

# APPENDIX 2: WORLDS OF THE NEW KINGDOM

## Sindal

Recruited?	System	Location	Attitude	Policy	Other DMs	Final DM	Profile	Trade	Fighting Strength
	Ace	0109	Suspicious	-11			E7A08B9-5	De Lt	1
	Number One	0208	Suspicious	1-3			C9C6778-7	FI	2
	Thebus	0309	Tolerant	22-			B534320-6	Po Ni Lo	1
	Noricum	0408	Hostile	211			D8867BB-1	Ag Lt	0
	Oghma	0410	Neutral	001			B214754-9	Ic	2
	Vume	0505	Suspicious	-22			B100477-C	Ni Va An	2
	Theev	0506	Friendly	-00			A434500-F	Na Ni Ht	4
	Marduk	0510	Neutral	—			C377436-3	Ni Lt	1
	Palindrome	0606	Neutral	203			B433334-B	Po Ni Lo	1
	Borite	0609	Suspicious	121			E655796-4	Ag Lt	0
	Chalchiutlicu	0704	Suspicious	0-1			B76A787-7	Ri Wa	2

\* On the Imperium/Florian League Trade Route

## Tobia

Recruited?	Name	Location	Attitude	Policy	Other DMs	Final DM	Profile	Trade Codes	Fighting Strength
	Boulder	0107	Suspicious	021			D100758-9	Va Na	2
	Exocet	0110	Suspicious	1-2			A574126-8	Ni Lo	1
	Scaladon	0206	Hostile	0-3			AAD98DK-A	FI	3
	Iilgan	0309	Suspicious	231			C467787-8	Ag Ri	2
	Wildeman	0409	Neutral	231			B201674-C	Ic Na Ni Va	3
	Pandora	0410	Neutral	-2-			B878313-B	Ni Lo	2



## Tliowaha

Recruited?	Name	Location	Attitude	Policy	Other DMs	Final DM	Profile	Trade Codes	Fighting Strength
	Khusai	0403	Unfriendly	X21			A5766M5-C	Ag Ni Ht	4
	Asim	0503	Neutral	222			B867564-6	Ag Ni	1
	Kteiroa	0505	Unfriendly	01-			C4601K4-8	De Lo Ni	3
	Torpol	0601	Unfriendly	121			B55A77A-8	Wa	3
	Drinax	0603	Haven	N/A			A33645C-F	Ni Ht	-
	Tyokh	0606	Suspicious	XXX			B466AH7-E	Hi Ht	5
	Iroioah	0607	Neutral	XXX			B6301G3-E	De Po Ni Lo Ht	2
	Clarke	0702	Neutral	33-			B899753-8		2
	Pourne	0704	Suspicious	133			A9B2887-A	FI	4
	The World	0707	Tolerant	0-2			E100551-6	In Ni Va	1
	Vorito	0709	Hostile	XXX			E595ABB-A	In Hi	3
	Blue	0801	Suspicious	010			B443487-C	Po Ni Ht	2
	Hilfer	0804	Hostile	221			BA5077A-6	De Po	2
	Paal	0805	Suspicious	222			B564679-6	Ag Ni Ri	2
	Sink	0806	Tolerant	0-			D665220-5	Ni Lo Lt	0
	Fantasy	0808	Tolerant	112			E788400-2	Ni Lt	0

## Borderlands

Recruited?	Name	Location	Attitude	Policy	Other DMs	Final DM	Profile	Trade Codes	Fighting Strength
	Byrni	0107	Suspicious	330			B955699-6	Ag Ni	3
	Arunisiir	0201	Tolerant	211			B776530-6	Ag Ni	1
	Tech-World	0204	Neutral	020			A455154-F	Ni Lo Ht	2
	Ergo	0205	Tolerant	2-2			X767500-0	Ag Ni Lt	0
	Tanith	0301	Tolerant	122			A589342-B	Ni Lo	1
	Acrid	0302	Suspicious	111			AAC1388-D	FI Lo Ni Ht	2
	Inurin	0304	Suspicious	2-0			E668776-5	Ag Ri Lt	2
	Falcon	0305	Suspicious	121			A158448-D	Ni Ht	2
	Cordan	0401	Suspicious	211			A895347-9	Ni Lo	1
	Exe	0403	Tolerant	00-			B300101-A	Ni Va Lo	1
	Sperle	0404	Hostile	12-			BA8A76A-7	Ri Wa	2
	Umemii	0501	Suspicious	112			C521877-6	Na Po	2
	Argona	0503	Suspicious	122			B612586-9	Ic Ni	2



