

FREE LEAGUE

COROLIS



HAMURABI

CORIOLIS DESIGN TEAM
*Tomas Härenstam, Nils Karlén,
Kosta Kostulas, Christian Granath*

WRITERS
Mattias Lilja, Christian Granath

EDITOR
Nils Karlén

GRAPHIC DESIGN
Christian Granath

COVER ART
Magnus Fallgren

INTERIOR ART
Magnus Fallgren

MAPS
Christian Granath

TRANSLATION
Tim Persson

PROOFREADING
John M. Kahane, Kosta Kostulas

SKU CODE
MUH051206

ISBN
978-91-87222-63-4

HAMURABI



The Hamurabi portal station is located between the portals in the Hamura system. From the outside, it looks like any other portal station – a lonely chunk of dark metal and flashing lights, covered in docked ships of various shapes and sizes – but inside, the rundown corridors and dim-lit halls are rife with intrigue, adventures and danger. Onboard the station, a power-hungry colonial agent, a paragon of the people, and an infiltrator are fast approaching a crisis and showdown. Welcome to Hamurabi, an outpost of civilization in the vast nothingness of space.

HAMURABI IS THE only station in the Hamura system, and thus a natural stop for jumpers from Kua headed for the Dabaran circle. Hamurabi is located between the two portal fields and is visited by ships going in both directions, a common solution in systems with little traffic. Portal station Hamurabi is an open sector and an archetypal portal station in the Third Horizon.

The station orbits the Hamura star and the two portal fields are approximately 1 AU from the

station in opposite directions. The closest planet to the station is the mining moon Abui, orbiting the gas giant Nesterio. Abui passes Hamurabi at a distance of 3 AUs every three segments.

OVERVIEW

Like most portal stations of this model, Hamurabi's aesthetics are simple and practical, except in the core of the station, where rose windows filter multi-colored light across

dark carpets, and the smell of food from the cantina creates a homely atmosphere. Rooms and residential modules are often decorated with colorful textiles and religious items such as small altars, candles, prayer towers with burning incense and exquisitely engraved reliquaries. The chapel onboard is also an oasis of peace and beauty in a world otherwise dominated by steel, glass and rubber. Outside of the core, halls and corridors are often poorly lit, and whole sections sometimes go dark altogether (a problem blamed on parasitic organisms from Abui).

The Hamurabi station is treated as an ordinary environment in regards to tech availability and prices (see chapter 6 of the Rulebook).

⚙️ DOCKS AND LANDING PLATFORMS

The station has twelve docks and two platforms for smaller craft (classes I through III) as well as four docks for larger vessels (class IV). Hamurabi is a standard space station, and service costs here are normal (± 0 modifier). The docking fee is included in the service cost (see p 155 of the Rulebook).

Overzealous port bureaucrat Asal Harub keeps his unclean offices next to the landing platforms. He is very serious about his job, and will not hesitate to demand access to ship logs or even to be allowed onboard to search the PCs' ship if he thinks something looks suspicious.

⚙️ THE SOUK

The circular plaza at the top of the station is its heart. It has a diameter of about seventy meters and is filled with all sorts of businesses, from junk shops and food stalls to workshops and tech stores. The available merchandise is somewhat limited, but most ordinary tech can be found here. Brahani's and several other cantinas surround the souk, most of them just holes in the wall. The Icon chapel and the offices of the Bulletin can also be found here, and a short corridor connects the plaza to the medlab. In a corner of the souk, Khabaran Nazim is running a small contract agency for freelancers (see p 215 of the Rulebook).

