

FRANK CHADWICK

1905

SPACE
TRADE MARK

**CLOUD CAPTAINS
OF**

1889

MARS



Flying ships...
Dashing Red Captains...

GDW

Karkarham,
the Casablanca of Mars!

Science-Fiction Role Playing in a More Civilized Time.

Scanned, OCR'd
and Indexed
by



FRANK CHADWICK



CLOUD CAPTAINS
OF
MARS



CLOUD CAPTAINS OF MARS

Design and Development
Frank Chadwick

Art Direction
Steve Bryant

Graphic Design and Production
Kirk Wescom

Cover Art
Janet Aulisio

Interior Art
Janet Aulisio, Shea Ryan

Text Manager
Michelle Sturgeon

Text Processing
Julia Martin, Julie Amdor

Copyright©1989 GDW, Inc.

All rights reserved. Made in U.S.A. Printed in U.S.A. ISBN 1-55878-043-2.

Space: 1889 is GDW's trademark for its role-playing game of Victorian-era spacefaring.

A catalog of **Space: 1889** products is available from GDW. Just write and ask.

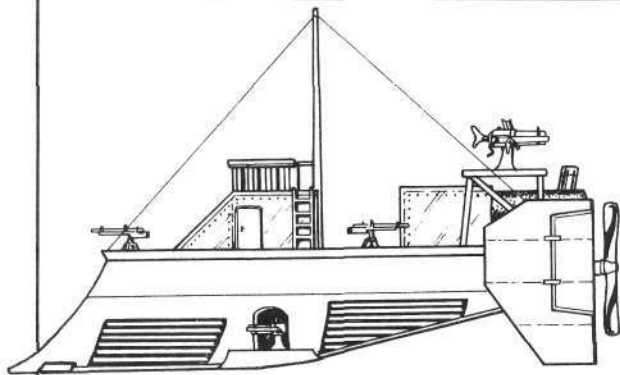
SINCE 1973



P.O. Box 1646
Bloomington, IL 61702-1646

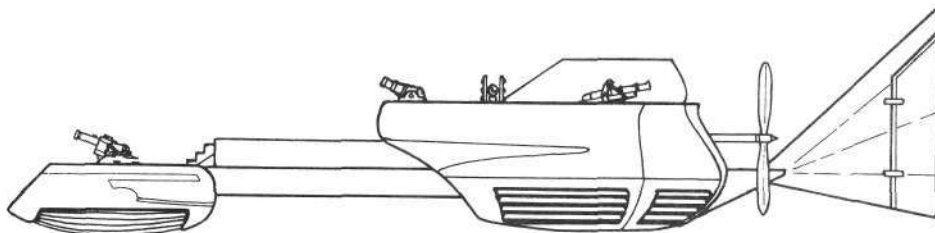


Introduction.....	4	Aerial Travel on Mars.....	26	Princess Iteebu.....	48
Cloud Captains.....	6	Direction of Travel.....	26	Prince Samaam.....	49
Martian Cloud Captains.....	7	Average Prices.....	26	Defenses.....	50
Careers Table.....	7	Shipboard Life.....	28	The Army.....	50
The Red Captains.....	8	Warm Winds.....	29	Army Dispositions.....	51
Legendary Five.....	8	Karkarham.....	30	Encounters in Karkarham....	52
Burnaby.....	10	City Statistics.....	31	Descriptions.....	52
<i>Penelope</i>	11	Arrival in Karkarham.....	32	Daylight Encounters.....	52
Freemerchant.....	12	Arrival by Caravan.....	32	Night Encounters.....	52
<i>Baron Lortmore</i>	13	Arrival by Road.....	32	Adventures in Karkarham....	54
Le Begue.....	14	Arrival by Canal.....	34	Map of Villa.....	55
<i>Gloire</i>	15	Arrival by Flyer.....	34	Sky Galleons	
Paget-Smith.....	16	Arrival Overland.....	36	Supplement.....	56
<i>Lismore</i>	17	Task Summary.....	37	The Reel of Karkarham.....	56
Delia Mora.....	18	Karkarham Map.....	38	Return-Carriage Rogue.....	57
<i>Gato</i>	19	City Districts of Karkarham...	40	<i>Heavenly Archer</i>	57
Life as a Red Captain.....	20	The Catacombs.....	42	Rules Addenda.....	58
Grant of Vessel.....	21	The Inner City.....	44	Smoke Screens.....	58
Crew Salaries.....	21	Points of Entry.....	44	Spike Droppers.....	58
Prize Ships.....	22	Guards.....	44	Scout Flyers.....	58
Captains of the Shistomik....	22	The Royal Catacombs.....	45	Rules Amendments.....	59
Prize Shares.....	23	Rulers of Karkarham.....	46	Ship Combat.....	59
Quatlatlani.....	24	Prince Tumaani.....	46	Ship Design.....	59
<i>Black Dagger</i>	25	Prince Sabaat.....	47	Ship Forms.....	60

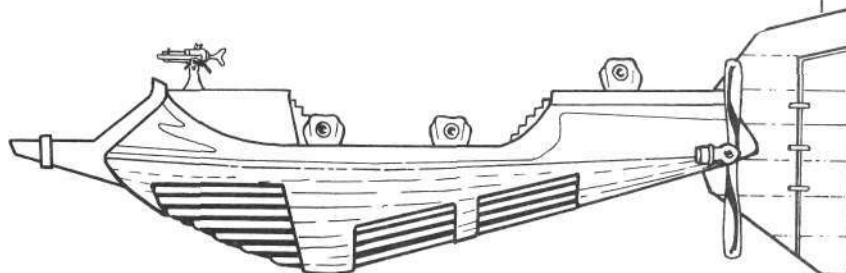


Penelope (at left)
165-ton Steam Ram
Captain: Frederick Gustavus Burnaby

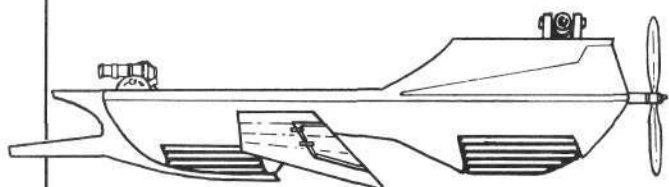
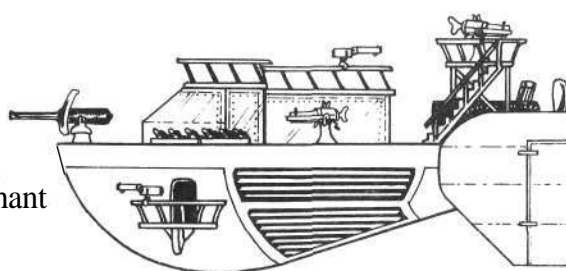
Black Dagger (at right)
500-ton Screw Galley
Captain: Utumaan Quatlatlani



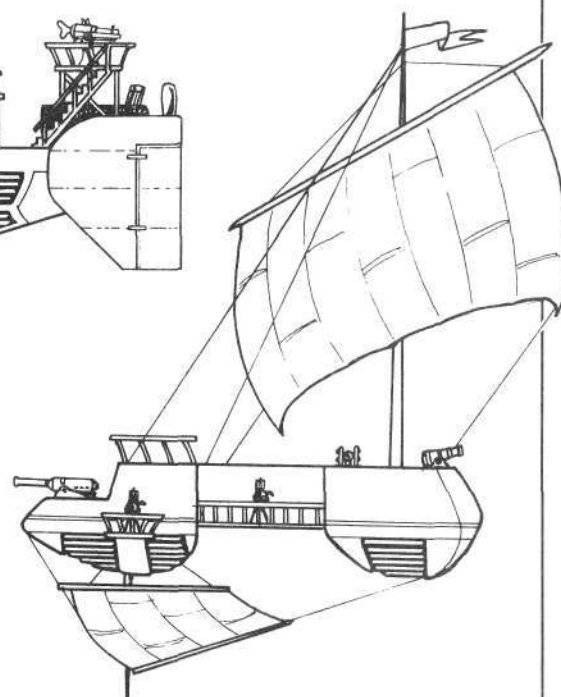
Gloire (at right)
500-ton Screw Ram
Captain: Frederick Armand LeBegue



Baron Lortmore (at right)
250-ton Steam Gunboat
Captain: Alonzo Quinton FreemERCHANT



Gato (above)
333-ton Screw Ram
Captain: Arturo Diego della Mora



Lismore (above)
250-ton Gun Kite
Captain: Sir Michael Paget-Smith

Introduction

HIGH IN THE Shistomik Mountains, east of the British crown colony of Syrtis Lapis, the city of Karkarham sits at the crossroads of a world. The lofty peaks and strong winds of the Shistomik range make cloudship travel impossible except at a few strategic passes, and Karkarham dominates the most important of these.

Its canal locks still allow ships from Hesperia and Trinacria to bring trade goods north from the great seabed city-states, while the trace of the old canal to Thoth in the Nepenthes-Thoth Steppe forms a rough highway for caravans coming south from the wild country above. With the war between Britain and Oenotria having severed all canal links to the east, merchant traffic has more than doubled. Almost anything can be found in the bustling marketplace of Karkarham.

But Karkarham is more than a simple commercial center; it is also the home port for that colorful and bloodthirsty company of pirates, brigands, and adventurers known as the cloud captains of the Shistomik. Like the pirates of the Caribbean, who, centuries earlier, plundered the ships of the Spanish Main and were allowed to dock at Port Royal by a corrupt governor, the cloud captains of the Shistomik Mountains plunder



the rich spice ships of the Boreosyrtis League, the fat oil luggers of Olonia, and eastern merchantmen carrying jewels from Amazonia or ancient relics from the blasted ruins of Zephyria. All are fair game for the cloud captains, who find safe haven in Karkarham in return for a split of the profits.

In a strange sort of way, piracy and

commerce have learned to live together in Karkarham. To ensure that it remains a commercial center, the price of the cloud captains' sanctuary is immunity from attack for merchant ships bound to or from Karkarham—in practice, all those within a 500-mile radius.

Karkarham has thus become the safest of ports for a merchant ship as well as a ready source of cheap trade goods plundered from ships seized further afield.

Cloud Captains of Mars is a sourcebook which details the pirates and privateers who gather at Karkarham. It gives referees an extensive listing of its captains, ships, habits, and haunts. Players who seek the cloud captains out will journey to Karkarham, so a large part of the book deals with that rich and deadly city perched atop the mountains.

How to get to Karkarham, how it is defended, what you will find there, how to contact the cloud captains or even the legendary Red Captains—all this and more is covered.

But in addition, this book provides rules for hiring crews, hunting down and seizing merchant ships, and selling prizes in Karkarham's markets for those players who long to feel the wind in their face, a deck beneath their feet, and no flag overhead but the Jolly Roger.



© JANET AULISIO 1989.

Cloud Captains

THE BULK OF this module concentrates on two groups of cloud captains: the Red Captains and the cloud captains of the Shitomik Mountains. Both have reputations as privateers or pirates, depending on point of view. The term cloud captain actually refers to any captain of a cloudship—most are honest, hard-working men of commerce. Likewise Red Captain refers to any red man (Earthman) who is captain of his own ship. The term has such a romantic and prestigious meaning near the British colony that few human captains would use it to describe themselves unless they had been informally accepted into the ranks of those few already so called. To do otherwise would brand the fellow presumptuous at least, and probably a braggart to boot.

Whatever name is used, a mystique surrounds any man who commands a stately ship of the air. Something about the majesty of flight and the freedom of an independent command brings out the best or worst in a man, be he commander of the most powerful aerial cruiser or the lowliest dispatch boat. The silence of the open sky above him and the vast panorama of an entire world below him either humble a person or intoxicate him.

Some men find *themselves* in the sky. Some find God. Some forget there is a difference.

MARTIAN CLOUD CAPTAINS

THE SPACE: 1889 RULES describe generating Canal Martian characters but are not up to generating a dashing cloud captain. The following information expands on the Canal Martian character generation rules. When generating a Canal Martian character of any type, use the standard character generation rules with the following modifications.

Attributes: Determine attributes in any of the three accepted ways, but 4 is the maximum Strength, and 2 is the minimum Endurance possible.

Social Level: Noble Canal Martians (Social Level 6) are involved in government and generally lead unadventurous lives. Players may generate Canal Martians at any other desired Social Level, however.

Skills: Default skills are acquired normally. Canal Martians may purchase skills, but human skills will cost twice the normal points to represent human reluctance to teach these skills to Martians. Martian characters purchasing human languages pay double normal cost, except for merchants.

Careers: Canal Martians may select one or two careers in the same manner as in normal character generation. See the Careers Table.

CAREERS TABLE

Guide: Agl 4+, End 5+. Wilderness Travel 2, Fieldcraft 1, Tracking 2, Marksmanship 1, Linguistics 1.

Canal Bargeman: Soc 3-, Str 2+. Close Combat 1, Fisticuffs 1, Throwing 1, Swimming 1, Linguistics 1, Piloting 1 (sailing vessel), Observation 1.

Canal Pirate: Soc 3-, Str 2+. Close Combat 1, Fisticuffs 2, Throwing 1, Swimming 1, Stealth 1, Crime 1.

Canal Ship Captain: Second career only (after having been a canal bargeman or canal pirate). Int 4+. Piloting 2 (sailing vessel), Leadership 1, Linguistics 2, Bargaining 1, Observation 1, Close Combat 1.

Thief: Soc 3-, Agl 5+. Close Combat 1, Stealth 1, Crime 2, Theatrics 1. Wilderness Travel 1 (mountaineering), Eloquence 1.

Merchant: Soc 3-, Chr 4+. Bargaining 2, Riding 1, Wilderness Travel 1 (foraging), Eloquence 2, Linguistics 1.

Wealthy Merchant: Soc 4+, Chr 4+. Bargaining 2, Eloquence 1, Linguistics 2, Leadership 2.

Tradesman: Soc 3-, Agl 4+. Mechan-

ics 2, Engineering 1, Observation 1, Bargaining 1, Linguistics 1, Eloquence 1.

Doctor: Soc 3 or 4, Int 4+. Science 2 (biology), Medicine 3, Observation 1, Linguistics 1.

Soldier: Soc 3-. Close Combat 1, Wilderness Travel 1 (foraging), Riding 1, Marksmanship 1 (rifle), Fieldcraft 1, Gunnery 1 (MLC), Observation 1.

Army Officer: Soc 4+. Close Combat 1, Wilderness Travel 1 (mapping), Marksmanship 1, Fieldcraft 1, Observation 1, Leadership 1, Linguistics 1.

Mercenary: No prerequisites. Skills same as for soldier, but substitute Linguistics 1 for Gunnery.

Cloud Sailor: No prerequisites. Trimsmen 1 (cloudship), Piloting 1 (cloudship), Close Combat 1, Gunnery 1 (MLC), Observation 1, Marksmanship 1, Linguistics 1.

Cloud Captain: Int 4+. Second career only (after having been a cloud sailor). Trimsmen 1 (cloudship), Piloting 1 (cloudship), Close Combat 1, Linguistics 1, Leadership 2, Bargaining 1.

THE RED CAPTAINS

MARTIANS ARE QUITE pale of skin, and Earth humans, in comparison, have very ruddy complexions. As a result, the standard Martian slang for an Earthman is *redman*. Earth human captains of cloudships are, therefore, called Red Captains. The term actually has a more specific meaning, however, as it first gained widespread usage in 1883 during the campaign to suppress the Aerial pirates. At that time a number of European captains with their own vessels, mostly merchant ships, were operating in the area of the British colony. As a cheap means of supplementing the small aerial squadron then available, the colonial governor at Syrtis Major issued several letters of marque and reprisal, and made available a number of surplus guns to arm the merchant ships.

A letter of marque and reprisal (letter of marque for short) is a document which has been in use on the Earth for centuries, and possession of it marks the legal distinction between a privateer and a pirate. A letter of marque grants the legal equivalent of a commission in the naval forces of a sovereign state for the purpose of seeking out and attacking the shipping of a hostile power at war. The Martian canal princes have long used a similar legal expedient known as a warrant for seizure, a document roughly equivalent to an English common law search warrant, but with somewhat broader powers. A captain with a letter of marque (or seizure warrant) is free to attack enemy shipping and can be reasonably certain that, if captured, he will be treated as a prisoner of war rather than a capital felon.

LEGENDARY FIVE

Frederick Gustavus Burnaby

Steam Ram *Penelope* (27 prizes)

Alonzo Quinton Freemerchant

Steam Gunboat *Baron Lortmore*
(21 prizes)

Frederick Armand Le Begue

Screw Ram *Gloire* (17 prizes)

Michael Francis Paget-Smith

Gun Kite *Lismore* (15 prizes)

Arturo Diego della Mora

Screw Ram *Gato* (17 prizes)

Of course, some enemies make very little distinction between prisoners of war and common criminals, and that was certainly the case when fighting the Aerial pirates. What started out as a jolly adventure turned out to be a long and very bitter fight, but it ended with the complete eradication of the pirates and a vindication of the use of nonnaval auxiliary vessels. As for the captains themselves, they learned that while privateering might be more dangerous than hauling passengers and cargo, it could also be enormously profitable. A few letters of marque were granted from 1884 to 1887 for operations against Liam O'Connor's *Fenian Ram*, but there is very little profit involved in attempting to hunt down a warship with a Crack crew in a converted merchantman. In 1887 a number of letters were granted for the campaign against the Barovaangian pirates in the Astusapes, and a significant number of Red Captains took part. However, in general, the captains have had to look elsewhere for employment.

Fortunately for the captains, there is usually a war going on somewhere

on Mars, and few nations ever have a fleet sufficient to their needs. Few city-states have a navy much in excess of a dozen vessels, and judicious issuance of seizure warrants can quickly double that. Ships added in this way are usually not available for line of battle work, however, and are instead dedicated to commerce raiding. This is necessarily so since such auxiliary ships are usually not paid by the government. Instead they make their money solely by seizing enemy shipping and goods, and selling them. Seizure warrants do enable a state to put a cloud of commerce raiders astride the enemy shipping lanes, though, and concentrate its own ships for direct offensive action. On occasion, a wealthy city-state will even offer an auxiliary commission to a ship, and thus pay for its expenses and crew salaries in return for its duties as a regular element of the fleet. Ships such as this are usually detailed to escort a city's merchant ships and fight the commerce raiders of its enemy.

From 1883 to the present the number of Red Captains has steadily grown. Though the term was originally used by the Aerial pirates to refer to the European privateers that fought against them, it has come to mean an Earthman who captains his own ship and who is (or has been) engaged as a privateer. Instead of merchant vessels which supplement their income by occasional hitches as privateers, most of the vessels now flown are fighting vessels that may occasionally haul cargo to pay the bills between wars.

Of course, some captains have lost their taste for mercantile pursuits entirely and fill the time between the

wars with out-and-out piracy. As a matter of prudence, they usually range quite far from their home port to make their raids and have a price on their heads in several regions of Mars. Other captains would never think of violating the strict conditions of a letter of marque or a seizure warrant, and their behavior is as scrupulously proper as that of members of the Royal Navy.

Many nationalities of Red Captains exist, although the nationalities which have enclaves on Mars tend to predominate, as one would expect. British and American captains are the most numerous, with roughly equal numbers. The British captains are the clear majority in the Syrtis Major area, but American vessels have visited every corner of the world and can be found almost everywhere. French and Belgian captains are also fairly numerous, but no other nationality has more than a dozen captains.

Red Captains can be found wherever commerce or war exist, which is to say anywhere there is a Martian city-state. The largest concentration of them is in the Syrtis Major region,

however, for two reasons. First, the British actively encourage their activities (at least those of the British captains), so the two excellent shipyards at Syrtis Major and Parhoon are generally available for maintenance, repairs, or minor modifications. Second, the city of Karkarham is a natural magnet for privateers and pirates of any color, and it offers the advantages of a reasonable shipyard, a thriving market for prizes, and an uninquisitive government.

Although the Red Captains all have a great deal in common, it would be grossly incorrect to think of them as a close-knit fraternity. The British captains do indeed appear that way at times, as they are almost without exception loyal subjects of the Crown and pattern their actions accordingly. Considerable friction continues between individuals, however, and the non-British captains have considerably more ambiguous loyalties. A good example of this is the open contempt that Captain della Mora holds for all British subjects, including other Red Captains.

Of all the captains operating in the

Syrtis Major area, five are nearly legendary in their skill and success. These five are listed on page 8, and the following pages cover them and their ships in greater detail. The listings provide all the information a referee will need in order to run each captain as a non-player character, including information on how players might meet them. These men may become a regular feature in your campaign, but they should not become too familiar. It is almost inconceivable, for example, that one of them would decide to join the players' group of adventurers. Not only can these descriptions be used as non-player characters, but they should also serve as a guide to the referee in creating other NPC Red Captains of somewhat lesser fame (but not necessarily lesser talent). Remember, however, that Red Captains do not fit a rigid mold; they are almost by definition exceptional individuals. Make your non-player character captains exceptional as well. Spend some time thinking about the possible background of a lady Red Captain or even a Japanese captain.



Frederick Gustavus Burnaby (Elite NPC)

YOUR FIRST IMPRESSION of Burnaby is of size. He is a remarkably big man—6'4" tall with a massive chest. He looks to be in his late forties—with gray flecks in his dark brown hair and cavalry moustache—but is obviously still active and extremely strong. He has a serious face with dark, deep-set eyes. He is wearing an old, threadbare, blue-black army patrol jacket and a Sun helmet, and he carries a heavy, four-barreled Lancaster pistol. On his neck is a ragged scar.

Additional Descriptive Notes:

Burnaby looks as if he would have a deep, booming voice, but it is rather high pitched. His words are confident and have the ring of command to them. Although his face will seem serious in most situations the players are likely to meet him in, he loves a joke and is fond of practical jokes. His face will show considerable signs of amusement and mischief in lighter moments.

Motives

ADVENTURESOME, Loyal, Steady.

Attitudes

The Empire: Burnaby is fiercely loyal to Britain. He has risked his life in the service of his country



often and will again if called upon.

The Royal Family: Burnaby finds most of the royal family boring and stuffy. He is on poor terms with the prince of Wales, on whom he played several practical jokes years before while living in London. (The prince of Wales is a notorious practical joker but does not consider himself a suitable target for them.) This has also made him *persona non grata* with the queen, who considers him a great affront to the royal dignity.

Martians: Burnaby is fond of his crew and has a natural affinity for most natives of Mars. He respects the

culture and engineering achievements of the Canal Martians, and admires the bravery and fierce independence of the Hill Martians. He has little use for the cruel, lazy, and slow-witted High Martians.

Karkarham: Burnaby enjoys Karkarham immensely and sees in it many similarities to the cities of Asia Minor through which he journeyed by camel and horse when younger. He thrives in the near-anarchy of the city and amidst its rascally inhabitants. He has little regard for Prince Tumaani, and considers him a weak, dissipated fop of no consequence. (Burnaby is a man of action and does not fully appreciate the danger posed by a more subtle man such as Sabaat.)

Background

PRIOR CAREERS include army officer and dilettante traveller.

Frederick Gustavus Burnaby is 47 years old and is from the wealthy gentry. At the age of 16 he became a coronet (the cavalry equivalent of second lieutenant) in the Royal Horse Guards. At 22 he made his first ascent in a balloon and by 1870 was an officer of the British Aeronautical Society. News of Edison's trip to and from Mars changed his life, and he became a frequent writer in the *Times* on aeronautical matters, particularly the possible military uses of liftwood flyers. He spent considerable time travelling by horse and camel through the Near East, and wrote a best-selling book on the subject.

