

The Tullymore Run

Marcus “Tully” Tullymore is a giant of a man, and holds an official Alliance Mail contract – one of many held by independent contractors. His responsibility is a run that takes in the White Sun, Red Sun, Kalidasa, and Blue Sun systems, with a depot office on one planet in each system. There are three ships on the Tullymore run, and the most famous ship is *Peregrine*.

Standard Operating Procedure

The three Tullymore Run ships are all independently owned by their captains or crews, and take the run on a subcontracting basis. Each one flies between the four systems of the run in a shifting pattern based on the orbital proximity of the systems and the priority of packages to be delivered.

In each system, the ships visit the depot office first to offline deliveries for that system and pick up outgoing cargo. Smaller ships and subcontractors usually distribute the packages from the depot to other planets in the same system, but sometimes the original ship will handle these local deliveries to pick up extra money, if scheduling permits.

The Depots

New Melbourne

New Melbourne, in the Red Sun system, is the home office for the Tullymore Run. Tully Tullymore is a bit of an embarrassment to his wealthy family in the Core, being a dedicated and unskilled gambler. The Alliance Mail franchise is the family’s way of keeping their middle son out of the Core and out of the Cortex gossip reports.

Surprising everyone, Tully’s actually making a go of the franchise. His wife, Jersey, aside from being a stunning beauty, is a smart woman with many connections from her time as a singer.

Tully’s right hand man, the chief clerk of the New Melbourne depot, is a man named Will Yunick. He’s a bit touchy about the name, and bears some sort of grudge against the crew of *Peregrine*, and tends to throw a great deal of bureaucracy in their way out of spite.

A new settlement near the depot on New Melbourne is the site of a rather strange and insular religious community. They have their own shepherds, schools, and security, grow their own food, and don’t buy supplies locally.

Albion

In the White Sun system, Albion is one of the least urban of the Core Worlds. It has a large temperate zone, with a mild climate that allows the growing of a number of valuable luxury crops and medicinal plants. Large plantations, with mansion houses and security drones, cover most of the arable land, with small company towns to house the workers dotted around the planet.

Most of the crops are farmed by armies of mechanized agricultural drones and processed in automated factories, refineries, and packaging plants, all maintained by the workers housed on each plantation. A few hidden fields, growing illegal crops, are worked by indentured workers.

These illegal crops are mainly controlled by the Jiang Triad. The Jiang family is one of the three major families with holdings on Albion, with a thriving legitimate trade in cocoa, sugar, and chocolate. They tend to eschew the militaristic posturing of the other Albion planters, but have a veritable army of Triad soldiers at their disposal to help them with their 'Verse-wide drug trade.

Heaven

Heaven is a sparsely settled planet in the Kaldasa system. Its main spaceport is in the city of Bao, which is the economic centre of the planet. Businesses there cater to the many ships that come and go from the world, involved in the flower block trade.

The flower blocks are a byproduct of a problem with the terraforming on Heaven. It produced a wide range of beautiful, vibrant flowers, the like of which are unknown on any other world in the 'Verse. However, they all produce an awful, corpse-like stench that fills the air of the entire planet. Analysis includes dimethyl trisulfide (like limburger cheese), dimethyl disulfide, trimethylamine (rotting fish), isovaleric acid (sweaty socks), benzyl alcohol (sweet floral scent), phenol (like Chloraseptic), and indole (like mothballs), among many unidentified chemical compounds.

The odour is so strong that even most natives of the world wear masks when they go out in the open air, and certainly when they visit the sprawling flower farms. You don't see the masks much in Bao; at least, not among the residents. Offworlders, though, have been known to faint when the wind shifts, bringing in a fresh waft of flower smell.

The wealth of Heaven is dependent on the beautiful but noxious plants. They are harvested and sealed in transparent media – glass, crystal, acrylic, and other plastics. The resulting flower blocks are in high demand throughout the 'Verse, though only the Core worlds can afford the larger, more elaborate blocks. A simple, single bloom in a hand-sized block is often a treasured keepsake in Border and Rim worlds.

Law in Bao is kept – as much as it *can* be kept – by Annie Pan, Alliance Marshall. She has a police force made up of a mishmash of local private security firms, along with two or three Deputy Marshalls. Between them, they are mostly able

to keep the excesses of this rowdy Border world boomtown from going too far. Mostly.

In a town known for drinking establishments, gambling halls, and brothels, St. Pete's stands out as one of Bao's most celebrated. Run by Sue Fawn Li, it is a bar and gambling hall that offers floor shows, decent drinks, and plenty of gambling action. In one of the upper rooms, she has a regular high-stakes poker game that is invitation only.

Deadwood

Orbiting the Blue Sun, Deadwood has only been added to the Tullymore Run in the past couple of years. For many years, the major settlements on the planet were under the thumb of Rance Burgess, whose singleminded corruption meant that all the profitable contracts went to him and his cronies. Since his untimely death, the Deadwood council has been quick to diversify.

The Deadwood Council is headed by a local businesswoman named Petaline. She has partnered with the Quartermasters, a syndicate of arms dealers, for political (and less metaphorical) muscle in order to stave off attempts from Burgess's former cronies to reassert their power. Rumours that the Quartermasters are deserters from one side or the other of the Unification War are unsubstantiated. They do, however, clearly have connections with some sort of military weapons source, as they pride themselves on being able to obtain any sort of armaments.

Ori, the leader of the Quartermasters, is a short, wiry man with a tendency to fidget and be distracted. He has formed an alliance with Petaline to dominate the Deadwood Council, which they keep locked up as tight as Burgess ever did. The difference is that now the council goes out of its way to look after the common citizens, rather than exploiting them.

Ori is a sensitive man, in touch with his feelings and comfortable expressing them. At the same time, he is completely at home with and inured to violence, as are all the Quartermasters.