⚙️ THE MEDLAB

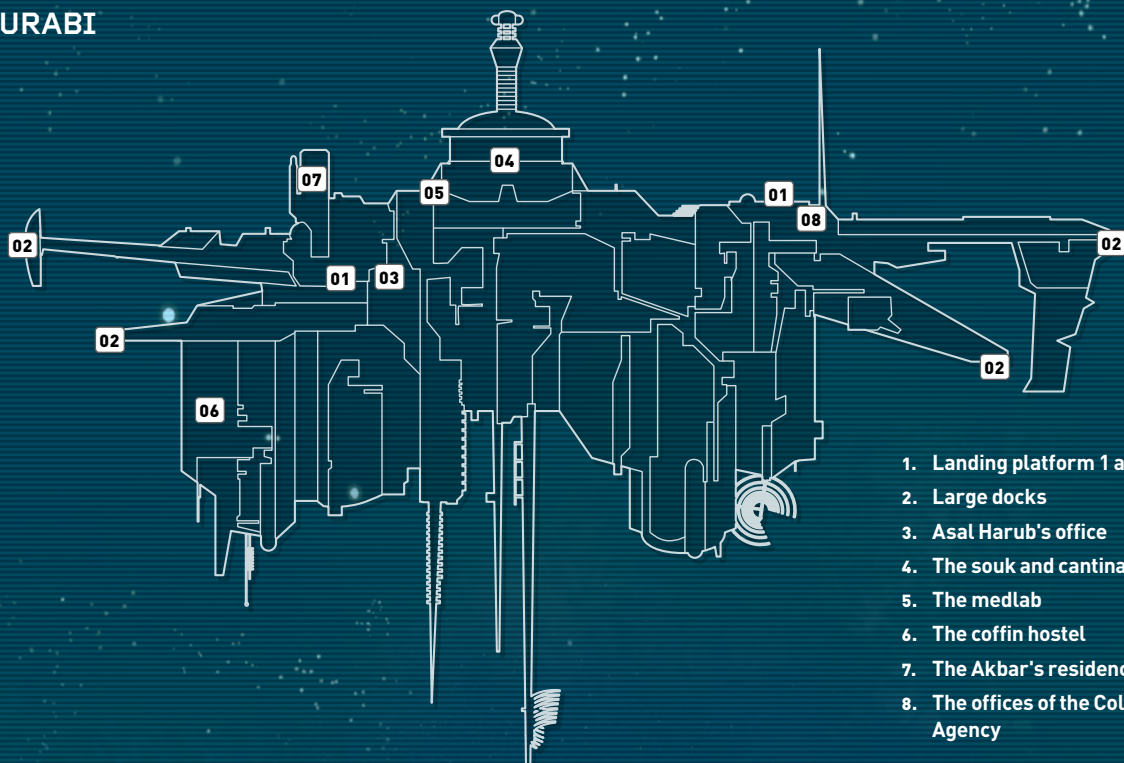
The portal station is equipped with a medlab, ruled firmly by Chief Medicurg Lumara Akbion. She is mainly interested in the most serious cases, and lets her two assistants tend to the other patients.

FACTS ABOUT HAMURABI

- ◆ **POPULATION:** 131 permanent residents, plus between fifty and one hundred hands working the ice mines, and some free traders, prospectors and colonists. No semi-intelligences or slummers.
- ◆ **PHYSICAL DATA:** Roughly 600 meters wide and 280 meters long.
- ◆ **LAW AND ORDER:** A company of twenty hired guards (see the table in the Characters and Creatures-section their game stats) keeps the peace under the leadership of Commander Alsha Bashir, who in turn answers to Station Akbar Rhavinn Bokor of the Foundation. Bashir and Bokor handle petty crime and punishment, but more serious criminal activity is delegated to the courts on Coriolis.
- ◆ **GOVERNANCE:** The station is run by the Consortium, mainly through the Foundation's station Akbar responsible for the portal field analyses sold to passing ships. The Colonial Agency is also present onboard to maintain contact with the scattered colonies in the system, as is the Bulletin, running mail service and the news probes.

