

THE THIRD IMPERIUM

Tripwire

CREDITS

Mongoose Traveller

AUTHOR

Simon Beal

EDITOR

Charlotte Law

LAYOUT

Joseph McCance

PROOFREADER

Nick Robinson

INTERIOR ILLUSTRATIONS

Lonny Chant, Furman, Phil Renne & Nick Robinson

SPECIAL THANKS

Marc Miller, Tom O'Neill, Brian Caball, Aidan Rafferty, Robert Eaglestone, Loren Wiseman, James Maliszewski, Donald McKinney, William Hostman, Martin Costa, Mike West

PLAYTESTERS

Jim Kundert, Stuart Machin, Andrew James Alan Welty, Gregory Wolfe

CONTENTS

INTRODUCTION	2
JEWELL	3
PASSENGER	8
DATA	16
CONSPIRACIES	30
KEYSTONE	49
TRIPWIRE	63
CODA	76
APPENDIX	73
INDEX	93

Tripwire ©2009 Mongoose Publishing. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental.

Traveller is a trademark of Far Future Enterprises and is used under licence.

Printed in the USA.



INTRODUCTION

Tripwire is a *Traveller* campaign set in the Jewell subsector of the Spinward Marches. The story takes the players to all of the worlds in Jewell as they attempt to uncover a conspiracy. Every system that they visit has at least one scenario or encounter. Additional encounters can also be found in the Appendix, which can be used throughout the campaign. The Appendix also contains a number of generic NPCs that you can use as required and equipment from the new races detailed in this book.

To run the Tripwire campaign, you will need the *Traveller Core Rulebook*. *The Spinward Marches* is also recommended for additional background material and is referenced several times during this book.

THE PLAYERS

The players should be part of an established group, such as free traders or mercenaries, with some loyalty to the Imperium. The party will need a variety of skills including combat, negotiation and stealth. A pilot will also be required and an engineer is also recommended. There are no restrictions on race, as long as most of the players are Imperial citizens and they have a good reason for being together.

The party must also have their own Jump 2 capable ship with a fuel scoop. This is important as it restricts where they can travel, forcing them to take specific routes. As the campaign progresses the players will acquire a new ship that can travel further distances, giving them access to more worlds in the Jewell subsector.

The campaign starts with the party located on the Zhodani world of Farreach. They will most likely have visited there to trade but you can use any reason that fits in with their backgrounds or group activities.

Most of the party should already know each other but some can join the group on Farreach if required, which can make for some interesting roleplaying if their loyalties are called into question. Additional party members can either be recruited or start out as passengers who get caught up in the events of the story.

PROLOGUE

The Jewell subsector is in a state of political change and unrest. The Federation of Arden has become a power in its own right, albeit a minor one, and are increasing their sphere of influence in the Rimward region of the subsector. Coreward of the Jewell Cluster, the Zhodani maintain a strong military presence and continue to sponsor an anti-Imperial sentiment that has now evolved into a separatist movement.

With the Imperial region of Jewell being threatened from both sides as well as within, a duke is to be appointed to oversee Imperial interests and maintain control of their territories. The duke will be stationed on Jewell but no date has been given and the new duke has yet to be chosen.

This move has caused political friction with the Zhodani who have since embargoed all Imperial Megacorporations. With rumours that an archduke will be also be selected to govern the Deneb system, the Zhodani fear the Imperium's motives and now threaten to cut diplomatic relations altogether.

Imperial agents suspect that the Zhodani now plan to deploy a new super weapon, forcing the Imperium to strengthen their borders and military outposts. With tensions running high, only the bravest travellers remain in business and demand higher fees for their services.

CAMPAIGN OVERVIEW

Making the most of the current trade opportunities, the players take on a passenger who pays them a handsome fee for their services. After being stopped by a Zhodani patrol the passenger reveals himself to be an Imperial agent. As he disembarks at his destination, he is shot by unknown assailants and the players must get him to safety.

