seen of the Commonality.

STR	6 (+0)	Skills
DEX	12 (+2)	Athletics (dexterity) 2
END	9 (+1)	Deception 3
INT	9 (+1)	Explosives 4
EDU	10 (+1)	Gun Combat (energy) 2
SOC	8 (+0)	Heavy Weapons (man portable) 3
Genotype		Informatics (Mindscape) 3
Yandic		Interface (security systems) 4
Gender		Melee (unarmed) 2
Male		Persuade 2
Age		Pilot (spacecraft) 3
32		Recon 2
		Stealth 3

EQUIPMENT

- **Grenades:** 6 frag grenades, 6 stun grenades, from **Traveller Core Rulebook**, page 123.
- **Grenade Launcher:** **Traveller Core Rulebook**, page 125.
- **Hand Scanner:** Combines T8/TL12 PRIS binoculars with a bioscanner, densitometer, EM probe, and a geiger counter (**Traveller Core Rulebook**, page 111) into a handheld device no larger than a slim paperback novel.
- **Mesh Armour:** +2 armour (**Traveller Core Rulebook**, page 94-95).
- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.
- **Wearable Mindscape Interface:** Permits the user to perform thoughtcasts (without the ability to send exomemories), sensorview, remote control and direct perception feeds, but does not allow any actions requiring a special ops / black chip.

What Weapons Are the PCs Using?

The Mandala orbital is Control Index 6 (Influenced). Control Index is a Mindjammer statistic used to describe civilisations, which defines how much a government controls and restricts the lives of its people; it’s roughly equivalent to Law Level 8, meaning civilians and visitors alike may not carry any weapons. Rax’s local authority permits him to carry his stunner, but none of the other characters can legally carry weapons. Yand’s surface is Control Index 3 (Property), roughly equivalent to Law Level 3, prohibiting fully automatic weapons, heavy weapons, and weapons of mass destruction, but allowing semi-automatic and sporting weapons, including stunners and null pistols.

Let the players decide which of their weapons they’re carrying when the attack occurs. If any characters other than Rax carry **any**, they’ve smuggled them past the starport **APP Tech Police** (page 17) from their ship and are breaking the law. If they have no weapons, the attackers have a huge advantage—at least to begin with. By using T9 shielded cases that Noffree can provide, the characters can smuggle pistols out of the starport, but will need to answer to the authorities if caught using them, and will also need to either not tell Rax or provide an excellent reason for needing weapons. Also, remember that none of the attackers possess Mindscape implants, so no one can use mindburn or any other Mindscape-based attacks on them. Finally, it’s highly unlikely the PCs will be able to find a way (bribery, smuggling, or similar tactics) to get Sall’s two combat drones onto the Mandala: they’re too obvious, and way too dangerous.

Once the PCs travel to Yand’s surface, they can arrange for the combat drones to fly down: if they want, the two drones can meet them as soon as the PCs arrive on the surface. Combat drones are technically illegal on Yand, but security down there is lax. The PCs may obtain temporary authorisation for using drones on Yand’s surface from M-COP if they’re working with them, or they may simply have the two drones accompany them, and rightly assume that no one will stop them. The PCs’ other weapons are acceptable on the surface.

fire or risk being hit. The attackers specifically target anyone attempting to pursue the kidnappers. Once the kidnappers have fled, the other attackers also attempt to escape.

CAPTURE THE ATTACKERS

Capturing attackers means injuring or restraining them. If they are sufficiently badly injured, the PCs may need to make Medic checks to keep them alive; incapacitating an opponent with non-lethal weapons means they're subdued or otherwise incapacitated.

THE ATTACKERS

The PCs will initially face all eight attackers, but once the attackers have kidnapped Controller Belleme, the four named attackers escort her away, leaving the four face shifter goons (below) behind to cover their escape (unless the PCs have managed to kill or incapacitate one or more of them). Regardless of the number of attackers left, at least two stay behind to allow the others to escape, and both Lan Mandura Gattagorm and Gak Prindiss Malchuck try to leave with Controller Belleme.

KAL-ATWA-JIRANDI

In appearance a slightly less stocky Mongute, she's actually from the 1.5G Zarus Dominate world of Darakant.

NPC

STR	12 (+2)	Skills
DEX	9 (+1)	Athletics (dexterity) 2
END	10 (+1)	Athletics (strength) 2
INT	7 (+0)	Deception 2
EDU	8 (+0)	Gun Combat (energy) 5
SOC	7 (+0)	Interface (security systems) 3
Genotype		Investigate 3
		Melee (unarmed) 2
Mongute		Recon 2
Gender		Stealth 2
Female		
Age		
	27	

EQUIPMENT

- **Mesh Armour:** +2 armour (**Traveller Core Rulebook**, page 94-95).
- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.
- **Sniper Null Rifle:** As laser sniper rifle, **Traveller Core Rulebook**, page 121.

TY-DAN-GEVIR

Ty-Dan is short and stocky, apparently a Mongute native. In reality, he's a Venu mutant.

NPC

STR	15 (+3)	Skills
DEX	6 (+0)	Athletics (dexterity) 2
END	14 (+2)	Athletics (strength) 3
INT	7 (+0)	Deception 2
EDU	8 (+0)	Gun Combat (energy) 3
SOC	6 (+0)	Melee (unarmed) 4
Genotype		Persuade 2
		Recon 2
Mongute		Stealth 2
Gender		
Male		
Age		
	24	

EQUIPMENT

- **Mesh Armour:** +2 armour (**Traveller Core Rulebook**, page 94-95).
- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.
- **Shock Glove:** An apparently normal pair of gloves, but with the capabilities of a stunstick (**Traveller Core Rulebook**, page 116). It uses the Melee (unarmed) skill, and is worn instead of carried.

4 FACE-SHIFTER GOONS

All four can be treated as having identical characteristics and skills

NPC

ALL STATS	Skills
7 (+0)	Athletics (dexterity) 1
Genotype	Gun Combat (energy) 2
	Melee (unarmed) 2
Yandic/Mongute	

EQUIPMENT

- **Mesh Armour:** +2 armour (**Traveller Core Rulebook**, page 94-95).
- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.

QUESTION AN ATTACKER

Questioning an attacker is a Difficult (10+) Persuade check. On a failure, the PC may use torture to make a second check. A marginal success reveals that "Crade planned it all!" An average success reveals Crade to be an underworld figure in the Mandala Hinterlands (page 34). On an exceptional success, the captive lets slip their true identity (see "People to Encounter" above).

Follow Up

FALLING FOUL OF THE LAW

When the PCs are about to leave the scene, have them make an Average (8+) Admin or Streetwise check to avoid having to deal with the authorities. The longer the PCs remain in the vicinity, the greater the chance this will happen; if they spend a few moments making observations, apply a DM-1 to the check, and a DM-3 if they spend a long time investigating. On a failure, heavily-armed officers from M-COP (page 17) arrive to question them, requiring a Difficult (10+) Admin or Streetwise check to calm the authorities' fears. Rolling 2 or more Effect on either check convinces the police that the PCs are trustworthy and may be of use to them, which will allow the characters to call upon M-COP to share information about the case (including information obtained from interrogations), and for minor assistance with bureaucracy (a DM+1 to appropriate Admin checks). In addition, M-COP issues the characters with T5/TL12 stunners and a temporary license to use them on the Mandala.

A failed check means the PCs successfully avoid direct suspicion (sensorview data confirms their story), but that M-COP officials remain distrustful and watch them carefully.

Tracking Belleme by Mindscape

*If the PCs try to communicate with Controller Belleme by Mindscape, they find she's uncontactable and not transmitting a detectable **monitor band signal**. This means she probably has a **monitor band cloak** suppressing her Mindscape implant—either voluntarily or otherwise. Detecting a cloaked signal requires orbital sensors, either on their starship, or M-COP's sensors on Mandala, and a Very Difficult (12+) Investigate check. If detected, the signal must be hacked with a Difficult (10+) Interface (sensors) check to locate its exact position. On a failure, the characters can still determine her position to within 20 km; success determines her location to within 10m. An Exceptional Success on the Interface (sensors) check allows the PCs to track her for the rest of the adventure. See the **default plot thread** (page 21) and the scenes below for Belleme's ongoing location.*

Security Leak?

How did the kidnappers know about Controller Belleme's rendezvous with the PCs? The Mandala administration is riddled with Zarus Dominate spies and informers—but even so this information was uncovered late, explaining why the kidnap attempt was relatively uncoordinated. Although these security leaks have no direct bearing on this adventure, you can improvise events from them if the PCs follow them up.

Apply a DM-4 to these checks if the PCs used smuggled weapons; in addition, using smuggled weapons means M-COP will not cooperate with the characters. Using one of the attackers' weapons against them avoids this penalty, and earns any character who does this the approval of the M-COP officers who take the PCs' statements, providing a DM+1 to interaction checks with M-COP for the rest of the adventure.

HOT PURSUIT TO AN-SHUN

To head off in hot pursuit of the kidnappers after overcoming their attackers, the PCs must make an Average (8+) Recon check to notice where they went, or an Average (8+) Persuade to ask bystanders and follow the lead before it goes cold. The characters can't use this option if they spend more than a few moments examining the crime scene, or if they spend time talking to the authorities or interrogating captives.

COLD PURSUIT TO AN-SHUN

If the PCs take their time or can't break free from the attack before the kidnappers escape, or if they fall foul of the law, they lose the trail, and must begin a methodical investigation to pick it up again. This probably involves travelling to An-Shun (page 19) to investigate friends and relatives of the apparent kidnappers. See **Scene Two: The Investigation**.

SCENE TWO: THE INVESTIGATION

The PCs have lost the kidnappers' trail and head to An-Shun to investigate. There they realise the kidnappers aren't who they seem at all.

Places to Visit

THE AN-SHUN MANDATE CAPITAL

The metropolis of An-Shun, the oldest Mandala city, is described on page 19. It's a teeming futuristic space city, with diversions and distractions everywhere.

TARI SPACE COMBAT DRONES

There are four Tari, with identical characteristics. They are all space combat drones, but also have humanoid avatars.

STR	7 (+0)	Skills
DEX	9 (+1)	Acrobatics (dexterity) 3
END	12 (+2)	Admin 3
INT	7 (+0)	Advocate 2 (4)
EDU	10 (+1)	Deception 0
SOC	9 (+1)	Diplomat 0
Genotype		Flyer (grav) 2 (3)
Synthetic		Gun Combat (energy) 4
		Informatics (Mindscape) 2 (3)
		Interface (remote ops) 2
		Interface (sensors) 2
		Leadership 0
		Persuade 2
		Recon 1
		Streetwise 0
		Tactics 2 (3)

NPC

TRAITS

- **+3 Initiative:** Bonus applies to both avatar and space combat drone.
- **Synthetic Body:** Avatar automatically succeeds at all Athletics (endurance) checks; does not need to eat, drink, or breathe.
- **Synthetic Body:** Neither avatar nor space combat drone heals injuries on its own, instead requiring the Mechanic skill (instead of the Medic skill) to recover damage.

AUGMENTATIONS

- **Avatar Armour:** Protection: +10.
- **Built-in PSA:** The Tari avatars are all equipped with built-in PSA's combining T8/TL12 PRIS binoculars, a bioscanner, a densitometer, an EM probe, and a geiger counter, in a small-scale sensor suite.
- **Mindscape Implant:** Allows you to use the Mindscape.

EQUIPMENT

The four Tari avatars are armed with built-in TL12 stunners and null pistols.

- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.
- **Stunner (TL12):** From the *Traveller Core Rulebook*, page 121.

GATTAGORM HOUSE

A representative house for any of the apparently Yandic kidnapers, this belongs to Lan Mandura Gattagorm's family. Located in a domiciliary in An-Shun's rough and crowded Drive Habitats (page 19), many extended families live under a single roof.

OLD PILLAR STATION

Before Liberation the space elevator to Gana Boneyard was a hive of activity. Now it's off-limits, waiting for repair and recommissioning. Engineers occasionally make inspection descents. It's not guarded, but unless you sneak in it's likely someone will report you to the M-COPs.

People to Encounter

THE TARI

The sentient space combat drone cadre employed by SASAD (Sentient Alliance Space Defence) known as the **Ring Patrol** is called the Tari by the Yand—the name of a mythical angelic creature which protects Mandala. The Tari enthusiastically react to the attack on Tensor Station with offers to “help” (interfere recklessly in what the PCs are doing); each has an avatar in Tensor Station, and they work closely with the tech police (page 17). Their plan is to intimidate and bully ships arriving at or departing from Mandala and generally throw their weight around to find out what's going on. Left to their own devices they'll do a good job of derailing the PCs' efforts. In this case, they provide a DM-2 penalty to all tasks where the PCs attempt to interact positively with civilians, because the civilians assume the PCs are working with the obnoxious Tari. However, they thankfully confine their efforts to the Mandala and do not travel to the surface of the planet.

THE GATTAGORMS

Typical Yandic workers from Mandala's poorer parts, these are the extended family of the real Lan Mandura Gattagorm. They're mostly non-combatants, but capable of social and mental combat and even roughing up the PCs if they catch them unawares.

HINTERLANDERS

Hinterlanders are everywhere on Mandala, but congregate in the poorer, rougher areas. Thugs and muggers, punks and dropouts, they're disaffected and have little to lose.

The Main Action

This scene's main action is information gathering. Possible PC actions include: reviewing sensorview data on the Mindscape; interviewing people who were present at the shooting; talking to friends and relatives of shooters whose images they have identified; or attempting to bribe underworld figures into revealing useful information. Carouse, Interface (sensors), Investigate, Persuade, and Streetwise checks are all options.

MO GATTAGORM

Matriarch of the Gattagorms and a formidable woman in her mid-fifties, Mo can't believe her son committed the attack on Tensor Station and is convinced something must be wrong.

NPC

STR	8 (+0)	Skills
DEX	7 (+1)	Carouse 3
END	8 (+0)	Deception 2
INT	9 (+1)	Melee (unarmed) 3
EDU	6 (+0)	Persuade 3
SOC	6 (+0)	Streetwise 3
Genotype		
Mongute		

A GATTAGORM GAGGLE

A band of 5 Gattagorms hanging around Mo Gattagorm, they offer moral support and a physical shield. All can be treated as having identical statistics.

NPC

STR	9 (+1)	Skills
DEX	7 (+1)	Carouse 3
END	7 (+1)	Melee (unarmed) 3
INT	7 (+1)	Streetwise 2
EDU	5 (-1)	
SOC	5 (-1)	
Genotype		
Mongute		

BUTTING HEADS WITH THE TARI

Can the PCs assert their authority over the Tari? This is an opposed check using Admin, Advocate, or Persuade. Failure means that the Tari interfere with the PCs' efforts on the Mandala and may also raise tensions among the locals. Success allows the PCs to set the Tari to a task that will not interfere with the PCs' efforts. Generating 4 or more Effect than the Tari means that they're willing to provide back-up on the Mandala, which could come in very handy in Scene Five (page 34). Rax's DM+2 with Mandala law enforcement checks does not apply to the Tari, as they're outsiders.

RECON IN AN-SHUN

PCs checking out An-Shun make Investigate and Recon checks to find traces of the alleged kidnappers or their families or contacts.

ULA FANDRA KAHAYPONAC

Ula's from the Hinters, and pretty high up in a tunnel runner gang. She makes runs to An-Shun trading illicit stimulants and embargoed items, including a line in high-risk black chips. She can be bribed for information unrelated to her gang's illegal activities, but dislikes anyone snooping around

NPC

STR	7 (+1)	Skills
DEX	9 (+1)	Broker 2 (3)
END	9 (+1)	Carouse 2
INT	9 (+1)	Gun Combat (mindburn) 2 (3)
EDU	6 (+0)	Informatics (Mindscape) 2
SOC	6 (+0)	Interface (security systems) 3
Genotype		
Yandic		
Gender		
Female		
Age		
50 (Young Adult)		

AUGMENTATIONS

- **Black Chip:** An illegal version of a special ops Mindscape implant, it allows you to use the Mindscape as a standard Mindscape implant, and also permits mindburn, Mindscape hacking, and similar tasks (see page 4).

EQUIPMENT

- **Energy Knife:** Dense plasma contained by a gravitic field. Using an energy knife to parry a conventional weapon, like a club or a fist, damages the weapon being parried. T8, Range: melee, Damage 4D, 0.5kg, Mag: ZIP cell, Traits: AP3, Parry.
- **Mesh Armour:** +2 armour (**Traveller Core Rulebook**, page 94-95).

STREETWISE

The PCs mix with locals, perhaps looking for Venu / Zarusian sympathisers, and make Carouse and Streetwise checks. On a success, they discover useful information. On marginal or average failure, they encounter a tunnel runner gang; and on extreme failure, they encounter a hostile gang (page 30) who don't like outsiders.

THE GENTLE TOUCH

Talking to the families of the alleged attackers requires Diplomat or Persuade checks, typically Difficult (10+), since

An Unprecedented Descent!

Successful information gathering eventually either reveals footage of individuals looking like the attackers and their prisoner breaking into the Old Pillar Station, or the fact that the local community is buzzing with rumours that someone broke into the Old Pillar Station (see “Places to Visit”, above) last night and made an illegal and highly dangerous descent to the Gana Boneyard on the planet surface. Apart from engineering access, the Old Pillar has been off-limits for years.

none are inclined to talk to outsiders except to proclaim the individual's innocence.

Follow Up

COLD PURSUIT TO THE BONEYARD

If the PCs find out about the descent to the Gana Boneyard, they can make their own illegal descent via the Old Pillar (page 20), or return to Tensor Station and descend via the New Pillar to Tensor Down and cross Yant Mongute (page 16). In either case, see **Scene Three: The Boneyard**, and assume the trail is cold.

THE STAKE OUT

If all else fails, the PCs may travel to the Hinterlands (page 34) and wait for the kidnappers to turn up and try and contact the underworld kingpin, Crade (page 35). See **Scene Five: The Hinterlands**.

Face Shifters!

Characters asking the right questions or succeeding with style on interaction rolls find puzzling clues which may lead them to theorise that the kidnappers were imposters. Witnesses describe the perps in ways which don't match their families' descriptions, or even old direct perception feed footage if the PCs can find it. The perps look superficially the same, but differ in significant ways—half a metre taller or shorter, much stronger or weaker, and so on. All of the PCs have heard stories about the Venu impersonating people by physically stealing their faces, but none of them were certain that these rumours were actually true.

SCENE THREE: THE BONEYARD

The PCs descend to Yand—an alien world of harsh weather and tortuous gravity—and search the Mongute pedestal city of Gana Boneyard to pick up the kidnappers' trail.

Places to Visit

THE OLD PILLAR

The PCs ride a capsule from An-Shun's Old Pillar Station—a terrifying descent down the 11000km of a decommissioned space elevator (page 20).

GANA BONEYARD

The ancient “boneyard” metropolis of Gana is a low-slung high-G city of over a million Mongute hominids (page 17), 2000km south of Tensor Down (page 21). It's a sprawling dilapidated conurbation of disaffected Mongute natives (page 17).

GEVIR CLAN TERRITORY

Mongute boneyards are divided into clan territories, tightly policed and self-contained. They're havens of Mongute culture, where Universal and even Yandic are rarely spoken. Buildings are heavy-set and one-storey: Tensor Down is one of the few boneyards with two-storey buildings.

THE LEV TERMINUS

Yant Mongute's **pedestal** metropolises are connected by a high-speed maglev known as the LEV. Reaching speeds of over 1000kmh, LEVs travel between pedestals in twelve hours or so, with daytime and sleeper services and several classes of travel. The *Dienja Terminus* LEV station in Gana has seen better days, but is still an impressive edifice, heavy and low-slung and encrusted with monolithic carvings, with intermandate services leaving every hour. Travellers usually book ahead; it's a Difficult (10+) Admin or Persuade check to get a ticket immediately.

People to Encounter

The PCs encounter high-G **Mongute** hominids in their native habitat. There are over 20 million of these in Yant Mongute, aggressive and obstructive unless you're a proven “planet friend”.

THE TY-DAN-GEVIR HOUSEHOLD

Ty-Dan-Gevir is a typical Mongute among the alleged kidnappers (page 25). His household lives in poverty in a single-storey Mongute dwelling. A Fair (+2) Empathy, Investigate, or Notice roll reveals the Mongutes are little more than slaves, despite being lauded by the Yand for their “noble sacrifice” providing foodstuffs for Mandala above. They have no right of free movement, and the **awardees**, the few Mongutes invited up to Mandala for luxurious vacations in ring resorts, are few compared to the vast majority who never make it offworld.

The Main Action

This scene's main action showcases the harsh conditions and alien culture of Yant Mongute.

DESCENDING TO GANA BONEYARD

If the PCs travel to Gana Boneyard via Tensor Station, their descent by the "New Pillar" space elevator is spectacular yet routine, but causes them to lose the kidnappers' trail. If they want to keep that trail and arrive at Gana Boneyard during daylight, just as the second daylight work period begins (page 16), they must make an illegal and dangerous descent via the decommissioned Old Pillar Station (page 20).

DESCENDING THE OLD PILLAR

The capsule's grav regulators are shot, and anyone making the three-hour descent of the Old Pillar space elevator must control them manually. As the speed and the planet's gravity increases, the capsule shakes and jerks alarmingly, threatening to decouple from the elevator and plummet in a re-entry fireball to the planet's surface far below.

To arrive safely (or even at all), one or more characters must make a successful Mechanic check to control the capsule.

- *Control the Capsule:* Difficult (10+) Mechanic check (1D minutes, INT).

An exceptional success on this check means that the rest of the journey is uneventful and further checks need not be made. On any other check, the character must make two additional Mechanic checks to control the capsule. Exceptional success on the second of these checks removes the need for a third check.

Average or marginal success means that the capsule shakes and shudders, but at least until the next check, the journey is safe, if far from comfortable.

Marginal or average failure forces all characters to make an Average (8+) Athletics (dexterity) check (instant, DEX). Failure means they fall over and suffer 1D3 damage. Success on the Athletics check means that the character stays on his feet.

Exceptional failure increases the difficulty of the Athletics (dexterity) check to Difficult (10+), and means that characters who fail this check suffer 1D damage due to an especially bad fall.

If all three Mechanic checks are exceptional failures, the capsule decouples and the characters die a fiery death, unless someone can think of a solution very quickly indeed!

GRAVITY AND ENVIRONMENTAL EFFECTS

PCs on Yand's surface are staggered by the overwhelming gravity, suddenly feeling three-and-a-half times heavier. Walking is tiring, their shoulders sag, and the slightest bump leaves a bruise or breaks the skin. Even breathing is an effort, especially in the sulphurous haze which burns their throats. And yet the native Mongutes are doing fine...