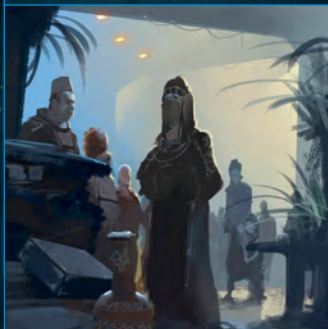


HAMURABI

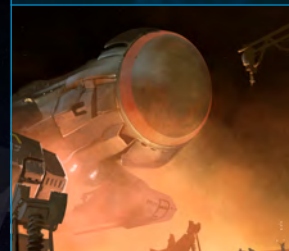


1. Landing platform 1 and 2
2. Large docks
3. Asal Harub's office
4. The souk and cantina
5. The medlab
6. The coffin hostel
7. The Akbar's residence
8. The offices of the Colonial Agency

THE SOUK



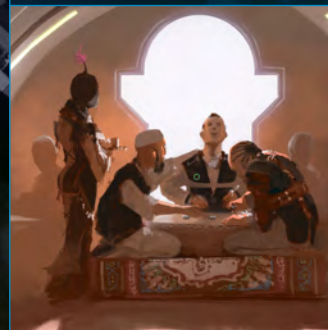
LANDING PLATFORM 2



THE COFFIN HOSTEL



THE CANTINA



✿ BRAHANI'S

The largest cantina onboard the station. The clientele is anything but picky and holds the food and drink of Brahani's to be of excellent quality. When station management or other important guests visit the cantina, Nia Brahani and her three employees bring out the special reserve to serve delicate food and beverages, although the limited supply of raw materials sometimes makes the combinations a bit interesting. The prices of these specialty dishes are steep, deterring common folk from ordering them, which helps to maintain their exclusivity. Nia is always interested in new faces, and knows just about everything about the station and its inhabitants. She can tell the PCs how to approach the station akbar, the colonial agent, the Bulletin journalist and the preacher.

Brahani's is open during the morning, day and evening watches, but closes during the night. There are always at least a few guests here: in the morning it is mostly stevedores sharing a hookah, some kawah or a samovar of chai before a long day of work begins; small groups of administrative employees usually arrive during the day, and in the evening it is not uncommon for station management or other prominent faces to show up, such as Medicurg Akbion or Talib the preacher. The final hours before closing belong to the younger members of the station's administration, centered on colonial agent Yasitra Hur and the Bulletin's Anata Garam. The occasional prospector or visiting colonist might show up at any time of the day, but they usually don't fit in too well because clothing, behavior and level of intoxication.

The cantina's main attraction is Emira the dancer and her white, bionic snake, spellbinding her audience one night a week. Mean rumors say that the fiery Emira is having a secret affair with Yasitra Hur, the pompous colonial agent.

When the hands of the Abui ice mines are on leave, Brahani's is transformed from a tasteful watering hole to a rowdy and violent place, disturbing the otherwise calm life of the station.

✿ THE SLEEPING EKILIBRI'S COFFIN HOSTEL

A somewhat decent coffin hostel for visitors who desire peace and quiet after a stressful voyage. Simple but cheap.

✿ THE AKBAR'S RESIDENCE

Station Akbar Rhavinn Bokor's residence bears a strong resemblance to the Museum of History on Coriolis, and is located in a cylindrical tower almost reaching to the ceiling

of the souk. The walls of Mister Bokor's relatively spacious home are covered in relics and trinkets from all corners of the Horizon. Most visitors granted a little of the Akbar's time only get to see the audience chamber, which is a large, circular room with a low table in the middle. Prominent guests are entertained at the table, but visitors of less importance are shown to small sitting cushions along the walls. Two wide panoramic windows show the darkness of space on one side and the commotion of the souk on the other. Mister Bokor's scribe and assistant, Naaji, is present during all audiences.

✿ THE OFFICES OF THE BULLETIN

Bulletin correspondent Anata Garam's combined post office and newsroom. Deliveries bound for the fringes of the system come through here, and captains stopping at the station often check the info terminals at the docks to see if there are any mail runs for their destinations available. Courier work is often easy money in Hamura. Anata Garam and colonial agent Yasintra Hur handle deliveries for the outer colonies collaboratively. The two young careerists can often be found together at Brahani's in their spare time. Anata's offices are worth a visit for crews looking for courier work. Hauling goods or information from here to Kua or elsewhere provides decent pay.

