

Thastur

World

Thastur

System

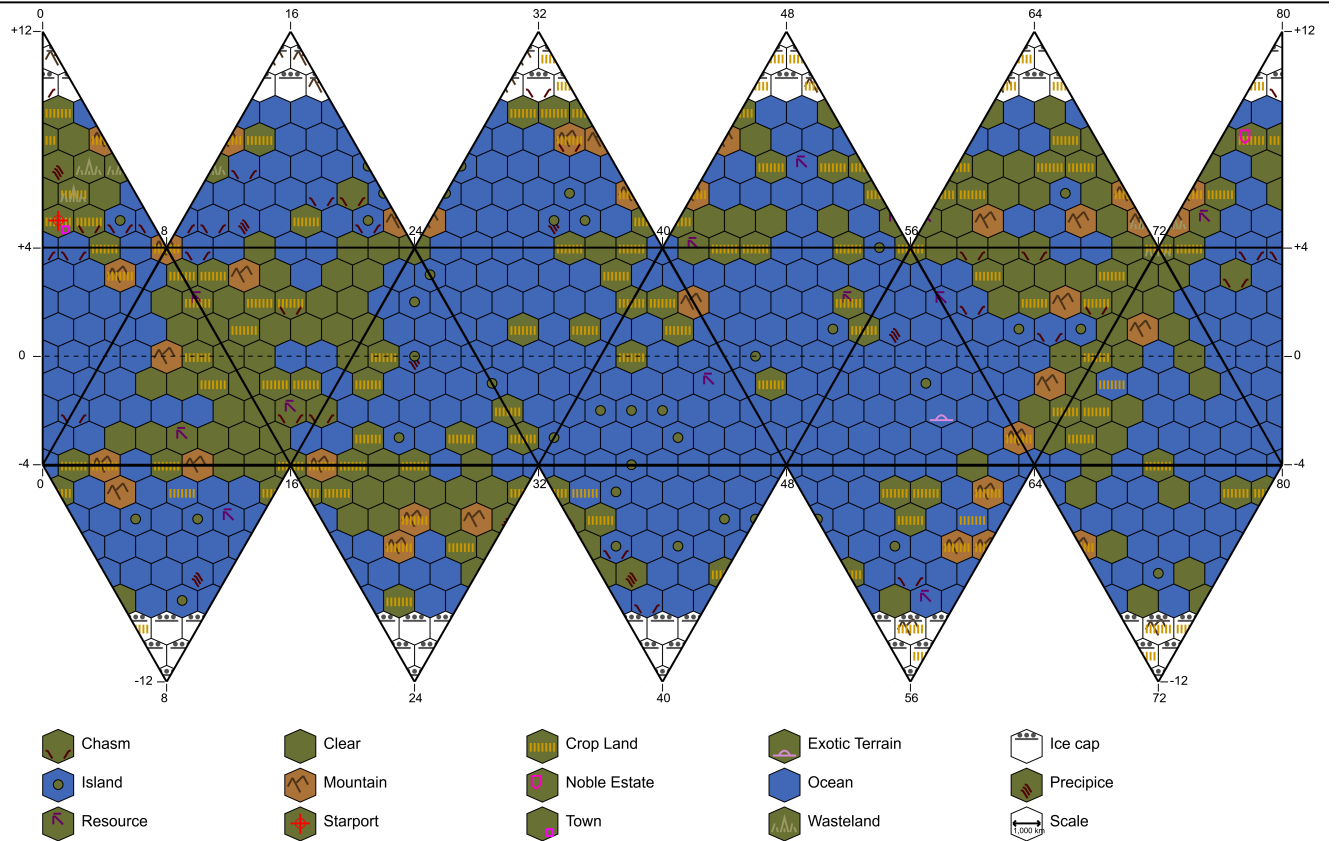
The Corporate Subsector

UWP

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Trade Classifications and Remarks

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System

A single star orbited by (working outwards) two planetoid belts, a main world and five gas giants. On a dwarf planet in the second planetoid belt, a recent impact crater is visible, but this has not been explored

Rumours

There is no shortage of gossip in the bars and cafés around the starport:

