

T R A V E L L E R

INTRODUCTION

Reach Adventure 4: Last Flight of the *Amuar* is set in Trojan Reach sector and based on a concept first published in the classic *Adventure 4: Leviathan*. The original adventure presented details of the *Leviathan*-class merchant cruiser and an outline of an adventure aboard one. In this adventure, a *Leviathan* was engaged in an exploratory trade cruise into the so-called Outrim Void, a region just over the border from Imperial space.

The original adventure assumed that virtually nothing was known about the Outrim Void, but since it lies on the border of a region that has been inhabited for centuries it seems likely that at least some information would be available to commercial starship users. Be that as it may, the sparsity of star systems beyond the Imperial border in Egryn and Pax Rulin subsectors results in a very low traffic volume, with the result that reliable information may be hard to come by for those without access to Scout Service or naval archives. Thus the referee should make available some of the data on the region, but perhaps distort it into rumours and partial database entries rather than presenting true and accurate data as would be accessible in well-travelled regions.

There are those who see this as more opportunity than difficulty, since it may create untapped markets to be exploited by those daring enough to find them. Long-range merchant cruisers like *Leviathan* and her sisters were built for just such purpose, and have been successful. However, there have been losses too. Among them was the *Amuar*, which 'went Outrim' as the saying goes. She is long overdue, presumed lost, and has not been located by a search of the trans-border worlds.

The Travellers are engaged by a relative of one of *Amuar's* crew, who has an idea of where she might have been headed. He can provide a ship capable of traversing the sparse systems of the Outrim if the Travellers can

crew it. His plan is to voyage to the Belgardian Sojourn, a small polity in Egryn subsector, and find out what the Belgardians know about the *Amuar*.

The journey is not without difficulties, but eventually the Travellers will reach Belgard and discover that *Amuar* continued outward rather than turning for home as her mission plan had indicated. The clues point to the backwater world of Pa'an, where the wreck of *Amuar* is found. Entering it, the Travellers will seek clues as to why the mission profile was changed, and how the ship came to crash on a nowhere world.

Referees should note that there is vast scope for additional adventures along the way. The Travellers' search for information will take them to a series of worlds where they can become involved in other escapades. These are beyond the scope of this adventure and not detailed here – it is not possible to predict what any given adventuring band might get up to – but if the Travellers want to make a side trip or the referee feels like presenting another adventure in the middle of this one, there is absolutely no reason not to. The Travellers might take months to get to Pa'an and find the wreck, but they will get there sooner or later. So long as the game is entertaining, this is never a problem.

Useful Traveller Supplements

While running the *Last Flight of the Amuar*, referees might find High Guard useful, as there will be a great deal of interaction with ships in this adventure. In addition, those wanting to explore the worlds of the Outrim Void and neighbouring systems will find the entire Trojan Reach sector detailed in The Pirates of Drinax campaign set.

OVERVIEW

This adventure takes place in Egryn and Pax Rulin subsectors of the Trojan Reach sector, and would make an excellent introduction to this region's many adventuring possibilities. Almost any group of Travellers will be suitable for this adventure, though they will need to be able to operate their starship or have suitable crew available to do it for them.

If the Travellers have access to a starship capable of jump-3 or better, they could use it instead of the vessel provided. If not, their own ship will be safely stored whilst they carry out the mission. Several possible motivations for the Travellers are given on page 24.

There are two parallel themes in this adventure. On the one hand, the Travellers are searching for a lost starship and experiencing the worlds of the Outrim Void. At the same time, they will be interacting with their patron and his staff. The Travellers may be suspicious of their motivations, and with good roleplaying this could develop into a sense of paranoia and mistrust that will add depth to the adventure – and perhaps complicate some of the incidents along the way.

The adventure begins on Pax Rulin, the subsector capital, and proceeds through several star systems until the Travellers reach Belgard. There are opportunities for side trips and adventures along the way, but the Travellers do have a mission to perform and a patron accompanying them. They will eventually reach Belgard – by one route or another – and there discover the next destination of the *Amuar*.