✿ THE CHAPEL OF THE ICONS

Preacher Talib Ogor runs the station's simple but beautiful chapel. Together with two apprentices – stevedore Nala and administrator Bilal – Ogor runs the chapel and tends to most of the station's spiritual needs. Most residents visit at least once per segment. The outgoing preacher is always present at social events around the station, and can often be found at Brahani's, where he takes his dinner with Rhavinn Bokor.

✿ THE OFFICES OF THE COLONIAL AGENCY

Colonial agent Yasintra Hur's offices are located just off Landing Platform Two. From here, she and her two staff members register new claims and colonies. Together with Anata Garam of the Bulletin, Yasintra makes sure that the colonists of the system get their mail and deliveries. Hur and Garam can often be seen together as they have much in common – they are both young women with big dreams for the future who have accepted the posting to Hamurabi as a necessary step to ensure professional advancement.

ABUI THE MINING MOON

On Abui, the Colonial Agency is mining ice for lucrative export to other worlds. The mine itself is an intricate system of tunnels running deep beneath the moon's surface. The PCs might visit Abui because of some involvement in the intrigues on Hamurabi. On the surface of the moon there is a small loading dock, a control room and living quarters for the mining crew. The core of the moon is reached by fast mine cars on rails running through the tunnels. The ice is mined using massive crawlers equipped with mercurium drills. Sometimes, whole groups of miners disappear in the tunnels, and these incidents seem to be increasing in frequency. Is there something more than ice hiding in the dark heart of Abui?

WEAPONS ON THE STATION

Anyone can carry weapons on the station, but if the PCs should choose to walk around with visible guns and armor they are sure to attract attention, and eventually the gaze of Commander Bashir. He has no problem with a holstered Vulcan pistol, but would rather see heavier weapons and armor kept onboard the PCs' ship. Defying the commander on this issue will result in immediate expulsion from the station.

THE SITUATION

Hamurabi is your average Third Horizon portal station. It is mainly a place where bored crews can wait for bulk haulers with which to jump to Kua, but it is also home to a small group of permanent residents, either operating the station or working on small-scale research projects. To the colonists and prospectors in Hamura, the station is their oasis, both socially and practically – it is where they restock their supplies, catch up on the happenings of the Horizon and purchase spare parts and new machinery. The mail and courier services of the system are based on Hamurabi.

Under the sleepy exterior of daily life on the station, tensions are running high. The power games of the factions influence the entire Horizon, causing bad blood between the stationaries and the hands on Hamurabi. A few of these conflicts are described below.

After the Taoan incident (see p 184 of the Rulebook), Hamurabi has rapidly become more and more isolated. Only a handful of prospectors and ice haulers bound for Abui pass the station these days.

⚙ THE ABUI ICE MINES

The closest planet to Hamurabi is Abui, a moon orbiting the gas giant Nesterio. The moon is home to a community of hired hands mining ice for the Colonial Agency. The ice from Abui is very valuable if delivered to the right buyer, and the Consortium have signed lucrative ice trading contracts with the pasha of Dar Bouti on Dabaran, among others. Abui passes relatively close to Hamurabi once every three segments, and the miners usually take this opportunity to visit the station, a veritable paradise in comparison to the dark mines. These visits are the cause of much conflict onboard. The permanent residents of Hamurabi are tired of the loud, well-paid miners wreaking havoc at Brahani's and their other bars. The Free League's representative on the station, Didier Abédi, is working tirelessly to improve the miners' abysmal labor conditions, but this struggle is not buying him any favors with the locals – the miners are well compensated for their dangerous work, and the stationaries are envious of their spending when on leave on the station. The Consortium's people on the station have orders to make sure that the mines operate smoothly, and spend considerable resources to make sure that they do.

⚙️ SAMINA'S CORSAIRS

Corsair captain Samina is infamous across the Third Horizon. With absolute precision and bold audacity, she attacks couriers and spare parts transports all over Hamura. Lately, her corsairs have also been targeting the popular cruise liners bound for the water planet Hamura.

