

FULTON GALACTIC: CAMPAIGN SYNOPSIS

BEGINNING DATE: Day 128, Year 1113 of the Third Imperium (purely coincidentally the day after the Rhylanor Express Campaign ended)

BACKGROUND: The Armistice ending the Fifth Frontier War was signed three years ago. Finally, since the peace seems to be holding, all of the war-time economic restrictions and controls have been lifted. Civilian assets that were commandeered are being returned; restricted areas are being reopened; and pent-up civilian demand is causing a trade boom.

During the war, the Imperial Navy had sent various fleet elements into District 268, a subsector of the Spinward Marches which did not actually have membership in the Imperium. Since District 268 is adjacent to the hostile Sword Worlds Confederation, it was felt that it was urgently necessary to keep it under firm Naval control. Now the non-imperial local world governments have arranged the end to the “protective custody” and the Navy has withdrawn.

Wartime necessity also caused the Imperium to restrict crossings into and from the Trojan Reaches Sector to the Rimward. This sector, also known as the Outrim Void, is a collection of independent systems, pocket empires and, at the far-end, colonies of the reptilian aliens known as the Slaan (sometimes incorrectly spelled Aslan). Now, once again trade and exploration vessels are permitted to cross the border to these non-imperial planets to seek their fortune.

THE SET-UP: Fulton Galactic Inc. is a small imperial corporation which focused in “trade and consultation” with extra-imperial worlds. Some called them “busy-bodies” or “know-it-alls” or “pirates” or “con-men” or sometimes “angels of mercy” or even “saviors.” However, at the beginning of the War, their main trade station in District 268 was attacked and devastated by Sword Worlds’ commerce raiders. The station was then commandeered by the Imperial Navy and the surviving shareholders, directors and agents were forbidden to investigate or take stock. The company went into Emergency War-time Receivership and ceased to do business.

Now that Duke Norris has lifted all of the Wartime Economic Decrees and The Delphine of Glisten has put into place the Reconstruction and Reparations Act of 1113, the surviving shareholding partners and their heirs have a chance to recover the assets of the company.

Each player character will have to come up with a back-story, matching his age and career that makes him the recipient of one of the voting shares of Fulton Galactic on his way to District 268 to recover his property and seek fame and fortune on the frontier.