Upon arriving at Pa'an, the Travellers will locate the wrecked ship and the adventure moves to its climax. Entering the wreck, the Travellers search for evidence of survivors, and are confronted with vicious alien predators loose within the ship. They must battle (or sneak, or otherwise somehow proceed) through the wreck to rescue the survivors and flight logs. A final surprise awaits, when it becomes apparent that *Amuar* was wrecked on Pa'an during the return leg of her voyage. She has been further out, and was carrying the very predators that overran her.

The answer to this mystery will reveal the true fate of the *Amuar*.



C H A P T E R - T W O

REFEREE'S INFORMATION

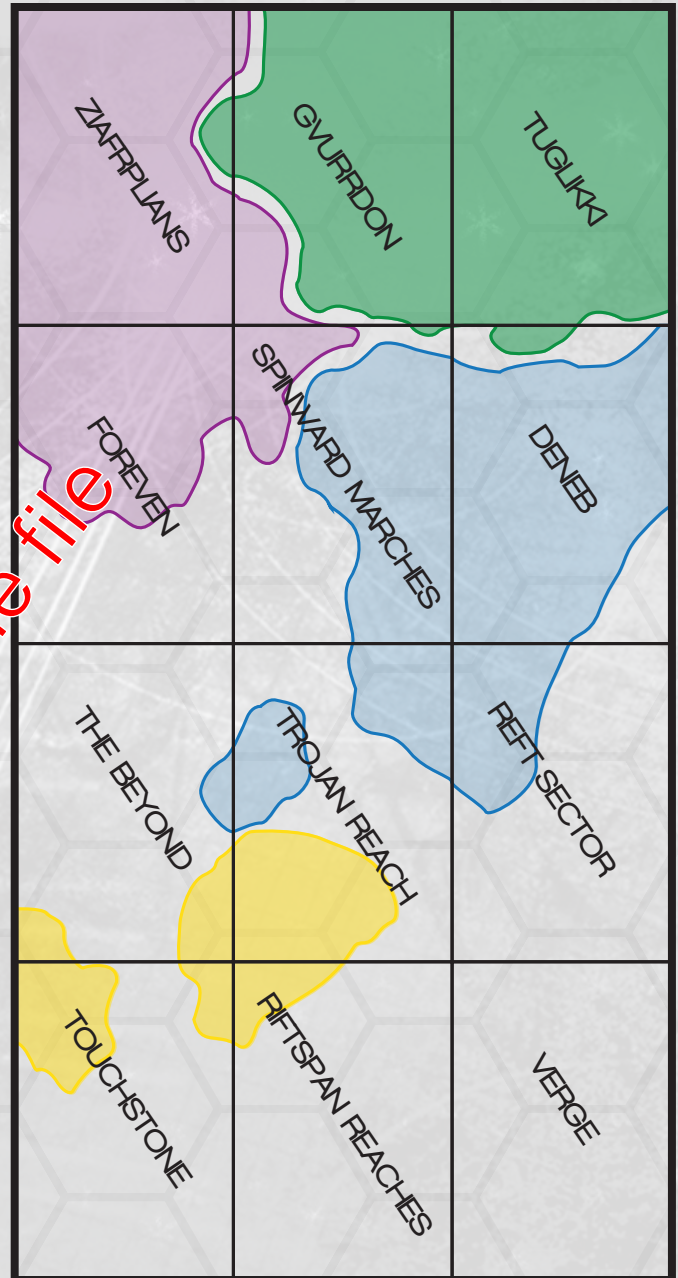
The following information is for the use of the referee. How much of it is made available to the Travellers, and in what manner, is for the referee to decide. Much of this data is commonly known or available through data terminals, info feeds to Travellers' comms, and so forth. However, the commonly available version may be incomplete, dumbed-down, or wildly inaccurate for all manner of reasons. The referee has the whole story; if the Travellers want accurate information they may have to search for it or use inventive means.