The increasing boldness of the corsairs' raids could be the beginning of their downfall, however – powerful factionaries on Coriolis have begun questioning why nothing drastic is done about the corsair problem in the Hamura system. Station Akbar Bokor and colonial agent Hur are under increasing pressure to produce results in their fight against Samina.

CHARACTERS AND CREATURES

Hamurabi's most important residents and generic NPCs such as hands and station guards are described in the table below.

RHAVINN BOKOR, STATION AKBAR

The aging Rhavinn Bokor has been appointed to the offices of Station Akbar until his retirement. After many years of travelling the Horizon, Bokor is enjoying the easy, uneventful life on Hamurabi. A low stress level and good meals at Brahani's are everything he desires to lead a good life.

One should not be fooled by Bokor's phlegmatic exterior, however. A long career with the Foundation and a razor sharp intellect means that few things pass him by. Akbar Bokor is conservative and a believer in the virtues of keeping to a strict, social set of etiquette rules. He might lend a hand to the PCs should they need it as he has no desire to further his position or increase his wealth, but the key to piquing his interest is to share stories of exciting journeys or dramatic adventures. He could warn the PCs of the colonial agent's power hunger, and provide valuable tips about other simmering conflicts on the station. As the GM, keep in mind that Bokor would never act in a way that jeopardizes the safety of the station.

APPEARANCE: An elderly gentleman with swirling tattoos across his clean-shaven scalp. A neatly trimmed beard lends an air of sophistication to a face marked by long periods of time spent in unforgiving climates. He covers his aging body with a discreetly embroidered djellaba.

CHARACTERISTICS: Phlegmatic, conservative, interested.

ATTRIBUTES:

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 5

HIT POINTS: 5

MIND POINTS: 10

REPUTATION: 8

SKILLS: Manipulation 4, Culture 3, Survival 3, Command 2, Science 2

TALENT: Judge of Character, Rugged

ARMOR: -

WEAPONS: -

GEAR: Personal communicator (usually set to reach Commander Bashir), beautiful Miran pocket watch



YASINTRA HUR, COLONIAL AGENT

Yasintra Hur comes from a wealthy family in the Monolith, and her career is looking excellent as she went straight from the Colonial Agency's School of Higher Education to the position of colonial agent in one of the Horizon's most important systems. She is used to getting her way, and this has made her both arrogant and naive. She is responsible for the Abui ice trade and the prospecting expeditions in the system. The Taoan catastrophe was her first major professional setback, but not the last. The growing corsair problem and the tensions between the stationaries and the miners have cost her many nights of sleep. As Emira's nightly visits are few and far between, she has taken to Sadaalian plum wine for comfort.

APPEARANCE: A middle-aged woman usually dressed in a short, practical kameez with matching trousers and boots. A life spent on space stations has kept her skin smooth and white as milk. Yasintra's eyes are biosculpted and can change colors. She usually goes for an intense, somewhat unnerving, shade of green.

CHARACTERISTICS: Forward, ambitious, unempathic.

ATTRIBUTES:

STRENGTH 3, AGILITY 4, WITS 4, EMPATHY 3

HIT POINTS: 7

MIND POINTS: 7

REPUTATION: 7

SKILLS: Manipulation 4, Culture 2, Data Djinn 2, Ranged Combat 2, Science 2.

TALENT: Faction standing (Colonial Agency)

ARMOR: -

WEAPONS: Thermal cricket

GEAR: Personal communicator

EMIRA (SAMINA), DANCER AND CORSAIR CAPTAIN

When she was young, Samina was a dancer in Border Space and came into contact with the kind of shady individuals who tend to seek out such remote places. She rose through the ranks and eventually became the fearsome smuggler and corsair she is today. Years of experience have taught her every trick in the book when it comes to lightning strikes in the darkness of space, but this is not the only card up her sleeve. Disguised as the seductive dancer Emira, she moves freely through the system, employing all of her cunning to acquire information about suitable targets to hit. Her latest mark is Hamurabi's colonial agent herself. Emira is probably the most talked about person on the station. The rumors about where she spends her time between shows are many. She sometimes leaves the station on one of the freighters bound for Abui but has also been spotted boarding unknown free traders...

