

Wine will travel: Smuggling on the French Arm



The fire-flash shines from Reculver cliff,
And the answering light burns blue in the skiff,
And there they stand, That smuggling band,
Some in the water and some on the sand,
Ready those contraband goods to land:
The night is dark, they are silent and still,
— At the head of the party is Smuggler Bill.
--Richard Barham, The Smuggler's Leap

Smuggling deals with all forms of illegal but profitable transports. The reason for the illegality varies: sometimes the goods are illegal, or it is regarded as illegal to transport it to certain locations. More often smuggling avoids taxes or other regulations, enabling cheaper sales of goods that would otherwise have been legal. Often the biggest profits come not from highly illegal goods but from almost legal goods – they can be transported in bulk, and the penalties for discovery are slight.

Organisation

If you can build a business up big enough, it is respectable.
--Will Rogers

While anybody can smuggle high-profit smuggling requires a widespread organisation. Such smuggling organisations are also involved in many other criminal activities – identity crimes, piracy, racketeering and environmental criminality are common, and smuggling is essential

to many organised crime organisations. However, most smugglers begin as individuals and small gangs and grow through a number of phases.

Phase I smugglers are usually smuggling contraband to meet their own needs – they are individuals or small gangs of friends. They might smuggle enough to cover their expenses by selling some of the contraband. Most are inexperienced and easily get caught.

Phase II smugglers form smuggling organisations, either solely for smuggling, to cover expenses for an organisation (asteroid miners in economic squeezes, resistance movements), or to exploit the opportunities of working for an organisation that can help smuggling (such as a space transport firm or mercenary company). They can either know each other and have shared values, or be a looser group motivated just by shared values or profit interests.

Phase III smugglers are sophisticated organisations devoted to smuggling. Smuggling is regarded as an acceptable behaviour and “normal” rather than something extraordinary. They often have traditions of smuggling, sometimes stretching back generations. They develop internal structures for recruitment, hiding, counterintelligence, money laundering and identity theft to facilitate their activities. They often invest in legit businesses to make use of them and make sure to befriend governments in the areas where they are active. These organisations make use of the phase I and II organisations as tools and scapegoats and often have long-running deals with other criminal organisations.

Smuggled goods

If you ask a smuggler why are they doing this, they are doing it to make money.

--*Adele Fasano*

I like a tea smuggler. He is the only honest thief. He robs nothing but the revenue - an abstraction I never cared greatly about.

-- *Charles Lamb*

Weapons

Weapon smuggling is one of the classic and most profitable forms of smuggling. Weapons are usually heavily regulated, making them profitable to smuggle. While normal weapons such as firearms, ammunition and explosives form the largest part of weapon smuggling there is a small but potentially profitable market for nuclear weapons, space weapons, biological and chemical weapons, as well as alien weapons.

People

People are often extremely profitable, if less easy to smuggle than objects (smugglers have shown great interest in spacesuits, cryonic storage, pentapod life support cocoons and coma-inducing disks – often with tragic results). The people may be refugees willing to pay anything to get away from somewhere, people wishing to illegally immigrate for a better future, criminals escaping justice. This is often combined with using the people more or less as slaves by imposing extra fees and forcing them to work off their debt, threatening to expose them to the authorities. Some criminals ransom the smuggled people to their families. And of course, Provolution is said to always have a need for “volunteers” that nobody will know where to look for.

Drugs

Drugs have a long tradition as smuggle goods, from alcohol and narcotics to enhancement drugs, unapproved medications and even food breaching health laws. Drugs are often easily

concealed. Even relatively legal goods such as tobacco can be smuggled profitably due to different taxation, and getting caught with them does not impose any heavy penalty.

Illegal biotech

There is a thriving market in illegal implants, symbionts, medical treatments, cloned organs or modified organisms. Transporting them often requires special conditions.

Biologicals

Many regulations deal with rare animals and plants, exotic alien organisms and other breaches of planetary quarantine. This makes them profitable. Unfortunately transporting live animals and plants often requires extensive planning.