The Outrim Void

The region known as the Outrim Void lies to Rimward of the Spinward Marches sector, and was probably settled during the last days of the Vilani Imperium and subsequent Rule of Man. Colonisation of the region took place in a haphazard manner, and the fall of the Long Night ensured new colonies received little or no support. Empires arose and fell during the Long Night, with some worlds rising to prominence more than once. Others remained backwaters or were totally uninhabited until recently.

The sparsity of stars in the region, which may be the origin of the 'void' moniker, created a natural barrier to expansion when the Third Imperium began colonising the Spinward Marches. To this day, Imperial presence is concentrated in the Trailing-Coreward corner of Pax Rulin subsector. The cluster of Imperial-controlled systems is connected to the rest of Imperial territory by a jump-2 route through Cyan to Romar in the Spinward Marches, but most large-volume trade bypasses these worlds and heads straight Rimward from Trin's Veil subsector to the Imperial capital in the Trojan Reach. This lies in Tobia subsector, to Trailing-Rimward of the Outrim Void. Trade with the Aslan Hierate and Florian League typically goes through Tobia and round the Outrim Void area by way of the Sindalian Main.

Imperial power is projected into the Outrim Void, mainly in the form of intermittent naval patrols and more frequent Scout Service missions. The Aslan Hierate and even Zhodani Consulate also sometimes send vessels into the region, but for the most part ships encountered 'outrim' tend to be local in registry or origin.



Pax Rulin Subsector

Pax Rulin Subsector is characterised by a cluster of worlds in the Coreward-Trailing corner, and much lower stellar density elsewhere. The cluster is wholly Imperial territory, but is very much a frontier. There are several naval and military installations among these worlds, whose function is mainly to secure the border and protect trade ships using the jump-3 transit across Egryn subsector or towards the Aslan Hierate. Both routes are difficult, requiring gas giant refuelling and calls at underdeveloped worlds, so most traffic capable of making the transit still prefers to follow the easier path through Tobia subsector.

The worlds of Bantral and Kydde are both independent but associated with the Imperium whilst Orsach, Senlis and Magen belong to the Senlis Foederate. The Imperium maintains scout bases on Bantral and Kydde, mainly to service reconnaissance missions out into the void but also to facilitate the movement of high-jump couriers maintaining diplomatic relations with states farther out from the Imperial border.

The Senlis Foederate

The Senlis Foederate consists of the worlds Senlis, Orsach and Magen in Pax Rulin subsector. Its internal politics can be turbulent, with one or the other of the two subject worlds on the brink of rebellion much of the time. Although distinctly disunited, the Foederate is ambitious and would like to obtain additional territories. The only likely candidates are Kydde and Bantral, both of which have cordial relations with the Imperium and Foederate.

There are no real plans to annex either world, not least due to the requirement for jump-3 ships to reach them. Damaging relations with the Imperium is also not in the Foederate's interests. This does not prevent Foederate agents from pushing propaganda or trying to set up favourable trade deals that will bring the target worlds closer in alignment to Senlis. This is about as much as can realistically be achieved with the resources available, and is subject to setbacks caused by the internal politics of the Foederate.

The Foederate operates several Lancer-class vessels identical to those used by Belgard (but in better repair for the most part) as well as other types. Most of these ships spend their time shuttling between Senlis and either Orsach or Magen, but there are a few Senlis traders out in the wider universe, notably within the Imperium-held part of the subsector.

Egryn Subsector

Egryn subsector lies wholly beyond Imperium territory, though the belt of worlds connected by jump-2, running across the Coreward end of the subsector, are reasonably well documented in the navigational databases. There are few reasons for Imperial ships to push too far out, so encounters with Imperial traders are uncommon. The occasional enterprising captain will undertake a loop out from Krysilion in Pax Rulin subsector, across the end of Egryn subsector and into Five Sisters within the Spinward Marches before returning the same way or heading into Imperial territory by way of the Spinward Main. There are some good opportunities for profit on this route, but it is a lengthy one through potentially hazardous space and involves several destinations where there is no real chance to make any money. Thus the Egryn Loop Route is a weighty undertaking and only worth it for ships with much higher cargo capacity than the typical Far Trader.