1. Violent criminals are looking for transport themselves off world to get fitted with cyber-enhancements and hidden weapons. In a month or so they will be coming back more dangerous than ever (true)
2. Tourists and business travellers need to be very careful around the city – organ legging is prolific with many recent victims stuck in hospital waiting for a chance to buy replacement organs (true)
3. Farmers in rural areas are protesting again about the low prices they are getting for their crops and produce (true)
4. Local megacorp Flood LLC is looking to hire investigators and mercenaries so that they can take down a local gang (true)
5. The customs and revenue inspectors are very thorough, but this is because they want to maximise opportunities for bribes (partly true)
6. Flood LLC is planning to extract phosphine from the atmosphere and use it as a fuel source. No more masks and cheap energy! (false)
7. The new soil enhancement compounds being issued to farmers are going to increase crop yields massively and make everyone here very rich (maybe)
8. The new soil enhancement compounds being issued to farmers are going to wreck the ecology of the planet and then most people and animals will starve to death (maybe)
9. Activists against bureaucracy are protesting, and will start sabotaging, the many papermills and print factories that produce forms on this planet.

Mainworld

Culture

Approximately three million people live on the main world and are distributed widely over the areas of continent found most suitable for farming. But a very large part of the population (approximately one third) lives in the capital city Lokerau - working for, with, sometimes against, [the government](#). The inhabitants tend to be welcoming to off-world visitors and curious about their lives and what brings them to the system – perhaps because the population is small and they want to meet new people.

In the recent past, much of the entertainment was home-made. Local writers and playwrights gave book readings and so on. But after a successful advertising campaign, the younger population prefers imported soap opera-style dramas to be shown on vid-screens in their homes, depicting complicated social lives of middle-SOC inhabitants of high-population,

high-technology worlds – generally centred around groups of acquaintances who live in adjoining habitation units and spend most of their lives in a nearby café flirting with, and occasionally marrying, each other. But at harvest time the older population will put on plays, with traditional scripts and costumes, and everyone will get very drunk.

Geography

The mainworld has standard gravity (1G) and a diameter of about 13000km. Days are 20 hours long.

The atmosphere is standard density and contains oxygen but is unfortunately tainted with phosphine which requires the inhabitants to wear filter masks / breathers when they are outdoors. Offices, shops, factories and dwellings have filters and airlock-type entrances to keep out most of the phosphine, but it is poisonous and there are many deaths of people who lose their masks, forget to wear them or are forcibly deprived of one while outdoors.

Two main continents with a couple of small land masses. The larger continent (west of where the starport is) has a central mountain range flanked by wide prairies running down to the ocean. Toward the centre of the central mountain range is a kind of natural terrace which has a very large lake. The lake is a middle basin between two waterfalls. melting ice from the mountain summit forms a river which falls into the lake and on the other side where the ground drops away again two huge waterfalls send water spraying out into a splash pool 30m below. The roar of these cascades hitting the water surface beneath them is extremely loud. Small aquatic creatures swim in the lake, and frequently [Evmels](#) swim on the surface trying to catch and eat these fish-like animals.

The oceans are huge, and trawlers go on long voyages to catch edible aquatic animals in big nets, freeze them, and bring them back to shore to be eaten. This is a hard and dangerous job.

Transport

Large propeller ships take up to 100 passengers and many tons of produce between Lokerau and the Skabner ferry terminal on the other continent.

Buses take people from the capital to the small farming villages that are evenly distributed around the planet. Lorries (trucks) bring produce from villages to the starport.

Unlike most of the urban population who use public transport, farmers tend to have a robust personal vehicle like a 4x4 pickup and trailer for taking crops / animals for processing at harvest time.

Lokerau

The city has four districts – known as quarters. The starport and startown are located in the Northside Quarter, where the poorest of the city population live and crime rates are highest.

The Southside quarter is on the coast. It has a mix of fancy roof-top apartments and high-rise habitation blocks where the rich live - and low-level housing, docks, warehouses, taverns and boat-houses where the trawlermen and their families live. A complicated one-way traffic system allows both to coexist while rarely meeting each other.