Pirated goods

Copied high-status or high-quality goods can be very profitable, especially if they can be secretly imported (circumventing tariffs and authenticity checks) and then resold. Conversely, low-quality goods can become profitable if it can be resold as normal quality goods, irrespective of safety.

Stolen goods

Selling stolen goods in other places is a good way of avoiding identification and the law. This is especially true for pirates, but even ordinary theft or scams can be made more profitable by clever smuggling.

Economic Smuggling

Money laundering often requires turning money into goods that can be sold untraceably, or the transfer of information in ways that are hard to follow. Some smugglers work with jewels and gold, others go for currency smuggling. Some smuggling networks help maintain underground banking for criminal organisations and untaxed money remittances.

Often the money laundering makes use of apparently legit businesses that help buy and sell the goods, be it restaurants, casinos or vehicle rental firms. Smuggled people are often forced to work for the companies, not just bringing profit through their work but also helping to launder other money. These businesses are often owned by strawmen who are not themselves involved in anything, but paid to remain in the dark.

Equipment

There are many forms of equipment that can be smuggled profitably. Scarce equipment is pricey, and the past mercantilistic approach of many colonies often meant that key equipment had to be ordered all the way from Earth. Many smaller colonies and outposts need smuggling to get equipment they need. Hence authorities turn a blind eye to smuggling activities or even cooperate.

Modern gear is often combined with RFID tags making it traceable and equipped with various controls to prevent interesting uses: removing tags and restraints makes it illegal, and worth smuggling. There are also many forms of banned equipment, for example devices with environmental risks such as super-greenhouse gases and catalytic insecticides, radioactives or cruel hunting equipment.

Information

While information smuggling can be done using simple encryption most criminals worth their salt know that the only way to control information is to be present when it is used.

Information smugglers travel across space, delivering informational contraband and establishing trust between different groups.

Fraudulent identification is a major smuggling business. Alternate identities are a major commodity – ships, cargos, people, companies, everything needs to change name and identity so it cannot be traced. Identity thieves sell identities to smugglers, who use them off-system. This can include not just data, but DNA samples and tissue to fool biometrics. Since it is easier to forge colonial identities than core identities there is a constant stream inwards and between the arms of fictional Ids. On the other hand, a solid Core identity is very valuable and pricey.

An important form of information smuggling consists of spreading pieces of information around the colonies so that background checks or data trawls will be misinformed. When setting up a false identity as a Hochbaden refugee a person might want to distribute “evidence” that he arrived at Dunkelheim in 2302 and previously had a trade company (as evidenced by a bunch of cargo manifests found on Vogelheim). Each piece of information is fairly weak, but since the persons trying to do the check on (say) BC will only get reports from the other worlds that they have the data rather than any elaborate check for authenticity, it does not matter.

Crypto key transports: communications along the arms are dependent on one-time pads. Couriers transport massive storage units of random numbers (“black boxes”) that can be used to safely encrypt communications – only the owners of the boxes can encrypt/decrypt them, and the boxes are designed to be nearly perfectly tamper-proof. Criminal organisations need black boxes just as much as legit interstellar organisations.

Smuggling on the French Arm

Have you heard about Meadows’ Grave? Jake Meadows had a great trick, a trick he never shared with anybody. He didn’t deal with The Wire, but they could never pin him. He was shipping guided missiles and Manchurian gold to the Elysian Free Radicals, raking in a fortune. Finally The Wire was fed up and convinced Ministère de la Sécurité that he had been behind the Timiras massacre. The frenchies decided to get him and when his ship came to Augereau they went in - guns blazing. Once they ran the DNA they realized they got the wrong guy. It took them a week to figure out how Meadows was switching ships. He had *two* Hudsons that switched registration codes. One came from the Core, leaving the loot and Meadows on Autonoe – that is one of the Augereau iceballs – and then always went in for refuelling and inspection at the outpost. Meanwhile the other ship picked him up and continued. Only this time they had caught the pickup ship. When they went out to Autonoe they found Meadows dead and frozen. But the damn man had hidden the loot as he was waiting. It is still out there, *somewhere*.