A second attempt on the agent's life is successful and to the players' dismay they are framed for the murder. Now fugitives, the players are plunged into a Universe of conspiracy and danger. Following the trail from one world to the next, the players unravel the mystery of their dead passenger as a deeper plot begins to reveal itself.

JEWELL

The Jewell subsector is divided into three areas. The coreward region is ruled by the Zhodani, the central region is under Imperial control and the rimward region is neutral territory.

The Zhodani have a strong military presence in the six systems that they occupy in Jewell. Although access for Imperial Megacorps is currently restricted, independent traders and travellers are free to visit as usual. The Zhodani like to maintain their influence over the neutral worlds in their territory and Imperial access to these has always been limited. However, trade is the lifeblood of so many worlds that most traders are granted access.

The Imperial region consists of eight systems, five of which are known as the Jewell Cluster (Jewell, Emerald, Ruby, Mongo and Lysen). The region is currently under the control of the Duke of Regina but the Imperium is in the process of appointing a duke to the Jewell subsector. The 212th Fleet maintains strong border patrols, especially around the Jewell Cluster.

The rimward region consists mainly of neutral systems, many of which are becoming of strong interest to the Federation of Arden (see page 33). Utoland and Zircon have already fallen under the Federation's influence.

All of the information listed in this chapter (except the timelines) is known to most travellers so the players should have full access to the descriptions listed here. Further details of each system and world are presented later in the book at the appropriate point in the campaign.

THE WORLDS OF JEWELL

For your convenience and reference, all of the worlds in the Jewell subsector are listed with the Universal World Profile and a brief description. Further information on each system is detailed later in the campaign and page references are included.

Details of the Universal World Profile (UWP) can be found on page 170 of the *Traveller Core Rulebook*, with additional information on page 57 of *The Spinward Marches*.

871-438 0710 E700000-0 Ba NI G

This barren world has little of interest but its location and presence of a gas giant has made it popular with pirates and smugglers. The Imperium is reluctant to dedicate resources to patrolling this backwater world because the pirates simply go elsewhere. Full details can be found on page 34 (Conspiracies).

Aqua 0210 D389324-7 Po Na NI Wa G
Aqua is a water world in the Zenopit system. Its small population exists solely to provide purified water to the parent colony on the desert world of Zenopit. Full details can be found on page 43 (Conspiracies).

Ao-dai 0401 E410644-6 Z NA NI G
Ao-dai is a world very similar to Mars. It was ignored for centuries until the Zhodani discovered several rich deposits of lanthanum. It was not long after this that the Consulate established a small colony here and built several mining facilities. Full details can be found on page 9 (Passenger).