Skabner

An enormous ferry terminal operated by Flood LLC, where crops and people needing transport to Lokerau are processed onto ships. A ten-year contract has been given to Flood and customer service is terrible as the company feels no obligation to provide anything but the cheapest possible service to users of the facility. Meaning cheapest to operate – the tickets and shipping prices are high for the quality of the transport.

Flora

A [huge variety of plants](#) grow on the mainworld and many are edible or have other uses, e.g.,

- Zesa – a tasty and aromatic fungus prized for its umami flavours
- Mathol – a bush whose mild-flavoured edible seeds are rich in protein
- Ouvolshi – a floating aquatic leaf which can be eaten fresh or dried for storage
- Genpend – a compact bulb which emits mild irritant chemicals when damaged but whose fibres are very useful for making high-quality paper. Since huge quantities of paper is needed for printing forms this plant is grown widely.

Note that due to transport times at TL6 the main continent grows lighter edible plants (salads and berries, etc) while the other continent grows the more durable tubers and similar vegetables which can be transported by ship to the starport without losing their freshness.

One plant to be aware of, and avoid, is the Madeshzu – a fungus that grows in swamps and fills up with phosphine gas until it looks like a balloon. Large ones can be spheres 50cm in diameter and become detached – often in multiples. As phosphine is lighter than air, poisonous and flammable; they can float around and are extremely dangerous. If shot, especially with a weapon that burns (e.g., a laser, though projectile weapons have been known to detonate them) they can explode doing 4D6 damage to any person within 5 metres.

Fauna

Many creatures live on this planet, having evolved to tolerate the tainted atmosphere, including:

- Evmel - a 25Kg flying carnivore / pouncer which likes to pluck small aquatic creatures from mountain lakes and rivers. Stamina 6 / lifeblood 10 and no armour. Horns do 2D6 damage. Speed 10 (metres per action) and attacks if it has surprise or flees if surprised.
- Veebs – a 400kg herbivore /grazer. Domesticated quadrupeds imported for meat, like a blend of goat and oxen with the best qualities of each. Stamina 21 / lifeblood 9 with 2 points of armour from their tough, hairy hide. Can bite for 2D6 damage. On a throw of 2D6 the veeb will attack on a result of 8 or more, flee on 6 or less, and ignore the PCs if the roll is 7.

Weather

The equator gets very hot in Summer, and the poles are very cold year-round, but the climate makes good growing conditions for vegetation over much of the surface. Rain is frequent but rarely torrential, winds can be strong – especially in Winter.

Starport

The starport is class C with no high port, and no naval or scout base. The starport has extrajurisdiction and an effective law level of 4. Arriving starships will be greeted by an inspection team consisting of:

- Safety Inspector – wants to see starship maintenance records and check computer, M-drive, J-drive, power plant, seat belts, etc
- Health Officer – wants to see crew and passenger medical records and vaccination certificates. Can arrange vaccinations for any without certificates for a Cr50 fee (and please complete this form...)
- Customs and Revenue Inspector – wants to see cargo manifest and check against the cargo hold
- Immigration Officer – wants to see crew and passenger ID and have them complete visa forms (in at least duplicate)
- Port Warden – will verify all the above inspections have been completed correctly and forms have been filed. Will welcome crew and passengers to the system and advise on local weather.

Each of these will bring a number of forms that the party must complete correctly. Any failed Admin rolls will cause delays of 1-3 hours as the official leaves, comes back again to request more information, requests that the form is re-done, or consults with ‘the office’. Form-filling is a big part of daily life here.

Refined and unrefined fuel for starships is available as well as life support supplies. Repairs and maintenance can be done.

A broker (Ricardo Nisha, broker +1) and warehousing facilities can be found at the cargo terminal which has a large haulage hub for juggernauts transporting goods in and out of the starport. There is also a passenger terminal with ticket office. Regular autobuses take passengers to and from the capital city Lokerau.

There are no hotels within the starport, but there is food and drink available: savoury food at “I Am Meatball”, desserts at “Total Waffle” and all kinds of intoxicating and non-intoxicating beverages at a branch of popular chain brewhouse “The Space Bar”.