Up to the Kafer War the French, German and British worked well together in limiting smuggling. They shared information, set unified rules and maintained effective routines. The long Nyotekundu finger was ideal for tracking suspect shipments and the well-functioning colonies along the Arm were not as interesting smuggling targets as the often poorer colonies of the Manchurian arm.

The War changed all that. Over the span of a decade the once prosperous colonies learned about shortages and starvation. Bureaucratic cooperation vanished in favour of military

command with more important things to do. As some colonies became independent or rebelled the smuggling opportunities blossomed.

The policy of French authorities to give a full pardon to ships accepting a Letter of Marque to hunt Kafers has caused a number of smugglers and pirates to at least briefly "go legit", acquiring new equipment and contacts they would otherwise never have had access to. Daring raiders and smugglers have done heroic deeds in providing supplies and information to beleaguered worlds. This has given smugglers some goodwill and local allies.

The Nyotekundu finger remains a major chokepoint for smuggling. At the Earth end OQC keeps careful watch for incoming goods. At the outposts along the way authorities have very good communications, often faster than any cargo can travel, and ample opportunity to search and seize ships. However, the independence of Nibelungen has helped smugglers. Nibelungen customs are not as strict as German ones; the colony also often has profitable shortages.

Kimanjano is a hotspot for smuggling, nearly reaching Beta Canum in illegal importance. Suffering massive shortages, refugees willing to pay anything to go anywhere else, rebel activity and two competing colonies it is a dream come true to enterprising smugglers. Typical prices for smuggling someone ground-to-ground to Beta Canum, Crater or Joi are Lv 9300-9600.

Beta Canum remains the heart of the French Arm, at least for smugglers. A big population, heavy shortages, independence movements, extensive but badly managed orbital facilities and several colonies make it the perfect destination. The BC-Kimanjano run is a dynamo for smuggling: nearly any form of food, equipment, weapons or contraband is wanted on Kimanjano, and smuggling refugees to the comparatively nice BC pays well. Unquarantined pentapod biotechnology is another profitable export, although the Nibelungen enclave has started to cut into profits.

Joi is a bit too well ordered to be a good smuggling world, although economic troubles in Lubumbashi and the less-than-incorruptible officials of Elysia give some hope. The Elysian government has an open door policy for people who can prove they are being persecuted by the French government, making Elysia a favoured refuge for Kimanjano rebels.

Crater is a profitable smuggling station these days. Governor-General McBride is quite liberal if he gets his cut, and often willing to pay well for embargoed goods. Refugees are welcome as long as they pay for themselves. Local asteroid miners are on the other hand supporting the upland rebels, providing another smuggling route. Since they need to fund their efforts to free the planet they are also open for other profitable endeavours.

Kie-Yuma is of little interest to most smugglers due to the controlled nature of its society. That makes it very profitable to smuggle contraband, but also very hard. Smuggling is mainly done by insiders. However, smugglers often buy legit heavy machinery or weapons (using fake licences) to sell in other systems.

Sans Souchi is also of little interest. Although there are some profitable shortages there is not much money on the planet.

Adlerhorst is a bit too peaceful and well organized to be good for smuggling, although French embargoes help make a profit. Some local "birds" are of interest to collectors

elsewhere. It is also subject to ongoing struggle/negotiations between the Freihafen Blackhand and Unione Corse.

Dunkelheim is a good base of operation, with a somewhat friendly government (but also far too many ambitious German military officials), strong privacy practices and a tradition of bending rules. The rebuilding makes the world quite willing to buy equipment of uncertain origin.

Aurore is like Dunkelheim relatively open for smugglers, although the constant presence of military fleets requires local contacts for smuggling operations to work. Some smugglers have learned how to work together with the fleets, especially after gaining a reputation as blockade-runners and privateers. These smugglers make great profits by selling "military surplus" elsewhere and by selling desirable contraband to soldiers.

Anti smuggling organisations

Spacelanes Activity Monitoring Network (SAMN)

[From Challenge magazine #56, by Erick Melton
<http://www.geocities.com/pentapod2300/mag/samn.htm>]

SAMN, founded after the Alpha Centauri War, is an international organisation intended to help prevent "crimes of interstellar transit". While most noticeable in regards to traffic regulations (Section one) and most famous as anti-piracy coordinators (Section four) it has an entire section dedicated to smuggling (section two).