Characters not native to tainted atmosphere worlds require a **breather** on Yand, available at pillar terminals at

minimal cost. Without, characters incur one point of damage per hour, which continues until they don a breather or enter an untainted environment. The high gravity also causes the PCs to suffer a DM-4 to all physical checks (any check using STR, DEX, or END). In addition, characters who are not synthetics or specifically augmented who exert themselves in any way must make an Average (8+) Athletics (endurance) check every 1D x 10 minutes to remain conscious. Only augmented or synthetic characters, drones, and avatars can acclimatise to this gravity, reducing this penalty to DM-2. Possession of the Athletics skill allows characters capable of acclimatisation to do so immediately. All of the Mongutes were born with these augmentations and are acclimatised. Using a grav belt eliminates all of these penalties, and the combat drones' suspensors also protect them from any penalty. Grav belts are available for sale both in Tensor Station and on Yand.

TALKING TO THE TY-DAN-GEVIR HOUSEHOLD

Talking to the Ty-Dan-Gevir household highlights inconsistencies in the descriptions of the alleged kidnappers. Everyone agrees Ty-Dan-Devir was heavier and behaved very differently from the kidnapper the PCs witnessed at first hand or in the direction perception feeds—even though he looked identical.

A successful Carouse or Diplomat check when talking to the household or other locals reveals their disaffection with Mongute life on Yand, and their resentment at how little the Alliance is doing to persuade the Yandics to make their lives easier. Some suggest the Venu would do a better job. The PCs may be able to use this information to affect the Alliance's attitude to Yand if they rescue Controller Belleme (page 36).

TRACKING DOWN THE KIDNAPPERS

Tracking the Dominate agents in hot pursuit through Gana Boneyard requires an Average (8+) Recon check if the PCs arrive within minutes of the kidnappers. Otherwise, they must make an Investigate check. The difficulty of this check is Difficult (10+) if they arrive within 30 minutes of the Dominate agents, and becomes Very Difficult (12+) if the trail is going cold.

The trail leads west through the smog-filled high-G industrial metropolis, looking towards the huge hemisphere of Gaffa hanging in the sky over the horizon—to the LEV station, where the kidnappers boarded a maglev to the pedestal metropolis of Meibad at the south pole.

Follow Up

If the PCs arrive within 90 minutes of the kidnappers and board the LEV, proceed to **Scene Four: The LEV**. Otherwise, they must make a Very Difficult (12+) Investigate check to remotely track the kidnappers to Meibad and up to the Hinterlands, where they may lay in wait for them—see **Scene Five: The Hinterlands**. If they fail at this, then the trail has gone cold and they're thrown back on their own devices—see "The Stake Out" on page 29.

SCENE FOUR: THE LEV

The PCs board a maglev across the high-G wilderness of Yant Mongute. Somewhere on the train are the kidnappers—can the PCs confront them before the journey ends?

Places to Visit

AN ALIEN WORLD

The LEV travels thousands of kilometres from Gana Boneyard to the south polar city of Meibad, and then north to Shebad. Close to the cities the land is agricultural, but towards the looming Gaffa on the horizon quickly becomes wilderness.

THE LEV

The LEV is Yant Mongute's main inter-mandate surface transport, circling the world from pole to pole along the path of the Mandala overhead.

Each train is a kilometre long, twenty single-level cars fifty metres long and ten wide, pulled by a fusion engine. Carriages have four classes: economy; standard seat / sleeper combo; private shared seat-sleeper compartment; and luxury single and double occupancy suite. There are dining cars, waiter service, bars, lounges, freshers, and other amenities.

People to Encounter

THE KIDNAPPERS

See page 25 for stats for the attackers. There are four kidnappers on the LEV, or the survivors of the attack on Tensor Station, if fewer. Controller Belleme (page 43) is with them, in a strangely compliant state (see below).

SURLY MONGUTES

PCs searching the LEV and questioning people run into native Mongutes travelling between mandates—obstructive individuals who don't relish being quizzed by offworlders.

THE CRADE MECHANICAL

Crade is the name of the two avatars of the *Cat's Cradle* ship sentience, a Hinterlands (page 34) underworld power involved in the kidnapping of Controller Belleme. This avatar is a lumbering combat mechanical, based in an abandoned industrial zone on the Meibad outskirts. It arrives during the pursuit from Gana Boneyard to Shebad, together with two squads of goons, to delay the PCs while the Dominate agents get away. It stands in the back of a heavy-duty *Thunder Shield* APC firing a pintle-mounted autocannon.

The Main Action

This scene's main action is the PCs searching the LEV for the kidnappers—and coming up violently against those trying to stop them.

GI-DA-REN

Gi-Da-Ren is a typical Mongute agricultural worker: salt of the earth, with an instinctive dislike of the "ringers" coming down to Yant Mongute to patronise and cajole. He blushes furiously when addressed, and always looks on the verge of tears—or rage—when under duress. He can make a lot of noise and attract attention when the PCs are trying to be circumspect...

NPC

STR	14 (+2)	Skills
DEX	6 (+0)	Carouse 3
END	13 (+2)	Deception 1
INT	7 (+0)	Melee (unarmed) 2
EDU	6 (+0)	Persuade 1
SOC	4 (-1)	Profession (agricultural work) 2
		Streetwise 1
Genotype		
Mongute		

SEARCHING THE LEV BEFORE MEIBAD

The twelve-hour journey from Gana Boneyard to Meibad probably starts during the second daylight work period and heads into sunset and darkness as the first nighttime rest period begins.

Tracking down the Dominate agents on the LEV involves three separate tasks.

Task 1: Find the Kidnappers

Finding the kidnappers on the LEV requires a Very Difficult (12+) Investigation or Recon check: there are a lot of passengers, and the PCs aren't normally allowed to break into compartments. If they are (perhaps with the cooperation of M-COP) they gain a DM+1 to this check.

If the Dominate agents know they're being followed, apply a DM-2 to the check. If the players barge into compartments and don't worry about upsetting the passengers, but lack official authorisation to do so, throw a surly Mongute like Gi-Da-Ren (see above) in their way, but give the PCs the same DM+1 as if they had official authorisation.

On a success, the PCs find a passenger group which fits the kidnappers' profiles—although they look nothing like them.

Task 2: See Through the Kidnappers' Disguises

The Dominate agents are in disguise. Normally, piercing their disguises requires an Interface (sensors) or Investigate check opposed by the kidnapper's Deception check, but Controller Belleme is with them. Under the influence of a heavy tranquiliser, passive and lethargic, she nevertheless recognises the PCs unless they're disguised, but initially won't react: one of the Dominate agents has a handgun secretly trained on her.

A Difficult (10+) Interface (sensors), Investigate or Recon check allows the PCs to recognise Belleme. Reduce the difficulty to Average (8+) if they use sensorview to observe her and the people she's with: they've certainly seen her in virtuality. If the PCs recognise her, or see through the kidnappers' disguises, all hell breaks loose. Belleme tries to help, but probably flops ineffectually to the floor under the influence of the tranquilliser. However, the Dominate agents won't shoot her: she's a valuable asset.

At this point, one PC is targeted by a Domination attack by the Crade Mechanical, who has been watching the kid-

The Domination Attack

*A **Domination attack** is a form of **technopsi** which overrides an individual's will and lets another person control their actions and words—albeit crudely. It requires Mindscape connectivity and a special operations or black chip. See page 7 for how to handle it.*

The PCs should be surprised by this attack—it doesn't seem to be coming from any of the agents, and in fact originates in the Mindscape, possibly from somewhere else on Yand (or even Mandala). The PCs should suspect a powerful technopsi master behind the scenes. Let them speculate: maybe they can trace the attack to the Mandala Hinterlands above (a Very Difficult (+12) Informatics (Mindscape), Interface (sensors), or Investigation check), to attempt to discover who is attacking them?

nappers via sensorview and sees they're under attack (see "Mindscape Domination", page 7). If the Domination attempt succeeds, Crade forces the target to fire clumsily at his comrades! In the chaos, the Dominate agents try to escape, and head towards the engine car to bring the LEV to a halt—see "Stop and Search" below.

Task 3: Cut-off the Kidnappers' Escape Route

Let the PCs try and stop the kidnappers from escaping to the engine car however they want, perhaps by physically stopping them using Athletics (strength) or Melee, intimidating them using Persuade, tricking them with Deception, or just hosing the LEV with gunfire using Gun Combat.

STOP AND SEARCH

Regardless of whether the PCs succeed in rescuing Controller Belleme, at some point the LEV is stopped and searched. This is probably just outside Meibad Terminus, but could be earlier if the Dominate agents deliberately bring the LEV to a halt (see "Searching the LEV Before Meibad" above).

It's no authorised police force stopping the LEV, but plain clothes individuals under the command of the Crade Mechanical, who is waiting outside in his *Thunder Shield* APC.

If the PCs haven't yet found the Dominate agents, an Average (8+) Recon check while looking outside the LEV spots them boarding a second LEV engine car on the rail ahead while the stop and search is underway—and rapidly departing towards Shebad. If they've rescued Belleme already, Crade's goons are looking for the PCs instead. Unless they avoid detection, a firefight ensues in the stormy Meibad polar wilderness.

The Crade mechanical attacks with the APC pintle-mounted autocannon. PCs can choose to attack either the APC or the mechanical, since the mechanical is in the open

and is quite large. The four kidnappers also fight back, and if the odds turn against them, four of Crade's goons get out of the APC and join the attack.

Follow Up

If the Dominate agents get away, the PCs must deal with the Crade Mechanical before they can follow. The agents head towards Shebad, another twelve hours away, in a second LEV, where they ascend the Shova Pillar—see **Scene Five: Hinterlands**. If the PCs rescue Belleme, see **Plot Variation: Rescuing Belleme** (page 36).

THE PRIVATE ARMY

Twelve goons dressed in camo fatigues consider themselves honourable defenders of the Mongute underworld, and not the gangster muscle most people think they are. All can be treated as having identical characteristics and skills. Crade has four of these goons with him in his APC, who stay on Yand; the other eight are in his secret base on the Mandala (see **Scene Five: The Hinterlands**).

NPC

STR	14 (+2)	Skills
DEX	7 (+0)	Athletics (dexterity) 1
END	12 (+2)	Athletics (strength) 2
INT	7 (+0)	Gun Combat (energy) 2
EDU	7 (+0)	Melee (unarmed) 3
SOC	5 (-1)	Recon 1
		Streetwise 2
Genotype		
Mongute		

EQUIPMENT

- **Mesh Armour:** +2 armour (**Traveller Core Rulebook**, page 94-95).
- **Null Pistol:** A standard laser pistol. T8, Range 100m, Damage 3D, 1kg, Mag: ZIP cell, Traits: Zero-G.

THUNDER SHIELD HOSTILE ENVIRONMENT APC

NPC

The Thunder Shield is an ATV built by Mongute Metals for use on the Gaffaga plateau. This model has been converted to APC-use and fitted with a T6 autocannon. It uses the stats of the All Terrain Vehicle (ATV) (**Traveller Core Rulebook**, page 139), except that it also has a light autocannon (**Traveller Core Rulebook**, page 136) on its turret.

THE CRADE MECHANICAL

Avatar of the Cat's Cradle (page 36), this intimidating mass of servomotors is slow yet hugely strong, armoured and with a built-in blaster.