In 1882 he became the first man to cross the English Channel in a steam-powered aerial vessel, the *Vivian*, and in 1884 he organized an aerial squad-

Attributes Skills

Str:	6	Fisticuffs 5, Throwing 3, Close Combat 5 (edged weapon)
Agl:	2	Stealth 1, Marksmanship 2 (pistol)
End:	1	Wilderness Travel 1 (mapping), Swimming 1
Int:	3	Observation 2, Science 1 (physics)
Chr:	4	Eloquence 4, Linguistics 7 (French, German, Spanish, Russian, Turkish, Arabian, Italian, Parhooni, Koline, Umbran, Oenotrian)
Soc:	5	Riding 7 (horse), Leadership 2, Piloting 3 (aerial flyer)

ron to assist Wolseley's army in its attempt to relieve General Gordon at Khartoum in the Sudan. Burnaby's own steam launch, along with a second built at government expense for the campaign, carried dispatches back and forth for months, harassed the dervish columns, and scouted ahead of the Desert Column. As the dervishes became used to the aerial vessels, however, they began devising means of bringing them under fire. Eventually the H.M.S. *Penelope* (the newly built vessel) was badly damaged and crashed in the Nile. Burnaby landed in the *Vivian*, his original boat, and rescued the crew. In intense hand-to-hand fighting he received a serious wound in the neck which nearly killed him and left a large, ugly scar. Although Burnaby later rescued Gordon in the *Vivian*, both Khartoum and the Desert Column were destroyed, and the main army retreated back to Egypt.

Later in 1885, the government announced its intention to step up production of aerial gunboats, but at the same time transfer all such vessels currently in service to the Royal Navy. Disheartened by this development, Burnaby resigned his commission and retired from the army. Actually, Burnaby had been considering retirement for reasons of health due to continuing heart problems. Emigrating to Mars in hope that the lower gravity there would aid his health, he was drawn to the Red Captains and before long was commanding his own ship (the *Penelope*, named for the vessel lost at Khartoum). Idolized by the younger British officers, Burnaby was soon accepted in Martian society as well. His facility with languages enabled him to learn Oenot-

rian, Parhooni, Koline, and Umbran. Also, his unusual height and massive, 46-inch chest suggest a physical similarity to Martians that has become the source of numerous crude, but good-natured, jokes by the natives as to the possibility of his having Martian ancestry.

Although he has only been on Mars for four years, Burnaby has gained the respect of most of the cloud captains of the Shistomik and is recognized as the unofficial leader of the British Red Captains. He has no formal authority over any other captain, but his advice carries great weight.

THE STEAM RAM *PENELOPE*

BURNABY BEGAN building the *Penelope* in January of 1886, only four months after his arrival on Mars, at the shipyard at Syrtis Major. It was completed before the end of the year. It was originally armed with four five-barrel Nordenfelts and a 6-pounder Hotchkiss revolver on the stern tower, and was powered by a 250-horsepower conventional steam engine. In late 1888, however, the *Penelope* underwent an extensive refit which replaced its conventional boiler with a modern forced-draught model of the same power. The weight savings realized by this enabled replacement of the wing-mounted Nordenfelts by 3-pounder revolvers. As the original design was intended as a privateer, its expected opponents were poorly armed merchantmen, and Burnaby felt that the best armament would be machineguns to sweep the crew from the deck while minimizing structural damage (and a well placed rapid-firing 6-pounder to discourage pursuit by warships). Since then he has dis-

covered that it is sometimes necessary to fight other privateers to defend a prize and that the large merchant ships can take a fair quantity of small-caliber shell damage anyway without significantly reducing their resale value.

The *Penelope* does not normally carry cargo (aside from normal ship's stores), but has a small cargo hold and connection points for rigging a cargo sling underneath the keel. When carrying up to 35 tons of additional cargo its maximum altitude is reduced to High. When carrying from 36 to 85 tons, it is reduced to Medium. When carrying from 86 to 168 tons, it is reduced to Low. It cannot carry more than 168 tons of cargo.

Technical Specifications

Armor: 0

Hull: 2 (steel)

Speed: 6

Engine: 250 horsepower (boiler size 2)

Coal: 60 tons

Endurance: 30 days

Altitude: Very High

Tonnage: 165

Price: £24,920

Crew: 3 officers, 3 petty officers, 20 ratings and marines

Bridge: 2 officers, 2 petty officers, 1 rating

Deck: 1 petty officer, 2 ratings

Maneuver: 2 ratings

Gunners: 6 ratings

Marines: 1 officer, 9 marines

Armament:

1 Nordenfelt forward

2 3-pdr HRCs on wing mounts

2 Nordenfelts broadside

1 6-pdr HRC on stern tower

Alonzo Freemerchant (Experienced NPC)



ALZONO QUINTON Freemerchant is a large, heavyset man who walks with the rolling gait of a sailor. He wears a naval officer's long blue coat with the insignia removed and a Royal Marine-issue peaked forage cap.

Freemerchant has dark hair, a dark mustache, and a serious, honest face. He listens attentively to everything you say to him and then thinks it over for a moment before giving you a reply. His speech is slow, and his words are always carefully chosen.

Additional Descriptive Notes: Freemerchant is not much of a shot, but he does carry a small revolver with him in the pocket of his jacket. His slowness of speech (with an Eloquence of 1) masks what is actually an extremely quick and sharp mind.

Motives

MERCANTILE, Cautious, Steady.

Attitudes

The Empire: Freemerchant is a loyal subject of the British Empire, and he feels a particularly strong loyalty to Queen Victoria (whom he has, of course, never met).

He has a merchant's healthy skepticism about all government officials, however, and he is unlikely to let himself be swept up into any wild schemes which are in the works just because someone happens to mention England.

Other Europeans: Alonzo Freemerchant has a fairly low regard for most foreigners, and he has an especially low regard for those who live in the European Quarter of Karkarham.

Art.	Skills
Str: 5	Fisticuffs 4, Throwing 2, Close Combat 3 (edged weapon), Trimsman 2 (aerial flyer)
Agl: 1	Marksmanship 1 (pistol), Mechanics 3 (machinist)
End: 4	Wilderness Travel 3 (mapping)
Int: 6	Observation 5, Gunnery 2 (breech-loading cannon), Science 1 (physics)
Chr: 2	Eloquence 1, Linguistics 2 (Koline, Parhooni)
Soc: 3	Riding 2 (horse), Leadership 3, Pilot 3 (aerial flyer)

He will be very friendly to Englishmen of about his social station (Social Levels 2 through 4). However, he is suspicious of working class types and has had unpleasant experiences with what he refers to as "those pampered young gentlemen" of the aristocracy.

Martians: He prefers Canal Martians as crew, both because of their native skills and experience and also because they tend to follow orders without question and defer to their English betters.

He is distrustful of Hill Martians, as they tend to be proud and unpredictable, but, surprisingly, has occasionally included a High Martian or two in his crew. He considers the High Martians to be both cowardly and untrustworthy, but they are occasionally valuable and are generally not too much trouble once they know who's boss.

Karkarham: Freemerchant is comfortable in his large villa, which is located in the High Bluff district of

town. However, he finds most of the rest of the city to be both disorderly and scandalous. He frequently tries to enlist the support of the other Red Captains in a scheme to fund a municipal police force, but he has been singularly unsuccessful in the attempt.

"What this city needs is half-a-hundred bobbies, by God!" is his frequent lament.

Background

PRIOR CAREERS include military officer and naval officer.

FreemERCHANT is 41 years old and is the third son of a London clerk. His parents, although they were poor, provided their son with a passing education, and he showed considerable intellectual promise even as a young boy.

FreemERCHANT was commissioned in the Royal Marine Artillery at the age of 16, and excelled both in active duty service and in mastering the demanding gunner's trade.

After being posted to Mars in 1883, he transferred to the Aerial Service and fought in the campaign to suppress the Aerial pirates, rising during that campaign to the command of HMS *Ladybug*.

Toward the end of the campaign his ship captured an Aerial vessel attempting to escape with the personal loot of Umraamltabaah, a chief of the pirates. The resulting prize money made his fortune (as well as that of most of his crew), and in 1885 he retired from the service with the rank of major.

In 1886 he built the *Lortmore* with his own money (and that of several of his former crewmembers) and was soon in business as a privateer. His

career has been exceptionally successful, and the *Baron Lortmore* is known as being a lucky ship.

Meeting FreemERCHANT

FREEMERCHANT has permanent lodgings in Syrtis Major but also maintains a household in Karkarham, and much of his time (when he is not actually on patrol) is spent there. He does not frequent public houses, but he is a member of the Explorer's Club at Syrtis Major.

While at Karkarham, FreemERCHANT will divide his time between supervising any work necessary on his vessel at the shipyard, managing the sale of cargo and prizes at the bazaar, and enjoying quiet evenings at his villa (often with another Red Captain as a dinner guest).

His villa is generally guarded by two or three of his marines (Veteran NPCs), and it will be difficult for the characters to gain access to him without already having a letter of recommendation.

If they have with them a letter from a government official, however, then FreemERCHANT will at least consent to speak with the player characters and listen to any proposal they may care to make.

THE STEAM GUNBOAT BARON LORTMORE

A STEEL-HULLED boat built at the Syrtis Major shipyard in 1886, the *Baron Lortmore* is heavily armed for a privateer.

It was built with a 500-horsepower forced-draught locomotive boiler, which was very advanced for its time and is still better than many Royal Navy vessels.

This gives the *Baron Lortmore* a

respectable top speed of 35 knots. The 80-ton coal bunker gives the ship an endurance of 20 days. When originally built, the *Baron Lortmore* had four five-barrel Nordenfelts in addition to its heavier armament. These were recently removed and replaced with four Maxim guns.

No cargo is usually carried, but the *Baron Lortmore* has an adequate hold, and more cargo can be carried both on the deck and from slung cargo nets. Its maximum altitude is reduced to High when it carries up to 50 tons, Medium when it carries 51 to 125 tons, and Low when it carries 126 to 250 tons. It cannot carry more than 250 tons of cargo.

Technical Specifications

Armor: 0

Hull: 3 (steel)

Speed: 7

Engine: 500 horsepower forced draught (boiler=4)

Coal: 80 tons

Endurance: 20 days

Altitude: Very High

Tonnage: 250

Price: £40,440

Crew: 3 officers, 4 petty officers, 26 ratings and marines

Bridge: 2 officers, 2 petty officers, 1 rating

Deck: 2 petty officers, 3 ratings

Maneuver: 4 ratings

Gunners: 9 ratings

Marines: 1 officer, 9 marines

Armament:

1 4" long gun forward

2 Maxim guns in wing mounts

2 3-pdr HRCs broadside

2 Maxim guns broadside

1 3-pdr revolver in stern tower

Frederick Armand Le Begue (Veteran NPC)



FREDERICK ARMAND LE BEGUE is a small man; he has a lithe, wiry look to him, and his movements are quick and sure. He has a broad, peasant's face highlighted by very bushy eyebrows and a wide, expressive mouth.

His face is heavily lined, as he has spent most of his life as a sailor, but his movements and the energy in his flashing eyes indicate a man in his early or middle thirties.

His curly brown hair is mostly covered by a black knit sailor's cap, and he wears a red-and-white striped jersey and white, bell-bottomed sailor's dungarees. He speaks broken English with a very thick French accent.

Additional Descriptive Notes: Le Begue's conversation will usually be highly animated, and he will illustrate his points with grand gestures and end many sentences with "*N'est-cepas?*" (Isn't that so?)

For all his difficulty with English, he is a natural communicator and will be able to get his point across quickly and clearly. When angered, Le Begue becomes very quiet and is a deadly adversary.

Frederick Le Begue generally carries a knife concealed in his right boot.

Motives

AGGRESSIVE, Ruthless, Adventure-some.

Attitudes

The Empire: Le Begue has no loyalty to the British Empire at all, but he finds it useful to proclaim his interest in it to his English friends.

He finds the protection which it offers Europeans convenient on occasion but has no real respect or regard for it. If the inducement were great enough, he could even be persuaded to join Quatlalani's anti-British faction.

France: His feelings for the government of his native France are even less warm than those for Britain. He despises the squabbling between leftist republicans, rightist republicans, Bourbon monarchists, Orleans monarchists, and Bonapartists, and he feels contempt for all manifestations of French governmental authority. If he were politically inclined at all, he would probably be an anarchist, but he is not.

He does, however, feel a genuine loyalty to his fellow countrymen on an individual basis.

Martians: Le Begue is virtually blind to the difference between

Attributes	Skills
Str: 2	Fisticuffs 2, Throwing 1, Close Combat 4 (edged weapon), Trimsman 1 (aerial flyer)
Agl: 6	Stealth 5, Crime 2 (forger), Mechanics 1 (steam), Marksmanship 1 (rifle)
End: 4	Wilderness Travel 3 (foraging), Swimming 2
Int: 3	Observation 2, Gunnery 1 (breech-loading cannon)
Chr: 5	Eloquence 4, Linguistics 3 (Arabic, English, Koline), Theatrics 2, Bargaining 2
Soc: 1	Piloting 4 (steam vessel)



Martians and humans. As he began smuggling to and from the Tunisian coast at an early age, he always worked on an equal basis with men of different races, and feels no differently about Martians.

Karkarham: Le Begue loves Karkarham. It is the only place that he has ever been accepted and treated with genuine respect. In Karkarham and in the company of the other privateer captains, he is a man of power and substance.

Frederick Le Begue would never consider leaving either the city or the life which he has made there.

Background

PRIOR CAREERS include smuggler and naval rating.

Le Begue is 36 years old and comes from the south of France, from a small fishing village near Marseilles. His father was an indifferent fisherman but an accomplished smuggler, and trained his son in the family business from an early age.

Soon Le Begue was captain of a small smuggling vessel which made the dangerous trip from Tunisia to the south coast of France by way of Sardinia and Corsica, making landfalls usually at night and in remote, rocky coves.

In 1876 he was captured by the French Coast Guard and sentenced to five years at hard labor, but his sentence was commuted upon the condition that he enlist in the French Navy. He did so, serving in the navy for six years on a variety of naval vessels.

In 1882 he was selected as part of a detachment of naval ratings sent to Mars to man a screw galley used by the French Navy in the Idaeus Fons

area. In 1883 he deserted and signed on to a Martian merchant ship (a remarkable event for its day), and by 1884 he was in Karkarham and in the crew of one of the less important Martian cloud captains.

By 1886 he commanded his own ship, the screw galley *Orient* (a renamed Martian vessel built in the Crocea yards). Since then he has steadily built up his fortune, and in 1888 he sold the *Orient* and built the *Gloire*, a large, fast, ram-equipped screw galley.

Meeting Le Begue

LE BEGUE lives in a luxurious and flamboyantly decorated villa in Karkarham. It is guarded in his absence by his majordomo and two Veteran NPC armed guards, as well as his eight household servants. When in port, however, Le Begue will often wander the streets of the European Quarter and the tougher parts of town near the High Docks.

He will be accompanied by three or four of his crew (Veteran NPCs with knives and light revolvers), and will gamble and carouse until late at night.

If Le Begue is approached abruptly by the players, his thugs are likely to move quickly in his defense, with disastrous consequences for the players involved.

If there is a chance meeting between Le Begue and the characters, however, Le Begue will respond well to any character who is able to show wit, courage, or even a sense of humor.

THE SCREW RAM GLOIRE

THE *GLOIRE* is a wooden-hulled screw galley built in the yards at

Karkarham, and has the distinctive, broad-beam, teardrop hull form and flying bridge forward shared by so many of the ships built there.

When originally completed, the ship mounted an ornate polished brass sweeper on the bridge, to be used as a signal gun and to sweep the enemy decks immediately before ramming.

Recently, however, Le Begue acquired a Hotchkiss 1-pounder revolver, and that has now replaced the sweeper.

The *Gloire* can carry cargo on its deck or in underslung nets. If it carries up to 125 tons of cargo, its maximum altitude is reduced to Medium; if it carries from 126 to 333 tons of cargo, its altitude is reduced to Low. It may not carry more than 333 tons of cargo.

Technical Specifications

Armor: 0

Hull: 5 (wood)

Speed: 5

Altitude: High

Tonnage: 500

Price: £35,870

Crew: 4 officers, 6 petty officers, 56 ratings and marines

Bridge: 4 officers, 2 petty officers, 1 rating

Deck: 4 petty officers, 5 ratings

Maneuver: 30 ratings

Gunners: 13 ratings

Marines: 8 marines

Armament:

2 light guns in forward wing mounts

2 light guns broadside

2 light guns in aft wing mounts

1 1-pdr HRC forward

5 smudgepots

Sir Michael Paget-Smith (Experienced NPC)

SIR MICHAEL Francis Paget-Smith is tall, slender, and very distinguished looking. He has dark hair, graying at the temples, and a pencil-thin mustache. His most prominent facial feature is his nose, which is large, but narrow and aristocratic. He is dressed casually, but expensively. He wears a white shirt and tan riding breeches tucked into highly polished riding boots. (In cooler weather he will also wear a white silk scarf, khaki bush jacket, and wide-brimmed hat with leopard skin band.) Your main impression of him is one of extreme calm, bordering on boredom. Nothing seems to disturb him or even interest him very much. He is certainly not very interested in you.

Additional Descriptive Notes: He does not usually carry a revolver. If the situation warrants a weapon, he will casually carry a double-barreled shotgun in the crook of his arm or over his shoulder. If asked if he can use it, he will reply, "Well, I've bagged my share of grouse and pheasant. I shouldn't have too much difficulty with larger targets, should I?"

Motives

ARROGANT, Ruthless, Steady.

Attitudes

The Empire: Paget-Smith's loyalty to the empire is above question. He would never contemplate treason and would probably actively attempt to thwart any scheme against his native land. On the other hand, he is unlikely to go out of his way to do so, and if asked to he may



reply, "But doesn't H. M. government have people to do that sort of thing? I've always felt this sort of thing was best left to the government chaps to sort out." Appeals to his loyalty are unlikely to influence his decisions; he is convinced that he is sufficiently loyal, and does not care in the slightest what you or anyone else might think.

Other Humans: Paget-Smith has a very low opinion of the human race in general. He is willing to tolerate the company of "gentlemen," from which category he excludes all foreigners, all Englishmen below his social station, and a good many of his social equals and superiors. He excludes the prince of Wales from this category, for example. ("He may be

Art.	Skills
Str: 2	Fisticuffs 1, Close Combat 3 (edged weapon), Throwing 1
Agl: 2	Stealth 1, Marksmanship 3 (rifle)
End: 6	Wilderness Travel 7 (mountaineering), Swimming 2, Fieldcraft 1
Int: 3	Observation 2, Science 1 (archaeology)
Chr: 4	Eloquence 3, Linguistics 5 (French, Mandarin Chinese, Swahili, Koline, Parhooni)
Soc: 5	Riding 4 (horse), Pilot 3 (cloudship), Leadership 3

royalty and all that," Sir Michael often comments, "but one can hardly consider him a gentleman.")

Martians: "Big ears and not enough fingers, but a wog's a wog, ain't he?"

Karkarham: Sir Michael has visited some of the most lawless, exotic, and dangerous cities on the Earth. Karkarham rivals the worst of them, but he is careful to let everyone know that he hardly finds it *exceptional* in any respect. When any aspect of the city is singled out for comment (either positive or negative), he will nonchalantly point out that crime is worse in Algiers, or the beggars thicker in Calcutta, the mountain view better from Katmandu, the merchants more dishonest in Aden, the streets dirtier in Lima, or whatever.

Background

PRIOR CAREERS include dilettante traveller and explorer.

Paget-Smith is 41 years old and



comes from a very old and very wealthy English family. With no financial need to follow a career, he spent much of his younger years travelling in Europe and the Far East. Upon the death of his father he returned to England and managed the family estates for a short time. The lure of travel soon drew him away, however. As the years passed he became more serious in his pursuits and developed a reputation as a dedicated explorer and a passable amateur archaeologist. (Paget-Smith's 1884 expedition to the Fezan unearthed an intact 2nd-century Roman villa south of Murzuch, along with statuary and coinage. These finds earned Paget-Smith his knighthood and the Royal Geographic Society's Founder's Medal for the year.)

Sir Michael first visited Mars in 1885 and led an overland expedition into the Aerial Hills. Despite the suppression of the Aerial pirates in 1883, the hill tribesmen themselves remain unsubdued, and the Paget-Smith expedition was attacked and overpowered. Paget-Smith himself was taken prisoner and held for over eight months. His subsequent escape and remarkable six-week trek through the arid hills to Avenel became the basis for his extremely successful book, *Through the Hills of Aeria*. In 1886 he had the kite *Lismore* built at the Parhoon shipyard, and in the following year he had it armed and outfitted as a privateer. He has since become extremely successful, and has ranged as far west as the Mare Acidalium and as far east as Olympus Mons in Southern Arcadia.

Meeting Paget-Smith

PAGET-SMITH has a house in Par-

hoon and now considers that his home. Parhoon is listed as the *Lismore's* home port, and that is where Paget-Smith spends much of his time between voyages. He has another residence in Syrtis Major and a small villa in Karkarham, although he seldom uses the latter. His home in Syrtis Major is used only when Paget-Smith is in the city on official business or attending a social function hosted by the governor-general. He is a member of the Explorer's Club but seldom uses the facility in Syrtis Major.

Paget-Smith is not a recluse but does keep to himself a good deal. His principal motivation for this is that there are virtually no people in the colony whom he considers to be his social equal. Paget-Smith is very class-conscious, and it will be nearly impossible for characters of lower social levels to approach or meet him. He will ignore or be openly rude and abusive to anyone of Social Level 3 or less, and will be at best condescending to characters of Social Level 4. He will consider meeting with someone of his own level, and will be polite and receptive to anyone of Social Level 6. (He will not defer to characters of higher social levels, however, and certainly does not consider himself to be their inferior. He will merely follow accepted social conventions with them.) For a character to establish any meaningful contact with Paget-Smith it will be necessary to obtain a letter of recommendation or (even better) a personal introduction from someone of Paget-Smith's social level or higher.

GUN KITE *LISMORE*

THE *LISMORE* was originally designed as a long-range exploratory

vessel, but the traditional large load-lifting capability of a kite enabled it to accept a large armament array with no sacrifice in altitude.

Although the ship was built at a Martian yard, Paget-Smith had four 1" Gatling guns shipped out from Earth and personally supervised their installation.

Although the cargo hold has now been mostly converted to magazines and marine quarters, the *Lismore* can still carry some cargo in underslung nets. If it carries up to 50 tons of cargo its maximum altitude is reduced to High; if it carries from 51 to 125 tons it is reduced to Medium; if it carries from 126 to 250 tons it is reduced to Low. It may not carry more than 250 tons of cargo.

Technical Specifications

Armor: 0

Hull: 3 (wood)

Speed: Kite

Altitude: Very High

Tonnage: 250

Price: £22,840

Crew: 4 officers, 4 petty officers, 32 ratings and marines

Bridge: 3 officers, 2 petty officers, 1 rating

Deck: 2 petty officers, 3 ratings

Maneuver: 3 ratings

Gunners: 14 ratings

Marines: 1 officer, 11 marines

Armament:

1 rod gun forward

21" Catlings in wing mounts

2 1" Catlings broadside

2 light guns broadside

2 heavy guns aft

4 spike bays

4 smudgepots

Arturo Diego della Mora (Veteran NPC)



ARTURO DIEGO DELLA MORA is tall, muscular, and darkly handsome in a sinister way. He looks the part of a pirate more than most other captains you have seen, complete with a gold earring, brightly colored clothes, and a revolver thrust into the front of his belt.

Della Mora's left cheek and forehead are puckered by a long, white scar that gives his left eye the appearance of a squint and seems to twist his whole face into a cynical, lopsided grin.

Additional Descriptive Notes: Della Mora has a devil-may-care attitude when in public and is lavish with gifts of money to his hangers-on.

However, this congenial exterior can quickly change to a murderous rage, often for very little reason. His temper is legendary. If the players should happen to do something to offend della Mora, their first hint that they may have made a mistake will be when everyone nearby suddenly shuts up and begins trying to get out of the way.

Motives

AGGRESSIVE, Spendthrift, Rage.

Attitudes

The Empire: Della Mora hates the

British and their empire, and makes very little secret of it. He is often seen in Quatlalani's company and is deeply involved in his anti-British plans.

However, della Mora loves himself more than he hates the British, and for all his anti-British talk he is reluctant to take any overt action that has many obvious risks and very few apparent advantages. Until an open breach with the British can be shown to be profitable and safe, he is unlikely to act.

Martians: Della Mora considers Martians to be no better than animals, but he keeps this attitude carefully concealed from those he comes in contact with.

While he will hesitate to murder a human (even an Englishman), he shows no scruples at all about disposing of any Martians. Even Quatlalani, with whom he often cooperates, means nothing to him. He does not hate Martians, by any means. He simply does not have any respect or regard for them.