The headquarters are located in Nouveau Provence on Tirane, but the national bureaus and their branch offices do most work. In particular the suspect traffic reports compiled locally and disseminated to other offices and law enforcement organisations are important for catching smugglers.

These suspect traffic reports are known as "rainbow" reports, from the practice of colour coding them to indicate level of urgency. The colour coding runs from white, the least urgent or detailed, through yellow, green, red, blue, and finally black. Vessels registered to member nations, which appear on the blue list, may be legally held for questioning if they are in system.

DCRG

The Direction Centrale des Renseignements Généraux (DCRG), the French national police intelligence agency, is responsible for organized crime, illegal gambling and non-terrorist subversion. They have a directorate for smuggling that liaison with SAMN. On the French Arm there is a DCRG office on every colony and many outposts. Their efficiency and size varies, with the Beta Canum office acting as the local head office.

Major Smugglers

Organized crime constitutes nothing less than a guerilla war against society
--Lyndon B. Johnson

Provolution

Provolution is involved in much smuggling, but is more important as a supplier and buyer of illegal goods than as a smuggling network. Provolution cells often work with smugglers to acquire equipment and “volunteers” in exchange for biotech and enhancements.

AmeriCo

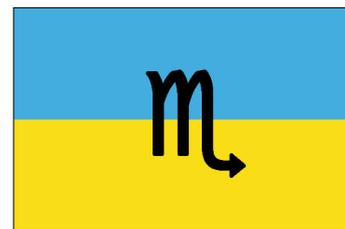
One of the “big boys” of smuggling, a very powerful and stable Phase III smuggling organisation. Despite literal decades of investigations by authorities smuggling has never been linked to any higher-ups, just low-level employees apparently acting on their own. A powerful litigation department and a cadre of lobbyists makes it truly dangerous to take on, as more than one justice department has discovered.

Unione Corse

While the French-Corsican mafia has a wide presence on the Arm, it does not manage any smuggling itself. Instead it subcontracts to other organisations. They focus both on profitable criminal activities such as gambling, prostitution, drug sales, protection rackets and identity theft, and controlling many legit businesses. They are often funding smuggling “startups” or can act as protectors from the authorities, for a price. In the more chaotic regions of the arm the Unione has begun to act to protect local communities from marauders, Kafers and lack of government support.

Organitskaya

The Russian/Ukrainian mafia is relatively minor on the French arm, but has a foothold on Aurore. It maintains links to mercenary forces and privateers, forming a small but deadly operation. It has ties to the Reavers on Kimanjano and several Dunkelheim criminal organisations.



Yakuza

The Japanese mafia is a minor group on the French arm, yet well organized, with good ties to the Japanese government and a firm foothold on Joi. They are doing their best to keep their monopoly on smuggling to and from the Japanese colony, occasionally regarding Elysia as “theirs”. Their contacts in high places give them access to Kie-Yuma, something that they are currently leveraging to the outmost.

Freihafen Blackhand

German/Tiranean organized crime with strong operations on Nibelungen, Beta Canum and Adlerhorst.

New Glasgow Mining Union

Crater system beltlers who over the years have developed into a smuggling group. They export metals to nearby worlds and use these transports as covers for various contraband. In return they import weapons to the upland rebels. They might get some leeway by British customs officials.



Libertine Traders

The loose network of beltlers, independent shippers, outpost personnel and clannish merchants that centres on the Libertine Traders extends across all three arms. It has little respect for Core-rules or central authorities, in particular restrictions on who gets to trade

what with whom. While lacking in organisation it makes up for it by distributed ingenuity and by being hard to infiltrate.

Adlerhorst Anschaffung

Quasi-legit quasi-governmental organisation intended to bring necessary supplies to Vogelheim despite French embargoes. It is ignored by Adlerhorst authorities and involves several blockade-breakers of good standing across the Arm; support to the AA among anti-colonialists and colonists is high.