STR	15 (+3)	Skills
DEX	6 (+0)	Admin 0
END	10 (+1)	Advocate 0
INT	9 (+1)	Astrogation 2
EDU	11 (+1)	Broker 3
SOC	6 (+0)	Deception 2
		Drive (wheeled) 2
		Engineering (gravity engines) 2
		Flyer 0
Genotype		
Synthetic		
Technopsi Points		
10		Gun Combat (energy) 3
		Gun Combat (mindburn) 2
		Heavy Weapons (man portable) 2
		Heavy Weapons (vehicle) 3 (4)
		Informatics (Mindscape) 1
		Interface (remote ops) 3
		Interface (security systems) 2 (4)
		Interface (sensors) 2
		Mechanic 0
		Melee (unarmed) 2 (3)
		Persuade 2
		Pilot (spacecraft) 2
		Streetwise 3 (4)

NPC

TRAITS

- **Armour:** Armour +8.
- **Large Claws:** 2D damage in melee combat.
- **Synthetic Endurance:** Automatically succeeds at all Athletics (endurance) checks. Doesn't need to eat, drink, or breathe.
- **Synthetic Repair:** Doesn't heal injuries on its own, requiring the Mechanic skill (instead of the Medic skill) to recover damage.

AUGMENTATIONS

- **Armour:** Armour +4 (added to the armour trait).
- **Implanted Haze Field:** The character is protected by a haze field. Total Protection +14¹ (+12)².
¹ Including field. Also provides DM -2 to all attacks directed against the wearer when field is active.
² Armour value with field off.
- **Special Ops Chip:** Allows you to use the Mindscape as a standard Mindscape implant, and also permits mindburn, Mindscape hacking, and similar tasks (see page 5).

EQUIPMENT

- **Blaster Pistol:** Implanted in arm. Range 20m, Damage 4D, Mag: ZIP cell.

SCENE FIVE: THE HINTERLANDS

The PCs travel to “Punk Town” in search of Dominate agents or the mysterious individual behind the attack on the LEV.

Places to Visit

THE HINTERS

The Hinters are the worst of the Mandala Hinterlands, popularly called “Punk Town”. A warren of battle-damaged tunnels and disused industrial units on the ring’s outer hull, life here is poor, grim and violent. Even getting enough to eat is a feat.

GRADE’S HQ—THE SECRET DOCKING BAY

Crade lives in tunnels and abandoned storage units on the starward side of Mandala’s outer hull, around a little-known docking bay housing the *Cat’s Cradle* planeship. It requires a Very Difficult (12+) Investigate or Admin check using the Mindscape or local contacts to spot there’s a docking bay here at all.

Crade’s HQ is a typical gangster base: outside accesses are welded shut, apart from a heavily guarded entrance gate, and Crade can activate a Monitor Band Cloak around the whole HQ at a moment’s notice, cutting it off from all external Mindscape contact unless the intruder makes a Very Difficult (12+) Interface (security systems) check.

The HQ houses about 100 people, including families of Crade’s lieutenants and the eight remaining goons from his private army (page 33). They’re engaged in real but illegal activity: racketeering, protection, and some technical and repair work (a giveaway that there’s more here than meets the eye). There are guarded outer offices for meetings with “customers”, but it’s almost impossible to get further without intrusion or a firefight.

People to Encounter

GRADE

Crade is a mysterious underworld figure and a leader in the Hinterlands; it’s not widely known that he’s also an **avatar** of the *Cat’s Cradle*. He’s waiting for the Dominate agents to arrive with Belleme, whereupon the *Cat’s Cradle* will depart the Yand system—see **Scene Six: Pursuit to Zarus**.

The Main Action

This scene’s main action is the attempt on Crade’s HQ. The PCs may be trying to rescue Belleme, stop Crade, or prevent the *Cat’s Cradle* from leaving—or all these things. If the PCs were able to convince the Tari to provide back-up on the Mandala (page 27), they can call in two of them to help with the assault.

FINDING GRADE’S HQ

PCs tracking Controller Belleme by monitor band signal find Crade’s HQ easily. Otherwise, it’s a Very Difficult (12+) Recon check to track the Dominate agents’ movements through the

Hinterlands. Characters gain a DM+4 for being in hot pursuit, and a DM+2 if they have access to the Mandala’s sensor array (either via hacking, or more likely, through cooperation with M-COP).

If the PC fail this check, they can monitor activity in the Hinterlands and hope to stumble upon the agents arriving. This is a Very Difficult (12+) Investigate check. They gain a DM+2 if they have access (hacked or legal) to Hinterlands Mindscape traffic). On a success, the PCs spot Dominate agent activity leading them to Crade’s HQ. A marginal failure on either check alerts them as the *Cat’s Cradle* is about to leave—see “Getting Into Crade’s Base” below.

GETTING INTO GRADE’S BASE

Sneaking In

Sneaking into Crade’s base undetected requires Average (8+) Stealth and Difficult (10+) Interface (security systems) checks. If both are successful, the PCs get to the ship undetected.

If they fail the Stealth check, one group of four goons from Crade’s private army defending the base (see the stats on page 33) fires upon them. One PC may stay behind to deal with them while the rest move on. At that point, the *Cat’s Cradle* will begin its **departure prep**: see below.

Direct Assault

Attacking Crade’s HQ directly is straight-up combat. Crade and all eight goons appear and fire on the PCs. Breaking through the gate requires a Difficult (10+) Interface (security systems) check (since the PCs are being fired upon), or explosives.

DEPARTURE PREP

Once the *Cat’s Cradle* realises the game is up, it begins its departure prep, and time is of the essence. The ship makes a Difficult (10+) Engineering (gravity engines) check: success reduces time to departure to 1D minutes; otherwise it remains at 20 minutes from when the PCs arrived at the base.

If the characters possess heavy weapons (like Crade’s fusion lance), explosives, or the combat drones, they can attempt to damage the ship. Any attack which does more than 25 or more points of damage to the ship raises the difficulty of the Engineering check to speed up departure time to Formidable (14+) and also causes the ship to require 1D+6 minutes to depart if this check is successful and 30 minutes to depart if the check fails. Two or more attacks which do 25 or more points of damage to the *Cat’s Cradle* prevent it from safely departing without at least minor maintenance, requiring at least 1D x 10 minutes before another departure check can be made, giving the characters plenty of time to board the vessel if they have not been captured or killed.

CONFRONTING GRADE

The *Cat’s Cradle* uses Crade to delay the PCs while it gets away, ideally with the Dominate agents and Controller Belleme.

Crade appears with his eight goons, guns blazing and using Domination or Mindburn attacks on any susceptible targets.

If the PCs suspect Crade is an avatar, they may attempt to jam its control signal or even take control of it. Denyna is the ideal character to attempt this action. Jamming the control signal requires a Formidable (14+) Informatics (Mindscape), INT check, while taking control of the avatar requires a Formidable (14+) Interface (remote ops) INT check. Both are opposed checks vs. Crade, who makes the same roll at the same difficulty. Each attempt costs everyone involved 3 TP.

The PCs may normally only do this from inside the HQ, as the monitor band shield prevents attacks from outside, unless hacked. Success on either check takes the avatar out of Crade's control and into the character's control. Since Crade's goal primary goal is escape, he makes no attempt to regain control, but instead makes a mindburn (page 6) attack on the character before concentrating on departure prep.

GETTING TO THE GOAL

Once inside the HQ, the PCs may get to their goal.

Getting to Crade

If the PCs' goal was to confront Crade, they do so easily—in fact Crade confronts them (see “Confronting Crade” above). If they survive the encounter, it's clear they've solved nothing, and that Crade can't be their ultimate goal, as the *Cat's Cradle* departs (see “Departure Prep” above).

Getting to Belleme

If the PCs get into Crade's HQ undetected, Controller Belleme is in a detention area, guarded by 1 group of 4 goons (page 33). The lock on her cell requires a Difficult (10+) Interface (security systems) check to open, and unless tricked or otherwise prevented from communicating, the guards immediately call for assistance. Crade and four more goons show up 3 rounds after

Discovering Crade Is an Avatar

Commonality characters are more accustomed to finding out people they're interacting with are avatars: non-Commonality characters may not automatically admit the possibility.

It's a Difficult (10+) Interface (sensors) or Investigate check for a character to realise that Crade is an avatar. Characters who are from the Commonality culture gain a DM+2; those who have already met the Crade Mechanical gain a DM+1.

CRADE

To the untrained eye Crade looks like a Yandic native, down to silver hair and elaborate tattoos—but his body is synthetic.

STR	7 (+0)	Skills
DEX	9 (+1)	Admin 0
END	10 (+1)	Advocate 0
INT	9 (+1)	Astrogation 2
EDU	11 (+1)	Broker 3
SOC	6 (+0)	Deception 2
Genotype	Synthetic	Drive (wheeled) 2
		Engineering (M-Drive) 2
Technopsi Points	10	Flyer 0
		Gun Combat (energy) 3
		Gun Combat (mindburn) 2
		Heavy Weapons (man portable) 2
		Heavy Weapons (vehicle) 3 (4)
		Informatics (Mindscape) 1
		Interface (remote ops) 3
		Interface (security systems) 2 (4)
		Interface (sensors) 2
		Mechanic 0
		Melee (unarmed) 2 (3)
		Persuade 2
		Pilot (spacecraft) 2
		Streetwise 3 (4)

NPC

TRAITS

- **+3 Initiative:** Bonus applies to the Crade avatar.
- **Armour:** Armour (+8)
- **Synthetic Endurance:** Automatically succeeds at all Athletics (endurance) checks. Doesn't need to eat, drink, or breathe.
- **Synthetic Repair:** Doesn't heal injuries on its own, requiring the Mechanic skill (instead of the Medic skill) to recover damage.

AUGMENTATIONS

- **Implanted Haze Field:** The character is protected by a haze field. Total Protection +10¹ (+8)².
¹ Including field. Also provides DM-2 to all attacks directed against the wearer when field is active.
² Armour value with field off.
- **Special Ops Chip:** Allows you to use the Mindscape as a standard Mindscape implant, and also permits mindburn, Mindscape hacking, and similar tasks (see page 5).

EQUIPMENT

- **Fusion Lance:** This heavy weapon is a large short range plasma weapon. T8, Range 40m, Damage 1DD, 12kg, Traits : AP5, Bulky.

Plot Variation: Rescuing Belleme

Even if the PCs rescue Belleme before the end of the adventure, you can still continue play. Now they have a “boss”, and a new goal—to find the mastermind behind the kidnapping plot. There may be surviving Dominate agents to interrogate, and then an assault on Crade—who may even now make a break for the Clascamurd rendezvous point.

being alerted. If the PCs get into the HQ by assault, Belleme is aboard the *Cat's Cradle*—see “Getting to the Ship” below.

Getting to the Ship

The *Cat's Cradle* is in a docking bay deep inside the HQ. Depending on the PCs' actions, it may be in full departure prep, or under normal docking bay ops. If the latter, Belleme won't be there—see “Getting to Belleme” above.

The PCs may break into the ship, requiring them to either cut through the ship's airlock or hack the vessel's security systems. The airlock has 15 points of armour, and requires 10 points of damage to open; alternatively, its lock requires a Formidable (14+) Interface (security systems) check to bypass. The PCs may also attempt to attack the ship itself using tech-nopsi. In the meantime, the ship tries to depart.

This is a potentially lethal situation. If the ship hasn't already started its **departure preparations** (see above), it does so now; otherwise continue the countdown. Keep track of the time: if the ship completes its departure preparations before the PCs can break in or disable it, it explosively decompresses the docking bay and escapes into space! Any PCs not wearing vac suits are in serious trouble.

Follow Up

If the PCs can't stop it, just before dawn and the start of the first daylight work period the *Cat's Cradle* leaves the Mandala, with or without them. See **Scene Six: Pursuit to Zarus**.