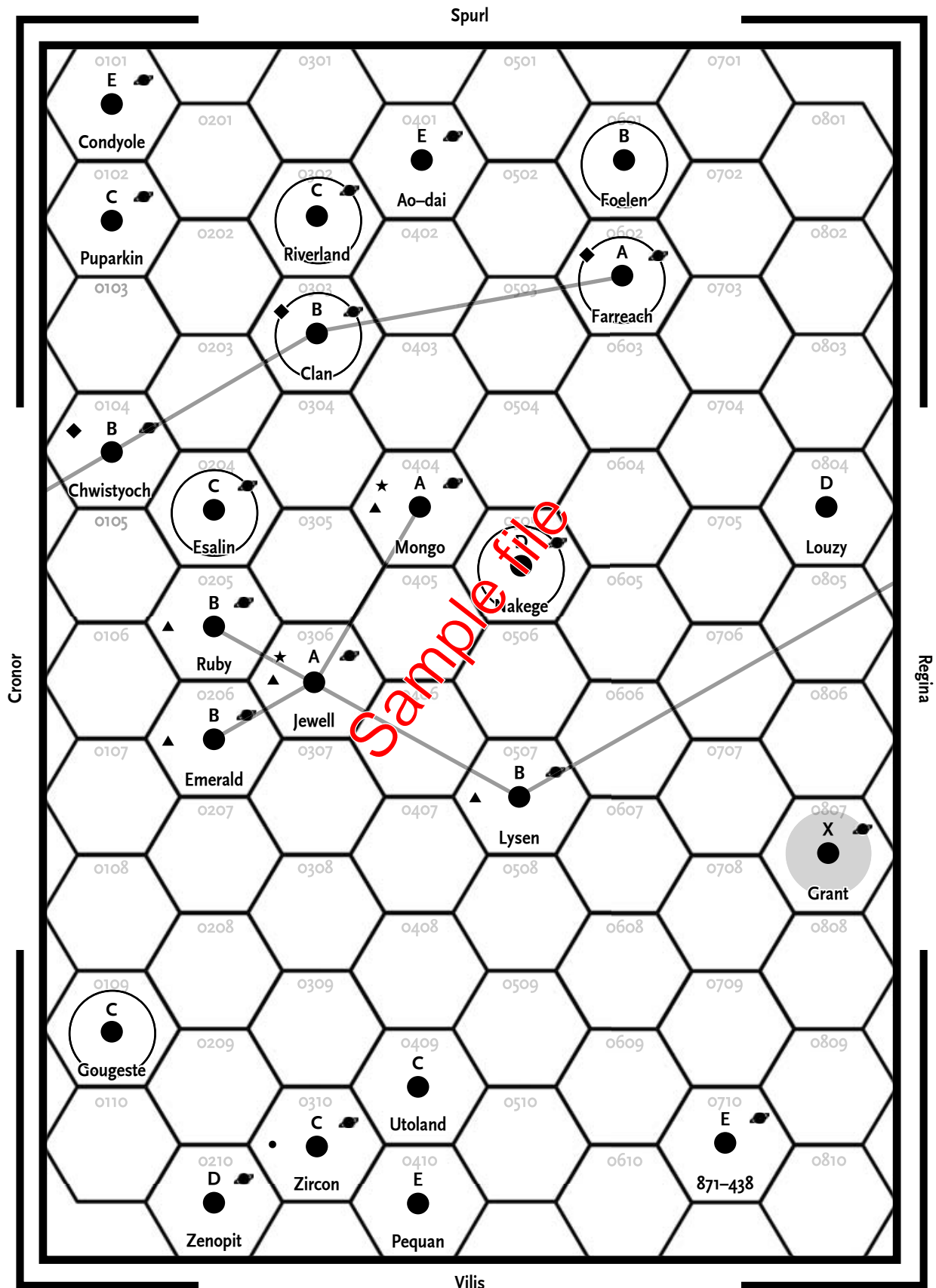
Clan 0303 B672899 A Z Z G
Clan was the first world in Jewell to be colonised by the Zhodani, who wanted to establish their borders within the Jewell subsector. Although the planet is not abundant with exportable goods, the land and wildlife is sufficient to sustain its population of nearly half a billion people. Clan serves as a hub to the other Zhodani outposts in this subsector. Full details can be found on page 11 (Passenger).

Chwistyoch 0104 B766766-A Z Z Ri Ag Ga G
This verdant world was colonised by the Zhodani shortly after they settled on Clan. Chwistyoch has become a rich world from both its agricultural and mineral exports. Most offworlders prefer to visit the Vexx settlement even though the Zhodani discourage this activity. Full details can be found on page 63 (Tripwire).

Condyle 0101 E7A1522-8 FI NI G
Condyle is an independent world located in Zhodani territory. The planet is inhabited by an indigenous species known as the Vexx; one of the many human cultures seeded by the Ancients. Full details can be found on page 57 (Keystone).

Emerald 0206 B766555-B S I Ag Ga NI G
Emerald forms part of the Jewell Cluster. The fertile lands produce abundant crops much of which is shipped to Jewell to support the population there. Emerald is vital to the success of lanthanum on Jewell and is also an important trade hub in its own right. Full details can be found on page 55 (Keystone).