# APPENDIX 3: UNLISTED WORLD PROFILES

The tables in the previous appendix cover all of the likely candidates (as well as some exceedingly unlikely candidates) for membership in the new Kingdom of Drinax. However, it is possible that your Travellers cultivated other worlds in the Reach, and wish to know if those planets might join the Kingdom. Use the guidelines below as a starting point, but the referee should adjust the profile based on the planet's history, culture and current situation.

## Government

Apply DM+1 to the Preferred Government if the world was known for its loyalty or long association with the old Kingdom of Drinax.

Code	Type	Preferred Government
0	None	0
1	Company/Corporation	0
2	Participating Democracy	1
3	Self-Perpetuating Oligarchy	2
4	Representative Democracy	1
5	Feudal Technocracy	2
6	Captive Government	As the ruling world, or 2 if Drinax is sponsoring a rebellion
7	Balkanisation	0 or 2, depending on the degree of contact with the wider galaxy
8	Civil Service Bureaucracy	1
9	Imperial Bureaucracy	1
A	Charismatic Dictator	2
B	Non-Charismatic Leader	2
C	Charismatic Oligarchy	2
D	Religious Dictatorship	0 (unless promised the title of state religion of the new Kingdom)



## Security

Start with Law Level. Apply DM+2 if the system is within six parsecs of the Aslan border.

Law Level	Desired Security
0-2	0
3-5	1
6+	2

## Technology

- Repressive or superstitious governments want a Technology Policy of 0 or 1.
- Low-tech planets usually want a Technology Policy of 1.
- Average-development planets involved in trade want a Technology Policy of 1 or 2.
- High-tech or weird planets want to go for a Technology Policy of 3, unless their own power base is dependent on having a technological advantage over their neighbours.

## Fighting Strength

- 0: The planet has no ships whatsoever – it is uninhabited, or has slipped into barbarism, or has a cultural taboo against spaceflight.
- 1: A handful of battered old ships. Low-tech planets unable to build, maintain or regularly buy ships, or really small, low-population outposts.
- 2: A few armed trade ships, maybe a third-hand Close Escort or a bad tech-shifted knockoff of an old Sindalian cruiser – or a lot of pirates. The average backwater in the Reach.
- 3: Either a large number of traders and pirates, or a well-organised planetary militia. An above-average world.
- 4: Either this is a pirate stronghold like Theev, or it is one of the few systems in the Reach that has a navy worth a damn.
- 5+: Massive military presence.



# APPENDIX 4: TABLES & CHARTS

## Trade Route Table

Jump-3 Route	Jump-2 Route	Roll	Other Key Systems	Roll
Wildeman	Wildeman	15+	Pandora	9+
Cordan	Cordan	12+	Arunisiir	8+
Acrid		10+	Blue	8+
	Argona	10+	Clarke	7+
	Sperle	9+	Torpol	7+
Techworld	Techworld	11+	Ergo	8+
Paal	Paal	10+	Byrni	10+