SCENE SIX: PURSUIT TO ZARUS

The PCs board their planeship and pursue the Cat's Cradle. Can they stop it before it reaches Yand's heliopause and leaves the system?

Places to Visit

N-SPACE

N-space is normal space—the near vacuum between a star system's planets or the interstellar medium of deep space. The *Cat's*

Cradle is powering outwards from Yand to the edge of the solar system—to the **heliopause**, where it can activate its faster-than-light planing engines and enter **2-space**.

2-SPACE

The uncanny warped space created when a starship activates its **planing engines** and travels faster-than-light. It's a lethal superluminar realm, where collision with a grain of sand can destroy a ship, and where only the accelerated minds of planeships can manage the nanosecond-scale corrections needed to navigate a course.

People to Encounter

THE CAT'S CRADLE

The *Cat's Cradle* (page 44) is a rogue planeship which started life as a *Wayland*-class explorer before the Venu War. Its **eidolon sentience** was derived from the personality matrices of a dead xenomorph pilot, and like many of its comrades it was natural for it to take up a life as a fast patrol ship in the Sentient Alliance.

The ship has since become disaffected with that life, and increasingly attracted by the possibilities of roguery beyond the Commonality sphere. It has a crew of 20 and 12 marines, who live in Crade's HQ when not required.

The Main Action

CATCHING UP WITH THE SHIP

The *Cat's Cradle* is **running for the jump point** at the heliopause, the outer boundary of the Yand star system, where it can safely engage its planing engines. Can the PCs catch up?

The *Cat's Cradle* has faster engines than the *Not From Here Either*, and in a straight contest of speed the fact that it leaves first and is faster means it automatically enters 2-space before the PCs can catch it. Fortunately, star systems are not empty. By using a gravitational assist from one of the system's planets, the PCs' ship can increase its speed, and by plotting its course more carefully, it can avoid interplanetary clouds of dust and gas that slow down ships traveling at the velocities used by gravity engines. Accomplishing this requires two checks. The first is a Difficult (10+) Engineering (gravity engines) check to overdrive the *Not From Here Either's* gravity engines, and the second is a Very Difficult (12+) Astrogation check to plot the best possible course. The second check receives a DM+1 if PCs have obtained the Mandala's help (or at least the help of M-COP) to access the Mandala's sensors and records of the system. The PCs also receive an additional DM+2 to this check if M-COP is willing to send one or more system patrol boats after the *Cat's Cradle*. None of these vessels are close enough to actually catch the *Cat's Cradle*, but they can force it to change its trajectory, and if the characters know ahead of time how the *Cat's Cradle* will need to respond, they gain an advantage. If the PCs succeed in both checks, then their ship catches up with the *Cat's Cradle* before it enters 2-space, and

a space combat between the two ships ensues (see page 39); otherwise the *Cat's Cradle* jumps into 2-space.

See Table 9: Pursuit (below) for when or if the *Not From Here Either* catches up with the *Cat's Cradle*, cross-referencing the result of the *Not From Here Either's* Astrogation check with its Engineering check. The result indicates whether and when the ship catches up with the *Cat's Cradle*.

Any result of **early** means that the *Not From Here Either* catches up with the *Cat's Cradle* before it jumps. Unless the *Cat's Cradle* can escape or win the battle against the *Not From Here Either*, it won't be able to jump, and the adventure will end in this star system. Any result of **late** means that the *Not From Here Either* reaches the location of the *Cat's Cradle's* jump point after it has jumped. The exact length of delay is important in the next scene (page 38).

If the result is **simultaneous**, the *Not From Here Either* catches up with the *Cat's Cradle* 1D3+1 space combat rounds (1-2 minutes) before it jumps into 2-space. If the *Not From Here Either* damages the *Cat's Cradle* sufficiently, it can prevent it from jumping; otherwise it does so at the first opportunity.

If the *Not From Here Either* doesn't attempt either or both of the checks to improve its chances of catching up, treat those checks as marginal failures.

THE 2-SPACE JUMP

Jump Wake Detection

At the heliopause, the *Cat's Cradle* vanishes into 2-space in a gravitic lens flash of zero-point light. Can the PCs follow?

The *Cat's Cradle* has jumped to the **Clascamurd system** in the neighbouring Zarus Dominate, a hostile successor state beyond the Sentient Alliance frontier. It's 27.6 light years away, meaning it requires 9.2 days in 2-space to reach it.

To figure this out, the PCs must detect the *Cat's Cradle's* **jump wake**, requiring a Difficult (10+) Interface (sensors) check. The ship's advanced sensors provide a DM+2 to this check. Once detected, the PCs must make an Average (8+) Astrogation check to determine the *Cat's Cradle's* destination.

Time Dilation

Racing for the jump point causes time dilation effects in both ships. Because the Not From Here Either has slower engines than the Cat's Cradle, even if it makes the jump point before or at the same time as the Cat's Cradle, it's going slightly slower and so experiences less time dilation. At a result, it receives a DM+3 to initiative when in combat with the Cat's Cradle. However, if the Not From Here Either succeeds at the Engineering check to overdrive its engines, its velocity increases, which also increases the time dilation it suffers. If the Not From Here Either achieves a marginal or average success on the Engineering check, reduce its initiative bonus to DM+2. If the Not From Here Either achieves an exceptional success on the Engineering check, reduce its initiative bonus to DM+1.

Making the Jump

In the Commonality, people tend to travel along **Mindjammer routes**, as they're well-travelled and safe—navigation plans are publicly available and continually updated. Traveling off the Mindjammer routes means you must make the complex 2-space calculations yourself, which is what the PCs have to do now.

The Astrogation check to prepare for a 2-space jump is identical to the Astrogation check in the **Traveller Core Rulebook** (page 148), except that the jump distance in light years is divided by ten (round up) before it is used as a DM. Starships can enter 2-space without first making an Astrogation check. Doing so is a risky manoeuvre known as a blind jump and imposes a Bane on the planing check.

Table 9: Pursuit

Astrogation Check:	Exceptional Success	Average Success	Marginal Success	Marginal Failure ¹	Average Failure
Engineering Check:					
Exceptional Success	8 hours early	4 hours early	2 hours early	Simultaneous	1 hour late
Average Success	4 hours early	2 hours early	1 hour early	Simultaneous	1 hour late
Marginal Success	2 hours early	1 hour early	Simultaneous	1 hour late	4 hours late
Marginal Failure ¹	1 hour early	Simultaneous	1 hour late	4 hours late	8 hours late
Average Failure	Simultaneous	1 hour late	4 hours late	8 hours late	10 hours late
Exceptional Failure	1 hour late	4 hours late	8 hours late	10 hours late	12 hours late

¹ Or the *Not From Here Either* makes no attempt to improve its speed.

- *Make an Astrogation Check:* Easy (4+) Astrogation check (1D x 10 minutes, EDU), modified by: jump distance in LY/10 (in this case, DM-1).

The power available from the ZIP plant means that diverting power isn't necessary, and therefore no Engineering check is required to enter 2-space. Instead, the ship sentience or other pilot must make the following check.

- *Make a Planing Check:* Easy (4+), Pilot check (1D x 10 minutes, INT or EDU), modified by: vessel's planing engine rating (in this case DM+2); vessel size (in this case DM-1); and jump distance in LY/10 (in this case, DM-1).

On any success, the PCs emerge in the Clascamurd system.

On a marginal success, the ship emerges 25,000 km from the *Cat's Cradle*; on an average success, it emerges within 10,000 km of the *Cat's Cradle*; and on an exceptional success it emerges less than 500 km from the *Cat's Cradle*. On a marginal failure, the jump succeeds, but there are minor problems. Roll 1D: on a 1-3, there is a relativity error, and the crew spends an extra 1D days in 2-space, only to emerge and find out that no extra time has passed in n-space, and to find itself within 25,000 km of the *Cat's Cradle*; on a 4-6, the ship suffers no relativity error, but emerges 100,000 km from the *Cat's Cradle*.

On an average failure, roll 1D: on a 1-3, the ship emerges roughly 10,000,000 km from the *Cat's Cradle*; on a 4-6, the *Not From Here Either* suffers mindburn due to difficulties avoiding 2-space hazards, and must roll on Table 2: Mindburn (page 6), but otherwise emerges 100,000 km from the *Cat's Cradle*. On an exceptional failure, the ship **misjumps**: it spends 9.2 days in 2-space as expected, but when it emerges, the system is another system on the starmap on page 14. The adventure is over—but a new one is beginning!

Follow Up

If the PCs successfully follow the *Cat's Cradle* to Clascamurd, see **Scene Seven: Warhawk**.

SCENE SEVEN: WARHAWK

The Cat's Cradle makes a rendezvous with a Venu warhawk in the Clascamurd system to hand over SCI Force Controller Belleme!

Places to Visit

THE CLASCAMURD SYSTEM

Clascamurd is a world behind Venu lines, in the Zarus Dominate successor state. In an outer system orbit around a huge red giant, inhabited by bizarrely over-evolved life forms and an oppressed human population with a persecuted xenomorph minority, it's a world of torchlit processions, mass rallies, and hysteria, overseen by sinister Venu "advisors". You can find a description, stats, and a world map of Clascamurd on page 345 of the *Mindjammer: Transhuman Adventure in the Second Age of Space* core setting book.

THE RENDEZVOUS POINT

The *Cat's Cradle* is heading towards a rendezvous point with the *Claw Vengeance*, a Venu warhawk, around an inner system **ciththonian planet**—a former gas giant with its hydrogen and helium atmosphere blasted away when its sun expanded. It has crushing gravity and is a searing airless hellhole.

People to Encounter

THE CAT'S CRADLE

The PCs may come into conflict with the *Cat's Cradle* (page 44)—see "The Rendezvous—Space Combat!" below.

THE CLAW VENGEANCE

The *Claw Vengeance* is a *Warhawk*-class strike ship, an archetypal Venu vessel. Built for warfare, it's less sophisticated than Commonality ships, powered by a badly reverse-engineered zero-point power plant based on stolen Commonality tech: the notorious **Venu dirt drive**. It leaks z-radiation like a sieve, has a crew of eight plus a complement of Venu marines, and is armed with the legendary "Dirty Mary" disruptor cannon.

The *Claw Vengeance* is commanded by Venu "executor" Gidra Mur, a sinister figure belonging to the feared **Dark Radiance Executive**, the Venu intelligence bureau and thought police. It's not a sentient ship, unlike Commonality vessels, and is much lower tech. See page 42 for deckplans and descriptions, and page 44 for statistics.

The Main Action

TRACKING THE CAT'S CRADLE

When the PCs' ship emerges from 2-space in the Clascamurd system, it performs a detailed sensor scan: a Routine (6+) Interface (sensors) check, 1D x 10 minutes, INT or EDU. Success reveals the nature of the Clascamurd system as described above, while failure reveals little or nothing, or indicates the PCs have been spotted by the *Claw Vengeance* or Clascamurd itself.

Locating the *Cat's Cradle* is simple using active sensors if the PC's ship emerged from 2-space less than 25,000 km away. Of course, using active sensors also allows all nearby vessels, including the *Cat's Cradle*, to determine where the *Not From Here Either* is located.