Ésperance Commerce

Elysian trading company and smuggling operation. While posing as an agribusiness company, Esperance Commerce is used to import weapons and other equipment to Elysia. It works together with some shady Manchurian businesses to bring Core equipment out to the arm. It has a long-running feud with the Yakuza.

The Wire

Information smuggling, identity theft and hacking organisation active along the Nyotekundu corridor. They are important for securing smuggling operations, and crossing them might lead to tips to the authorities.

Wilshire Memorial Gang

British smuggling organisation linked to the Wilshire Memorial hospital on Beowulf. The hospital is a major complex responsible for supervising, supplying and teaching many medical centres across the Arm. This made its transports perfect for a group of nurses who supplemented their income by smuggling. The operation has grown over time to involve many kinds of contraband, people and biotech.

Erlewein Trading

Merchants smuggling goods between Beta Canum and Kimanjano. Originally a normal small trading firm, but it began to smuggle goods out of greed and refugees out of compassion. Over time it has become more ruthless about both; it buys (often stolen) equipment at Beta Canum and sells it at a huge profit to companies on Kimanjano. On the return trip refugees are packed into the cargo space for the week-long trip before being precariously smuggled onboard a BC orbital station.

Le Cacahuetes

The Nous Voila diasporas on the French Arm contain a sizeable fraction of French imperial citizens originally from Cameroon and Senegal. Like their metropolitan counterparts they generally feel let down by the empire, but they also have begun to organise their own rescues. Smugglers help them escape the refugee camps, getting false identities to enable them to get into the Core or at least more successful colonies. These "peanuts" (a joking reference to the Senegalese peanut industry) are a mixture of helpful compatriots and ruthless exploiters, often disguised as Sufi preachers or hajji pilgrimage organizers. As the networks of people-smuggling grow so do associated crime, and some observers worry that Le Cacahuetes may become the next big organised crime network of the arm.

Methods

One crime has to be concealed by another.

-- *Lucius Annaeus Seneca*

There are two main methods of smuggling. Either the smuggled goods are transported among legit goods or passengers by more or less unknowing shippers, or the smugglers control the shipping itself. The first method requires much less capital and is the most common, but impractical for some kinds of goods (like humans) and less flexible than running a ship directly. Even in the last case most of the people on the ship may be unknowing pawns.

Mules

Mules are people smuggling something with them, usually small amounts or to test security. Often they are more or less unwitting, and even when paid the payment is small compared to the profit. The most infamous mules have been people surgically modified by Provolution to carry contraband within them, but the vast majority are entirely normal and use normal methods. Especially young people make good mules since they will not be prosecuted if caught.

A recent approach has been to pay refugees by a ship ticket and a false identity; once they are about to board they are also given contraband to smuggle "between friends" – if they get caught they know little about the organisation, and if they successfully arrive they can often be blackmailed by the receiver into performing further services.

More experienced smugglers use "virgins" to check security. They keep their distance and watch if the "virgin" gets caught. If so, there are usually few leads to the real smuggler, otherwise the smuggler can move in and make use of the route.

Smuggling Stages

"I have never smuggled anything in my life. Why, then, do I feel an uneasy sense of guilt on approaching a customs barrier?
-- John Steinbeck

Smuggling is often based on "stage-to-stage" smuggling where each step is managed by a local smuggling group. Cargo or passengers are hidden onboard a vessel at point A by group X, received at point B by group Y and sent to point C by group Z. Each group wants to take a cut, so if the goods consists of people it is common that they all demand a "fee" or that the people work off their debt. The local smuggling groups do not know each other and cannot if caught reveal much. The whole process is "stage managed" by a few coordinators, sometimes belonging to an ethnic network or organized crime group.

Much smuggling happens on-planet: whenever there are two colonies on the same world there is an opportunity for smuggling. Kimanjano, Joi and Beta Canum are excellent examples. On outposts smuggling is generally harder as there is less traffic and it is more easily monitored, but on the other hand there may be fewer people who can do the monitoring and if they are on the smuggler's side there is less to fear.

The main chokepoints of smuggling is getting something off-planet and on-planet, as this usually requires a costly and heavily controlled interface trip. This is where most smuggling deviousness and corruption occurs: once something is on a starship there is little law enforcement or smugglers can do.