## Imperial Negotiation Adjustments

	Adjustment	Effects
<b>The Blockade</b>		
	Lifting the Blockade	Permits Negotiation
	Also lifting the Jump-2/Jump-3 Blockade	+10
	Lifting the Blockade from other key planets	+1 per planet
<b>Trade Levies</b>		
Minimal Trade Levy	-5	The Kingdom will be impoverished for decades, and risks civil war in the short term and collapse in the medium.
Average Trade Levy	-10	What Princess Rao expected when she planned the rebirth of Drinax – the trade levies will sustain the Kingdom as it grows and matures
Extortionate Trade Levy	-20	It is good to be the pirate king
<b>Imperial Relations</b>		
Friendly Relations	+0	Normal relations between Drinax and the Imperium
Non-Aggression Pact	+5	Drinax pledges not to attack the Imperium, and vice versa
Favoured Trading	+5	Drinax favours trade with the Imperium, not the Hierate
Defence Pact	-30	The Imperium will come to the aid of Drinax if the Aslan attack
Imperial Naval Base	+10	Drinax will service Imperial scouts and naval patrols at minimal cost
<b>Aslan Relations</b>		
Harsher Levies on Aslan Merchants	+5	Whatever Trade Levies are imposed on the Imperium, the Aslan levy must be at least one level higher (Average if the Imperial Levy is Minimal)
No Non-Aggression Pact with Aslan	+5	The Kingdom will not sign a non-aggression pact with any Aslan clan
Commitment to oppose Aslan expansion	+10	The Kingdom will stop the Aslan from claiming any worlds within its sphere of influence. Cannot be taken if the Travellers have promised not to interfere with Aslan expansion
<b>Other Adjustments</b>		
Piracy punished by death throughout Kingdom	+10	
GeDeCo advisors to all Kingdom governments	+10	Who does not love GeDeCo?
Arranged marriage between senior Drinaxian leader and Imperial noble	+5	Pick a Traveller or nominate a suitable character
Answering for Atrocities	+5 or more	If the Travellers committed any terrible crimes against the Imperium (destroying the Eurisko, freeing the AIs on Neumann, kidnapped the Duke of Tobia's niece), then they must answer for their crimes before an Imperial court. Check out Adventure 2: Prison Planet
Apologies and reparations for piracy	+5	The Travellers must personally pay fines for acts of piracy committed against Imperial ships and individuals. Fines are up to the referee, but should be commensurate with the Travellers wealth



## Aslan Negotiation Adjustments

	Adjustment	Effects
<b>The Blockade</b>		
	Lifting the Blockade	Permits Negotiation
	Also lifting the Jump-2/Jump-3 Blockade	+10
	Lifting the Blockade from other key planets	+1 per planet
<b>Trade Levies</b>		
Minimal Trade Levy	-5	The Kingdom will be impoverished for decades, and risks civil war in the short term and collapse in the medium.
Average Trade Levy	-10	What Princess Rao expected when she planned the rebirth of Drinax – the trade levies will sustain the Kingdom as it grows and matures
Extortionate Trade Levy	-20	It is good to be the pirate king
<b>Aslan Relations</b>		
Friendly Relations	+0	Normal relations between Drinax and the Imperium
Non-Aggression Pact	-10	Drinax pledges not to attack the Hierate. It is not reciprocal – the Aslan reserve the right to move as they wish, kill as they wish.
Favoured Trading	+5	Drinax favours trade with the Hierate, not the Imperium
No Interference	+10	The Kingdom will not attempt to interfere or block Aslan expansion into the Reach. Cannot be taken if the Travellers have agreed to oppose Aslan expansion
Aslan Naval Base	+10	Drinax will service Aslan warships and ihatei migrations
<b>Imperial Relations</b>		
Harsher Levies on Imperial Merchants	+5	Whatever Trade Levies are imposed on the Hierate, the Imperial levy must be at least one level higher (Average if the Aslan Levy is Minimal)
No Defence Pact with the Imperium	+10	The Kingdom will never sign any Defence Pact with the Imperium
<b>Other Adjustments</b>		
Hand over Kasiyl	+10	If Kasiyl is still a renegade after the events of The Prodigal Outcast, handing him over to the Aslan gives a bonus to Standing
Answering for Atrocities	+10 or more	If the Travellers committed any terrible crimes against the Aslan, then they must answer for their crimes
Allowing Aslan settlers	+2 per world	Allowing Aslan to claim territory on Kingdom worlds. Worlds with no water or unbreathable atmospheres do not count.



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