- *Locate the Cat's Cradle Using Only Passive Sensors:* Difficult (10+) Interface (sensors), INT or EDU, 1D minutes. Use all the following DMs which apply:
 - DM+2 from the ship's Advanced Grade sensors (included in the *Not From Here Either's* description).
 - DM-1 from the *Cat's Cradle's* stealth coating.
 - DM+2 if the *Cat's Cradle* is within 50,000 km and the PCs use active sensors.
 - DM-2 if the *Cat's Cradle* is more than 50,000 km away.
 - Additional DM-2 if the *Cat's Cradle* is more than 1,000,000 km away

Timeline of 2-Space Emergence

When the *Not From Here Either* arrives in the Clascamurd system depends on how far behind the Cat's Cradle it was. The following outcomes are based upon how the characters rolled on Table 9: Pursuit in **Scene Six: Pursuit to Zarus**.

- **Simultaneous:** The PCs arrive in the Clascamurd system minutes behind the Cat's Cradle. The Venu warhawk is four hours away and by the time it arrives the battle between the two ships will likely be over.
- **1 Hour Late:** The PCs arrive less than two hours after the Cat's Cradle. The Venu warhawk is two hours away and by the time it arrives the battle between the two ships will likely be over.
- **4 Hours Late:** The PCs arrive slightly more than four hours after the Cat's Cradle. The Venu warhawk is within 1,000 km of the Cat's Cradle and will be docking with it very shortly.
- **8-12 Hours Late:** When the PCs arrive, the Cat's Cradle is more than 1,000,000 km away and accelerating deeper into the Clascamurd system, while the Venu warhawk is performing routine maintenance relatively near where the PCs arrive. The Venu warhawk is the same distance away that the Cat's Cradle would have been if the characters had arrived earlier. Careful analysis of trajectories and gravitational distortions, a Difficult (10+) Interface (sensors) check, reveals that the Cat's Cradle and the Venu warhawk appear to have been in close proximity to one another.
- **14 Hours Late:** When the PCs arrive, the Cat's Cradle is more than 1,000,000 km away and accelerating deeper into the Clascamurd system, while the Venu warhawk has just begun accelerating to the jump point, in preparation for traveling deep into Venu space. For the moment, the Venu warhawk is the same distance away that the Cat's Cradle would have been if the character had arrived earlier. Careful analysis of trajectories and gravitational distortions, a Difficult (10+) Interface (sensors) check, reveals that the Cat's Cradle and the Venu warhawk appear to have been in close proximity to one another.
- **More Than 14 Hours Late:** When the PCs arrive, the Cat's Cradle is more than 10,000,000 km away and accelerating deeper into the Clascamurd system, while the Venu warhawk is several million km away and preparing to jump into 2-space. Careful analysis of trajectories and gravitational distortions, a Difficult (10+) Interface (sensors) check, reveals that the Cat's Cradle and the Venu warhawk appear to have been in close proximity to one another. The Venu ship jumps before the characters can reach it, but they can attempt to find out where it went. Success reveals it's headed deep into Venu space; however, following it would more than likely be suicide...

The characters should also make a check to locate the Venu warhawk, using the same DMs. However, instead of the stealth coating, apply a DM+2 due to the highly visible z-radiation given off by its disruptor shields.

At this point, the PCs need to attack whichever ship Controller Belleme is on. It should be obvious that attacking both vessels at once is dangerous. The *Cat's Claw* is lightly armed, but is a larger vessel with faster engines, and the Venu warhawk is also larger and has weapons equal to the PCs' and better armour. The one advantage the PCs possess is that their plasma gun is powerful, and has a longer range than anything either ship possesses. The *Not From Here Either* should be more than a match for either of the other two vessels, but victory against both ships at once is less certain. See the Space Combat section (page 7) for information on running this scene.

THE RENDEZVOUS—SPACE COMBAT!

The *Cat's Cradle* is heading to a rendezvous with the *Claw Vengeance*—see “The Rendezvous Point” above. Let the PCs decide what to do, based on who has detected whom, where they believe Controller Belleme to be, and the fact that the Commonality would want neither Belleme nor the *Cat's Cradle*

to fall into Venu hands. If Belleme has already been transferred to the *Claw Vengeance*, the Venu ship runs for the jump point (page 36) if it starts to lose any conflict, requiring the PCs to take out its gravity engines to immobilise it.

If the characters have not used active sensors, then the two ships do not know that the *Not From Here Either* is nearby, but automatically detect it as soon as it attacks, uses active sensors, or moves within 10,000 km of either vessel.

Follow Up

BOARDING ACTION

If Belleme is on board the *Cat's Cradle* and the PCs destroy or disable both vessels, the *Cat's Cradle* sentience will surrender Belleme to the PCs if they make sufficient threats. The Venu warhawk won't surrender but, if you like, you as GM can declare it's no longer a threat once it has been sufficiently damaged that it can no longer attack or manoeuvre.

On the other hand, if you'd like to take the adventure further, you can declare that the warhawk requires a boarding action to rescue Belleme before the defiant crew can raise help from the nearby planet of Clascamurd.

In this case, the PCs must render the warhawk sufficiently helpless that it can be boarded. Use the rules for boarding actions on page 162 of the *Traveller Core Rulebook*, then go to **Scene Eight: The Rescue**.

SCENE EIGHT: THE RESCUE

The PCs board the disabled *Claw Vengeance* as the Venu desperately try to repair it—and fight their way through to rescue Controller Belleme!

Places to Visit

THE CLAW VENGEANCE

The Venu warhawk *Claw Vengeance* is disabled and floating in space, and the PCs undertake a boarding action. They probably enter by the airlock / troop ramp at location 3, but let the players decide if they want to try and cut through the hull elsewhere.

People to Encounter

GIDRA MUR, VENU EXECUTOR

The scion of a well-placed family and an officer of the mysterious Dark Radiance Executive, Gidra Mur is tasked with escorting SCI Force Controller Belleme into Venu Space. Like many Venu, Gidra Mur has abilities which appear to be caused by mutations arising from z-radiation exposure—although Commonality science is unable to explain some of their effects.

VENU TROOPER PLATOON

These typical Venu marines wear standard-issue Venu light armour and carry Venu disruptor rifles. Although they have no special abilities, they bear burns and disfigurements from extended z-radiation exposure, and all wear Venu masks as part of their armour. *The Claw Vengeance* holds 10 marines, in two groups of 5; one group attempts to repel boarders, while the other guards the interior of the ship and accompanies Executor Gidra Mur. Crew hits to the *Claw Vengeance* during space combat may reduce the number of marines.

DOMINATE AGENTS

Gidra Mur and the Venu marines are reinforced by any surviving Dominate agents (page 23).

SCI FORCE CONTROLLER ELLEN GALEN BELLEME

Controller Belleme is restrained in the ship's holding cells (location 7), and is still affected by the active monitor band cloak. If the characters free her and give her a weapon, she can join in the fight, since she is no longer drugged.

Main Action

This scene's main action involves a running firefight through the *Claw Vengeance* in search of SCI Force Controller Belleme.

Where Is Controller Belleme?

- **If the PCs arrive less than 8 hours after the Cat's Cradle:** Controller Belleme is still on board the Cat's Cradle. In this case, if the PCs simply observe the two ships, they slowly move towards one another and then dock, to transfer Controller Belleme. As soon as either ship detects the PCs, they speed up, and the PCs cannot intercept the Cat's Cradle before the rendezvous unless they're no more than 10,000 km from the two ships. Attacking while the two ships are docked means the ships must spend 1D+3 rounds to undock; both ships may attack during this time, but neither may manoeuvre. Note that the PCs won't know which ship Controller Belleme is on unless they can detect her monitor band.
- **If the PCs arrive 8 or more hours after the Cat's Cradle:** Controller Belleme is on board the Venu warhawk.

SEARCHING THE SHIP

While the PCs may search every part of the warhawk, it makes more sense to hack Controller Belleme's monitor band cloak (see below). PCs may use hand scanners or PSAs, or ship's sensors, to locate the cloaked signal. As soon as the space battle begins, Belleme suspects someone is looking for her and makes a hacking attempt herself to create a Mindscape flare. This is a Very Difficult (12+) Informatics (Mindscape) check: each point of Effect she generates adds a DM+1 to checks to locate her with sensors.

FIGHTING TO THE DETENTION BLOCK

Once the PCs know where they're going, they must fight through the warhawk defenders to get there. Other than Gidra Mur and his marines, the rest of the crew of the *Claw Vengeance* is frantically trying to repair their vessel. Gidra Mur is accompanied by 5 Venu marines (page 41). If the *Claw Vengeance* suffered one or more crew critical hits, then the number of marines may be lower. The PCs must kill or incapacitate all of the attackers, since the Venu aren't going to surrender or flee. Gidra Mur is obviously the marine's commander and his garish uniform makes it clear he's a high ranking officer, and thus would make an excellent captive. However, he will fight to the death, and even take his own life to avoid capture; unless the PCs can incapacitate or immobilise him beforehand, they won't be able to take him captive.

Follow Up

At the end of this scene, the adventure is finished—although there may be more to do: see the **Epilogue**.

GIDRA MUR

STR	8 (+0)	Skills
DEX	7 (+0)	Admin 3
END	9 (+1)	Deception 2 Diplomat 2
INT	8 (+0)	Gun Combat (energy) 3
EDU	10 (+1)	Gun Combat (mindburn) 2
SOC	10 (+1)	Gunner (turret) 2 Heavy Weapons (man portable) 2
Genotype		Investigate 2
Venu		Leadership 3
Gender		Tactics 3
Male		
Age		
54 (Mature Adult)		

NPC

MUTATION ABILITIES

- **Mutation Mindburn:** An inexplicable mutation allows Gidra Mur to make mindburn attacks on targets, despite the fact that he has neither a Mindscape implant nor a special ops chip. This ability has a range of 10 metres, can be used no more than once a round, and requires Gidra Mur to be able to clearly see the target.

EQUIPMENT

- **Venu Disruptor Pistol:** Protein disruptor. T7, Range 20m, Damage 3D+2, 2kg, Mag 100, Traits: AP3, Zero-G.
- **Venu Light Armour:** T6, Protection: +10, Rad n/a, 6kg, Cost: Cr8000, Required Skill: Vac Suit 0.

EPILOGUE

There are many ways to conclude **Dominion**. If the PCs have done badly, the Yand system may now be in a secessionary crisis, attempting to leave the Sentient Alliance and join with the Venu-allied Zarus Dominate. If they've done well, then Yand is still an Alliance bastion against the Venu. If Controller Belleme has been rescued, the PCs have a new boss and a life in SCI Force to look forward to—see the adventures **Hearts and Minds** and **The City People** for possible things to do next.

If Controller Belleme wasn't rescued, the PCs may be on their own. What will they do? They can return to Commonality Space to the nearest SCI Force bureau to request instructions, or they can head out on their own, looking for adventure. The star map on page 14 provides a starting point, and the **Mindjammer—Transhuman Adventure in the Second Age of Space** core setting book details many worlds and octants of space to explore!