There is a small office of TAS - providing assistance, information, directions and recommendations to members who arrive at the starport.

Startown

Unless they stay on their own ship, travellers wishing to stay any length of time on the mainworld – even overnight – will need to leave the starport for accommodation. There are many hotels in the startown to suit any budget. All hotels and guest houses will require guests to show proof of identity and complete ‘Visitor Information Forms’ in duplicate.

Roy Parden's House of Bargains

Roy is a short and skinny merchant who specialises in equipment for explorers – though at TL6 his wares are somewhat limited. Though he does have a few TL7 and TL8 items – imported and at two- to three-times normal price. Roy is dressed in a brown dust coat with an exotically patterned shirt underneath. His demeanour is thoughtful and calm, though he enjoys humour and irony.

- 98BB67 Age 30
- Skills: Melee combat-1 (Cudgel), Admin-1, Liaison-1, Steward-1, Vacc Suit-2

Roy has been around for a long while, starting from poverty selling home-made junk and building up his business over time. Roy is sympathetic to the Unfold The Spirit movement and has been persuaded to import some bomb-making materials alongside his usual stock. This shipment, though, has been held up at the starport after some exotic animals that Sir Gilash has imported for hunting caused delays at a warehouse. Roy is concerned that chemicals in his shipment may become unstable and ignite if not delivered quickly so may hire the PCs to expedite it through to him.

Other entertainment

Booze, bingo, bagels, etc can also be found in the startown.

Government

GATO

The planet is run by a Civil Service Bureaucracy – the Global Agricultural Trading Organisation (GATO). This body is made up of many hundreds of representatives from the many farmer, artisan and merchant guilds that handle each type of product produced on the mainworld. To (in theory) ensure the long-term prosperity of the system, each product can only be produced according to a strict quota. The quotas are reviewed frequently by bureaucrats and changed when needed.

The GATO Steering Committee meets three times each week to discuss and vote on matters on the agenda. With all the alliances constantly shifting, no one can truly be said to be “in charge of” the GATO but Head of Committee Anima Aansha and her deputy, Senior Clerk of the Agenda Luis Istghiok, are certainly two of the most influential people in the organisation.

Anima Aansha - Head of Committee

Anima is average height and slim. She is attractive and wears business clothes e.g., trouser suit. She is friendly and pragmatic, and something of an amateur detective. Her long-term

goal is to establish her two children into senior roles within GATO and then retire comfortably.

- 555888, Age 33
- Skills: Admin-2, Carousing-2, Liaison-3, Streetwise-1

Luis Istghiok - Senior Clerk of the Agenda

Luis is average height and big boned. He is good looking and dressed conservatively though with a noticeable tie. He likes conversation but sometimes he seems distracted – perhaps by a meeting that he needs to attend. He is a new face in the system with little history, but met Anima socially through a shared interest (true crime stories) which has helped his career. There is a rumour that he was fired by his former employer but the reason (if true) is unknown.

- 567C95, Age 30
- Skills: Admin-2, Liaison-2, Melee combat (cudgel)-1, Streetwise-1

ILO

Almost as powerful as the GATO is the Independent Lobbying Organisation (ILO) – made up of many hundreds of lobbyists working on behalf of the guilds to talk to other representatives who might vote for a beneficial change to the quotas if sufficiently motivated to do so. Bribes, threats, and other forms of coercion are strictly forbidden, of course.

Advance knowledge of quota changes would be extremely valuable information and so security is – theoretically – very tight.

Dina Giumluud – Chief Executive of ILO

Dina is short and slim, and good looking with dark hair and blue eyes - and wearing fancy but sophisticated clothes. She has an unusual necklace – perhaps shaped like a holy symbol - and a valuable gold watch. Dina is quietly spoken but with a determined, almost threatening manner, and is clearly very wealthy.

- 4572A8 Age 34
- Skills: Admin-1, Gun combat-1 (Body Pistol), Jack-o-T-1, Liaison-4, Small Watercraft-1
- Benefits: 2x high passage, valuable watch

Dina was a corporate sales rep who handled business matters quietly in the past and moved into private contracting. She typically outsources problems. The word on the street is that she won't always give the whole story about the situation to her colleagues.