APPEARANCE: The years have been kind to Samina. Despite her forty cycles, she has the vigor and looks of a twenty-five-year-old. In public, she always wears black and white face paint in a way that makes people think of the Dancer's Beast incarnation. When performing, her clothing is always of the latest fashion, and she adorns herself with beautiful jewelry and Kuan feathers. In private and among her warriors, she dresses in a hooded, dark caftan.

CHARACTERISTICS: Cunning, seductive.

ATTRIBUTES:

STRENGTH 2, AGILITY 5, WITS 4, EMPATHY 5

HIT POINTS: 7

MIND POINTS: 9

REPUTATION: 3

SKILLS: Manipulation 5, Dexterity 4, Observation 4, Melee Combat 3, Ranged Combat 3, Culture 2

TALENT: Seductive, Third Eye

ARMOR: -

WEAPONS: A piece of jewelry that works as a shock whip



GEAR: Well hidden at the coffin hostel, she keeps a system holograph, a thermal cricket and a tag with 2,000 birr.

DIDIER ABÉDI, REPRESENTATIVE OF THE FREE LEAGUE

Didier represents the Free League, and is currently on Hamurabi to negotiate better labor conditions for the hands who work the Abui ice mines. Abédi's involvement in the matter is not always welcome here, and he has made enemies of both the colonial agent and the colonial overseer. The miners themselves are not overly invested in Abédi's crusade, either – they gladly carry out the dangerous work, as the pay is very, very good. Abédi won't let that stop him, however, and continues to investigate the mining operation in the hopes of finding something incriminating to report to Jesibel Niales on Coriolis. Abédi is asocial and chews kambra (see p 108 of the Rulebook) so as to better interact with others. His only acquaintance on the station is the overzealous bureaucrat Asal Harub.



APPEARANCE: A pale forty-something man with watchful eyes and a red mohawk. His ever-growing mission report is always in his shoulder bag.

CHARACTERISTICS: Zealous, asocial, watchful.

ATTRIBUTES:

STRENGTH 3, AGILITY 4, WITS 4, EMPATHY 3

HIT POINTS: 7

MIND POINTS: 7

REPUTATION: 4

SKILLS: Observation 4, Data Djinn 3, Ranged Combat 2, Manipulation 1

ARMOR: -

WEAPONS: Vulcan pistol

GEAR: Tabula (with mission report), tag with 1,700 birr, embroidered pouch of kambra.

LUPINO MBIA, COLONIAL OVERSEER

Lupino rules the miners of Abui with an iron fist. She is well aware that she is surrounded by the scum of the universe, and acts with absolute determination and strength because of it. Lupino is held in high regard by the Colonial Agency because she manages to get the job done – sometimes using questionable methods – while still maintaining the respect of the miners. The hands of Abui think twice before speaking up against the overseer, and the stationary residents of Hamurabi scatter and turn away at the sight of the enormous woman whenever she visits the station.

APPEARANCE: An enormous, almost box-shaped woman with short, black hair and an intense stare. Lupino dresses in practical, somewhat worn, overalls and dangles a power sledge from her belt.

CHARACTERISTICS: Aggressive, impulsive, imposing.

ATTRIBUTES:

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

HIT POINTS: 9

MIND POINTS: 5

REPUTATION: 2

SKILLS: Force 4, Dexterity 3, Melee Combat 3, Command 2

TALENT: Exo specialist

ARMOR: Protective clothing (3)

WEAPONS: Power sledge

GEAR: Tag with 1,100 birr, Deckhand talisman

EVENTS

The Hamurabi station is an excellent place for the GM to introduce new characters, plots and side stories. Crews travelling the Horizon generally spend quite a lot of time on portal stations waiting for jump coordinates or a bulk hauler to jump with.

Onboard the station, the PCs can rest, purchase new gear and look for new contracts or missions. It is not unusual for these micro-societies to teem with intrigue and conflicts for the PCs to get dragged into. A few examples are described below.