VENU TROOPER PLATOON

STR	7 (+0)	Skills
DEX	7 (+0)	Acrobatics (dexterity) 1
END	7 (+0)	Gun Combat (energy) 2
INT	7 (+0)	Heavy Weapons (man portable) 2
EDU	7 (+0)	Tactics 1
SOC	7 (+0)	
Genotype		
Venu		

NPC

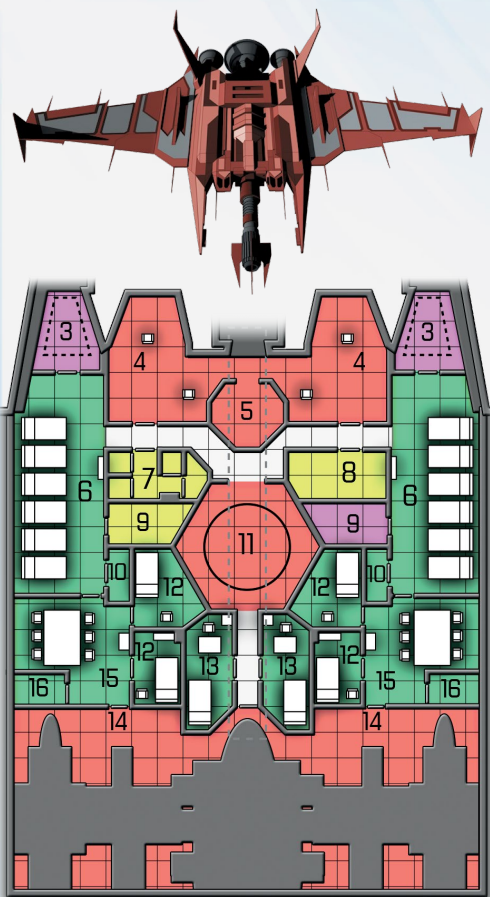
EQUIPMENT

- **Venu Disruptor Rifle:** Protein disruptor. T7, Range 200m, Damage 5D+3, 6kg, Cost: Cr7000, Mag 100, Traits: AP5, Zero-G.
- **Venu Light Armour:** T6, Protection: +10, Rad n/a, 6kg, Cost: Cr8000, Required Skill: Vac Suit 0.

Advancement

Advancement rules can be found in the **Traveller Core Rulebook**, page 52. After the successful completion of this scenario, each character also receives Cr20,000 in purchasing power from SCI Force as a hazardous duty bonus. Increase this reward to Cr40,000 if the characters provide information acquired aboard the Venu warhawk.

Venu Warhawk: The Claw Vengeance



1. AP Weapon Mounts: Anti-personnel weapons cover the approaches to the bridge, disruptor cannon, and airlocks. A gunnery officer on the ship's bridge operates these weapons. If the characters take or destroy the bridge, these attacks immediately cease. The gunnery officer has a skill of 3, and the weapons are all equivalent to Venu Disruptor pistols (T7, Range 20m, Damage 3D+2, Mag: unlimited (since the weapons are powered by the ship's power plant), Traits: AP3, Zero-G).

2. Sensor Array: A basic T7 sensor suite capable of both passive and active sensing.

3. Airlock / Troop Ramp: A hydraulic troop ramp leading into a large airlock. Everything here is pretty manual.

4. Bridge: A cluttered and functional Venu bridge, with 4 bridge staff at the gunnery, n-pilot, comms/sensor, and tech curacy stations, as well as the command chair of the feared Venu executor, Gidra Mur (see above).

5. Brainjack Pilot Cocoon: The Venu aren't sufficiently advanced to use ship sentences to navigate the chaos of 2-space, but instead wire humans directly into the planing

engine control circuitry. The overclocked activity drives these hapless **brainjacks** insane.

6. Barracks: Double bunks in these two barracks house five platoons of **Venu marines** (five groups of 5; see above).

7. Holding Cells: These primitive cells hold Controller Belleme once she's transferred to the Claw Vengeance. A Difficult (10+) Interface (security systems) is necessary to open the cell. Alternately, the lock on the cell has 10 points of armour, and an attack with an explosive, null weapon, or blaster that can penetrate this armour and cause at least 4 points of damage destroys the lock and opens the cell. However, if the attack does more than 4 points of damage (after subtracting armour), the remaining damage is suffered by Belleme.

8. Pain Chamber: This room is fitted with Venu neural exciters, causing extreme pain and used for torture and punishment. Anyone entering causes bars at the doors to drop and triggers the exciters, inflicting intense pain imposing a DM-4 to all checks made by affected characters until they escape. Escaping requires a Difficult (10+) Interface (security systems, INT or EDU) check or a Formidable (14+) Athletics (strength, STR) check to raise the bars; one attempt may be made each round.

9. Tribute / Stores Rooms: This room contains precious, semi-precious, and honour items from Clascamurd and other worlds of the Zarus Dominate. Upon careful examination, they provide a DM+2 to any checks to better understand Venu-Zarusian relations, which may be useful back in the Alliance..

10. Fresher: Showers and latrines.

11. Honour Room: This room contains trophies, including heads, faces, and masks of the fallen. Upon careful examination, it provides an DM+2 to any checks to better understand Venu culture.

12. Crew Quarters: The crew quarters are occupied by the Venu tech curate (engineer) and his two assistants; the gunner; the n-pilot; and the comms officer / sensor op. They're usually found on the bridge (location 4).

13. Officers Quarters: One of these status quarters is occupied by the Venu executor, Gidra Mur (who is normally on the bridge). The chief of the Venu marines in the barracks (location 6) is found in the other.

14. Engineering: Location of the blistering Venu dirt drive, a source of the mysterious z-radiation. Anyone entering this region is exposed to 4D rads of z-radiation, with an additional 4D rads accumulating every hour they spend there. Multiply the number of rads by 1D3 if the Venu dirt drive or power plant has suffered a severity 2 critical hit, or by 1D if either system has suffered a severity 3 critical hit or higher. Treat immediate z-radiation exposure the same as normal radiation exposure, except that armour and fields do not protect against it. See radiation exposure, **Traveller Core Rulebook**, page 77. The tech curate and his two assistants are often here, together with two "motes" (primitive pre-sentience non-humanoid robots ubiquitous in Venu Space).

15. Eating Area: Two refectories used by the Venu marines.

16. Galley: The galley serves basic Venu food—acrid and cloying to non-Venu palates. It's not at all automated.

NPC

STR	8 (+0)	Skills
DEX	10 (+1)	Admin 3
END	9 (+1)	Athletics (dexterity) 1
INT	15 (+3)	Deception 2
EDU	12 (+2)	Diplomat 4
SOC	10 (+1)	Flyer (grav) 3
Genotype		Gun Combat (energy) 3
<i>Com Human</i>		Gun Combat (mindburn) 4
Gender		Informatics (Mindscape) 5
<i>Female</i>		Interface (remote ops) 2
Age		Interface (security systems) 2
<i>120 (Adult)</i>		Interface (sensors) 3
		Investigate 3
		Persuade 3
		Vac Suit 1

- **Enhanced Vision:** *Traveller Core Rulebook*, page 100.
- **Special Ops Chip:** Allows you to use the Mindscape as a standard Mindscape implant, and also permits mindburn, Mindscape hacking, and similar tasks (see page 5).

AV Jones, Aaron H, Aaron Nuttall, Achim Oppelt, Adam Brant, Adam Brooks, Adam Conlan, Adam
 Crossingham, Adam Derda, Adam Dray, Adam Fry, Adam Matherly, Adam Rajski, Adam Whitcomb,
 Adrian Arias-Palomo, Adrian Maddocks, Adrian Smith, Adumbratus, Akos Varga, Al Billings, Al
 Rosales, Alan Kohler, Alan Millard, Albert Nakano, Alberto Colombo, Alberto del Pozo, Alessandro
 Ricco', Alexandra Markusson, Alf Granger, Alfredo Amatriain, Alistair Cleave, Aljen, Allan
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 Asurber, Atlictoatl, Aviv Beeri, Barry T Snyder, Bastian Clarenbach, Bastian Platz, Ben Frost, Ben

In the final analysis, though, the PCs can extract valuable information from the warhawk even in the short time they have, thoughtcasting direct perception feeds to the Mindscape for later analysis. See location 9 (Tribute / Stores Room) and location 11 (Honour Room) for examples of bonuses the characters can gain from examining the ship.

Introductory Adventure

CAT'S CRADLE (CAT'S CLAW)

The Cat's Cradle has a crew of 14 and up to 12 marines, 8 of whom also served as goons in Crade's base. If the PCs incapacitated or killed any of Crade's goons, reduce the number of these marines.

Unit	Details	Tons
Hull	400 tons, Streamlined Hull, Stealth (DM-1 on Interface (sensors) checks to detect or lock on)	-
Armour	Metabond Armour 2	4
Gravity Engines	Gravity Engines-3 (900G)	36
Planing Engines	Planing Engines-3	120
Power Plant	ZIP Plant 6000	60
Bridge		20
Ship Sentience	Large Core Corpus	2
Sensors	Military Grade (DM+0)	2
Weapons	Double Null Cannon Turret x4 (as pulse lasers)	2
Shields	Haze Field (+5 Armour)	5
Ship Systems	Mindscape Instance	-
	Ship's Locker	-
Staterooms	Standard x 22	88
Cargo		59
Total		400

CREW

1 captain	3 pilots
1 astrogator	1 ship sentience
2 engineers	1 mechanic
1 medic	3 gunners
1 administrator	1 officer
12 marines	Total: 27

Hull Points

160

RUNNING COSTS

Maintenance Cost	Cr19000/month
Purchase Cost	MCr228

POWER REQUIREMENTS

Basic Ship Systems	80
Shields	5
Gravity Engines	240
Planing Engines	5400
Sensors	2
Turrets	32
Total	5759

THE CLAW VENGEANCE (VENU WARHAWK)

The Venu Warhawk is one of the most recognisable Venu attack ships. It's unreliable and leaks z-radiation like a sieve. However, it's also fast and deadly. A little larger than a Mindjammer or Profit-class new trader, it has a crew of at least 4 wearing the famous "raptor masks", plus room for a complement of Venu mutant marines and 4 officers. The ventral mount is the legendary Dirty Mary disruptor cannon, hooked directly into the unstable dirt drive. The Warhawk is thought to be the transport ship of choice for the "Dark Radiance", the cult behind recent Venu technology leaps (and all that z-radiation).

Unit	Details	Tons
Hull	300 tons, Streamlined, 2 nd Power Hull	-
Armour	Plasteel Armour 6	22.5
Gravity Engines	Gravity Engines-4	48
Planing Engines	Venu Dirt Drive-2	90
Power Plant	Venu ZIP Plant	51
Bridge		20
Brainjack	Venu Brainjack Couch	1
Sensors	Military Grade	2
Weapons	Venu Disruptor Cannon Barbette Missile Turret x 2 12 additional missiles	5 2 1
Shields	Venu Disruptor Shield (+5 Armour)	8
Ship Systems	Ship's Locker	-
Staterooms	Standard x 6 Barracks x 12	24 24
Cargo		1.5
Total		100

CREW

1 captain	1 astrogator / n-pilot
4 gunners	1 brainjack / 2-pilot
12 marines	1 engineer / mechanic
Total: 20	

Hull Points

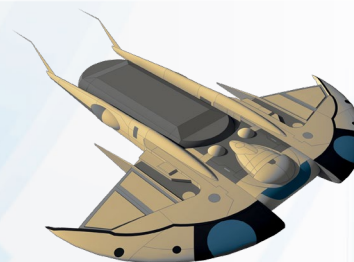
120

POWER REQUIREMENTS

Basic Ship Systems	60
Shields	8
Gravity Engines	240
Planing Engines	2700
Sensors	2
Weapons	17
Total	3027

NOT FROM HERE EITHER (T9)

The Not From Here Either is a heavily modified Profit-class New Trader is a smaller trading vessel, approximately 50 metres wide, and a workhorse of the New Traders on the Fringe. It has room for an extra crewmember and 2 passengers. It contains a modest cargo hold, and can also carry a 50-ton cargo module between its twin aft booms. The Profit-class's variform hull is often customised in striking livery. It can be an excellent starship for characters who are New Traders or other independent merchants.