Karkarham: He sees the city as a nest of Martian vipers and has no sentimental attachment to it at all. It is his current home, and he enjoys the freedom and opportunities the city offers.

Nevertheless, if circumstances ever

Attributes	Skills
Sir: 6	Fisticuffs 6, Throwing 4, Close Combat 4 (edged weapon)
Agl: 4	Stealth 3, Marksmanship 3 (pistol), Crime 1 (lockpick)
End: 2	Wilderness Travel 1 (mapping), Swimming 2, Fieldcraft 2, Tracking 2
Int: 3	Observation 3
Chr: 5	Eloquence 4, Linguistics 4 (English, French, Koline, Parhooni)
Soc: 1	Piloting 1 (cloudship)

forced him to leave and never return, he would be able to do so without so much as a single regret or backward glance.

Background

PRIOR CAREERS include poacher and seaman.

Arturo Diego della Mora was born in the Balearic Islands off the Mediterranean coast of Spain in 1857. Orphaned at a young age, he made his way to the mainland and there made a modest living as a poacher in the royal hunting preserves. He narrowly escaped capture on several occasions, and eventually a price was placed on his head.

In 1879 della Mora left Spain as a common seaman on board a British merchant vessel and then spent the next two years sailing the seas of Earth.

In 1881 della Mora signed on with the crew of a commercial ether flyer of the White Star Line. He then jumped ship upon arrival on Mars. Making his way as a deckhand on several Belgian merchant vessels, he occasionally saw some fighting in the Coprates, mostly against a few bandits who attempted to harass small merchant ships. The bandits would usually stow away or pretend to be passengers, and then try to overpower the merchant ships' crews.

Arturo della Mora loves to tell stories of the bloody battles he fought against rebel boarding parties, but these are mostly fabrications or, at their best, gross exaggerations of the facts.

By 1885 he had found his way to Karkarham and soon shipped out on the *Mists of Glory*, a small screw galley privateer. After several suc-

cessful voyages, della Mora had gained the crew's respect by always being the first man of a boarding party over the rail and on the enemy deck. He was placed in charge of the marine detachment and after two years was made first officer, despite his ignorance of the mechanics of cloudships. When Captain Wooha-neet was killed in 1887, della Mora was elected captain by the crew and has led the ship, now called the *Gato*, ever since.

Meeting della Mora

WHEN HE is not on a voyage, della Mora spends most of his time in Karkarham, and can be found in the taverns and brothels of the tougher parts of town.

He is free spender when he has money in his pocket and is a popular feature of Karkarham's street life. Any number of street denizens, if properly bribed with a shilling or two, can direct the players to his current haunts.

When not engaged in carousing, della Mora may be found conspiring with QuatlAtlani. If the players attempt to sneak into QuatlAtlani's villa, they may discover della Mora and the Martian together plotting some treachery against the English Red Captains.

THE SCREW RAM GATO

DELLA MORA'S SCREW GALLEY was built in the Crocea shipyards in the Oenotrian Empire and originally belonged to a Martian captain from Astrapsk. Della Mora moved up to captain after the original master was killed in a boarding action against an Umbran spice ship.

Della Mora has since changed the

ship's name to *Gato* (cat), but he is not technically the owner. The ship is owned by the crew (or at least the 23 surviving members of the original crew), all of whom own varying numbers of shares.

Della Mora is responsible to a masters' committee, but he has been able to completely dominate the committee with the force of his personality. (This in itself is no small feat considering the fact that over half of the owners are Martian.)

The *Gato* does not normally carry cargo, but it can do so either in its hold or in slung cargo nets. If it carries up to 67 tons, its maximum altitude is reduced to High; if it carries from 68 to 167 tons, its maximum altitude is reduced to Medium; if it carries from 168 to 333 tons, its maximum altitude is reduced to Low. It may not carry more than 333 tons of cargo.

Technical Specifications

Armor: 0

Hull: 4 (wood) with ram

Speed: 4

Altitude: Very High

Tonnage: 333

Price: £28,700

Crew: 2 officers, 4 petty officers, 32 ratings and marines

Bridge: 2 officers, 2 petty officers, 1 rating

Deck: 2 petty officers, 4 ratings

Maneuver: 16 ratings

Gunners: 6 ratings

Marines: 5 marines

Armament:

1 heavy gun forward

2 heavy guns in wing mounts



Life As a Red Captain

GREAT BRITAIN'S meager colonial forces are locked in a war with the armies and fleets of the Oenotrian Empire, and while Britain's aerial squadrons are otherwise occupied, a renewed outbreak of piracy threatens the Umbran spice trade. As a result, the British government has once again turned to the Red Captains for protection of aerial commerce.

A Rare Opportunity: The colonial administration is now offering auxiliary commissions for vessels outfitted to hunt down and destroy pirates, as well as letters of marque and reprisal for privateers willing to strike a blow against the Oenotrian merchant fleet. Furthermore, the administration has a limited number of vessels seized as prizes from the Oenotrians which it is willing to make available for use by experienced and trustworthy groups who do not have their own ships. This is a golden opportunity for adventurers to join the fabled ranks of the Red Captains.

Obtaining A Ship: Several small

Oenotrian warships have recently been seized as prizes, and the government is unable to raise sufficient crews to man them. Rather than sell them off, they are to be assigned to deserving captains or groups of individuals who are capable of bringing them into service against the enemy. The six vessels available are a *Fleetfoot* screw galley, a *Bloodrunner* kite, a *Small Bird* screw galley, a *Clearsight* screw galley, a *Swiftwood* kite, and an *Endtime* screw galley. (All of these ships are described in both **Sky Galleons of Mars** and **Cloudships and Gunboats**.) To obtain a vessel, the group must apply to the governor by rolling one die and consulting the Grant of Vessel Table shown on page 21. Most of the vessels are granted on rolls of the die which are greater than 6, and so may only be obtained if the group seeking the ship has a favorable modifier to the die. The following skills and attributes modify the die roll:

Piloting: Add 1 to the die for each player in the group who has a Pilot-

ing (cloudship) skill greater than 1.

Trimsmen: Add 1 to the die for each player in the group who has a Trimsmen skill greater than 1.

Social Level: Subtract 3 from the highest Social Level in the group. The result (plus or minus) is the modification made to the die roll.

Serving Officer: Add 1 to the die roll for each current or former serving officer of the British Army or Navy.

Renown: Add 1 to the die roll for each player in the group who has five or more renown points for either Heroic Acts, Military Prowess, or Service to the Crown.

Outfitting The Ship: The vessel granted to the players will be repaired and armed as originally found. The players may use their own funds to purchase additional or alternative armament of either Martian or British manufacture. No guns on the vessel may be sold, but they may be turned back over to the colonial government to make room for new weapons. All new weapons will cost

twice the amount that they would have cost as listed on the design tables (found in either **Sky Galleons of Mars** or **Cloudships and Gunboats**). This increase represents the additional expense of modifying the structure of the vessel, and the high current demand for weapons and labor at the shipyards.

Hiring A Crew: Hiring a crew is easy; hiring a good crew is somewhat more difficult. All players will start with Green crews. Each time the ship returns from a voyage and auctions off a prize, roll a die. On a roll of 3 or less, the crew quality goes up one. If the players have had a particularly eventful voyage or their renown as Red Captains is high, there foree may subtract one or two from the roll.

Expenses: If the players' vessel is commissioned as a fleet auxiliary, the Crown will underwrite all expenses. Otherwise the players will have to fund the normal operation of the ship.

Salaries: Crewmen must be paid salaries. If the vessel is a fleet auxiliary, the players receive a salary instead, based on the crew position on the vessel which they fill. Crew salaries, in shillings per day, are listed in the sidebar.

Provisions: The ship must take on provisions for long voyages. Provisions cost three pence per day per crewman (one shilling per day per four crewmen). Most ships can carry months' worth of provisions, but as a practical matter only 30 to 60 days of food are carried. This allows frequent restocking of perishable items.

Maintenance: Once per month the ship will require maintenance. This represents minor breakdowns and the need to periodically replace exhausted liftwood panels. Divide the origi-

nal cost of the ship by 1000 and drop all fractions. This is the base maintenance cost. Each month the maintenance required will cost one die roll times this amount. A ship which cost £6,200 would have a base maintenance cost of £6.

Encounters: To locate potential prize ships, use the normal aerial encounter tables as modified by the section in this book entitled *Aerial Travel on Mars*. All encounters rolled while on a privateer are considered to be in areas of unrest, and thus one is always added to the die roll for the type of encounter. When a ship is over Oenotrian territory any result of "pirate" rolled by a 5 (increased to 6) instead becomes "privateer," while any result rolled by a 6 (increased to 7) becomes "convoy."

In the case of a privateer result, the players meet the vessel of another one of the Red Captains, and the two exchange information. This is a good opportunity for the referee to reinsert some role-playing in what might become a pure search and combat situation. The other captain will probably have valuable information about the course of the war at home or enemy ship movements. He may need some item of supply that the players can provide (or may be able to provide something they need). He may have wounded on board from a previous action and need the services of a doctor, or he may even need an expert mechanic to help repair battle damage. It may also be that the other captain will suggest that the two vessels work together as a team for awhile.

If a convoy is sighted, the players find an Oenotrian warship escorting an unarmed merchant ship. On a roll

of 1-3, this is a small warship; on a roll of 4-6, it is a large one. The convoy will consist of one die roll's worth of merchant kites, half of which (round fractions down) will be large ones of the *Warm Winds* variety.

Once battle is joined, the normal combat rules are used. An unarmed merchant ship will surrender if it suffers sufficient damage or crew casualties to cause a speed reduction of two, if it suffers a trim critical hit at any time, or if a bridge hit kills the captain. This is so even if the merchant ship is escorted by a warship. (If the escort is still fighting, however, the players can hardly afford to ignore it.) An armed merchant ship will surrender as soon as it has had its speed reduced by four due to either mast or crew hits, or when all of its officers are dead.

GRANT OF VESSEL

Die	Result
1-3	Request Denied
4-5	<i>Fleetfoot</i>
6	<i>Bloodrunner</i>
1	<i>Small Bird</i>
8-9	<i>Clearsight</i>
10-11	<i>Swiftwood</i>
12+	<i>Endtime</i>

CREW SALARIES (Shillings Per Day)

Amt.	Crew
1	Marine, Deckhand, Turncrank
2	Gunner, Topman, Engineer
3	Petty Officer
6	Officer
12	Captain

Prize Ships

A PRIZE SHIP is an enemy vessel captured in combat. One of the great attractions of the life of a privateer is the prospect of prize money—the proceeds from the sale of prize ships, their cargo, and the ransoming of important prisoners.

Shares: Once a ship is captured, it must be taken back to a friendly port, where it and its cargo are sold at auction and the proceeds divided into 10 equal shares. Two shares (20 percent of the total) are the ship's portion, and they go to the owner of the vessel. If the vessel is a grant from the Crown, the ship's share goes to the Crown in payment. One share goes to the captain of the ship. Two shares are divided equally among all of the officers of the ship, including the captain. Thus, if a ship had four officers, the captain would receive a total of 1V2 shares (one share as captain and one-quarter of the two officers' shares). One share is divided among the "seniors," which is to say, the petty officers. (On a Martian ship this share is instead added to the officer's share, and the helmsman and

trimsmen each receive half of an officer's allotment.) The rest of the crew evenly divides the remaining four shares, although it is common for inexperienced crewmember to receive only half of a full crewman's allotment. The apportionment of shares is repeated in the sidebar on page 23.

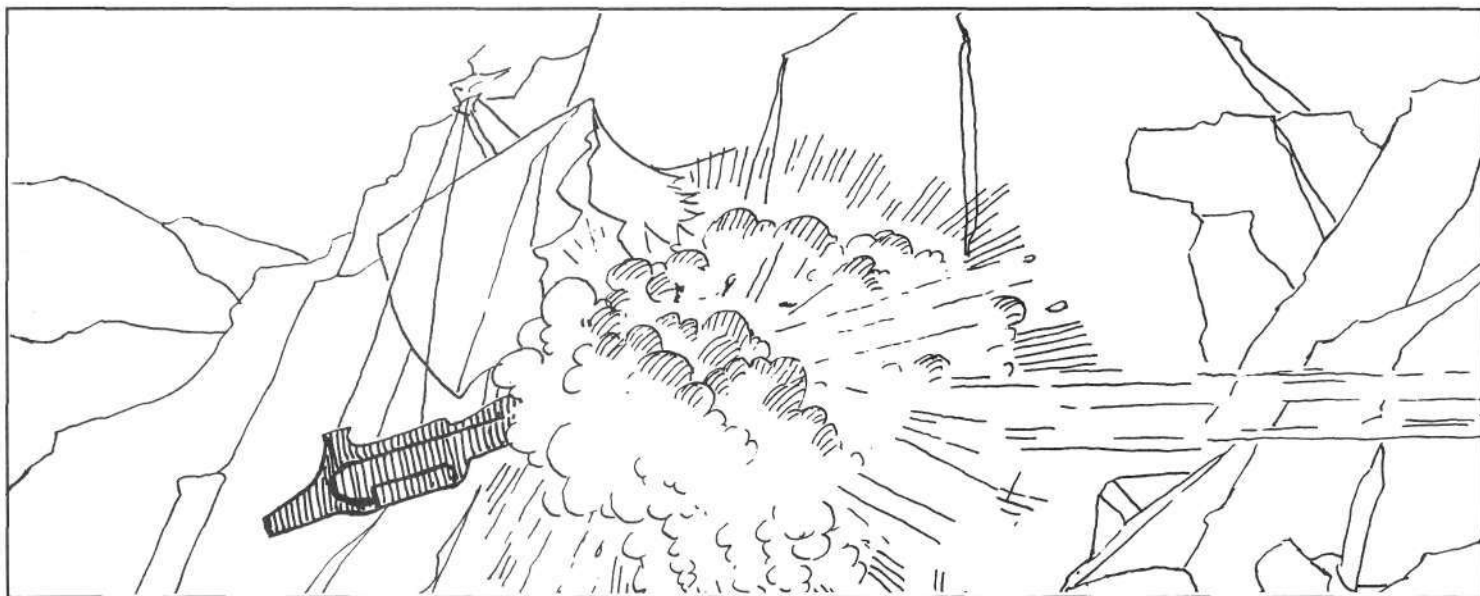
Auction: Ships may be auctioned at most major cities, although only a few cities are used to handling these auctions on a regular basis. Players will receive their best price at Syrtis Major, Parhoon, or Karkarham. To determine the auction price of the ship, take its original value and divide by 10. Now multiply the result by the roll of one die. Add half the Bargaining skill (round fractions down) of any one player in the group to the die roll. The result is the sale price of the ship. If the ship is badly damaged, subtract one from the die roll (but never reduce the roll to less than 1). The cargo on the ship will also be auctioned. The auction price of the cargo will be its weight in tons, times five, times the roll of a die (modified as above). Since only the most precious cargoes are protected, double the

cargo value for all escorted merchant ships and for all armed merchant ships. All sale prices are in pounds.

CLOUD CAPTAINS OF THE SHISTOMIK MOUNTAINS

WHILE THE MAJORITY of the Red Captains are privateers, a large number of the native cloud captains are out-and-out pirates who will attack any ship flying any flag as long as there is profit in it. Because many of these men have a price on their heads, they recognize the benefit of a safe harbor and so will generally observe the freedom from attack of ships sailing near Karkarham. However, a captain desperate for money may attack a merchantman in the safe zone and put its crew to the sword to eliminate the witnesses.

Numbers: There are about two dozen active corsairs which fly out of Karkarham and raid aerial commerce. Most of their ships are small kites built at the Karkarham yards, usually under 500 tons in weight. A typical pirate vessel is shown on this page, and its ship record form is included



in the back of the book. Crews average about 50 persons per ship, which places the total number of men active out of the Shistomik Mountains at less than 1000. However, living in Karkarham are large numbers of former corsairs whose sentiments are with the active sailors and who might quickly rejoin their ranks if there were a good prospect of rich prizes.

Range: The cloud captains of the Shistomik routinely range as far as 3000 miles out from Karkarham in virtually all directions. While the cloud captains tend to avoid British airspace, they are not above attacking ships on the run between Syrtis Major and the Boreosyrtris League. They also tend to avoid Oenotrian territory, as the efficient and powerful Oenotrian fleet has always been a potent deterrent to piracy. Now that both Britain and Oenotria have their fleets tied up with combat duty, the cloud captains are becoming bolder. Aside from the area around the two large empires, the cloud captains based at Karkarham infest the shipping lanes of Hellas, Trinacria, Hesperia, and the Mare Cimmerium

in the south; Aetheria and Amenthes in the north; and Zephyria and the Mare Sirenum to the east. They seldom venture further east than that, as commerce is rare in the barren hills of Memnonia, and the Belgians are a threat beyond there.

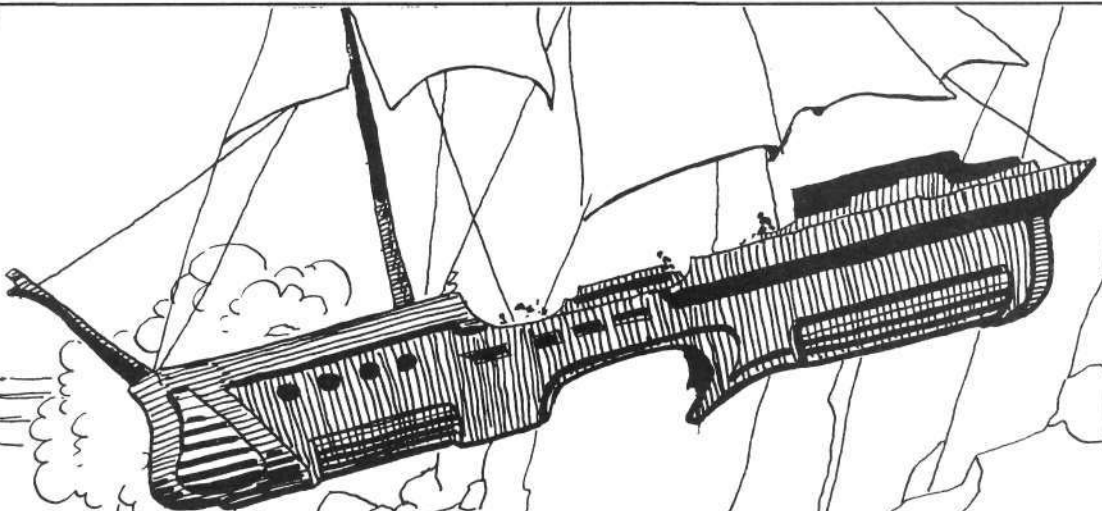
Attitudes: The cloud captains and their crews actively dislike Earthmen, particularly the British. There is hardly one of them who has not lost a shipmate to either British gunfire or the noose. Furthermore, growing British power threatens their entire way of life. Only their own greed, selfishness, and quarrelsome jealousy keep them from uniting against the British. This particularly manifests itself in Karkarham. Many of the Martian cloud captains are flying against Britain in the current war, either as open pirates or with Oenotrian seizure warrants. At the same time, a number of the British Red Captains are flying in protection of the merchant ships. When the crews mix in the taverns of Karkarham, the results are often explosive.

Politics: The cloud captains are not terribly astute politically, but they do

recognize a good thing when they see it. Karkarham is the key to their continued success, even their survival. Karkarham has become a haven for them because of the policies of Prince Sabaat, the chancellor to Prince Tumaani, the ruler. Therefore, they are inclined to support the chancellor when he needs assistance of one kind or another. The closest thing to a genuine leader the cloud captains have is a tough, ambitious captain from the east called Quatlalani. He has mediated disputes and helped the other captains put together occasional cooperative raids. Under his guidance they are gradually learning to work together. Progress is extremely slow, however.

PRIZE SHARES

<i>Entity</i>	<i>Shares</i>
Ship	2
Captain	1
Officers	2
Seniors	1
Crew	4



Quatlatlani (Veteran NPC)

QUATLATLANI is SHORT for a Martian, little more than six feet tall, and slender as well. He is handsome, however, and has piercing blue eyes that seem to explore the inner recesses of each of your minds in turn. You have the feeling that he will know if you are lying or telling the truth when you speak to him. His face is intelligent and patient, and he shows no sign of violence or extreme emotion. Almost as an afterthought, you notice several deep scars on his face accented by blood-red body paint. His whole being projects such calm and control that the scars and garish pirate decorations go almost unnoticed.

Additional Descriptive Notes:

As the players observe Quatlatlani, they will notice that he never raises his voice to his crew, house staff, or other subordinates. When one of his followers reports to him, Quatlatlani will listen intently to what he has to say, then will give his instructions in a quiet voice, often resting his hand on the person's shoulder while he does so. It will also be obvious that his subordinates are extremely loyal to him and follow his orders without question.

Quatlatlani carries a small knife in his belt, but if forced to fight prefers to use a common boarding pike.

Motives

NATURAL LEADER, Ambitious, Wise.

Attitudes

The Empire: Quatlatlani hates the British Empire and sees it as the



<i>Att.</i>	<i>Skills</i>
Str: 2	Fisticuffs 1, Trimsman 2 (cloudship), Close Combat 4 (polearm)
Agl: 4	Stealth 3, Marksmanship 2 (bow)
End: 4	Wilderness Travel 3 (foraging)
Int: 6	Observation 6, Gunnery 4 (muzzle-loading cannon)
Chr: 5	Eloquence 4, Linguistics 2 (Koline, Parhooni), Bargaining 1, Theatrics 2
Soc: 1	Piloting 2 (cloudship), Leadership 2

greatest threat to Martian civilization since the seas dried up. The single long-term ambition that he has is to somehow break British power on Mars.

Europeans: Quatlatlani has no particular prejudice against Europeans, although he tends to dislike most of them by virtue of their association with the colonial power structure. He is willing to work with those who have a common interest with him, however, and he spends considerable time trying to enlist della Mora's assistance in his intrigues against the British.

Martians: He feels that the Martians are almost their own worst enemies, with their constant bickering and fighting amongst themselves. He spends most of his time, when not on a raid, talking with different interest groups and trying to get them to work together. He will not ignore the possibility of help from any quarter and has even carried on extensive talks with Worm Priests from the upper slopes of the Shistomik Mountains.

Karkarham: Karkarham is, for Quatlatlani, the perfect base of operations for his schemes. While he would prefer that the prince were more anti-human in outlook, at least the ruler takes no active role in policy and so can probably be controlled when the time comes. Quatlatlani has become very close to several of the younger nobles of the city and is building a quiet but efficient movement among them which he may eventually help to seize control of the city. Quatlatlani has no ambitions of his own along those lines and would be happy with

an anti-British government when the time is right.

Background

QUATLATLANI'S TRUE background will probably never be known, although it is widely believed that he is the son of a wealthy merchant or noble. Over 30 years ago, when he was still an infant, he was captured in a pirate raid in which most of the passengers of the captured vessel were slain. Quatlatlani, however, was sold into slavery instead and passed his early years as a laborer on a *mel-tanoi* plantation near Afirenz. When in his mid-teens, he escaped from the plantation and managed to talk his way onto the crew of a cloudship. He grew to maturity as a cloud sailor and eventually became involved first in privateer work, and then in piracy, during the years of the Sirenian Wars. Out of that time of violence and chaos, Quatlatlani emerged as a cunning leader.

Four years ago Quatlatlani moved his base of operations west to Karkarham and has since then become the foremost of the cloud captains of the Shistomik. He is extremely wealthy and has no real need to continue the dangerous life of an aerial pirate, but he does so to maintain his leadership among the captains of Karkarham. Quatlatlani has come to see the immense power of the men from Earth and believes that the only way of resisting them is to provide a united front. He has become, in his own way, a Martian patriot, and is working patiently behind the scenes to forge an anti-British coalition to crush them once and for all. He sees the cloud captains as a potentially decisive, if extremely volatile, com-

ponent in this force, if only he can persuade them to work together against a common foe. He feels the Oenotrian War has come too soon, but he is nevertheless considering some sort of action to help the Oenotrians.