Esalin 0204 C565673-8 Z Ag Ga G
Located between the Imperial and Zhodani borders, Esalin was originally an Imperial world but at the beginning of the Fourth Frontier War it was occupied by the Zhodani. Although Esalin has a Zhodani government, it is now officially neutral territory and enjoys good relations between the two cultures. Full details can be found on page 13 (Passenger).





Farreach **0602 A200400-B Z** **Z NI G**
Farreach is named for being the furthest Zhodani base from their homeworld of Zhdant. The base has one of the most extensive starports in the sector but access for Imperial citizens is not always granted. Full details can be found on page 8 (Passenger).

Foelen **0601 B638665-8** **Z NI**
The indigenous population of this ocean world are an aquatic race, resulting from the genetic manipulation of dolphins by the Ancients. The Zhodani occupied Foelen when they discovered that this species, the Chokari (literally meaning 'water people'), had strong Psionic abilities that warranted further study. Full details can be found on page 69 (Tripwire).

Gougeste **0109 C372510-A** **NA**
This small, dry, world is home to a minor outpost of the Arkesh Spacers. Reports of pirate activity have led the Imperium to classify the system as an amber zone. Full details can be found on page 35 (Conspiracies).

Grant **0807 X664100-0** **I Lo NI G**
The Imperium has designated Grant a red zone world and a small naval fleet prevents any unauthorised access to the planet. Rumours as to why it is a red zone world range from protecting a developing civilisation to secret military installations. Full details can be found on page 71 (Tripwire).

Jewell **0306 A777999-C 2** **I Hi Ht Lt**
Discoveries of lanthanum deposits lead to rapid industrialisation and with rising tensions against the Zhodani, military bases have also been built to defend against any possible incursion. Jewell is the primary planet in the Jewell Cluster and is both heavily industrialised and militarised. Full details can be found on page 51 (Keystone).

Louzy **0804 D322A88-8** **I Hi Po NA NI**
Louzy lives up to its name due to the tainted, thin, atmosphere and lack of water but due to the rich mineral deposits it enjoyed rapid colonisation and industrialisation. Less than 100 years later, the demand for the resources had dropped and many mineral deposits were mined out. Louzy is now an overpopulated world with a continuing decline in money and resources. Full details can be found on page 30 (Conspiracies).

Louzy II **0804 E493551-6** **FI Po NA NI**
Often referred to as 'Louzy Too', this world was colonised during the Third Frontier War by refugees who were refused entry to Louzy due to overpopulation. The population live in five separate domed settlements, each specialising in particular crops and produce to ensure the colony's survival. Full details can be found on page 30 (Conspiracies).

Lysen **0507 B592655-A S** **I NI G**
Lysen is the outermost system of the Jewell Cluster. Its location along the communication route has made it the trade and economical hub between the Jewell and the Regina subsectors. The planet is divided into regions, each specialising in areas of farming or mining and ruled by a noble. Full details can be found on page 25 (Data).

Mongo **0404 A368685-A 2** **I Ri NI G**
Mongo is the smallest planet in the Jewell Cluster. The MagnetoDynamics corporation have a strong presence here, providing the technology to extract rare minerals from the vast oceans that cover much of the world. The importance of the produce, coupled with the strategic location of Mongo, made it necessary for the Imperium to build a number of naval and scout bases in the system. Full details can be found on page 19 (Data).

Nakege **0505 D591314-2** **I Lo NI Lt**
Nakege is populated by an indigenous race of xenophobes and under the protection of Spinward Salvage LIC, who have salvage rights to the wreckages left behind after the Third Frontier War. Full details can be found on page 24 (Data).

Nakege II **0505 C333313-A** **Lo NI**
Spinward Salvage LIC claimed Nakege II when they obtained salvage rights to Nakege. A small colony was settled here with a modest starport and a sizable salvage yard where wreckages are transported from Nakege. Full details can be found on page 25 (Data).