Unit	Details	Tons
Hull	150 tons, Variform, 2 nd Power Hull	-
Armour	Metabond Armour 2	1.5
Gravity Engines	Gravity Engines-2	6
Planing Engines	Planing Engines-2	30
Power Plant	ZIP Plant 1600	16
Bridge		10
Ship Sentence	Large Core Corpus	2
Sensors	Advanced Grade (DM+2)	4
Weapons	Double Null Cannon Turret (as pulse laser)	1
	Plasma Barbette	5
Shields	Haze Field (+5 Armour)	5
Ship Systems	Mindscape Instance Ship's Locker	- -
Staterooms	Standard x 4	16
Cargo		53
Total		150

CREW

1 pilot/astrogator 1 engineer/gunner
1 steward/medic 1 ship sentence

Total: 4

Hull Points

60

RUNNING COSTS

Maintenance Cost Cr4975/month
Purchase Cost MCr59.7

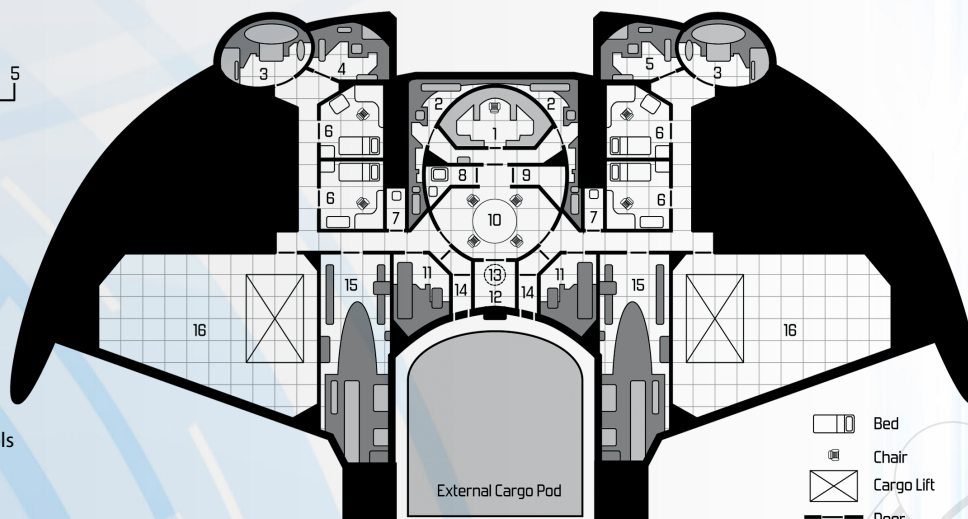
POWER REQUIREMENTS

Basic Ship Systems 30
Shields 5
Gravity Engines 60
Planing Engines 1350
Sensors 6
Weapons 20
Total 1471

Starship

0 1 2 3 4 5
Metres

1. Bridge
2. Ship's Sentence
3. Sensors
4. Communications
5. Avionics
6. Stateroom
7. Fresher
8. Galley
9. Ship's Locker
10. Common Room
11. Ship Systems
12. Cargo Pod Controls
13. Turret Access
14. Airlock
15. Engineering
16. Internal Cargo Bay



David Millians, David Morris, David Paul Guzmán, David Rivas Ascaso, David Robinson, David Scoggins, David Starnier, David Terhune, Davide Orlandi, Declan Feeney, Denis Crucifix, Denis Ricard, Derek Lynch, Derek Mayne, Devan Leon Allen, Devin Croak, Dexter Stevens, Dillon Burke, Dion Sayles, Dirk Brandherm, Divineseeker, DivNull Productions, Dominic Mooney, Don Arnold, Donald Crankshaw, Donald Edmonds, Dorian Knight, Doug Grimes, Doug Sims, Douglas Mawhinney, Douglas Molineu, Doyce Testerman, Dragginz, Dragon's Lair Comics & Fantasy Austin, Drew Wendorf, Duncan Bain, Duncan Usher-McGee, Dustin Evermore, Dustin_00, Dylan Sinnott, Ed Kiernan, Ed Kowalczewski, Ed McWalters, Edward Brodie, Edward Kabara, Edward Sturges, Eibaen, Elaine McCourt, Elsidar Amhransidhe, Enrique Esturillo Cano, Eric, Eric Bonnet, Eric Brooke, Eric Coates, Eric Greve, Eric Haste, Erik Källman, Erikos Erol Hammer, Eternal Arnaldo "Kurono" Lefebvre, Eulogio Gutierrez, Fabrice Canepa, Fabrice Gatille, Fabrice Laffont, Filipe Cunha, Fireside, Florian Schwennsen, Floris Meijer, Francesco Martinati, Francisco Blanca, Francisco José Frontiñán Pardo, Francisco Mesa González, François Mainguet, Frank Janik, Frank Rafaelsen, Fraser Simons, Fred Davis, Fred Sanchez, Frédéri Pochard, Frederic Ferro, Gábor István Vass, Galen Teschendorf, Gareth Davies, Garrett P. Shatford, Gary Anastasio, Gary Bingham, Gavin Cheang, Ged Trias, Gene Demaitre, Genester, Geoff Nicholls, Geoffrey Rabe, George Ashton, George Hope, Gerald Rose, Gian Holland, Giulio Cesare Giorgini, Glen Eis, Glen Taylor, Glenn Berry, Glyptodont, Glyss, Gonzalo Dafonte Garcia, Gordon Duke, Gordon Munn, Gordon William McLennan, Graeme Rigg, Graham Owens, Graham Spearing, Greg Conant, Grégoire Pinson, Greg Stevens, Gregory Faber, Gretyl, Gustavo Campanelli, Haakon Olav Thunestvedt, Hein Ragas, Helge Hudel, Hendel Masad, Hendrik Neumann, Henry F. Haskell Jr, Herman Duyker, Hjalte Bak Bernhardson, Hobbie Regan, Holger Hansch, Hugh Laird, Ian Bogert, Ian Borchardt, Ian Kirby, Ian Liddle, Ian Magee, Ian McFarlin, Ian Morton, Ian Stronach, Ian Ward, Ian Woodley, Imunar, Inkoia, Insomniac009, Isaac Carr, Ismael Farias, J. Keith Wykowski, J. Michael Looney, Jack Gulick, Jacob Kemp, Jacob Possin, Jacob Thompson, Jakob Schmidt, James Boldock, James Crowder II, James Cunningham, James Davion, James Graham, James Henry, James Hollywood, James Robertson, James Rouse, James Silvers, James Spinner, James V Nutley, James Wood, Jamie, Jamie Revell, Jamie Wheeler, Jan Rosa, Jan Stals, Janning Cunis, Jared Groth, Jason Childs, Jason Corley, Jason Leisemann, Jason Morton, Jason Reynolds, Jason Smith, Jason Steel, Jason Woodburn, Jason Youngberg, Javeed Hussain, Javier Diaz Suso, Javier Gaspoz, Javier Perez Garcia, Jayna Pavlin, Jean Durupt, Jean Gamba, Jean-Marc Tommasi, Jebus, Jeff Barber, Jeff Eaton, Jeff Jones, Jeff Lowe, Jeff Monahan, Jeff Sinclair, Jeff Vincent, Jeff Zeitlin, Jefferson Watson, Jeffrey Hosmer, Jenevieve "Tasha" DeFer, Jeremy Baker, Jeremy Downey, Jeremy Hamaker, Jeremy Kear, Jesper Anderson, Jesper Cockx, Jesse Goble, Jesús Rolero, Jim Catchpole, Jim Clunie, Jim Sharples, JMobius, Joachim Schulz,

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James Graham, William Masters, William Oliver, William Scott
Palmer, William Straley, Woodrow Jarvis Hill, Xavier Dolci, Yan
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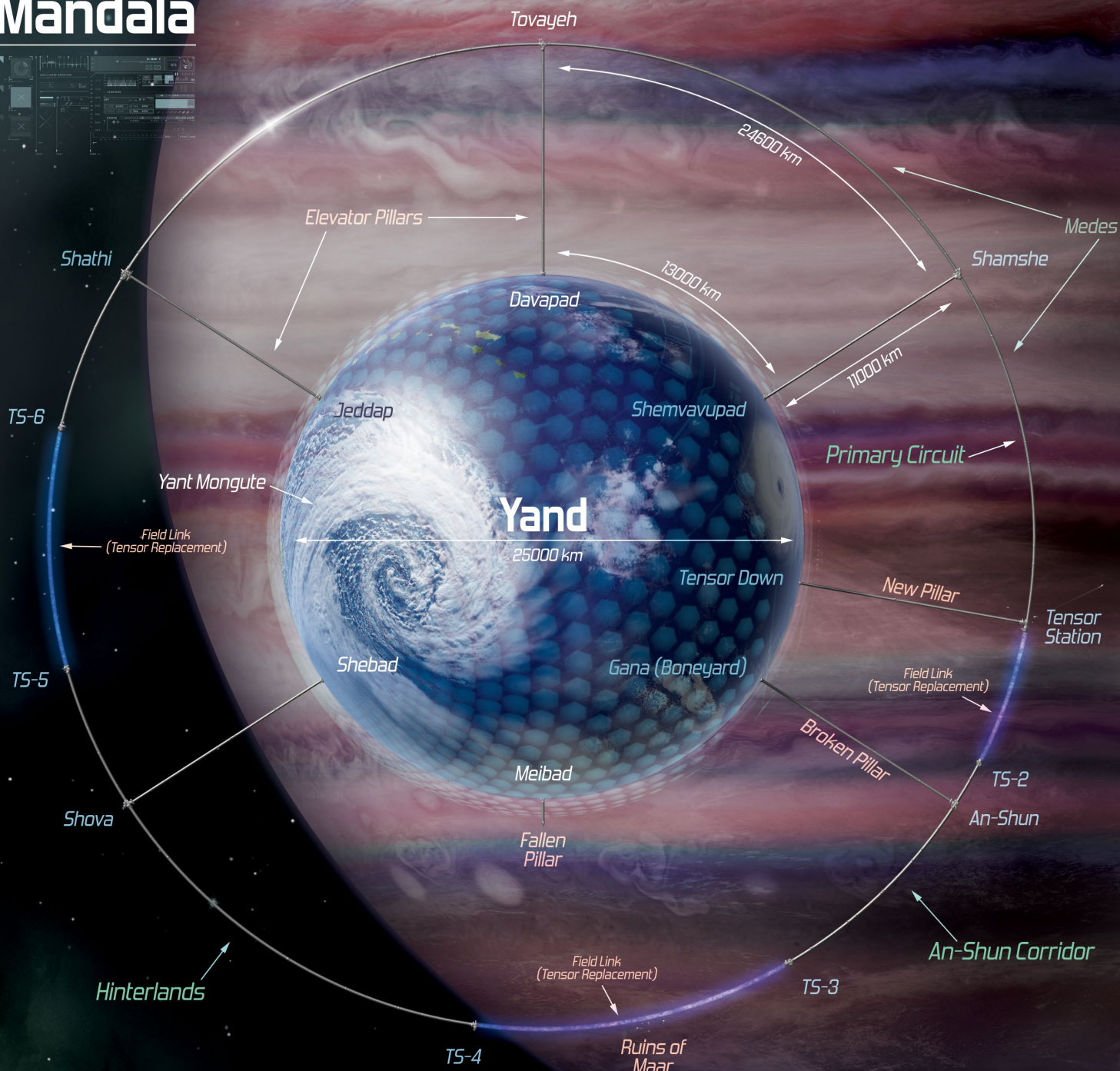


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