Had Quatlatlani not been captured as an infant, he might have been raised in a wealthy home, and his natural genius would almost certainly have led him to scholarly pursuits. Instead, his life has dictated that he become a man of violence, but his keen mind still searches for unique and superior ways to deal with problems. He is constantly coming up with small inventions, such as a steam-powered rotisserie used in the kitchen of his home. Both his study at his villa and his cabin aboard the *Black Dagger* are littered with books on a variety of scientific subjects and with dozens of small unusual inventions. While these are mostly labor-saving curios rather than important scientific advances, they bespeak the workings of an active, inventive mind.

Although he seldom has time to do so, Quatlatlani enjoys hunting with friends—climbing through the rocks near Karkarham armed with bows and chasing the small, nimble, horned animals that live in the mountains. He seldom bags one, however, as he is not a very good shot and never has sufficient time to practice.

Quatlatlani's native language is Hespesian.

THE BLACK DAGGER

QUATLATLANI'S *Black Dagger* is a well known sight near Karkarham. It has a sinister, rakish look common to ships built farther east, and this look is emphasized by the ship's black-painted hull. The ship was built for

Quatlatlani five years ago in the shipyard at Sirenia in eastern Memnonia (at the eastern end of the Mare Sirenum), and is still armed and equipped mostly as it originally was. The major departure from its original equipment is the custom return carriage for the forward rogue gun, which Quatlatlani has recently added. (For a description of the carriage, see page 57.)

The Black Dagger has a substantial cargo hold and can also carry cargo in underslung nets. When the ship carries up to 100 tons of cargo its maximum altitude is reduced to High; when it carries from 101 to 250 tons, it is reduced to Medium; and when it carries from 251 to 500, it is reduced to Low. The ship may not carry more than 500 tons of cargo.

Technical Specifications

Armor: 0

Hull: 6 (wood)

Speed: 4

Altitude: Very High

Tonnage: 500

Price: £38,600

Crew: 4 officers, 2 petty officers, 47 ratings

Bridge: 4 officers, 2 petty officers, 1 rating

Deck: 6 ratings

Maneuver: 24 ratings

Gunners: 16 ratings

Armament:

- 1 return-carriage rogue forward
- 1 power grapnel at bow
- 2 sweepers, forward-facing
- 2 heavy guns in forward wing mounts
- 2 light guns broadside
- 2 light guns in aft wing mounts

AERIAL TRAVEL ON MARS

MANY CITIES on Mars are not easily reached by canal, and in any event the great distances involved make travel by cloudship the centerpiece of Martian commerce. This section of rules is intended as an elaboration on the basic rules for aerial travel given in *Space*: 1889.

Availability of Vessels: Characters seeking passage to another city will need to check the landing ground to determine when the next ship is leaving. All commercial cloudships are kites and are primarily cargo haulers with varying numbers of staterooms available for first-class passengers. (A number of additional steerage passengers can usually be carried in the cargo holds in lieu of cargo.) Cloudships are too expensive to use for short trips between cities linked by working grand canals and are instead reserved for very long voyages, often over vast tracts of wasteland.

As a practical guide to referees, the

number of grand canals that flow into a city is the number of merchant cloudships that arrive at and depart from the city each week. Cities with no active grand canals have one merchant ship arrive and depart each week. The referee should determine the port of origin or destination of each such ship. This can be done on a semi-random basis, but all such origin/destination ports should be drawn from cities within a 3000-mile radius and no closer than 1000 miles. Roll a die and consult the Direction of Travel Table provided in the sidebar.

If players intend to travel to a city in a densely populated area, they may have a very long wait for a ship to that specific destination. They will probably find it quicker to take the first ship available to that general area and then finish their trip by canal boat.

Accommodations: First-class cabins are let on the basis of double occupancy. Unless the players are travelling in pairs, they will be assigned a travelling companion on a random basis. Most captains will make every effort to match the sex of cabinmates and, if possible, planet of origin. This is not always possible, however. Players who require a cabin all to themselves must purchase two tickets. First-class passengers are given free run of the ship, but they are advised to avoid the cargo hold and contact with steerage-class passengers, who can be dangerous.

The food is generally good, if not very imaginative. Meals are taken in the wardroom with the ship's officers or, on larger ships, in the captain's dining room. Even on a *Warm Winds* merchantman the captain's dining room is not big enough to accommo-

date the captain and all 12 first-class passengers, assuming the ship has a full passenger manifest. In this case certain passengers are invited to dine with the captain, and others dine with the officers in the wardroom. Captains with a good sense of hospitality will rotate these invitations throughout the passenger list and not show favoritism, while more boorish ones will select their favorites and always dine with them.

Steerage accommodations are considerably less comfortable. Passengers ride in the cargo hold and are fed a rough version of the same food given the crew. They are provided with a hammock, but their other furniture will consist of cargo crates and bales. Steerage is very crowded—the passengers are allowed on deck for exercise at only selected times during the day (and are then restricted to a certain area of the ship, usually the forecabin). Passengers who appear to have money or valuables are likely to find themselves attacked at night and robbed. (Appeals to the captain will probably have little effect. He is not, after all, a policeman or detective, and if the character really had money, the captain will ask, then why didn't he purchase a first-class ticket?)

Fares: The amount listed in the basic game (6s per day) is the price for a steerage ticket, with a berth in a first-class cabin costing five times this amount (£1 10/—). However, these fares can increase in times of uncertainty or war. If large numbers of people wish to leave a city, the fares can easily double or even quadruple.

Travel Times: If moving from west to east with the prevailing winds at their backs (called *running*), kites will travel about 400 miles per day. When

DIRECTION OF TRAVEL

Die	Direction
1	North
2	West
3	West
4	East
5	East
6	South

AVERAGE PRICES PER DAY

Class	Price
Steerage	6/—
First Class	£1 10/—
Cargo	8d per ton

moving from east to west and forced to tack back and forth against the wind (called *beating*), kites travel about 200 miles per day. When moving in a northerly or southerly direction with the prevailing winds on their beams (called *reaching*), kites travel about 300 miles per day.

Cargo: Merchant vessels carry passengers for extra money, but their main business is cargo. The average fee for hauling cargo by cloudship is 8d per ton per day of travel. This is calculated and paid in advance based on expected travel times; unexpected delays are the responsibility of the captain and are not charged against the owner of the goods. This price may be slightly lower for large-capacity vessels on established and secure trade routes, and can be as much as twice this amount on smaller vessels or less well travelled routes, or through dangerous territory. Particularly valuable cargoes are often expensive to ship as well, due to the greater risk to the carrying vessel.

Encounters: The standard aerial encounter table and rules given in the *Space: 1889* book should be used, but with some variations. To start with, add one to the encounter numbers for both mountain and nonmountain terrain, making the encounter numbers 3 and 2, respectively. If a ship is flying through an area of particular unrest when an encounter is rolled, add one to the die roll for the type of encounter (with a modified roll of 7 treated as a 6). If an armed merchant kite is encountered, you may either use the armed kite suggested in the basic rules or the more heavily armed one presented on page 62. If an unarmed kite is rolled, roll again. On a roll of 1 or 2, it is an unarmed *Warm*

Winds kite; on a roll of 3-6, it is a smaller *Sky Gift* merchant kite. (The *Sky Gift* is a small merchant kite. A ship record form for it is included in the back of this book.)

Referees may also wish to modify some of the encounter results. A merchant kite may turn out to be a prize ship captured by pirates and being sailed back to Karkarham or some other city for sale. A small pirate crew will be forcing the crew to man the rigging at gunpoint while the officers and passengers are held prisoner belowdeck. The players may be able to discover this and recapture the ship, thus rescuing the prisoners and perhaps coming into a large reward.

A pirate encounter might turn out to be a Red Captain, perhaps one of the legendary five, and he may not attack the merchant vessel since it is not a legitimate prize. (If the players are flying on a vessel of the crown colony of Syrtis Lapis, the British captains will certainly not attack, nor is Le Begue likely to, although della Mora might.)

Finally, referees should remember that player characters are not the only ones who suffer from encounters. If the players are being carried as prisoners in an enemy vessel, that vessel itself may fall afoul of pirates or some other hostile ships as the result of an aerial encounter.



SHIPBOARD LIFE

ALL TOO OFTEN when a group of characters board a ship bound for another city, the referee will roll the dice two or three times and then announce, "Okay, you reach Koomkoom-kabuhlala City. Now what?" This is not very satisfying from a role-playing point of view. While not every cloudship voyage can or should be an adventure, each one should have a distinctive character of its own. You can accomplish this as the referee with a minimum of work if you organize your thoughts before the voyage and fill in a few blanks.

Captain: Assuming the player characters are travelling first class, they will have more contact with the captain than anyone else on board, and simply by giving him a distinctive personality you can make the voyage unique. Here are several quick possibilities: He is a drunken incompetent, and he remains captain only because he is the brother of the owner of the ship. He is a cruel and brutal captain who has the crewmembers whipped for seemingly unimportant mistakes. He is an exceptionally competent seaman with a genuine love of cloudships and a willingness to explain the workings of his ship at great length to anyone interested. He is fascinated by Earth humans and will spend much of the voyage asking them questions about their home, society, government, etc. He has a mild dislike of Earth humans, but this will manifest itself only as rude behavior. He is a recluse and seldom takes meals with the passengers at all, instead having his meals served in his personal cabin.

Officers: There will be several officers on board, and first-class pas-

sengers will have some contact with them as well. You may wish to provide brief character sketches and descriptions of them. You may want to concentrate particular attention on one officer. Perhaps the first officer is much more competent than the captain. This could result in him being jealous of the captain and trying to make him look bad. On the other hand, he may be extremely loyal to the captain, who once saved his life, and so goes out of his way to cover up the captain's incompetence.

Crew: You obviously do not have time to provide character descriptions for each crewmember, but you should give some thought to the general look and feel of the crew. They may be clean and disciplined, and handle their duties quickly and competently. They may be dirty and sullen, and treat their officers with contempt. Are they friendly to human passengers, or curious, hostile, or indifferent? Do they spend a lot of time laughing and horsing around, or do they tend to break up into small conspiratorial knots and mutter while casting furtive glances over their shoulders?

Passengers: Your PCs are probably not the only passengers on board the ship. Give some thought to who the other passengers are. Perhaps a merchant and his family travelling with a valuable cargo or a mysterious human with an eastern European accent. If the PCs travel in steerage, the other passengers will probably be the only contacts the players have, and there will be considerable opportunities for contact and even conflict.

The Ship: The facing page has a complete description of a *Warm Winds* merchant ship. Although a variety of merchant vessels are in use,

this one is fairly common. Eventually you may want to design several smaller merchant ships to use as well, but for the first several voyages this one will do. Let your players walk around the ship after they are underway and get familiar with it. If there are steerage passengers, the PCs may catch sight of them being exercised on the forward deck in groups of six or eight. If the players walk near the open cargo hatch, they will catch a glimpse of crowded humanity below, and perhaps smell and hear them as well. In stark contrast will be their own quarters, which are cramped but attractive and clean. Eventually the captain may invite them to visit the stern gallery of the ship (normally reserved for the captain's use), and the PCs will discover that even aboard an aerial merchant vessel the Canal Martians remain as dedicated gardeners as are the English. Much of the broad, well-lit stern gallery will be full of planter boxes with vines, decorative green plants, and flowers of every description.

Adventures: If you are in the middle of a campaign and want to spice it up, consider throwing a mini-adventure in while on the ship. Here are some possibilities:

- The passengers in steerage are actually brigands intent on hijacking the ship. If they succeed, they may seize the passengers and sell them as slaves or just put them down along a canal somewhere.
- The crew, driven almost mad by their brutal treatment and whipped into a frenzy of anger by several troublemakers, mutinies and tries to take over the ship. The passengers may be put down with the officers.
- One of the other passengers is

murdered, and the players must attempt to solve the crime before they reach port, lest they be accused of the

dastardly deed by the authorities.

- The vessel encounters a severe windstorm. It may be blown off

course, damaged, or even wrecked

- One of the other passengers is actually a German spy.

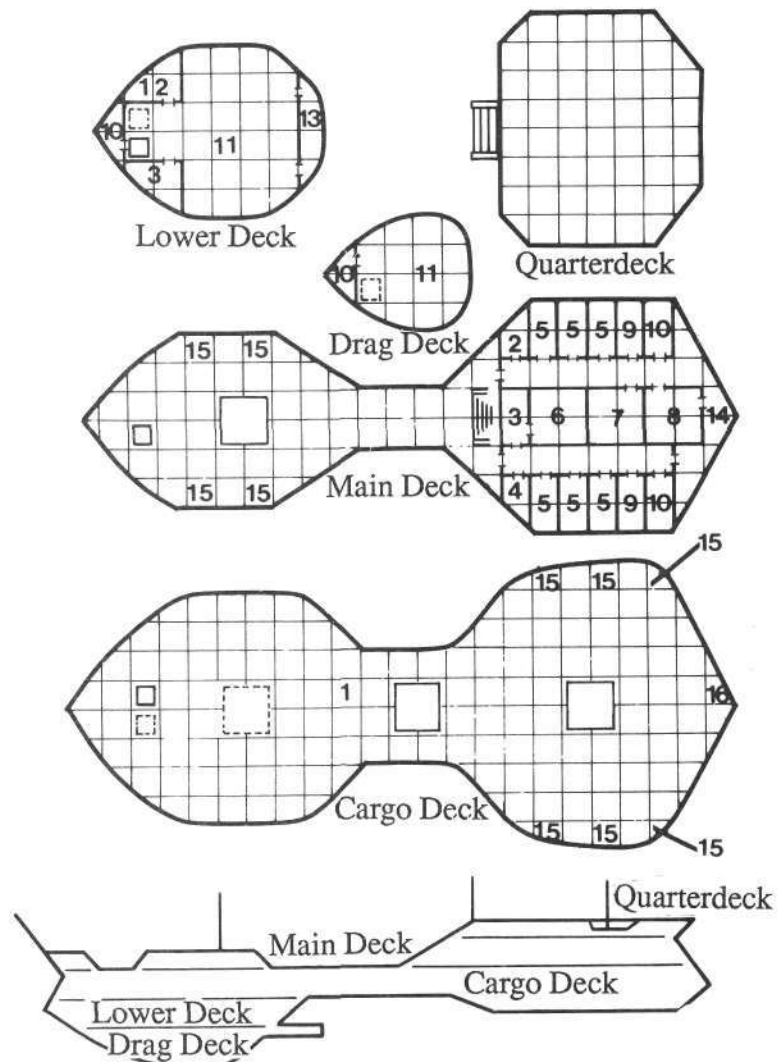
KEY

1. Cargo Hold
2. Brig
3. Galley
4. Armory
5. Passenger Cabin (double)
6. Wardroom
7. Dining Room
8. Captain's Quarters
9. Officer's Quarters
10. Shower and Head
11. Crew's Quarters
12. Master Seamen's Quarters
13. Cargo Loading Platform
14. Stern Gallery
15. Heavy Gun
16. Rod Gun

MERCHANT KITES are found in a variety of configurations and sizes. The *Warm Winds* is typical of the large merchant ships in service. In a time of increasing tension, disorder, and war, these large vessels are now often seen as too vulnerable to pirates and privateers, and many merchants are placing greater reliance on smaller ships. Most of the large ships still in service have reduced their cargo hauling capacity in favor of mounting defensive armament. This example has a number of guns mounted on the quarterdeck and forward on the main deck, giving it an impressive weight of broadside. The crews that man the guns, however, are invariably Green. A privateer usually has the advantage of a well trained crew and can maintain a higher altitude over a fully laden merchantman.

The armed version of the *Warm Winds* is still an impressive cargo carrier, and its capacious holds allow the vessel to carry all but the bulkiest

Warm Winds



loads without resorting to externally slung nets. Even when carrying up to 1000 tons of cargo it can reach Very High altitude; when carrying up to 1300 tons it can reach High altitude; when carrying up to 1800 tons it can reach Medium altitude; and when carrying up to 2600 tons it can reach Low altitude.

Technical Specifications

Armor: 0

Hull: 20 (wood)

Speed: K

Altitude: Very High

Tonnage: 660 (exclusive of cargo)

Price: £123,040

Crew: 4 officers, 2 petty officers,
63 ratings

Bridge: 3 officers, 2 petty officers,
1 rating

Deck: 20 ratings

Maneuver: 22 ratings

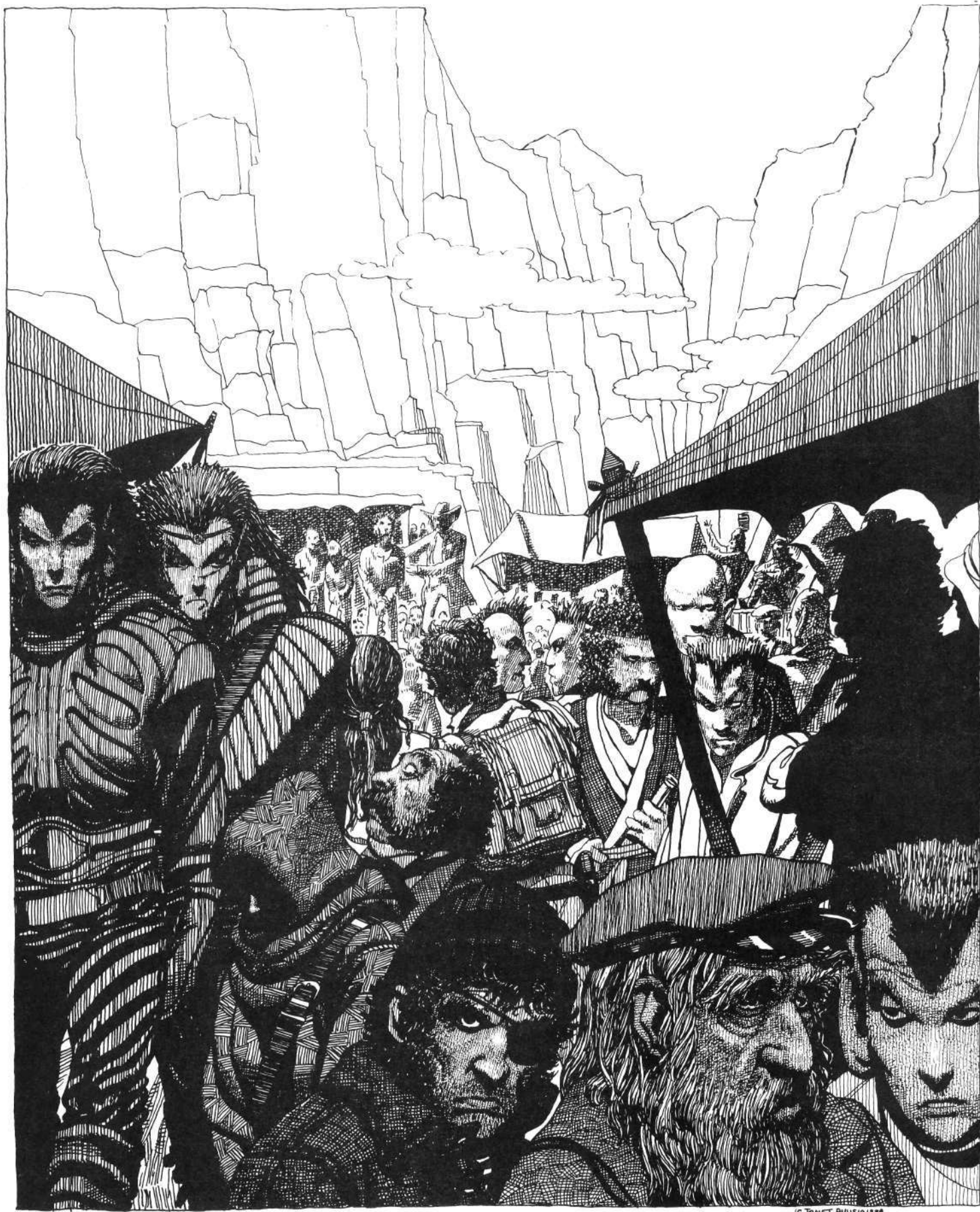
Gunners: 11 ratings

Armament:

10 heavy guns broadside

1 rod gun aft

Marine's
1 officer
9 ratings



Karkarham

ONCE KNOWN AS the gateway to Amenthes, Karkarham is perched in the only major pass through the Shistomik Mountains. The grand canals from Gorklimsk and Syrtis Minor meet in Karkarham after climbing through a pair of locks. North of the city, the locks have fallen into disrepair, and the old canal from Karkarham to Thoth is just a green belt through the arid scrub of Amenthes.

Karkarham is picturesque, built on several levels in the mountain's broken cliffs. The lower city grew up on the flat shelf of soil along the canal banks and contains the roughest parts of town. Known as the Wet Docks, this overcrowded warehouse and residential district, a major crime center, caters to barge crewmen and the poor. To the northwest is the stone levee which keeps the canals from emptying into the broken canal bed and shattered locks to the north. In the lee of the levee is a small boat city, the most dangerous of Karkarham's nests of poverty and crime. The east side of the canal is uninhabited and overgrown with scrub, vines, and trees.

Looming over the lower city is Karmaheet Hill, on which is built the upper city. The main access is the 100-yard-wide Brumahaan Steps, although there is also a steep road for wagons and large animals, and a large cargo hoist for bulk goods. The summit of the Brumahaan Steps opens

onto the bazaar of Karkarham, a large open-air marketplace with side streets leading to avenues of shops and artisans. Southwest are small businesses and residences. Closest to the bazaar, the inhabitants are minor merchants and artisans. Further toward the shipyards and High Docks, the buildings are crowded apartment blocks for laborers and cloud sailors, mingled with rough entertainment establishments. Closest to the High Docks are the most lavish taverns and richest bordellos within 1000 miles, as well as the High Fort, a major fortification placed to cover the broad landing grounds and defend the shipyards. Northeast of the bazaar is a more prosperous residential area culminating in the beautiful villas of Fortress Point, the homes of the elite of Karkarham: wealthy merchants, minor nobility, and the more successful of the cloud captains. On the western end of Fortress Point is the Ravine Fort, placed to cover the northern approaches to the city as well as the causeway to the Inner City.

To the west of Karmaheet Hill is the Fist of Balakhaat, a small mesa which formed part of the hill but was separated by a major tremor centuries ago. The Fist of Balakhaat was the tallest part of the hill and looms over it; it is visible from any part of the upper city. The mesa is occupied by the Inner City, the political heart of the state.

The Inner City is walled and contains the residences and offices of the government officials who manage the affairs of state. It contains small, richly appointed villas for minor nobility and visiting dignitaries. The main features of the Inner City are the palace, royal garden, and citadel. The palace is a complex of buildings, small courtyards, and gardens that takes up most of the northern part of the Inner City. The gardens are 100 yards by 250 yards—a formal garden and park that stretches along the Royal Way. The citadel is a last refuge in the event of siege and serves as a barracks for the Inner City garrison.

The only access to the Inner City, aside from aerial vessel, is by way of the Balakhaat Causeway which bridges the Balakhaat Ravine, the sheer and jagged scar that separates the two hill features. The causeway is covered by the defenders of the Inner City and, on its flank, by the guns of the Ravine Fort on Fortress Point, which makes a deliberate assault on the Inner City almost impossible. The Ravine Fort is dominated by the higher walls and gun positions of the Inner City, so an assault on it would also be a difficult enterprise.

CITY STATISTICS

Population: 90,000

Government: Decadent Prince

Corruption: Very Corrupt

Economy: Mercantile

Vitality: Wealthy

Army: Poor

Mercenaries: Trained

Army Size: 7

Fleet Quality: Green

Fleet Size: £280,000

Attitude Toward Humans: Indifferent

ARRIVAL IN KARKARHAM

THIS SECTION is designed to enable the referee to describe the arrival in Karkarham by players in any one of a number of ways, both open and covert. Each section will have a descriptive passage which can be read to the players, as well as a summary of the most likely events that will take place immediately after the players arrive.

Arrival by Caravan

PLAYERS ARRIVING in Karkarham will do so by way of the dead canal from Thoth, a journey of about seven weeks.

The Ruined Locks: The last week of the caravan trip from Thoth will be spent in the foothills of the Shistomik Mountains, and three days before reaching the city the old spillway of the broken locks will have to be climbed. This is an ascent of more than 300 feet and is accomplished by way of a winding path that crisscrosses back and forth across the jagged face of the old spillway. The ascent will take all day, and players will have numerous opportunities to examine the rusty remnants of the massive pumps, valves, and gears that operated the canal locks centuries before.