The rest of the subsector is rarely visited by Imperial ships other than scout or naval vessels, and information in public databases is sketchy. It is also, in some cases, quite inaccurate. The only multiworld power in Egryn subsector is the Belgardian Sojourn, which has its capital on Belgard. It lays claim to Gorgon and Eleson.

The Belgardian Sojournate

The Belgardian Sojournate is the epitome of the term 'pocket empire'; consisting of three star systems, the Sojournate was probably founded by Captain Argon Kevin Beauregard, who fled the Imperium with his supporters after quitting a critical battle during the Civil War period. Although he brought with him considerable amounts of hardware and several potent warships, Beauregard's empire-in-exile never stood a chance of being sustainable. In the nearly five centuries since Belgard was taken over, the high-end hardware has worn out or been traded for necessary goods, leaving the Belgardian elite with only a small amount of TL9 equipment.

Of the three worlds of the Belgardian Sojournate, only Belgard has a significant population, and this numbers only a few thousand people. It is notable that Ganulph, though reachable by Belgardian starships, is not part of their empire. All life on Ganulph was extinguished in the notorious Manoeuvre of Ganulph which caused the detonation of an Imperial munitions stockpile and blasted the world's atmosphere into space. Belgard has made no attempt to claim the wreckage.

Pax Rulin Subsector

Name	Location	Bases	UWP	Trade Codes	Travel Code	Allegiance	Gas Giants
Alexin	0805		B000420-C	Ni As Ht		Imperium	
Bantral	0306	S	C886589-9	Ag Ni Ga			G
Berengaria	0505	N, S	B566644-7	Ag Ni Ri		Imperium	G
Candia	0201		D4006A9-4	Na Ni Va Lt			G
Caraz	0706	N	E111959-A	De Hi Ic In Na	A	Imperium	G
Cyan	0502	WS	C4689B9-B	Hi	A	Imperium	
Doradon	0602	S	A400369-B	Ni Va Lo		Imperium	
Islent	0802		BAC0789-6	De	A	Imperium	G
Kryslion	0402		D483AA9-9	Hi		Imperium	
Kydde	0210		B644779-5	Ag Lt			G
Magen	0709		C543550-9	Ni Po		Senlis Foederate	G
Orsach	0408		E241364-7	Ni Po Lo		Senlis Foederate	G
Pax Rulin	0604	N	A402231-E	Ic Lo Ni Po Va Ht		Imperium	G
Perrior	0603	N	A633966-B	Na Po Hi		Imperium	
Rhysk	0704		E413730-3	Ic Na Po Lt	R	Imperium	G
Senlis	0508		B671633-A	Ni Ht		Senlis Foederate	

Egyrn Subsector

Name	Location	Bases	UWP	Trade Codes	Travel Code	Allegiance	Gas Giants
985-373	0409		X775000-0	Ba	R		
Ashley's Rock	0801		D100120-5	Ni Lo Va Lt			G
Belgard	0306	N	D371321-9	Ni Lo		Belgardian Sojurnate	G
Braudel	0808		X543200-3	Lo Ni Po Lt	R		G
Carben	0702		X3555A9-1	Ag Ni Lt	R		
Eleson	0508		E441100-8	Ni Po Lo		Belgardian Sojurnate	G
Ganulph	0507		X200000-0	Ba	R		G
Gollere	0505		D574756-7	Ag			
Gorgon	0205		E690264-6	De Lo Ni		Belgardian Sojurnate	G
Goria	0610		E222475-6	Ni Po			
Kaldamar	0401		E745326-7	Ni Lo			G
Nabeth	0402	S	D326579-8	Ni		Imperium	G
Pa'an	0109		E649333-4	Ni Lo Lt			G
Selshor	0602		X330576-0	De Ni Po Lt	R		G
T'yana	0802		E568752-8	Ag Ri			
Velscur	0310		X374479-3	Ni Lt	R		G
Vior	0805		X500401-1	Va Ni Lt			G
Walei	0102		E7B4776-5	Fl Lt			G