Often smuggling is first done to get close to the target, and then shipped other ways from the "arrival zone". At Earth L4 is a classic starting and ending point for smuggling. Many interstellar syndicates sell and buy their products from local groups that specialize in getting

things up and down to the planet. On Kimanjano much material intended for the French colony first go to the Azanian colony, avoiding the prickly French military controlling the Fromme spaceport.

Landing or ascending from a colony planet is usually easily detected. Smugglers have worked hard through the years on orbital gliders and cargo drops, camouflaging them as meteors, space junk or even stealthing them. However, it is usually easier to smuggle as part of other cargo. Sometimes this hiding can be quite elaborate, such as containers with not just false bottoms or internal containers surrounded by grain, but with electronic countermeasures intended to discreetly sabotage scanning attempts. Really good hiding places are where nobody looks. Some gold smugglers on Nibelungen replaced internal metal parts in hydraulic equipment with gold. When x-rayed they looked normal, the only way of detecting the trick would have been to disassemble it. Some black clinics offer to implant smuggled goods in pets, livestock or passengers.

Corruption

83 policemen wanted to talk to me, and 52 of them chose to talk to my money instead.

I love a city where you always know where you stand.

--*French Connection II*

The key issue on arrival is to get the cargo “into the system” so that it appears to be a legit cargo with all tariffs paid, checked for contamination and with a legal paper trail. This requires much white-collar crime and often government or police insiders. While this is easier than it ought to be in the colonies, the higher level of control in the Core makes the few corrupt officials or organisations even more essential – and more profitable. The Inca Republic military is reputedly making great profits by “helping” people, and some law enforcement organisations dread the effects of the Quito beanstalk once it is operational.

Owning a legit business is often very useful for smugglers. A classic trick is to send perishables or urgently needed cargo to pressure inspectors to do a quick survey – if they dawdle the fruit will go bad or children will die due to lack of medication. The legit organisation may be doing ordinary transports most of the time and mainly act as a source of information, but occasionally it becomes a tool.

Smugglers also want to corrupt dockworkers and other personnel who might help or hinder their activities. Teamster unions, trucker networks, cargo automation managers and orbital traffic controllers are ideal targets. While customs is potentially the most hazardous part of the trip, it can also be a key step. If one or more of the customs officials are in the pocket of the smugglers the goods can not only pass, but get official labelling as legit for the rest of the trip. Befriend them, make yourself indispensable to their work, make them dependent on your support or get a hold through blackmail.

Larger smuggling organisations develop strategies to get their people into these groups or efficient ways of acquiring control, while smaller smuggling rings may be based on people in one of the groups “awakening” to the smuggling potential and becoming ever more involved in the activities. A smuggling operation at the Nous Voila spaceports that was discovered 2294-2295 began as a group of bribeable customs officials who soon began to not just let smuggled goods in, but actually began to export wine and stolen cargo to the smugglers that had originally bribed them.

Smuggling Warfare

Sometimes governments or organisations use smuggling to throw markets into turmoil.

During the War of German Reunification Hannoverian intelligence began to systematically smuggling high-tech products into Bavarian colonies, hoping to weaken the Bavarian hold over them, incite economic trouble and to implicate France. Whether the scheme worked or not has been debated ever since, but some think that the colonial independence movements were actually bolstered so much by this that Hannover ought to be thanked.

Message missile interception

Message missiles often follow predictable trajectories and a carefully placed shot can disable them. This form of crime is very unpopular and tends to bring law enforcement down hard, yet it is also of interest for smugglers and pirates. If the warning that a cargo is "black" cannot get out, it can be sold quietly. On the French Arm Kafers can always be blamed.