Mountain Men: A day or two after climbing the spillway the caravan will encounter a patrol of 10 mercenary soldiers of Karkarham. They are tough, wiry Hill Martians who are native to the slopes of the Shistomiks, and the caravan will be almost on top of them before they show themselves. Only the officer and two or three men will show themselves at first, but half a dozen bowmen will be covering the caravan from the nearby rocks and brush. The actual encounter will

proceed almost identically to that described under The Mounted Patrol below.

First Sight of the City: *For the last several miles of your journey, the city of Karkarham has been visible as a splash of white and red buildings perched on a rock outcropping in the grayish-brown mountains. A broad stone and rubble ramp leads up out of the canal bed and onto the road along the west bank. The road here is in good repair. As you arrive at the outskirts of the city, you see a small guard house and several soldiers lounging near the road. They wave at you and motion for you to stop. To your right is a long expanse of slum that stops at the base of a steep cliff. Several hundred feet up the city resumes, but the buildings there have a more orderly, prosperous look to them. As you watch the edge of the cliff you see a man appear and empty a bucket of garbage off the cliff; the refuse falls from view somewhere in the slums. The tough-looking officer in charge of the guards walks slowly over to you.*

The Guard Station: This encounter will be the same as that described on page 33 under The Guard Post, except that these guards are tough mountaineers, not the soft Canal Martian mercenaries from Gorklimsk. They will not demand any more in the way of bribes than the others, but they will do so in a less polite and more threatening manner.

The Wet Docks: As the players move south along the Thoth Road, they will pass the gigantic rubble levee that dams the canal. They will notice that a well worn path leads out onto the levee and winds between the larger boulders. They will also notice

the smell, a combination of rotting fish and human waste, that emanates from the whole dockyard area. Past the levee, the left side of the road is mostly occupied by large warehouses, while the streets that branch off to the right seem to twist and wind into dark, dirty slums of small ramshackle buildings crowded untidily together. All along the street idle Martians and a few surly Earthmen silently watch the party's passage from doorways and windows.

Arrival by Road

ARRIVAL BY ROAD covers any open approach from the south by land. There are two roads from the south to Karkarham: the Gorklimsk Road and the Syrian Road. Both run along the western bank of the canals to Gorklimsk and Syrtis Minor respectively. There are also roads on the eastern banks, but they are less frequently travelled, and are abandoned and broken up in places. The eastern road along the canal to Syrtis Minor is completely overgrown and broken up once the canal locks are passed.

The Mounted Patrol: There is a chance (roll 2 or less on the die) that the players will encounter a mounted patrol when they are about five to 10 miles out from the city. This will be a four-man patrol consisting of rough-looking Hill Martians mounted on gashants. They are carrying a pennant in the blue-and-gold colors of Karkarham but do not wear any other sort of uniform. They are mercenary cavalry in the pay of Prince Tumaani, and the leader of the patrol speaks a heavily accented and crude form of Koline (in addition to his native Aethani). They will inquire as to the players' business and satisfy them-

selves that this is not a hostile military force. If this is a small party (which they might be able to overwhelm) or a large one (with too many witnesses to risk an attack on a road patrol), they will attempt to extort a small bribe. The leader will hold out his hand and demand, "Road tax." If the players object or ask how much, he will just repeat "Road tax!" more forcefully. He will settle for about a five shilling bribe and then direct the players up the road to the city.

For the last several miles of your journey, the city of Karkarham has been visible, a splash of white and red buildings perched on a rock outcropping in the grayish-brown mountains. As you arrive at the outskirts of the city, you see a small guard house and several soldiers lounging near the road. They wave at you and motion for you to stop. The sheer-sided mesa on which the city is built looms above you to the left. The fat officer in charge of the guards walks slowly over to you wearing a greasy smile.

The Guard Post: The guards are more mercenary troops, but these are Canal Martians from the lowland areas near Gorklimsk and Syrtis Minor. The officer speaks both Koline and Parhooni, but with the sing-song accent of one whose native language is from the Bootnai family. (His native tongue is Hespesian.) His men will take a perfunctory look at any pack animals, and inside any wagons or carts, and ask if the players are merchants with goods. If so, they will direct them to the customs house. If not, the officer will insist that they have a number of obviously valuable possessions which they could sell in the bazaar for a considerable profit. The officer is respon-

sible for ensuring that such things do not take place, he will explain. He could be reprimanded, even fined. How can a destitute officer like himself take the risk of suffering a fine? This will be the players' second encounter with the rampant corruption that characterizes the city. The officer will accept a small bribe of from one to five shillings (depending on how wealthy the group members look) and allow them to pass. If this is a mercantile party, astute players may realize that they can avoid the customs house by a well placed bribe here. Anywhere from £5 to £10 will be sufficient to have the officer make out the correct papers. (See page 34 for more about the customs house.)

The Gorklimsk Bridge: Either before or after they reach the customs house, the PCs will have to cross the Gorklimsk Canal Bridge. They will notice that the canal here is about 400 yards wide and appears to be quite deep. There are ramshackle piers underneath each end of the bridge to which are tied several small fishing boats. Each end of the bridge has a guardhouse with four soldiers. The soldiers are more Canal Martian mercenaries, and they pay no atten-

tion to the bridge traffic. They are instead gambling with dice or engaged in conversation in the lilting and highly tonal Hespesian language. If asked for assistance or directions by the players, they will pay no attention to them and pretend not to understand whatever language they are speaking in. (If addressed in Hespesian, they will have no choice but to respond, but will do so in a surly and uncooperative manner).

The Pumping Station: Immediately across the Gorklimsk Road from the head of the Gorklimsk Canal Bridge is the pumping station. This is a very large horizontal wheel turned by about 30 slaves which powers a large bucket conveyor that lifts water from a reservoir to a water tank at the top of the cliff. This is how the upper city gets drinking water. The slaves are in rags and are chained to the poles that turn the wheel. Four guards stand nearby with whips, and they often lash the slaves and bellow, "Turn faster!" or "Put your backs into it!" Several of the slaves are Europeans—captured sailors or merchants—while most others are Canal Martians. There are a few Hill Martians, but no High Martians at all.



Arrival by Canal

THERE ARE TWO canals to Karkarham: one from Gorklimsk and one from Syrtis Minor.

The Customs Boat: About 300 yards past the bridge on the Gorklimsk Canal (about 100 yards short of the junction with the two canals if travelling on the Syrtis Minor Canal), a boat is anchored in midchannel. A colorful striped awning has been erected over it to give the crew shade, and four men rest in chairs and drink from wineskins under it. As you approach, one man stands up and waves to you, gesturing for you to come alongside. He is a native Karkarham official, and speaks fluent Parhooni and Koline. He is slightly drunk, but is supposed to inspect all vessels for trade goods, which are subject to tax. Consult the section entitled The Guard Post on page 33 for a description of his conversation and attempts to secure a bribe.

The Customs House: The customs house is across the river from the city, on the point of land at the intersection of the Gorklimsk and Syrtis Minor Canals. Several docks are nearby at which a few merchant barges are tied, either awaiting inspection or having been seized for tax evasion. A pleasant park and a shabby, run-down residential district are also nearby. The players will be levied a tax of one-half of one percent of the value of their trade goods. That is the official rate and will be adhered to dutifully. However, the tax assessor will value the goods at roughly four times their true value. When (and if) the players object, the assessor will respond by praising the excellent quality of their goods and

will remark that they seldom see merchandise this good in the city. He is certain that the PCs will be surprised at what they will bring in the market. Again, a bribe is in order. The official will eventually agree to assess the value of the goods at one-half their actual value and collect the tax accordingly, provided the players pay him an equal amount. This means that the PCs pay the full normal tax, but half of it goes to the tax assessor.

The Wet Docks: The Wet Docks stretch along the western bank of the Gorklimsk Canal and are a jumble of rotting piers, floating dead fish, and a very diversified collection of barges and fishing vessels. The docks terminate against a large, jumbled rock and stone rubble levee that blocks the canal. Along the levee is a close-packed mass of boats of all sizes and shapes, for the most part badly in need of paint and repair. They appear to be permanently moored or anchored, and they are connected by numerous docks and gangplanks so that they form an entire residential district. Some of the connecting gangways are wide, and some are even roofed over. Much activity is evident, and small rowboats and skiffs dart around the edges of the docks, either carrying passengers or dragging fishing nets in the water. The wind carries over a strong smell of rotting fish and human waste from the boat city.

As the players pull up next to a vacant pier, they will see several idle Martians loitering on the docks and a number of small boys. The older Martians will make no move to help tie up, but the boys will run along the pier and cry for the crew to throw them the ship's lines. They will help tie up and make sure that there are

bumpers between the boat and the pier to protect its hull. They will then expect to be paid, and a few pence each will send them running away in joy. The referee should also consult the description of the Wet Docks given in Arrival by Caravan.

Arrival by Flyer

PLAYERS ARRIVING by flyer will presumably do so openly and during the daytime. As they approach they are likely to see other vessels, particularly merchant ships, as Karkarham is a major commercial center.

Patrol Vessel: When the players are within a half day of the city, there is a chance (roll 2 or less on the die) that they will encounter a patrolling vessel of the Karkarham Navy. If so, it will be one of the smaller vessels, either a *Fleetfoot*- or a *Clearsight*-class screw galley. The ship will signal to heave to and will come alongside. As the vessel approaches, players may observe that it is in need of a new coat of paint, and that the decks are grimy and littered with refuse, unstowed lines, and assorted boxes and crates. The crew has a lazy, surly look about it, and the ship answers clumsily to its helm. It also tends to tilt its deck in a turn or when coming to a stop, a sure sign of an inexperienced trimsmen.

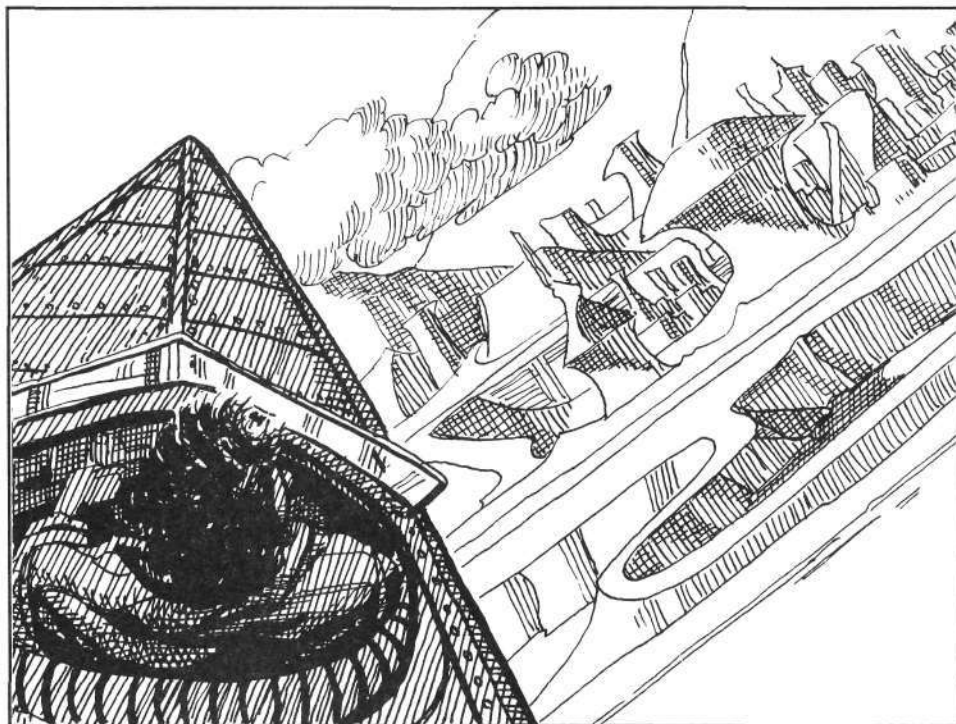
The captain of the vessel will inquire as to the destination of the ship and its cargo. He will not bother harassing a small ship (not worth his time) or a very large one (too much chance of its owner being someone important), but a medium-sized vessel, say hull size 4 to 10, will receive a closer look. The captain will insist on boarding and conducting an inspection. He will find something

which he considers an irregularity (most likely a safety violation, but possibly contraband cargo instead) and will insist on levying a fine or impounding the ship. All of this, even the inspection itself, can be avoided by payment of a bribe. A payment of from £20 to £50 will avoid an inspection or deal with a minor made-up violation. A payment of five or even 10 times this amount will be necessary to hush up any genuine contraband discovered. The referee should modify this up or down based on the value of the cargo, the seriousness of the crime, or the bargaining ability of the players.

The City In Sight: As the day wears on, the mountain peaks around you grow taller. After a few hours your ship is making its way between snow-topped mountains along a natural pass. Below you is the canal, the green foliage along its banks contrasting starkly with the gray rock of the mountain slopes. As you float past a mountainside, the valley takes a slight turn, and suddenly the city is visible several miles ahead. It's built on two steep hills, plateaus actually, on the west bank of the canal, and looks like a faerie castle of shining white spires rising from streets and parks and marketplaces.

As you draw closer the individual buildings become clear, and the city appears less romantic. Many of the tall towers are broken off, and the tops are jagged, untended openings. The old, majestic original buildings of the city were built with ample space between them, but those intervals are now packed with a jumble of low, shabby, stone and brick hovels.

The smaller of the two hills is completely covered with a large for-



tification guarding what appear to be villas, parks, and a very large palace. The larger of the plateaus looks like a fish, with the tail to the north and the head to the southwest. On the southwestern tip is a large, flat landing ground where many aerial vessels are moored amidst the familiar bustle of a busy port. Just southeast of the field is a looming gray fort. Its covered gun turrets move as you approach, allowing its large-caliber weapons to cover your ship until it lands.

The High Docks: As the ship approaches, a number of laborers will direct the ship to hover over an open tie-down berth and will take the ship's lines to secure it. As the players disembark, the burly foreman of the laborers will tell them that there is a berthing fee. The fee will be £5 per hull size number of the ship, and covers one full week (whether the PCs want to stay a week or not). Longer berthing times have to be cleared with the harbormaster, how-

ever, and a visit to the harbormaster is required in any event.

Before the players leave, the foreman asks if they would like him to keep a special eye on their ship for them to make sure nothing happens to it. This is a fairly friendly request for a bribe, and the foreman will be satisfied with about £1 per hull size number. If the request is politely turned down, he will take no further action. If he is insulted or offended, however, he may return with his gang at night and carry out some mischief.

The Harbormaster's Office: This office is in the shipyard area. The harbormaster will collect any additional berthing fees and assign the players a long-term berth if desired. Long-term berthing fees are £10 per hull size per month or £50 per hull size per year. He will also assess a commerce tax on any cargo. This will probably result in the payment of an additional bribe. For details of the transaction, see the section on the customs house on the previous page.



Arrival Overland

CHARACTERS WHO approach Karkarham overland will probably do so for reasons of stealth, and this section assumes that the players are trying to make a clandestine entry into the city.

The Climb to Karkarham: Karkarham is surrounded by mountains, and most overland approaches to it will require considerable mountain

climbing. Use the mountaineering rules from the *Space: 1889* game to resolve this part of the journey.

A Patrol: When the players are three hexes from Karkarham, they will begin to encounter mountaineer patrols. Roll a die once per day, and on a roll of 1 or 2, they will encounter a patrol consisting of four Hill Martian mercenaries (Experienced, bow-armed, Marksmanship 4, Fieldcraft 5). Have the character in the party with the highest Observation skill make a Difficult task skill roll (target 12) to see the patrol before it sees the characters. If he is successful, every character must make an Moderate task roll (target 8) using his Stealth skill dice and adding his Fieldcraft skill number as a bonus to the die roll to avoid detection. If any character fails the roll, the patrol will see the party members and demand that they show themselves.

At this point the party members may either give themselves up or fight. If they give themselves up, they will be disarmed and taken to the city. (Wandering around in the mountains is considered to be suspicious enough behavior to warrant special attention.) If they fight, adjudicate the combat using the normal combat rules. Roll two dice, add the result, and multiply by 10 to determine the range at which the combat starts. As the combat takes place on a mountainside, numerous rock outcroppings are available for cover, both sides are considered to be concealed and will benefit from their Fieldcraft skill. (The Hill Martians have a Fieldcraft of 5 and so have a +3 modifier to their saving throw for concealment.) Once two Hill Martians have been killed or wounded, the remaining members of the patrol

will attempt to escape. The players will have one more turn's worth of firing to attempt to stop them before they disappear into a ravine and escape.

If the Hill Martians escape, more patrols will be sent out to look for the players. These patrols will be encountered in the hexes adjacent to Karkarham and in the Karkarham hex itself. Each of these patrols will consist of nine mercenaries as described above. The party will automatically encounter one patrol per day and will encounter a second on a roll of 2 or less on one die. Resolve the encounter the same as for the original patrol.

Aerial patrols will also be sent out if a member of the encountered patrol escapes, and a small screw galley will pass over the players once per day. Each member of the party must make a Moderate (target 8) task skill roll using Stealth dice with a Fieldcraft bonus to avoid detection. If the PCs are detected, the screw galley will demand their surrender. In this case the players have very little choice unless a cave or large overhanging rock is nearby. The player with the highest Observation skill must make a Formidable (target 16) skill task roll with Mountaineering skill as a bonus to locate such a refuge. The party members can seek shelter there and, although the screw galley will fire its guns at them, they will remain safe until nightfall. The local winds are too tricky for the galley to actually land on the mountainside, and so it will be forced to leave once the Sun sets. The players can then make their way slowly away by night. This will not count as any additional distance travelled or rock

faces climbed; it will merely distance them from the cave site.

First Sight of the City (Approached From the West): *As you reach the crest of the rockface you are climbing, you are faced with a ravine which is about a mile wide. On the far side of the ravine is a steep-sided plateau, and on the top is the city of Karkarham. There are actually two plateaus, the smaller of which is closer to you. Its crest is completely surrounded by fortified walls, and you can see towers and buildings rising from behind them. You can't see much of the northern end of the main peninsula from where you are standing, but the southern end to your left has a large, flat landing ground. Over a dozen cloudships are tethered there, and you can see that a considerable number of men and cargo wagons are moving near the vessels.*

First Sight of the City (Approached From the East): *As you reach the crest of the rockface you are climbing, you are faced with a valley which is almost two miles wide. The city of Karkarham is on the far side of it. Below you are two grand canals approaching from the southwest and southeast. They come together directly below you, and then terminate in a massive dam made of boulders and rubble. To the north (your right) the canal is empty and badly broken up. Considerable scrub foliage grows up through the cracks in its bottom.*

The city itself begins on the banks of the canal as a long expanse of slum that stops at the base of a steep cliff. Several hundred feet up the city resumes, but the buildings there have a more orderly, prosperous look to them. As you watch the edge of the

cliff you see a man appear and empty a bucket of garbage off the cliff. The refuse falls from view somewhere in the slums.

The Levee Path: If approaching from the east, the players should make their way down to the valley floor, and find ample concealment in the undergrowth and scrub trees on the west bank of the canal. From there they can make their way to the levee path and cross over it under the cover of darkness. As they cross, they will see the dim lights of the boat city to their left, hear the sounds of bawdy revelry drifting over from the pleasure barges, and experience the smell of the boat city: a combination of rotting fish, garbage, and human waste. They will also hear furtive scramblings in the rocks near the path and may catch sight of a man-sized shadow or two. None of the thugs that lay in wait for drunks will attack a party this size, however.

Once across the levee, the players will be in the Wet Docks district. The only important obstacle to cross will be the broad Thoth Road, which is fairly well lit by gas lamps. Once across Thoth Road, the players will be able to disappear into the dark labyrinth of streets and allies that make up the Wet Docks slums.

Scaling The Cliff: If the party members approach from the west, they will probably need to scale the cliff to reach the summit of Karmaheet Hill or the Fist of Balakhaat. These would normally be considered as one rock face each, but since they will be scaled at night (for purposes of secrecy), they will be considerably more difficult. Use the normal mountain climbing rules with the following exceptions. A player's Moun-

taineering skill is the number of small rock faces which may be climbed in one night. The players select a point on the cliff and scout the slope during the daylight, the same as if they were scouting a mountain face. The number of small rock faces rolled is the number of small rock faces at that point. If the players wish to scout an easier path, they may do so, but it must be at least 200 yards away from the original point. Each member of the group with a Mountaineering skill of 4 or more may scout a separate path in a day. (If no one in the party has a skill of 4 or more, the party may still collectively scout one path per day.) Scouting is done during daylight and consists of lying in concealment and making a detailed map of the cliff side showing the easiest route to the top.

Once a route is selected, the lead climber will climb it at night, making the normal roll for a climbing mishap. The lead climber must have sufficient skill to complete the climb during the night. At the end of the climb the lead climber will secure a greased block and tackle, and throw down a line to the main party waiting below. The party can then hoist each member up the cliff safely and quickly.

TASK SUMMARY

Detect Patrol: Difficult (target 12), Observation.

Avoid Detection By Patrol or Cloudship: Moderate (target 8), Stealth+Fieldcraft.

Detect Cave: Formidable (target 16), Observation+Mountaineering.

KEY

-  Street
-  Building
-  Fortification
-  Cliff
-  Boat
-  Park
-  Forest & Undergrowth

MAJOR FEATURES

1. Fist of Balakhaat
2. Royal Landing Grounds
3. Palace
4. Balakhaat Ravine
5. Balakhaat Causeway
6. Main Landing Grounds
7. Shipyards
8. Karmaheet Hill
9. Brumahaan Steps
10. Cargo Hoist
11. Pumping Station
12. Gorklimsk Bridge
13. Customs House
14. Customs Boats
15. Levee
16. Dry Canal Bed

SQUARES

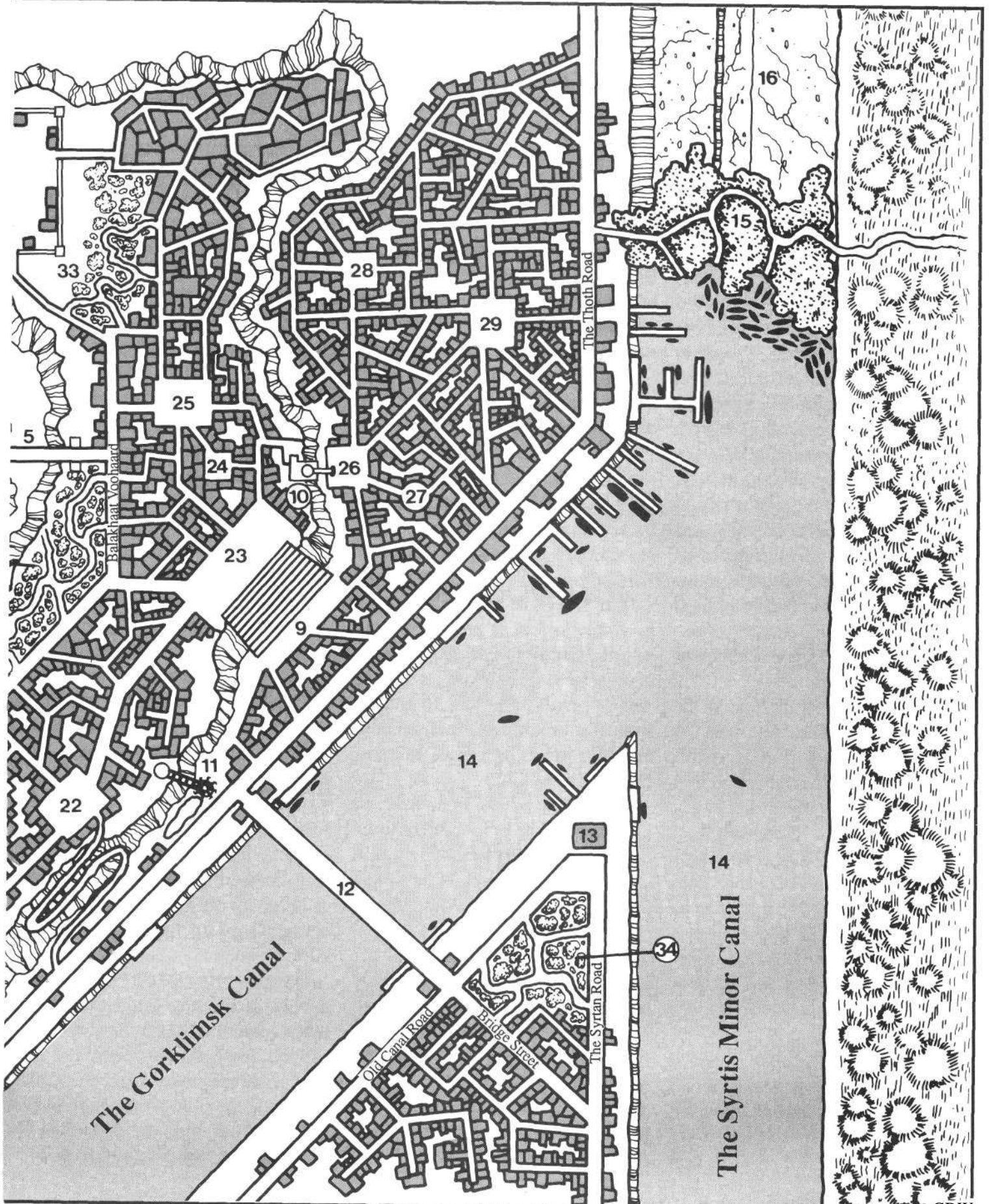
21. Roogie Place
22. Gorklimsk Square
23. Great Bazaar
24. Pasaan Square
25. Balakhaat Square
26. Drayage Square
27. Jumaheet Place
28. Cleansing Mercy Square
29. Square of the Captains

PARKS

31. Royal Gardens
32. Balakhaat Park
33. Istobaan Park
34. Customs Park

The City of Karkarham





CITY DISTRICTS OF KARKARHAM

WHILE IT is NOT possible to describe every part of the city in detail, each of the major districts has its own special feel, and capturing that feel is important. This section is intended to provide the referee with the most important impressions of each of the parts of the city.