Society

Corporations

Flood LLC

Five years ago, the GATO engaged Flood LLC to manage exports. This was effective at raising quality control and getting products into standard sized shipping containers. It has led to approximately a ten percent drop in revenue for farmers though, as Flood's contract includes various fees and processing costs. This makes Flood very unpopular with the citizens and has led to protests in rural areas. The demonstrations and sabotage of Flood facilities were very disruptive and the GATO responded by extending the contract with Flood to include law enforcement outside of Lokerau city limits. Flood introduced teams of "[Supervisors](#)" who patrol villages and bring anyone accused of a crime to a compound north of Lokerau for legal processing.

Flood is aware of the activities of the [NQ Bandits](#) in off-world smuggling and, since the megacorp now manages law enforcement (though not officially in the city), it has started up a project ("Project Scorch") to crack down on this. The culture of Flood is notoriously vengeful so anyone who has cooperated with a gang (even under duress) will be punished severely. This culture gives Flood a singular strength, in that fear of punishment makes its low-level staff extremely loyal.

Ershai Makavan – General Operations Manager

Ershai is slightly tall and plump, plain and wearing clean business clothes. His manner is reserved. He likes farming and the outdoors but often complains about farmers. He has been with Flood a long time, having started his career as a merchant and worked his way up. The word on the street is that he won't always give the whole story about the situation even to closest colleagues.

- 555BA9, age 38
- Skills: Admin-3, Broker-3, Carousing-2, Comms-0, Computer-1, Electronics-0, Engineering-0, Gun Combat-0, Melee Combat-0, Vehicle-0

Nobility

A knight's fiefdom is near to the starport.

Sir Gilash Akamur 65649B Age 38 5 terms Cr210,000

- Skills: Admin-2, Computer-1, Hunting-1, Gun combat-2 (laser rifle), Pilot-2
- Benefits: 4,000/yr Retirement Pay, Laser Carbine, Travellers' Aid Society, Yacht

Sir Gilash is short and average build. He has not been blessed with good looks and wears his favourite shirt too frequently: a black animal-hide jerkin with his family crest embroidered on the back. He has a cyber enhancement – an implanted Omnicomp that allows him to use the smart-weapon attachment on the laser rifle he uses while hunting. He is pragmatic and enthusiastic about a local cause – preserving wildlife reserves on the mainworld for hunting.

Also, he likes weapons - having a collection of laser pistols, carbines and rifles decorating the walls of his chateau. He dislikes alcoholic drinks believing them to be bad for the body and the spirit.

Sir Gilash can be difficult to get on with – so he has a squad of well-armed bodyguards. His goal is to resolve a family dispute – an estranged son (Mehmet, aged 18) who has recently left the chateau after a heated argument.

There are many rumours about where Mehmet Akamur has gone to. Living with veeb herders on the plains, or sailing with the trawler fleet as a cabin boy? Working at a starport bar? If the PCs run into Sir Gilash and make a favourable impression they may be tasked with investigating a rumour or two?

Sir Gilash's other quest

He also has a conflict with a well-connected political operator – could be the head of GATO or the head of ILO or someone else at referee's discretion. He believes this person has come into possession of a very intelligent high-TL robot head which is giving valuable business advice. If true he would like someone to steal it for him. In this case, it is very important that the PCs do not know for whom they are working, so that the theft cannot be connected to him. He will pay without quibble because he is pressed for time and the PCs are, he presumes, available.

Law enforcement

Starport Authority (SpA) Security Team

Wearing their blue cloth armour with prominent SpA logo and carrying their high-tech imported weapons, the SpA security teams are, by far, the most respected and the most formidable security force on the mainworld. But there are not many of them, and their authority only extends to the perimeter fence of the starport. The SpA hires smart and dedicated operators for these roles and they are well motivated and well paid to keep the starport secure.

Typical SpA guard

- 777887, age 20-40
- Skills: Admin-1, Gun combat-2 (laser carbine), Melee combat-2 (stun rod), Tactics-1
- Equipment: cloth armour, laser carbine, night visor, omnicomm, medkit

Lokerau City Watch

Crime in the city boundary is dealt with, or investigated, by the City Watch.