Slang

Aphid	RFID-tracker
Apogee	The safe part of a journey, in interstellar space, out on the open sea, in the air.
Bad Paper	ID information that has been tagged as suspect, is badly forged or linked to a crime.
Bakchich	A small bribe, "smoothing things out"
Bene-cove	A good man, somebody who can be trusted.
Big O	OQC
Birdy Finger	The Beta Canum-Vogelheim route.
Bleeder	An extortionist, usually forcing smuggled people to work for him or pay ransom.
Brother	AmeriCo, "big brother".
Carnivore	A Provolution member.
Cavitation	When authorities decide to make a through search of the insides of everything and everybody.
Clandestin	A stowaway, a secret passenger.
Config	To arrange something ("I configged a deal with The Wire")
Contre	Smuggled goods, from French contrebande
Crible	The sieve, customs security
Debiteur	Debtor
Delta	A smuggling craft.
Delta'd	To make maximum speed towards a place.
Desendettement	"Debt reduction", to do a great and dangerous service for somebody to be free of a debt.
Dirty	To be in possession of illegal goods, unable to pass a checkpoint.
Dust something	To hide it on an asteroid surface (where it becomes dusty with regolith)
Evaporated	When somebody switches identity and "disappears".
Finger	To point out or identify
Fix	To bribe
Flying Pig	Unexpected police
Freezer Weekend	Discharging a drive at a remote iceball.
Freighthopping	To try to travel hidden in cargo.
Happy Finger	The route Beta Canum-Kie Yuma

Hoshokaisha	Distortion of Japanese for “security companies”, used on the French Arm to denote hired muscle.
Human mail	Human trafficking, especially when sent as cargo.
Iddy	ID of something
Ints	Interstellar authorities (similar to old American ‘feds’)
Kafer Finger	The route Kimanjano-Aurore.
Kurumaku	A behind the curtain “scene coordinator” of smuggling.
Lay an egg	To drop off carbo mid-flight, especially when it will be picked up later. Also used for orbital drops.
Lib	Libertine trader/smuggler
Lickable Clean	A cargo that is deliberately legit, so clean that one could eat from it.
Lion	Someone from Low Earth Orbit (LEO), especially a skilled smuggler.
Matchbox	A container with some form of life support (like an oxygen mask) intended to house a smuggled person.
Mating	A docking, especially when being boarded by authorities (there is no end on sexual analogies used for this situation)
Mr Middleman	Grosshiddenhafen, a popular “out of the way” system.
Mule	Somebody carrying illicit cargo or acting as a courier.
Obligataire	Bondholder, somebody holding somebody else’s debt’s.
Omerta	The famous Mafia silence in face of interrogation. Generally used as the ability to not give anything away, no matter what threats used.
Paperhanger	Somebody who arranges plausible false identities and certificates.
Pasta Boys	The Mafia
Pawnage	Debt bondage to pay off somebody else’s debt; a popular way for pawnbrokers to get slaves by “funding” the emigration of one family member.
PDS	Prix du silence, hush-money
Peanut	Somebody involved in the Nous Voila/African migration network.
Perigee	The risky part of a journey, passing through customs.
Piglet	A device (especially a robot) sending information to law enforcement.
Pion	A peon, somebody forced to work for a debt holder.
Pot-de-vin	Bribe
Razborka	To settle a dispute using violence.
Recouvrement	Collection (of debts); to be beaten up, robbed.
Salve	Small Arms Light Weapons.
Sammy-N	SAMN, American slang.
Sandcounter Cargo	A cargo intended to take a long time to inventory and check, wasting authority time and distracting from something else.
Shoes	False id
Sieve	A spaceport with manageable security.
Snakehead	Somebody who smuggles people.
Squid Finger	The route towards DM +41 2147.
Station de lavage	“Car wash”, a business that launders money.
Take	The bribe money police or other authorities take.
Threading the needle	Flying in gaps of air defense radar or system monitoring

Tunnel de l'contrebande	A smuggling route, a "trick" for getting a particular kind of goods between two particular places.
Utramp	A merchant travelling with his cargo, renting space on larger freight ships.
Walkabout	To go outside a pressure dome or ship, to go EVA – especially when discreetly hiding contraband on the outside.
Washed	Money that has been "cleaned" so its source is not apparent.

Further Reading

http://en.wikipedia.org/wiki/Smuggling_organization

<http://www.geocities.com/levybenathome/Cargoguide.htm>

Many different kinds of cargo.

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