The Bazaar: The bazaar is a bustling, colorful beehive of activity, the very symbol of Karkarham's importance as a trading center. The air is filled with the smells of spices, fine perfumes, sweet confections cooking in the wagon cart of a vendor, draft animals too long under saddle, rotten meat, and human sweat. The noise is almost deafening as customers and merchants haggle over price and quality in half-a-dozen different languages. The harsh, guttural consonants of Parhooni and the lilting sing-song tones of Hespesian are both in evidence, but Koline is the dominant language spoken.

As the characters walk through the bazaar, they will be struck by the staggering diversity of goods available for sale here. As they stroll past a line of open-air stalls, they may see the following:

In the first stall there are perhaps 10 different varieties of fresh fruit in several different colors and shapes. The vendor smiles as you pass by; he is sprinkling water on them constantly both to keep them cool, and so their skin will shine and look more succulent.

Next to the fruit vendor is a stall with fine statuary, as beautiful and delicate as any jade work you have seen. Some of it is broken, and other pieces have scratched or worn sur-

faces. These are obviously very old relics of a previous civilization.

The next stall has several crates of black, leatherbound books which the vendor insists are scientific works of great value and provide the formulae for various chemical compounds, including a particularly effective love potion. They are immediately recognizable as Bibles. They are printed in Dutch.

The next stall has an impressive collection of firearms, including several mint-condition Winchester lever-action rifles and a worn but well maintained Holland and Holland .600 Nitro Express.

If the players show serious interest in the vendor's guns and appear to have funds, he will take them to the back of his stall where several large crates are covered with a torn canvas sheet.

The main crate under the sheet contains the breech and barrel (but no carriage) for a 12-pounder breech-loading field gun, while the smaller crates contain 50 rounds each of shrapnel and shell ammunition for it. All the writing on the crates is in Japanese.

At the next stall the vendor has an extensive assortment of clothing from the east, all of it in subdued pastels, and looking cool and comfortable.

In the next stall the vendor has a complete working analytical engine.

Next the players may notice the prices of things. Common luxury items (such as fine clothing, exotic rugs, and spices) and normally rare items (such as relics, artifacts, paintings, and exotic weapons) are unusually inexpensive, perhaps 10 to 30 percent cheaper than in other cities. Everyday necessities, however, such

as food and clothing, are about twice what they would normally be. Thus Karkarham is an excellent place to live if you have money, but a bad place in which to be poor.

One more thing that will stand out for the players will be the slave pens, large enclosures with ragged, demoralized prisoners chained up to posts inside. There are auction platforms in front of the pens where the slaves are displayed and sold to the highest bidder. (Average price for a slave here is £25, but special prisoners go for somewhat more.) Slavery is not practiced in the British colony or in the Oenotrian Empire, but the cities further east still keep slaves, thus providing a natural demand for the prisoners taken by the Shistomik cloud captains in their raids. The players will perhaps be alarmed to see one or more European prisoners among the slaves awaiting auction.

The High Docks: As the players walk or ride westward from the bazaar, the small shops and markets begin giving way to apartment buildings, taverns, and small residential buildings. This part of town is known as the High Docks, after the aerial landing ground and shipyards on the western end of the hill. The rough dividing line between the residential High Docks district and the commercial Bazaar district lies about halfway between the Great Bazaar and Gorklimsk Square.

The eastern half of the High Docks is occupied by respectable middle-class residential and commercial blocks. These are the workshops of the many tradesmen in the city as well as their homes and apartment buildings. Further west the district becomes less respectable and is taken

over by inns and taverns catering to dock workers and cloud sailors. Most of the cloudship crews live here and spend their night ashore in drunken revelry. A particularly notorious haunt for both human and Martian cloudship crews (and the site of many fights) is the Inn of the Red Roogie, which fronts on Roogie Place (location 21 on the map on pages 38-39.)

Further west the shipyards and docking areas are alive with activity during the day. There are almost always a dozen or more ships tied down to the docking platforms with dozens of men engaged in loading and unloading them. While two large steam-powered cranes are used to load the bulkiest cargo, most of the work is still done by sheer muscle power. At night the activity subsides, but the area is well lit by five large firepits that are kept burning all night to discourage thieves and saboteurs.

The shipyards are almost always working on a new ship and conducting repairs on several older ones. Players will find that the yards at Karkarham can undertake any sort of repair or conversion desired, but that the prices are about three times what it would cost to install the component as part of the original construction plan.

Fortress Point: This wealthy residential area occupies the northern part of Karmaheet Hill, from about Balakhaat Square north.

Here the players find numerous middle-class apartment buildings, homes, and small exclusive shops which give way to the palatial walled villas on the extreme northern summit of the hill. The elite of Karkarham live here; the streets are well patrolled by the army, and the villas are pro-

TECTED by private armed guards.

The Wet Docks: The lower city is notable for its squalor and poverty. Its narrow streets, alleys, and courtyards are sanctuary for the large criminal element of Karkarham, and the civic guard refuses to pursue felons into many of these natural fortresses.

The Wet Docks have several points of interest. At the southwestern fringe of the city is the waterwheel, turned by slaves, which supplies the upper city with its drinking water. The slaves are routinely beaten to keep them working, and some of the slaves are Earthmen. The warehouse district runs along Thoth Road, particularly on the canal side of that thoroughfare. This is the site of considerable activity during the day and usually several break-ins each night.

There is a small European Quarter in the Wet Docks region composed mostly of unskilled men who came looking for riches and adventure, and found brutal, grinding poverty. These

men have turned to crime and live in filthy run-down buildings clustered around Jumaheet Place (location 27 on the map). Experienced travellers and permanent residents of the city will generally warn the characters to stay away from this quarter, but this is an excellent place to make first contact with the criminal underworld. Martian criminals will be less likely to deal with humans than will human criminals, who in turn have numerous links to the Martian underworld.

The Wet Docks also includes the boat city that has collected along the rubble levee like flotsam against a lee shore. Although it is the most dangerous place in the city, it also offers many unique opportunities. Certain types of illegal or extremely scarce merchandise will only be available here, but players will first have to make contact with the underworld. For humans to venture uninvited into the boat city is almost to ask for an attack.



THE CATACOMBS

THE CATACOMBS are a series of tunnels, tombs, and sewers that honeycomb Karmaheet Hill and the Fist of Balakhaat. The builders of the canals provided their cities with self-maintaining sewers with active bacteria, and small scavengers that break down the city's waste products and turn them into flammable gas which in turn is used for heat and light.

The bacteria in the ancient (or "living") sewers are deadly to Martians, but the catacombs under the two hills of Karkarham are of more recent construction. The living sewers begin several hundred feet under the summit of the hills, while the catacomb sewers are drainage passages flushed by water that removes waste to the lower levels.

Since the drainage sewers are not dangerous for Martians, they have been used for generations as hiding places for criminals. The underground tombs and occasional tunnels have gradually been linked into a complex system of passages, access to which can be gained from many cellars.

The authorities make periodic attempts to explore the catacombs and wall up unnecessary passages, but these are never completely successful. Many tunnels are covered by disguised doors known only to a few denizens of the underworld, and the authorities cannot close tunnels that they are not aware of. Fortunately for the royal household, the Balakhaat Ravine makes it impossible to connect the catacombs of the Inner City with those of Karmaheet Hill.

Mapping the Catacombs: No map of the catacombs is included, since a complete map would take up

several pages, and an incomplete map is not very useful. If required, the referee should make a map of the catacombs, an easier job than it may sound like at first.

For one thing, a referee will know roughly where the players want to go, and he can limit himself to that section of the catacombs. More importantly, the map a referee generates does not have to be a complete map even for that section since no one person knows all of the secret doors and passages of the catacombs, and a hired guide would be unlikely to tell everything that he knows. As a result, you can draw your map in as much detail as you care to, remembering that you can always go back and add more chambers, tunnels, and so forth later, provided access to them is by way of a secret entrance.

To make your map, start with a sheet of graph paper. Each square on the graph paper will be a two-yard tactical grid square. Now examine the map of the city and locate the scale bar. The scale bar is marked in increments of 100 yards. Each 100-yard segment will be 50 grid squares across. That should give you a good idea of the size of the catacombs and will enable you to plan how much in the way of tunnels you will need to map for an adventure.

General Layout: As you make your map, you should keep in mind the general layout of the tunnels. The primary avenues of the catacombs are the large drainage sewers which roughly parallel the major avenues and are flushed by excess water from the fountains and wells in each of the squares or "places" in the upper city. There are also a number of waste chutes that feed the sewers from the

apartment buildings and businesses above, but these are only the size of a medium-sized pipe—say six inches in diameter—and do not provide access to buildings.

Numerous small feeder tunnels branch off of the main sewers and connect them, and a large number of maintenance tunnels lead to tool storage rooms and ladders or stairways to the streets.

Most of the buildings in the upper city have at last one basement, and some have a subbasement and a sub-subbasement. These should be considered the top three levels of the catacombs.

The drainage sewers actually begin below the subsubbasements, and thus are considered to be the fourth level of the catacombs.

Tombs are usually at the second or third level. Many subbasements and subsubbasements are accessible only by secret doors or passages, and many of these subbasements also have escape tunnels which lead to the sewers or independent tunnel systems on the second or third level. Grave robbers often have made clandestine tunnels to the tombs of the very wealthy, and other thieves sometimes use these or other secret tunnels as a means to gain access to the villas above.

Finally, generations of criminal gangs have carved tunnels and made large underground chambers, and these have been linked to the general network.

Features: There are a variety of features in the catacombs. The listing which follows is meant to cover all of the major features, but you should feel free to add your own. The sidebar on page 43 suggests a number of

standard mapping symbols for these features.

Main Sewerway: This is a fairly large tunnel, usually two grid squares wide and the same height. Usually a three-foot-wide catwalk is located on one side of the sewerway which is about five feet above the floor, and the main channel usually has three to five feet of water in it. When the sewerway reaches a branching passage, it will often be necessary to cross the channel to get to another catwalk, which may present a hazard, either from swift-flowing water or from aquatic predators.

Maintenance Tunnel: These tunnels branch off the catwalks of the main sewerways and usually have heavy, locked doors. Sometimes the locks are easily picked; sometimes the door is rusted solid to its frame; and sometimes the door is missing. A short, low tunnel usually leads to a tool storage area (which may or may not have tools in it) and a stone spiral stairway which leads up to the street level. The door at the top is usually locked to prevent casual access.

Feeder Sewer: This is a small branch tunnel, one grid square wide and the same height, which either feeds into a main sewerway from a remote part of the city or connects two sewerways. It is usually waist-deep in water.

Drainage Sump: A drainage sump is a large hole in the base of a sewerway which feeds further down into the main sewers of the city. The water current will be very swift near it, and a large whirlpool will lie directly over it. The slippery floor of the sewerway makes these very hazardous.

Martians swept down a drainage sump will perish. Earthmen probably

will as well, but they have some chance of making their way out. For coverage of the "living" sewers proper, see "The Ausonian Stalker" in **Tales From The Ether**.

Tomb: This is the burial vault of a wealthy or noble family. It may range from as small as three by three grid squares in size to a much larger chamber. Its walls are covered with small doors which hold the remains of the family's ancestors, and several sarcophagi on platforms hold the most recent departed.

Wealthy Martians are usually buried in expensive jewelry. If a tunnel gives the players access to the tomb, the jewelry has probably already been stolen. Sometimes traps are laid in tombs, such as deadfall stones or covered trapdoors, and players should exercise caution.

Underwater Passage: This is a small passageway in the side of a sewerway which is below the normal level of the water, making it very difficult to locate.

It will be 1D6 grid squares long and will connect with a large chamber or small tunnel; players will have to hold their breath while moving through the passage.

Secret Tunnel: This is usually a small (one grid square or even half a grid square wide), dry passageway. It can be found on any level. Players will have to crawl slowly through areas where the passageway is narrow, as this usually indicates a low ceiling as well.

Basement: This is the basement of a house and may be on sewer level one through level three. It may be a simple storage area, a wine cellar, or a hideout in the event of a raid.

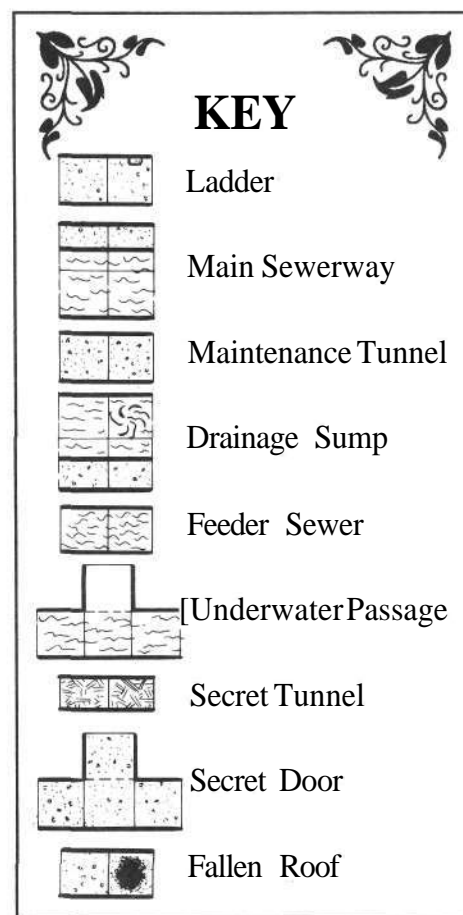
Secret Door: These are usually very

well camouflaged and designed to blend in with the stone block pattern of the wall. Generally, a hidden handle somewhere nearby trips a weight that moves the door ajar. The door opens easily, but requires some effort to close, as this is what resets the hidden weight or spring.

Large Chamber: This room is a very large cavernous chamber. While it may be deserted, there is also a good chance that it is a bandit's lair.

Fallen Roof: Part of the roof has collapsed and left a pile of broken, jagged rubble. Rubble is difficult and dangerous to clear away; an alternative path would be better if possible.

Ladder: A vertical passage leads up or down. Steel ladder rungs anchored in the stone wall are made of a very hard nonrusting steel, but some may have worked loose from the wall.



THE INNER CITY

THE INNER CITY occupies the summit of the Fist of Balakhaat and comprises all the government buildings of Karkarham, as well as the palace of Prince Tumaani and his family. Most banking concerns have their businesses in the Inner City as their vaults are much less vulnerable to thieves there than anywhere else. Finally, all embassies and foreign legations to the city-state are located along either side of the broad Royal Way.

Points of Entry

PLAYERS CAN ENTER the Inner City in only four ways: the causeway, the landing ground, a clandestine flight, or the cliff.

The Causeway: The Balakhaat Causeway carries the Royal Way across the Balakhaat Ravine and to the east gate of the Inner City. A pair of stone guard towers stand at either end, and all travellers are inspected for weapons upon crossing.

The Landing Ground: Aerial travellers of high status are generally given permission to land at the royal landing ground on the northwest corner of the plateau. From there they usually enter through the gate south of the field, although very esteemed noble guests and ambassadors are often given the honor of entering by the Royal Gate directly to the east. Both gates are guarded, but high-ranking guests are not searched.

Clandestine Flight: It is possible for a High Martian to glide silently in over the walls, as could a character in a parachute. As the towers and walls are almost always guarded, something as noisy or bulky as a ship would almost certainly be spotted. A Throckmorton Conveyor would also

be very risky, but might succeed if it were well greased beforehand and if all the shiny brass fitting were covered with lampblack.

Roll a die to determine if a clandestine flight is discovered. A lone flyer or parachutist is discovered on a roll of 6, a silenced and blackened Throckmorton Conveyor on a roll of 5 or 6, a normal Throckmorton Conveyor on a roll of 4 through 6, a small kite on a roll of 3 through 6, and any other nonsteamship on a roll of 2 through 6. Add one to the die roll for every additional character or vessel making the attempt. If the flight is discovered, a sentry will raise the alarm, and a patrol of guardsmen will rush out to arrest the intruder.

Scaling the Cliffs: Characters who approach from outside the city may attempt to scale the steep slopes of the Fist of Balakhaat. This is done in the same way as scaling the slopes of Karmaheet Hill, as described on page 37. Once at the top, however, players must also scale the city walls without being detected. To do so they will have to throw a grapnel up over the wall and climb up a rope. To throw the grapnel up over the wall is a Moderate task using a character's Throwing skill. The sound of the grapnel hitting stone will alert a guard on a roll of 6. Once on the walls, characters will have to stay in the shadows to avoid the guards, making occasional skill rolls against Stealth to sneak past guard posts (or sneak up to guards to overpower them). See the section below for information on the location of guards.

Guards

AT ALL TIMES there are two companies of the noble guard, two com-

panies of Veteran mercenaries, and two companies of Experienced mercenaries inside the walls of the Inner City, although not all of these are on duty.

The two companies of Experienced troops are always on duty. (That is, there are always two such companies on duty, and the duty is rotated every 12 hours.) These men provide guards for the gates, walls, and towers of the compound. One man is always in each tower. During the day two men are at each gate; at night the gates are closed, and these men pace the walls as roving sentries. All of these troops are provided by one company. The other company provides a small reserve garrison for the citadel. Usually half of this company provides roving patrols for the streets of the Inner City while the other half is resting at the citadel, but ready to respond to an emergency.

Of the two companies of the noble guard, one will usually be loitering in the citadel or wandering the streets. The other will actually be in attendance with Prince Tumaani and Princess Iteebu (half a company each) as their ceremonial guard. At night usually only a company is on duty, and these guards are almost all at the citadel (and are often drunk).

The Veteran mercenaries are Tumaani's actual bodyguard. During the daytime a half-company always guards him, while the rest train or exercise in the citadel. At night his chambers are guarded by four alert sentries while the remainder of a half-company is scattered as guards throughout the palace. The other Veteran mercenaries are asleep or off-duty, but their quarters are in the citadel, and they could respond fairly

quickly to an emergency.

There are 12 artillery pieces in the Inner City, one in each of the towers on the city walls. All of these guns are in covered mounts, and their carriages make them capable of either high-angle or flat-trajectory fire. About half of the guns are manned during the daytime; at night only the rod guns are continuously manned.

The Royal Catacombs

AERIAL ATTACK is always a possibility, as are raids by High Martians, and so the Inner City has an extensive set of underground galleries and tunnels. The main underground tunnel runs from the palace to the citadel, and allows the prince and his family to safely make their way to the fortress in the event of a sudden aerial attack. There are also numerous underground storage chambers near the palace and the citadel, several levels of basements for many of the buildings, the royal tombs, an extensive dungeon, and the customary drainage sewers. Generations of royal families have also found it convenient to have various secret tunnels constructed, sometimes for the purpose of clandestine visits during the night to the villas that surround the royal gardens. Many of these are secretly linked into the main tunnel and sewer system as well. The drainage sewers are linked to the main sewer system several hundred feet below by means of drainage sumps and spiral water tunnels. While Martians cannot survive in the main sewers (due to the presence of a particularly virulent bacteria which breaks down waste byproducts), humans from Earth can, and several years ago a party of adventurers actually managed to

enter the main sewers at canal level and make their way up the spiral water tunnels into the lower drainage sewers of the Inner City. They subsequently entered the royal treasury and made off with a small fortune in jewels. Apparently only half of the group made it back out alive, as the lower sewers are quite dangerous even for Earthmen, but the prospect

of a recurrence has led the prince to have steel gratings installed over all of the drainage sumps. It is always possible that somewhere in the forgotten corners of the catacombs, however, there remains an open sump linking them with the main sewers below. For a more complete explanation of the drainage sewers, and of catacombs in general, see page 42.



Prince Tumaani (Green NPC)

THE PRINCE is pudgy, with sausage-like fingers and pale, soft skin. He



has large, dark eyes, but they seem to wander as if he has difficulty paying attention to what is going on. He seems friendly, but lacks energy.

Additional Descriptive Notes: The prince will be friendly initially but will soon lose interest in whatever the players are talking about. He will not be rude, but will stifle a yawn and be easily distracted. Eventually he will make his excuses and send the players away. Tumaani has little real interest in serious pursuits. If he is called upon to exert himself physically, the players will be

surprised at his quick and nimble actions, but he will tire quickly as he is in poor physical condition.

Attributes Skills

Str:	1	
Agl:	5	Stealth 4, Marksmanship 4 (bow)
End:	2	Wilderness Travel 1 (mountaineering), Swimming 1
Int:	3	Observation 2, Science 1 (geology)
Chr:	4	Eloquence 3, Linguistics 4 (Oenotrian, English, Hespesian, Hellan), Theatrics 2
Soc:	6	Riding 5 (gashant), Piloting 2 (cloudship)

Motives

SPENDTHRIFT, Greedy, Lustful.

Attitudes

TUMAANI HAS few attitudes of significance beyond a quest for pleasure. He loves money and loves to spend it. He spends most of his time with his harem, and is restless and absent-minded. He has nothing approaching a strategic plan or set of goals for the city.

Background

TUMAANI WAS spoiled and ignored in equal measures by a ruthless father and simple-minded mother. The result is a decadent, dissipated ruler. He was a pleasant boy and would be an inoffensive man if he were not squandering the wealth of a potentially prosperous city-state.

THE RULERS OF KARKARHAM

KARKARHAM is a hereditary principality ruled by Prince Tumaani, the 23rd member of his family to rule the city.

Karkarham rose to its current eminence as a mercantile center and haven for the cloud captains under the rule of his father, Amruutu. Amruutu, however, ruled with an iron hand and established a firm set of standards for the captains of Karkarham. Privateers were welcome, but pirates were not. The city government was fairly efficient and honest, at least by Martian standards.

The 12 years of Prince Tumaani's rule, however, have seen Karkarham slide into increasingly rampant corruption and decadence, led by the prince himself.

Tumaani relaxed the standards on the captains, even tacitly encouraging them to raid innocent merchant ships in return for a larger cut in the profits.

He has lavished the resulting revenues on the pursuit of pleasure; the palace is lavishly decorated with precious tapestries, porcelain, and statuary, and Tumaani is reputed to have over 50 wives.

Following the example of their prince, the officials of Karkarham have become lazy and corrupt. The navy and army are poorly trained and demoralized by low pay and rusty equipment.

As luxury goods and stolen currency pour into the city, costs have risen, and the increasing numbers of poor are driven to crime out of desperation.

The merchants and captains continue to make giant profits, however,

and discourage the prince from making any changes.

There are numerous nobles in Karkarham, but the four most impor-

tant members of the power structure are Prince Tumaani, the ruler of Karkarham; Prince Sabaat, his chancellor; Princess Iteebu, his younger

sister; and Prince Samaam, his uncle.