Supervisors

The Supervisors were deployed with pure white cloth armour (specially imported by [Flood LLC](#)) at the start of the contract, though now, after a couple of years in service, these uniforms are often grubby. A patrol team will travel by APC or helicopter and will include 2-3 typical supervisors and one lead supervisor.

Typical Supervisor – 777666, Age 20-30

- Skills: Admin-0, Gun combat-1 (autopistol or SMG), melee combat-1 (cudgel),
- Equipment: weapons (as skills), heavy ballistic cloth armour, short range comms (able to communicate with vehicle they travel on), flashlight, medkit (33% chance), filter mask / breather.

Lead Supervisor – 666777, Age 30-40

- Skills: Admin-1, Liaison-1, Gun combat-1 (autopistol or SMG), melee combat-1 (cudgel),
- Equipment: weapons (as skills), heavy ballistic cloth armour, short range comms (able to communicate with vehicle they travel on), flashlight, medkit, filter mask / breather.

Wheeled APC (TL6) - range 500km, top speed 70kph, light armour, agility –1. Holds three crew and up to 14 passengers and 1 ton of cargo space (usually converted to a prisoner holding cage). Has a long range commo and a GP machine gun mounted on a pintle near a top hatch.

Helicopter (TL6) – range 1000km, top speed 100kph, no armour, agility -1. Holds a pilot and up to seven passengers and 1 ton of cargo space (usually converted to a prisoner holding cage). Has a long range commo and a GP machine gun mounted on a bracket at each side (both can fire forwards if target is large enough)

Crime

NQ Bandits

This gang specialises in organ legging. Either tricking or physically forcing their victims into taking anaesthetic so that they can be moved into one of the gang's impromptu "medical facilities" where medical students, vets or any other semi-competent surgeons that the gang can pressurise into service will remove livers, kidneys, eyes, spleens, and any other resaleable organs that will not immediately kill the victim. Pretentiously the NQ Bandits see themselves as protecting the city's poor district (the Northside Quarter or NQ) by removing organs of rich visitors to the mainworld to raise funds for the community. It is suggested that the funds usually improve the lives of gang members much more often than the lives of the poor citizens, but no financial records are available to back up this assertion. The NQ bandits do also help the community by cracking down on individual muggers, burglars, etc working in the NQ - and removing their organs. Organs are sold via black market fences to local hospitals and made available to off world exporters. This is very profitable which has made the gang very rich, often better equipped than the [City Watch](#). And their current goal is to spend their money to provide gang enforcers with cyber implants to add to their firepower. It is unclear if they will import the items and medical personnel to fit them, or send the gang enforcers off to a world with a higher tech level to get enhanced. Recently the NQ Bandits had a decisive battle with a rival gang (St Cuthberts Crew) during which the rival HQ was destroyed and several leaders killed.

Rocan Jaddo – Gang Leader

The NQ Bandits are led by Rocan Jaddo – a human male described as slightly tall with an average build. He is somewhat attractive and dressed exotically – usually with a wide-brimmed hat with a large feather in it. Rocan avoids eye contact preferring to look at himself in a small mirror while talking to people. To keep the gang operating he needs to maintain connections with hospital staff who purchase organs, and he uses bribes and threats of violence to handle such business matters.

Unfold The Spirit

This outlawed activist movement despises how bureaucracy stifles freedom, innovation and creativity. Turning to direct action, after years of peaceful protesting, they plan to strike at the factories churning out forms. If they can destroy the capability to control all activities (in triplicate) they reason that the government will be forced to regulate less.

Credits and references

When writing this, I used:

- [Cepheus Deluxe](#) rulebook from Stellagama
- [Universal World Profile](#) and [SOLO v2](#) from Zozer Games
- [Cities Without Number](#) from Sine Nomine Publishing
- [Cepheus Engine Character Generator](#) and [Classic Traveller Character Generator](#)
- [Random Word and Sentence Generator](#)
- Map from <https://www.travellerworlds.com/> with seed 206410599 (make the rotational speed something reasonable and the temperatures might be okay too)

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