Pequan **0410 E5656B9-4** **Ag Ga NI Lt**
Pequan is a lush and fertile world where the people live an agrarian lifestyle. Despite interest from the Imperium and the Federation of Arden, Pequan has remained an independent world. Full details can be found on page 49 (Keystone).

Puparkin **0102 C7B3386-9** **FI Lo NI G**
Puparkin has oceans of molten lava, which emit poisonous gasses into the atmosphere. It is an unpleasant world with very little going for it. During the Third Frontier War a number of Vargr refugees settled here but due to the hostile conditions their colony has not expanded. Why they remain at all is something of a mystery. Full details can be found on page 73 (Tripwire).

Riverland **0302 C566A99-9** **Z Hi G**
So called for the extensive river network that weaves through the main continent, Riverland is an overpopulated world of bureaucrats who administer Zhodani interests in Jewell. Riverland also has a large number of re-education centres to service the needs of its people in this subsector. Full details can be found on page 74 (Tripwire).

Ruby **0205 B400445-B S** **I NI G**
Part of the Jewell Cluster, Ruby is a small desert world without an atmosphere. The small colony lives in a single city consisting of four



pressure domes. Ruby is a friendly colony that thrives on visitors and trade. Full details can be found on page 16 (Data).

Utoland 0409 C473464-7 NI

The world of Utoland became independent world from the Imperium shortly after the Third Frontier War but has recently been taken over by the Federation of Arden. Although the Imperium has classed the world as non-industrial, the Federation has increased production by a staggering rate by bringing in their own people and technology to increase efficiency. Full details can be found on page 40 (Conspiracies).

Zenopit 0210 D130546-7 Po NI G

Zenopit is a small planet on the rimward edge of the subsector. What used to be a thriving mining colony has been reduced to only two mining facilities that trade with neighbouring systems for food and other essential supplies. Full details can be found on page 42 (Conspiracies).

Zircon 0310 C791668-9 M I NI G

Zircon is governed by House Mallor, who have their own private army operating out of the military base. However, the Federation of Arden have begun to invest in mining facilities to raise their influence on this world. Full details can be found on page 46 (Conspiracies).

TIMELINE

The chronology of events that have taken place or had influence on Jewell subsector are listed below.

DATE	EVENT
c-300,000	The Ancients seed a group of terrans on Condyle who will later become known as the Vexx.
	The Ancients create a race called the Chokari, genetically engineered from dolphins and seeded on Foelen.
	A faction within the Ancients build the Tripwire network, installing a Tripwire device on seven of their border worlds.
101	Etienne Rasa leads a group of colonists who settle on Peguan.
134	The Zhodani travel to Condyle and meet the Vexx.
189	The Zhodani discover the Chokari and assume they to be a primitive race of little interest to the Zhodani Consulate.
207	Condyle suffers a cataclysm as a result of nuclear meltdown in several of the Vexx facilities.
	Vexx refugees settle on Chwistyocho.
308	The Ecannis family settle on Emerald.
318	The Imperium colonise Jewell.
320	The Zhodani colonise Clan.
333	Zhodani colonists settle on Chwistyocho and impose their rule over the Vexx.
339	The Imperium establishes a mining colony on Ruby.
362	Rich lanthanum deposits are found on Jewell.
	Colonists abandon Ruby.
347	Zhodani colonists settle on Riverland.
503	Lysen is colonised by the Imperium.
589	First Frontier War begins.
	The Imperium declares martial law on Emerald and many Ecannis nobles are incarcerated on Jewell.
592	The Zhodani occupy Jewell.
	Zhodani forces occupy Emerald.
	Zhodani forces occupy Ruby.
603	The Imperium regains control of Jewell.
	Zhodani forces leave Emerald.
604	First Frontier War ends.
	Zhodani forces leave Ruby.
	Civil War begins.
606	The Ecannis family are allowed to return to Emerald.
615	Second Frontier War begins.
617	Smugglers build a starport on 871-438.
	Zhodani forces occupy Ruby.
618	Vargr refugees settle on Mongo.