The native language of all of these important Karkarham nobles is Parhooni.

Prince Sabaat (Experienced NPC)

THE PRINCE'S CHANCELLOR is extremely tall and slender, and he has a long, gaunt, serious face. His eyes are cold, and he has an obvious air of superiority. He is dressed in the gaudy, heavily bejeweled, and brightly colorful style popular at court, but it somehow looks more somber on him. You have a definite impression of concealed hostility.

Additional Descriptive Notes: Sabaat always carries a stout, six-foot-long staff with his medallion of office attached to the end. The staff is highly polished and lacquered, and has several jewels set in the wood near the top. If attacked, he will use this as a quarterstaff, and he is quite proficient with it.

Motives

AMBITION, Ruthlessness, Arrogance.

Attitudes

The Empire: Sabaat sees the British Empire as the rising power in the world. He resents it but has no intention of provoking it. He intends to plot a course for Karkarham that will steer it clear of being either too great an annoyance or too valuable a prize for the British to consider taking it. As to Earthmen in general, he considers

them to be a clearly inferior species from an inferior culture. He will tolerate a good deal less from them than he will from the governments of Earth.

Karkarham: Sabaat intends eventually to rule Karkarham, although he is laying his groundwork slowly and carefully. His plan is to eventually marry Princess Iteebu, force Tumaani to step down (or murder him), and rule through Iteebu, the legitimate heir to the throne. The fact that Iteebu has no interest in marrying him (and Tumaani has no interest in dying) is a matter of very little concern to Sabaat.

Background

SABAAT WAS NOT born a noble, but rather is the son of a wealthy merchant and came to be a successful merchant in his own right at an early age. His money provided him with a means of befriending the young heir to the throne of Karkarham, and he came to be Tumaani's closest advisor long before Tumaani became ruler



of the city. Upon the death of Tumaani's father, the new ruler raised Sabaat to the rank of prince and made him chancellor, or chief advisor, a position he has filled ever since.

<i>Attributes</i>	<i>Skills</i>
Str: 3	Fisticuffs 2, Throwing 1, Close Combat 3 (polearm)
Agl: 2	Stealth 2
End: 1	
Int: 6	Observation 5, Science 3 (archaeology)
Chr: 4	Eloquence 3, Theatrics 2, Bargaining 3, Linguistics 4 (Hesperian, Oenotrian, German)
Soc: 5	Riding 4 (gashant), Leadership 2

Princess Iteebu (Green NPC)

PRINCESS ITEEBU is a very petite woman for a Canal Martian. She is less than six feet tall and very slender, and she looks delicate, like a flower. She appears to be in her early twenties. Her face is warm and friendly, and her finely chiseled features are framed by thick, shining black hair that cascades below her waist. She is dressed more simply than most in the court, and her jewelry, while obviously worth a great deal, is tasteful rather than ostentatious.

Additional Descriptive Notes: Iteebu's subjects adore her and call her "The Little Princess." Iteebu returns this affection and loyalty, and often goes unescorted to the bazaar to look for a bargain. When she does so she dresses as a commoner (although an obviously prosperous one). Most of her subjects recognize her but do not acknowledge her identity out of respect for her wishes.

Motives

PROUD, Just, Generous.

Attitudes

PRINCESS ITEEBU LOVES her subjects and is very concerned about the growing corruption, crime, and violence in the city. She is unsure as to the cause or a possible course of action, however. She is certain that her brother's preoccupation with his own pleasures is a large part of the problem, but she loves her brother as well and would not



consider plotting against him. Instead she makes repeated efforts to convince him to pay more attention to the affairs of state; when he does so, the results are usually worse than when he ignores them.

The princess also thinks that the European invasion of the area has brought on some of the decay and corruption, although she is uncertain exactly how. Certainly she has witnessed the entire tenure of humans on Mars, and has seen a steady decline

in morals and values in her city at the same time. She does not dislike Earth humans, however, and is interested in learning more about them.

Background

PRINCESS ITEEBU is only 22 years old—quite a bit younger than her brother Tumaani. She was raised in the palace and has little practical education, but she has a quick, logical mind and an honest set of values. She is also legally entitled to succeed Tumaani should he die or abdicate. The throne does not normally pass to siblings, but rather passes to the oldest male child of the ruler. However, only the children of a ruler's first wife are considered legitimate heirs to the throne. While Tumaani has over 20 children, none are by his first wife.

Iteebu is particularly fond of nature, and spends a good deal of time hiking in the mountains and hills near the city. She can identify any of the local flora and fauna, knows which plants are edible, and knows which can be used to make medicines.

Attributes Skills

Str:	1	
Agl:	3	Stealth 2
End:	2	Wilderness Travel 2 (foraging), Fieldcraft 2, Tracking 1, Swimming 1
Int:	4	Observation 3, Science 1 (biology)
Chr:	5	Eloquence 4, Theatrics 2, Bargaining 2, Linguistics 4 (Oenotrian, Hespesian, English, Nepenthes)
Soc:	6	Riding 5 (gashant), Medicine 1

Prince Samaam (Experienced NPC)

You NOTICE THAT in the crowd of nobles is a plainly dressed, middle-aged tradesman, although he does not act deferential to the young nobles around him. This man is introduced to you as Prince Samaam, the uncle of Prince Tumaani and brother of the former ruler of the city. He appears to be in his late forties. His face is darker than most of those at court, tanned by the Sun. His hands are rough and calloused, and his face is weathered and deeply lined.

Additional Descriptive Notes: Samaam has a reputation as a "character." He spent his younger years as a vagabond canal sailor and appears to have profited from it. He remains eccentric and insists on dressing as a tradesman except on those days when he reviews his legion of the army. Then he wears the proper uniform of a swordmaster (company commander). He is entitled to the uniform of a master of the march (legion commander) and is also a general in the army by virtue of his royal birth. However, he refuses to wear a rank badge greater than the senior company commander in his legion who handles the daily affairs of the unit.

Samaam's officer's uniform is clean but worn and faded, and he wears no additional ornamentation.

Motives

ECCENTRIC, Wise, Loyal.

Attitudes

The Empire: Samaam admires the British, and most Earthmen, and finds them likable as individuals as well. He considers the empire an admirable institution, but one which has grown too large to pay proper attention to the diversity of its possessions. The result, in his opinion, is a poorly thought out policy toward Mars. He can discuss British colonial policy with the characters in surprising detail, and will engage in a spirited debate of the pros and cons of colonialism with no animosity toward his opponents.

Karkarham: Samaam feels tremendous loyalty to his city and Prince Tumaani. He is finding those two loyalties increasingly incompatible, however, as he sees the city slip steadily into decay and corruption.

Background

SAMAAM is the younger brother of Tumaani's father, Amruutu. Since Tumaani was Amruutu's son by his



wife of state (his first, and as with most Martians in this part of the world, his only, wife), the throne passed to him instead of to Samaam. This pleased Samaam, who had no interest in politics and spent his younger years wandering Mars as a deckhand on a canal boat.

He has returned to Karkarham and devotes much of his time to the legion, of which he is the honorary commander. Given the poor state financing of the legions and the considerable personal fortune of his family, Samaam has spent much of his money on his legion, seeing to the repair of its quarters and equipment. He has personally supplemented its pay. He supervises its training as well, teaching techniques he learned travelling through Oenotria. The result is that Prince Samaam's Legion is the best unit in the army in terms of proficiency and morale. Its members are extremely loyal to Samaam, although he has never exploited this against his nephew.

Attributes Skills

Str:	6	Fisticuffs 6, Close Combat 3 (bashing weapon), Throwing 4
Ag:	2	Stealth 1, Marksmanship 1 (bow)
End:	1	Wilderness Travel 1 (mapping), Swimming 1, Fieldcraft 1
Int:	4	Observation 5
Chr:	1	Linguistics 2 (Koline, English)
Soc:	6	Riding 5 (gashant), Pilot 3 (sailing vessel), Leadership 3

THE ARMY

THE ARMY is made up of regular troops (raised in Karkarham) and mercenary bands (mostly Hill Martian mountaineers from the north slopes of the Shistomiks). The army is almost exclusively infantry, as there is virtually no use for cavalry in the rocky badlands that surround the city. The few cavalymen in service are used to break up mobs in the bazaars, or to patrol the roads to the south or the dry canalbed caravan trail to the north. The regular army consists of three parts: the noble guard, the civic guard, and the "ordinaries."

The *noble guard* is made up of the sons of young nobles and wealthy citizens. It consists of four companies of infantry, all Green with a Fieldcraft of 0, and its duties are purely ceremonial. The sentries and guards in the palace are all made up of the noble guard (except at night—see page 44), and despite their splendid uniforms and ornate weapons, their total lack of discipline, training, and professionalism are obvious. The palace guards are a lazy, slovenly, insolent, and often drunken group who consider themselves the equal of the prince and everyone else's superior.

The *civic guard* is as close to a police force as there is in the city, although its main responsibilities are watching out for fires and breaking up mobs. While it will break up large fights, it will seldom interfere in small, or "personal," ones; while it will often chase a petty thief, no one has ever seen a guardsman catch one unless the victim first offered a reward. The customary reward is an eighth of the stolen money, and a common cry for help in the tougher parts of town is "Eighth-part! Eighth-

part!" For those more interested in justice than their money, quarter-parts or even half-parts are sometimes offered, and these bring even surer action. However, since this share system of fees for the police produces a good deal more revenue in the richer parts of town than the poorer ones, the civic guard is notably absent from the areas where it is most needed: the slums. The civic guard consists of four companies of foot guardsmen and one company of mounted guardsmen, all Trained and with a Fieldcraft of 0. The guard is divided into two 12-hour watches, and two foot companies and one mounted half-company are on duty at any time. Civic guardsmen are routinely deployed in four-man detachments roaming the streets or at major squares and gates.

The *ordinaries* are the actual fighting army, and consist of four infantry legions (each of three companies) and the artillery park. The four legions are named for their noble commanders, although the named commander's only real function is to occasionally inspect the troops. The actual command of the troops is exercised by the legion's senior company commander. All legionary infantry has a Fieldcraft rating of 2 (1 for **Soldier's Companion** purposes). The four legions are:

- Prince Tumaani's Own Legion (Trained).
- The Prince of Gorklimsk's Legion (Experienced).
- Prince Samaam's Legion (Veteran).
- Princess Iteebu's Legion (Trained).

The artillery park is divided into five batteries of varying size. One guards the palace citadel, one the

High Fort, one the Ravine Fort, and one the customs house, and one is a gashant-drawn flying battery designed to take the field with the army. The citadel, Ravine Fort, and High Fort batteries have their guns mounted in covered revolving turrets on the fortress towers, and the guns are mounted for high-angle fire as well as conventional fire. The allocation of guns within the battery is as follows.

Palace Battery: Two rod guns, two rogues, three lob guns, five heavy guns.

High Fort Battery: One rod gun, one rogue gun, one lob gun, two heavy guns.

Ravine Fort Battery: One rod gun, one rogue gun, one lob gun, two heavy guns.

Customs House Battery: Two heavy guns.

Flying Battery: Four light guns.

The mercenaries hired by the prince of Karkarham are mostly mountaineer Hill Martians with very little love for the Canal Martian city folk. This makes them excellent reinforcements for the civic guard when dealing with disturbances in the city, and they are largely immune to palace intrigue. Their loyalty is to their employer—in this case, the prince.

There are a total of 12 bands of mercenary infantry: two Veteran, seven Experienced, three Trained. Two Trained bands of mercenary cavalry have also been recruited, mostly from the lowlands near Gorklimsk and Syrtis Minor (as were the three bands of Trained mercenary infantry). A few of the cavalry are from the steppe nomad tribes north of the mountains. The mountaineers have a Fieldcraft of 5 (3 in **Soldier's**

Companion rules). The cavalry has a Fieldcraft of 3 (2 for **Soldier's Companion**). The lowland mercenary infantry has a Fieldcraft of 2 (1 for **Soldier's Companion**).

Army Dispositions

THE NOBLE GUARD is garrisoned in the Citadel. Of the four companies of the noble guard, about one company is usually on duty, and another is loitering somewhere in the Citadel compound. About half the noble guard on duty at any one time will be in the immediate vicinity of Prince Tumaani, while the rest will be near Princess Iteebu.

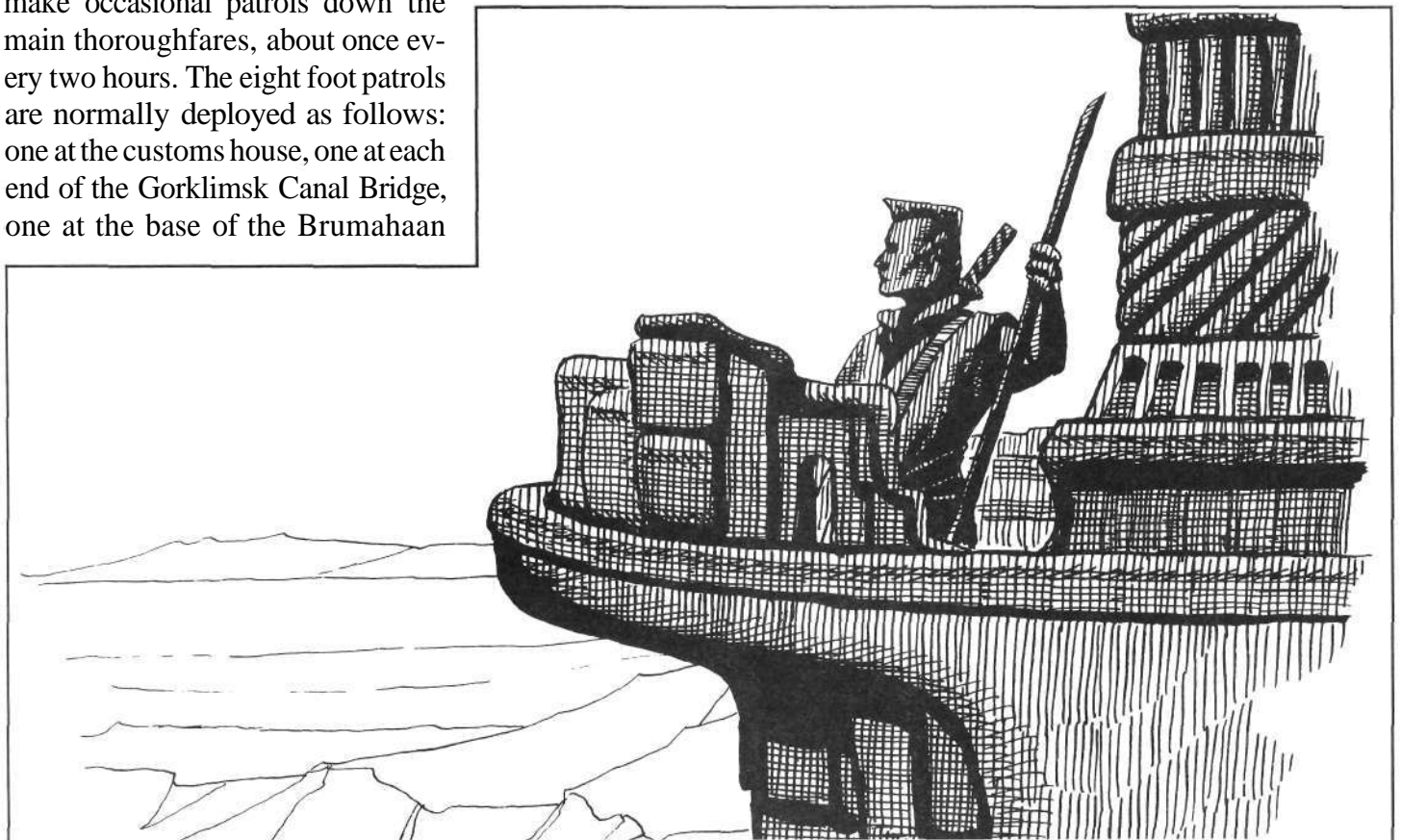
The civic guard will have eight foot patrols and two horse patrols on duty at any given time. The horse patrols are usually billeted at the two forts and are available to respond to any sudden outbreak of trouble. They do make occasional patrols down the main thoroughfares, about once every two hours. The eight foot patrols are normally deployed as follows: one at the customs house, one at each end of the Gorklimsk Canal Bridge, one at the base of the Brumahaan

Steps, one at the cargo hoist, one patrolling the Wet Docks district, one patrolling the Fortress Point district, and one patrolling the shipyard district.

The four legions are quartered in the two forts overlooking the approaches to the city. The Prince of Gorklimsk's and Prince Samaam's legion are in the High Fort, while Prince Tumaani's Own and Princess Iteebu's legion are in the Ravine Fort. Each legion usually has one company on duty during the day and two companies drilling or carrying out routine duties. At night each legion has half a company on duty. The duty troops man the walls and towers of the forts and provide a ready force to reinforce the civic guard in the event of a major civil disturbance.

The mercenaries are billeted with citizens, for the most part in the Wet

Docks district, although many of the officers live in inns near the shipyard or bazaar. The two Veteran companies act as Prince Tumaani's personal bodyguard; a half-company accompanies him at all times, while the rest train or exercise. Four men guard his sleeping chamber at night. There are also always two companies of Experienced mercenaries on duty in the Inner City, and these men provide gate guards and wall sentries. This duty is rotated through the various mercenary companies. The mounted companies patrol the roads north and south of the city. An Experienced infantry company usually patrols the mountain trails nearby, and the three companies of Trained lowland mercenaries man outposts along the roads leading into the city from the south. A half-company usually patrols each of the three roads still in use.



ENCOUNTERS IN KARKARHAM

THE FOLLOWING encounter tables are provided as a means for the referee to generate random encounters in Karkarham. The referee should roll for an encounter at irregular intervals, but as a general rule not more than once every 15 minutes and not less than once every hour.

Random encounter rolls should be made only while the players are moving about in Karkarham, not while they are engaged in routine activities (such as sleeping, having dinner, and so forth).

These tables are laid out and should be read in exactly the same way as the encounters in the basic rules book.

Although they have been generated for Karkarham, they can be used with little or no modification for any Martian city.

Encounter Descriptions

ENCOUNTERS in Karkarham are described below.

Thief: A thief attempts to rob the players. A pickpocket will randomly select a member of the party and attempt to lift his purse. Roll against the Observation skill of the victim, but add one to the die roll unless the victim has a Crime skill of 1 or more. Alternatively, this could be a street urchin who dashes by and attempts to grab a possession from the player's hand, or an armed thief who appears

suddenly from an alley and, holding a knife to the throat of one of the characters, demands their money. (A character wishing to escape or avoid the thief's hold should make a quick Agility roll to do so.)

Patrol: A four-man patrol of soldiers appears. They are Trained troops and are armed with pikes. If encountered at night, the patrol will attempt to question the players as to their activities. In the daytime they will probably not pay much attention to the players unless they are acting in a suspicious manner.

Thug: One or more Martian thugs (roll 1D6 for the number) attack the players. If the players are in a large group, the attack will come from a

DAYLIGHT ENCOUNTERS

<i>District</i>	Wet Dock	High Dock	Bazaar	Inner City	Fort Point	Boat City	Catacombs
<i>Encounter #</i>	3	2	3	4	2	4	2
<i>Die Roll</i>	<i>Encounter Type</i>						
1	Thief	Thief	Thief	Patrol	Merchant	Thief	Thief
2	Assassin	Merchant	Merchant	Patrol	Patrol	Thug	Prisoner
3	Crime	Assassin	Merchant	Patrol	Patrol	Fight	Thug
4	Thug	Patrol	Patrol	Prince	Accident	Riot	Patrol
5	Fight	Fight	Fight	Accident	Crime	Accident	Predator
6	Riot	Accident	Accident	Merchant	Red Captain	Crime	Predator

NIGHT ENCOUNTERS

<i>District</i>	Wet Dock	High Dock	Bazaar	Inner City	Fort Point	Boat City	Catacombs
<i>Encounter #</i>	2	2	2	2	1	3	2
<i>Die Roll</i>	<i>Encounter Type</i>						
1	Thief	Thief	Thief	Thief	Thief	Thief	Thief
2	Assassin	Crime	Thug	Patrol	Assassin	Thug	Prisoner
3	Thug	Assassin	Crime	Patrol	Patrol	Fight	Thug
4	Crime	Patrol	Patrol	Patrol	Patrol	Fight	Patrol
5	Fight	Fight	Fight	Patrol	Crime	Crime	Predator
6	Patrol	Red Captain	Accident	Patrol	Red Captain	Crime	Predator

distance (a thrown rock or knife, or even a bow shot); if there are only four or fewer players, then the thugs will make a direct attack. The thugs may make the attack to rob the players, because they were paid to attack them, or because they just don't like Earthmen, at the referee's discretion.

Fight: Either the players come upon a fight in progress or a group of Martians picks a fight with them. This might be a fight between two rival cloudship crews, between Shistomik cloudship crews and the crew of a Red Captain's ship, or between rival criminal gangs. If the PCs are in the European Quarter, the antagonists may be disgruntled Europeans who pick the fight.

Riot: The players come upon a riot in progress and are either threatened by it (if it is an antihuman riot) or swept up in it (if it is antigovernment). After 5D6 turns, a mounted patrol of 10 to 20 mercenary horsemen will show up and charge the mob, scattering it after a brief but bloody fight. If the players were fighting off the mob, they are saved. If they were part of it, they may be injured or arrested.

Predator: Subterranean predators attack the party while it is moving through the catacombs. This kind of animal is similar to a very large rat and is a good swimmer in water-filled tunnels. Animal combat characteristics are identical to those for a roogie. Roll a die to determine the number of attacking animals.

Accident: The players come upon the scene of an accident. This may be a tipped-over cart, collapsed building front, or any similar mishap. The players have the opportunity to help any injury victims, assist the locals in recovering their property, or help

themselves to temporarily unguarded goods.

Crime: The players witness the commission of a crime. This could be a night break-in, the work of a pick-pocket, or even a deliberate murder. The referee will determine the exact situation; it is up to the players to decide on an appropriate course of action.

Red Captain: The players meet a Red Captain on the street—either one of the legendary five or a lesser captain. The referee should generate a situation by which the players will actually meet the captain. They might, for example, see a local thief pick his pocket, apprehend the scoundrel, and return the wallet.

Assassin: A lone assassin will attempt to kill one of the players, either by means of a direct attack with sword

or spear, or by means of some sort of ranged weapon. This may be a simple act of terrorism inspired by Ground Cleansers or the Cult of the Worm, or it may be the work of a hired assassin sent after the players by an adversary (assuming they have been in town long enough to make that big of an enemy).

Prisoner: The players come upon a prisoner tied or chained in one of the small chambers in the catacombs. The prisoner could be the son or daughter of an important noble held to force a political move of some sort, a wealthy merchant held for ransom, a criminal from a rival gang, a prominent Red Captain, or any of a number of other possibilities. It is also possible that the prisoner will lie to the players as to his real reason for being held captive.



ADVENTURES IN KARKARHAM

THE ADVENTURE possibilities in Karkarham or with the cloud captains are almost limitless. The following plots may be fleshed out into full adventures or may suggest other ideas.

Afoul of the Secret Brotherhood: The players are in Karkarham and discover the existence of a secret brotherhood which is active not only here, but in many other places on Mars and perhaps even on Earth. The brotherhood attempts to silence the characters while they try either to flee or to destroy the organization here in Karkarham. Possibilities for an organization include the Fenian Brotherhood, Anarchists, Ground Cleaners, Cult of the Worm, the Bavarian Illuminati, and the International Armaments Cartel.

A Promise of Revenge: While travelling over or through the foothills of the Shistomik, a particularly observant member of the party notices a lone figure crawling along the broken ground. The party rescues the castaway, who is badly injured and on the verge of death from exposure and starvation. He tells the story of a merchant vessel attacked by pirates from Karkarham. This is well within the free commerce zone guaranteed by the city government, however, so the pirate crew killed all of the passengers and crew to prevent them from telling the prince in Karkarham of their breach of the law. This man pretended to be dead after suffering a serious wound and has been struggling through the badlands ever since. Before he dies, he describes the pirate ship as a small kite painted red and yellow, with the ram painted to resemble a bird's beak. He asks the

players to avenge him and his friends.