TABLE 1: NPCS ON HAMURABI

NAME	PROFESSION	STRENGTH	AGILITY	WITS	EMPATHY	REP	SKILLS	GEAR
Alsha Bashir	Station Akbar	4	3	3	2	4	Melee Combat 4, Ranged Combat 3, Command 1	Shock stick, Stun gun, Protective clothing (3)
Asal Harub	Bureaucrat	3	3	4	2	5	Data Djinn 2, Manipulation 1	Tabula with log of spaceport activity
Khabaran Nazim	Peddler of contracts	2	3	3	4	4	Manipulation 3, Observation 2, Ranged Combat 1	Tabula linked to the Free League's mission database, Vulcan cricket
Lumara Akbion	Chief Medicurg	3	4	5	2	5	Medicurgy 4, Science 2	Access to medlab (+3), Lumara's assis- tants have Wits 4 and Medicurgy 2
Nia Brahani	Cantina owner	4	3	3	3	4	Manipulation 3, Observation 2, Melee Combat 1	Keeps a baton under the bar
Anata Garam	Bulletin correspondent		3	4	4	4	Observation 4, Culture 3, Manipulation 2, Data Djinn 2	System communicator, Thermal cricket
Talib Ogor	Preacher	2	3	4	5	6	Manipulation 4, Culture 2	Prayer tower, Judge talisman
	Station guard	4	3	3	3	4	Melee Combat 3, Ranged Combat 1	Shock stick, Stun gun, Protective clothing (3)
	Stationary resident	2	3	3	3	4	As needed 2	None
	Miner	4	3	2	3	2	Dexterity 2, Force 1, Melee Combat 1	Power sledge

⚙️ THE WELCOMING COMMITTEE

When the PCs dock at Hamurabi, Asal Harub the bureaucrat approaches them accompanied by two guards. They demand to be let onboard for an inspection, as they have received an anonymous tip about the PCs being smugglers. Do they have anything to hide? Maybe one of the group's enemies has bribed a station guard to plant incriminating evidence onboard?

⚙️ THE BULLETIN

Bulletin correspondent Anata Garam receives a tip about the PCs and takes an interest in them. She follows them around, digs around in their backgrounds for a scoop and even goes so far as to break into their ship to look for information. This is a perfect opportunity for the GM to hold the PCs accountable for poor judgment or morally questionable choices in previous adventures. Anata will not back down easily, but threats, blackmail or violence could force her to lay off.

⚙️ THE FREE LEAGUE

The Colonial Agency and the mining overseer have had enough of Didier Abédi's interference in their business, and decide that the time has come for the League agent to suffer a little accident. Abédi becomes stuck in an airlock that suffers decompression, but manages to get into an exo and make it out alive. He suspects that the whole affair was arranged by someone, and hires the PCs to act as bodyguards and detectives. Overseer Lupino will not give up without a fight, and will think up a series of spectacular and creative ways to get rid of the agent. Meanwhile, Abédi asks the PCs to investigate the overseer and the colonial agent and to look for evidence of illegal activities. Perhaps this mission will lead the PCs to new adventures on Abui?

⚙️ THE CORSAIR PROBLEM

Colonial agent Yasintra Hur has grown tired of her transports being raided by corsairs. She suspects that the corsairs receive information about transport routes from someone on the station – how else can they strike with such precision? Hur hires the PCs to poke around the station and try to find out who is leaking information to the corsairs. Among the suspects are Asal Harub, the bureaucrat, Commander Alsha Bashir and colonial overseer Lupino Mbia. Ironically enough, it is Yasintra herself who is the leak! Every now and then, she spends the night with Emira the dancer, who is actually corsair extraordinaire Samina in disguise, and has been working Hur for information for months!



MINI ADVENTURE

The event "The corsair problem" is an excellent opportunity for a GM who wishes to send the PCs on a mini adventure. It will start with the PCs gathering evidence on Hamurabi to expose Samina and Yasintra. Samina might manage to escape, and if she does, Akbar Bokor will send the PCs after her, all the way to a secret smuggler hideout on the Gupka station orbiting the mysterious planet Yublai...