Breaking the Shackles: As the players enter the city by way of the Gorklimsk Road (or as they cross the Gorklimsk Bridge), they pass by the waterwheel. Their conversation is overheard by several of the slaves, who are English seamen and recognize the accents of one or more of the players. The seamen call out to the players and give "three cheers for the Queen," for which they are rewarded with renewed beatings by the guards. The players should be moved to find out about the slaves and make an effort to break the English seamen out at night.

A Friend In Need: While walking through the bazaar, a familiar voice will call out to the players. They will turn and see a character they have met in a previous adventure chained in a slave pen. Approaching him, they discover that this person was captured in a pirate raid on a merchant vessel and is to be auctioned into slavery today. The auction master will not attempt to stop the conversation and will instead encourage the players to buy their friend's freedom. If they attempt to do so, a wealthy Martian in the crowd will also take an interest in the prisoner and force the bidding up to £100. If the PCs persist, he will let them buy their friend's freedom at that price but will have them followed and later attempt to kidnap the prisoner and dispose of the players. If the PCs are unable to bid as high as the Martian, then they will have to make plans for a clandestine rescue attempt.

The Key to the Past: The characters are contacted by a renowned British archaeologist, who tells them of a stone tablet recently unearthed from a ruined city in Zephyria. The

tablet contained what the professor believes will prove to be the key to deciphering the language used by the pre-Seldon inhabitants of the region. However, the ship carrying the tablet, as well as hundreds of other artifacts from the archaeological site, was captured by pirates, and the items were auctioned off in Karkarham. The professor is not concerned with most of the items, but the tablet is extremely important to his work. The University of Edinburgh is willing to pay £500 toward its return, to which the professor will add £75 of his own money. Upon arriving in the city, the players discover that the tablet was purchased by a local criminal leader who refuses to even talk with the characters (or any other Earthmen, for that matter) and is unwilling to sell the tablet at any reasonable price. He has the tablet in his lodgings, which occupy the stern cabin of a large boat moored in the middle of the boat city.

Diplomatic Mission: The characters find out that one of the secret brotherhoods is plotting the assassination of the ambassador from the Boreosyrtris League. As the ambassador is a strong friend of the British, the characters will wish to stop this. Prince Sabaat, however, may somehow be involved in the plot, since he has given strict orders that no one is to cross into the Inner City for the next two days, ostensibly due to security surrounding an upcoming state ceremony. The players must devise a means of gaining covert access to the Inner City, make their way to the ambassador's residence, convince him of the danger, and devise a means of ensuring his safety.


Second Story Job: The characters are contacted by a local merchant who

is willing to pay them several hundred pounds if they will unobtrusively break into Arturo della Mora's villa to locate and remove several folders full of documents which strongly implicate the merchant in illegal transactions.

Sabotage: A ship is scheduled to leave in the morning for Western Dioscura carrying a German diplomat and a number of sensitive dispatches. The characters are contacted by an agent of the British Foreign Office and asked to undertake a secret mis-

sion. They are to gain access to the High Docks this coming night and sabotage the ship, thus delaying the departure of the German and allowing other plans which the Foreign Office already has in motion to come to their successful conclusion.

KEY

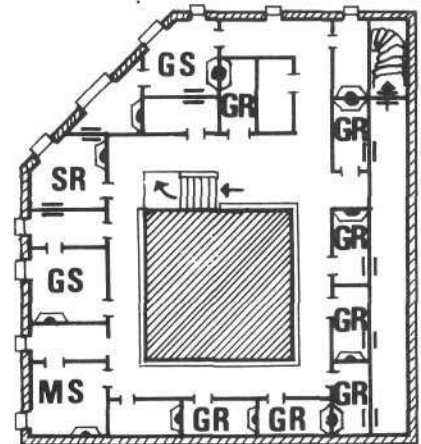
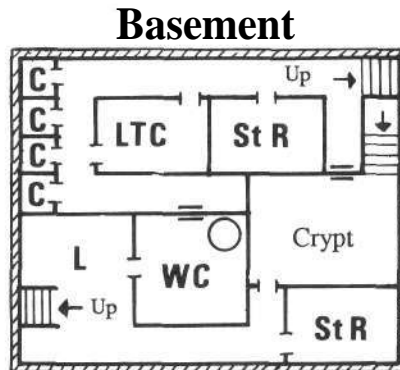
-  Door
-  Exterior Window
-  Secret Door
-  Fireplace
-  Interior Window
-  Fountain
-  Drain Tunnel

ABBREVIATIONS

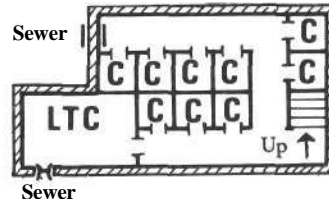
- B: Bath
- BR: Billiards Room
- C: Cell
- CH: Carriage House
- Cons: Conservatory
- GH: Guard House
- GR: Guest Room
- GS: Guest Suite
- K: Kitchen
- L: Larder
- Lib: Library
- LTC: Lab/Torture Chamber
- MS: Master Suite
- P: Pantry
- S: Servants' Quarters
- StR: Storage Room
- WC: Wine Cellar

Delia Mora's Villa

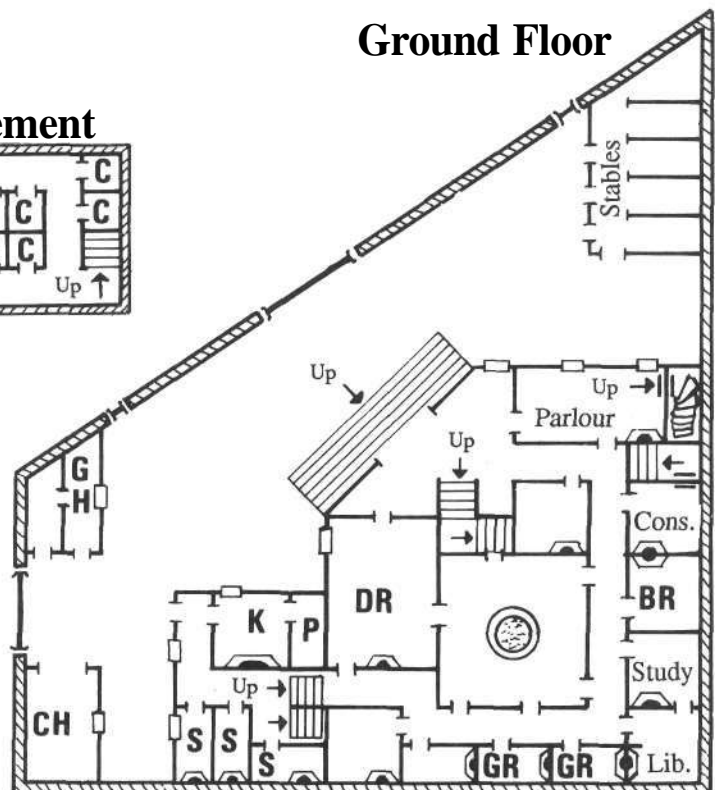
upper Floor



Subbasement

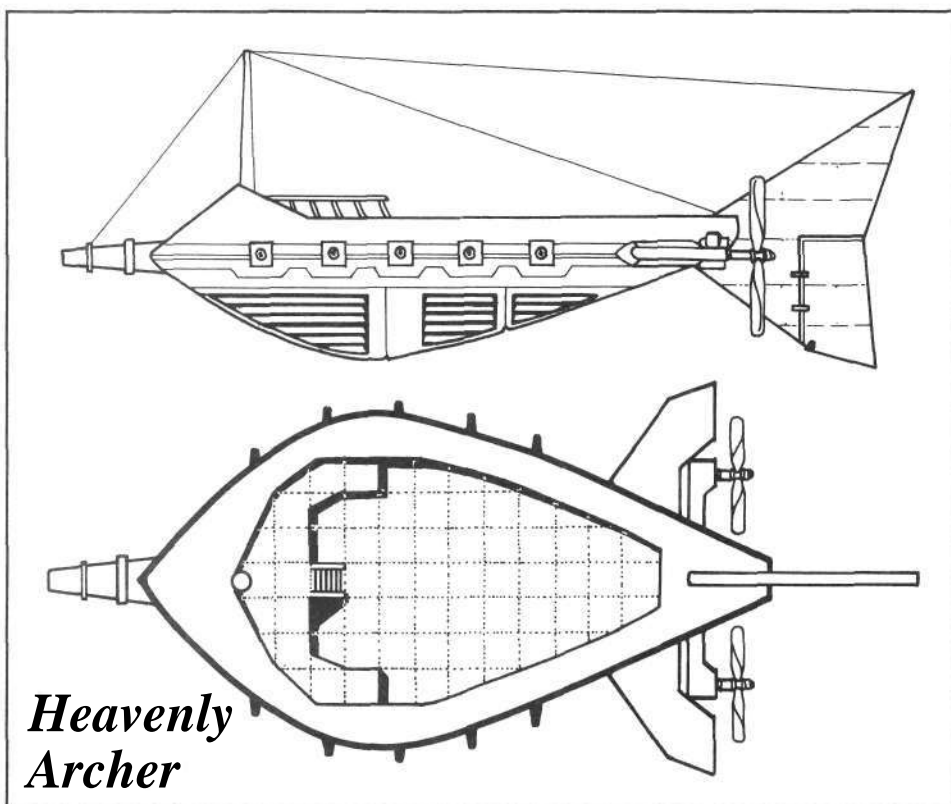


Ground Floor



All stairways are assumed to lead down unless otherwise noted.

Sky Galleons Supplement



THE FLEET OF KARKARHAM

KARKARHAM'S FLEET is small, but its ships are generally good and it consists of a useful mix of vessels. Some of the ships were designed and built in Karkarham, but a number were built elsewhere, notably at the Oenotrian yards at Crocea. These ships were mostly taken as prizes by various cloud captains, and then purchased and refitted by the Karkarham Navy. The biggest difficulty the fleet faces is the low level of crew quality. The best cloud sailors sign on with the

cloud captains, leaving the navy with the dregs. Crew quality in the fleet is Green.

Ship ratings are provided in the back of the book for the ships of the Karkarham fleet, but several things about the fleet deserve noting. There are a total of 10 ships in the fleet, including the royal yacht (which is armed). The ships built at the shipyards of Karkarham are notable for their broad-beamed look and spacious decks.

Many of the vessels in Karkarham's small navy are of this type, as are most

of the vessels of the Shistomik cloud captains. The largest of these is the flagship and pride of the Karkarham fleet, the *Heavenly Archer*. It is lightly armored, using a rock-filled double hull to protect against small arms and light ordnance, and all 10 of its guns are placed in broadside mounts to fire through gunports. It has the smooth lines common to ships built in Karkarham.

The other locally built ships are three identical screw galleys: *Arduous Passage*, *Marital Pride*, and *Tradition*. These are identical to Le Begue's ship (the *Gloire*), except that they have not been rearmed with European weapons, and they do not carry smudgepots.

The most powerful of the captured vessels in service are the *Determined Venture* and the *Divine Fist of Stark Removal*. These are identical vessels and began their service life as *Swiftwood-class* kites. When these two ships underwent refitting in Karkarham, their light guns, sweepers, and power grappnels were removed and replaced with a pair of heavy guns in the wing mounts. The weight was identical, so performance was not affected. Firepower is considerably better against heavy ships, however.

For small craft and dispatch boats there are two *Clear sight-class* screw galleys (one captured and one sold at a reduced price by the Oenotrian Navy) and one *Fleetfoot* screw galley.

The royal yacht, the *Sunbeam Skiff*, is a *Bloodrunner-class* kite which has been rearmed with two light guns instead of the original two heavy guns, thus increasing the royal yacht's ceiling to Very High altitude. It is never used for military missions, but it

could be pressed into service in an emergency.

Most of the fleet is moored at the High Docks, although one or two of the small vessels are almost always airborne on patrol near the city, and one or two of the larger vessels are usually away patrolling the trade lanes. The royal yacht is usually anchored at the palace.

RETURN-CARRIAGE ROGUE GUN

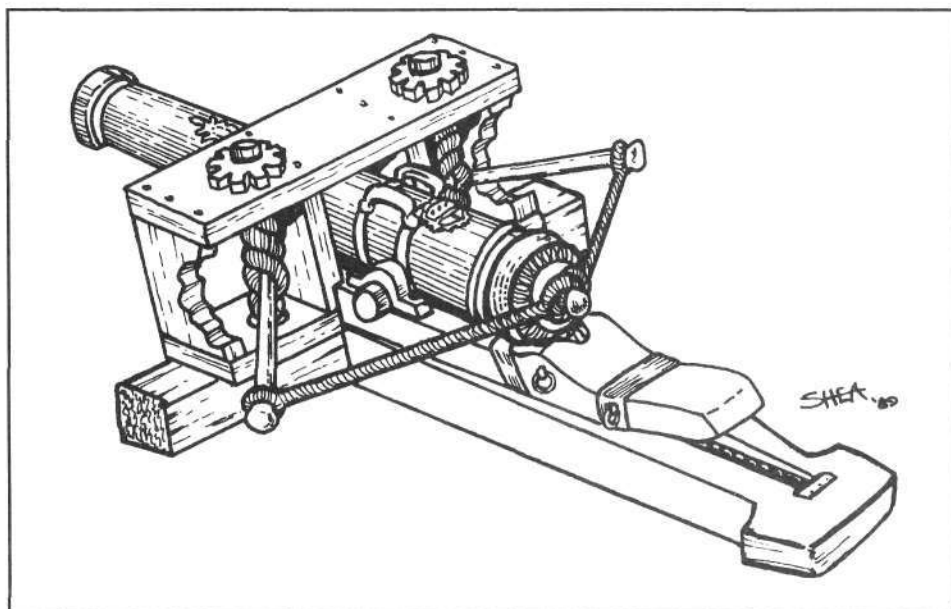
QUATLATLANI is a talented and creative inventor, despite his lack of formal education, and he calls his latest invention the return-carriage gun. His inspiration for the device came after hearing of the new Royal Navy 4.7" quick-firing gun, which uses a hydraulic recoil system to absorb recoil and return the gun immediately to firing position.

Quatlatlani immediately saw the utility of such a device. He was especially interested in it because one of the lengthiest parts of reloading a heavy muzzle-loading ship gun, such as the Martian rogue, is actually the runback, where ropes and pulleys are used to drag the gun back into its firing position.

Without access to the sophisticated metal-working technology necessary to construct a reliable hydraulic recoil cylinder, Quatlatlani instead turned to a more traditional torsion device.

He built two tension springs out of rope and gum fibers, to which he attached two long levers. The springs were then mounted to either side of a rogue gun, while a rope was attached to each of the lever arms and the gun carriage.

When the gun discharges, it recoils



back on its wheels along a wooden slide, with the spring levers absorbing the force. At the end of the gun's recoil, the spring uncoils, and the ropes draw the gun carriage back forward into firing position.

This carriage cannot be effectively used on guns which fire directly out of a ship's gunport or turret because the gun is run out before it can be reloaded. For guns on pivot platforms with plenty of working space, however, it eliminates one step of the loading process, and both increases the rate of fire and reduces the crew requirement.

Quatlatlani's experiments demonstrated that insufficient time is saved with smaller pieces to warrant the carriage, but that important efficiencies are gained when the return carriage is used for a rogue gun.

This innovation is a prototype, and Quatlatlani has no immediate intention of sharing it with anyone else. Thus players are unlikely to encounter anything like it except on *the Black Dagger*.

Game Effects: The return-carriage rogue which is on Quatlatlani's ship

requires a gun crew of only two, not three. In addition, it has an ROF of 1, not(1).

HEAVENLY ARCHER

Technical Specifications

Armor: 1

Hull: 12 (wood) with ram

Speed: 3

Altitude: High; Medium with 300 tons of cargo; Low with 800 tons of cargo

Tonnage: 1200

Price: £98,000

Crew: 5 officers, 2 petty officers, 69 ratings

Bridge: 5 officers, 2 petty officers, 1 rating

Deck: 12 ratings

Maneuver: 36 ratings

Gunners: 20 ratings

Armament:

10 heavy guns firing to broadside (under armor)

4 liquid fire racks

2 tether mines

RULES ADDENDA

THESE RULES are recommended when playing **Sky Galleons of Mars** or the aerial combat rules from the role-playing game. They cover items of unusual equipment used by some of the vessels covered in this book.

Smoke Screens

SOME STEAM-POWERED ships are equipped to make smoke, while a few Martian cloudships are equipped with smudgepots to create a smoke screen. Smoke screens are used to obscure visibility, usually to cover an escape.

Laying Smoke: Steamships equipped to make smoke may do so in any turn they wish. Their movement allowance is reduced by one in any turn in which they make smoke, as smoke generation reduces the efficiency of the engine. Any ship equipped with smudgepots may make smoke in any turn desired, but each turn of smoke consumes one smudgepot. When a ship makes smoke, place a smoke marker in each hex it moves through during its movement phase. A burning ship also produces smoke in each hex through which it moves. If a burning ship or a ship laying smoke remains stationary for the turn, it produces a number of smoke screens equal to one roll of the die, and these are placed in line starting with the hex occupied by the ship and stretching directly downwind.

Smoke is only present at the altitude at which it was made.

Movement of Smoke: At the start of each movement phase, roll a die, and move all smoke screens that many hexes directly downwind.

Duration of Smoke: Smoke laid by a ship persists for two full turns. Remove the smoke markers in the

correct movement phase two turns after the smoke was laid.

Effects on Fire: Any shot whose line of sight passes through a hex containing smoke is resolved with a -1 modifier to hit. Successive smoke clouds can reduce the chance to hit to a maximum of -3 to hit.

Ship Design Notes: Any steam-driven ship can be equipped to make smoke for £20 per engine size number. Any ship can be equipped with smudgepots. These are chemical smoke generators which cost £30 each and have no significant weight. They do take up deck space, however. One deck space position is used for smudgepots, regardless of how many are purchased. (Only one is on deck and in use at a time.) Smudgepots burn and generate smoke for one turn, at the end of which time they are discarded. Smudgepots may also be fitted into tether mines or drogue torpedoes, replacing the normal explosives. Mines produce smoke for two turns, torpedoes for three turns. Cost for the mines and torpedoes is the same as for the explosive varieties.

Spike Droppers

INVENTED BY MARTIANS and soon copied by colonists, the spike dropper is a hopper full of short metal spikes or darts.

Dropping Spikes: Spikes are dropped by a ship at any point during its movement phase. The procedure for determining hits is the same as for liquid fire, with the exception that the modified die roll result is the number of crew casualties taken, not the level of fire started. Spikes may not be reloaded during the course of play.

Ship Design Notes: A spike drop-

per weighs five tons and costs £450 in any yard. Reloads cost £50 each. Spike droppers take up deck space, similar to tether mines and some other exotic devices. If spike droppers are fitted, count them as guns for purposes of hit location. They do not have explosive magazines.

Scout Flyers

A NEW TYPE of aerial vessel, the scout flyer, is added with these rules. These very small flyers are designed for speed and distance at the expense of cargo and weaponry. They have a crew of only two—a pilot (who serves as both helmsman and trimsmen) and an observer/gunner. The second crewman is optional, of course. Characters may only pilot a scout flyer if they have both pilot and trimsmen skill.

In order to conserve fuel weight and to eliminate the need for a stoker, the scout flyer uses a petrol boiler, and the fuel lines which feed it are regulated by valves operated by the pilot. This means that fuel for the flyer is somewhat limited since oil is scarce on Mars and is only easily found near the cities of Gorklimsk, Olonia, Niront, and Gigantia. At those places it is available for £3 per ton, as listed in the basic rules. At other places it will be scarce, and prices will vary from two to five times as much, depending on the remoteness of the locale. The scout flyer has a fuel tank which will hold up to 15 tons of oil. The flyer burns a quarter ton of oil per day (and thus can travel for up to 60 days without refueling).

Note that due to their small hull size scout flyers drop from Very High to Low altitude after suffering a single hull hit, and will crash after a second.

SKY GALLEONS OF MARS RULES AMENDMENTS

THESE RULES are not additions to the basic **Sky Galleons** rules, but are clarifications and amendments to them which have emerged from constructive suggestions by players.

Ship Combat

THESE RULES cover a number of different issues involving ship-to-ship combat.

Boarding Parties: No vessels may fire at a ship which has a friendly boarding party on board.

Collisions: A vessel may maneuver to avoid a collision in the same way as to avoid a ram. If the ship has already moved for that turn, the movement spent avoiding the collision is charged against its next turn's movement.

Armor and Small Arms Fire: Add the armor value of the ship's hull to the saving throw number for small arms hits. For example, troops on a vessel with an armor value of 2 save on a roll of 4 or less, not 2 or less. Regardless of the armor value of the ship, a roll of 6 never saves against small arms. If a vessel has a boarding party on deck, this modification is not made, and all small arms hits are

taken from the boarding party first.

Trim Critical Damage (Clarification): Vessels normally recover trim if they roll higher than the damage of the round or if they roll a 6 (if the damage value of the round is 6 or greater). The favorable modifier for hull size is applied to the die roll, not to the damage value of the round causing the damage.

For example, a drogue torpedo has a damage value of 10, while a ship with a hull size of 5 receives a favorable modifier of +1 to the die roll. The ship can only recover trim on a die roll of 6 normally. However, with the favorable die roll modifier of +1 it can recover on a roll of 5 or 6, even though the damage value of the mine is considerably larger than 6.

Tether Mines: If several mines are aloft, only one roll is made to determine whether they strike an enemy vessel. If they do, all of the mines detonate in a chain reaction and add their damage values together, as if their individual detonations were one large explosion.

If a player releases tether mines, he rolls separately for each mine to see if it strikes an enemy ship. Only mines which strike enemy ships detonate.

Drogue Torpedoes: If several torpedoes are being towed, only one roll

is made to determine whether they strike an enemy vessel. If they do, all of the torpedoes detonate in a chain reaction and add their damage values together, as if their individual detonations were one large explosion.

Throckmorton Conveyors: Due to very limited deck space, only one Throckmorton conveyor may take off from a ship per hull size per turn.

Ship Design

THESE RULES provide some additional limitations on overall ship design.

Armament: All armament must be balanced (by weight) on each side. A ship may have a heavier weight of weapons forward or aft, but it must be balanced on its sides.

Marines: A maximum of five marines may be carried per hull size. Accommodations may be provided for additional troops, but these may only be carried as passengers due to limits on deck space and access to below-deck firing ports. If extra marines are carried belowdeck, they may be transferred topside at the start of any turn to replace casualties or marines sent away as boarding parties. Marines may not form boarding parties the turn in which they move topside, but they may fire.

SCOUTFLYER

Weight: 20 tons

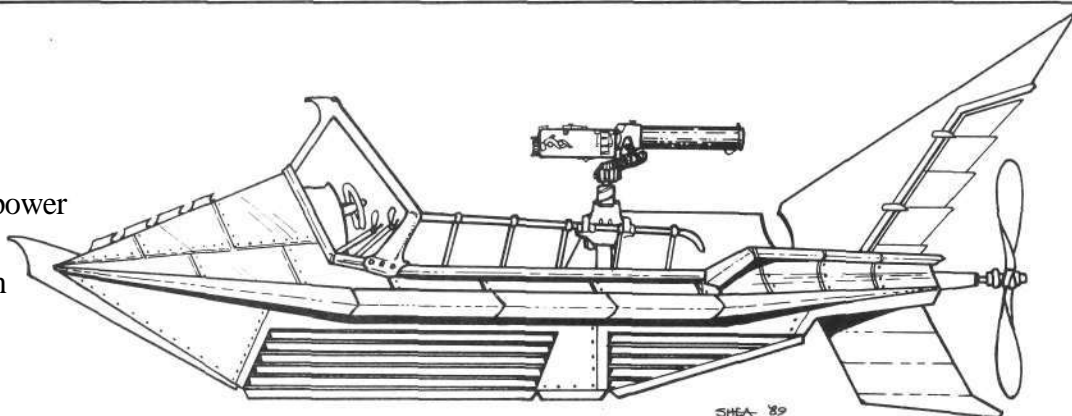
Speed: 45 knots

Power Plant: 64 horsepower

Crew: 2

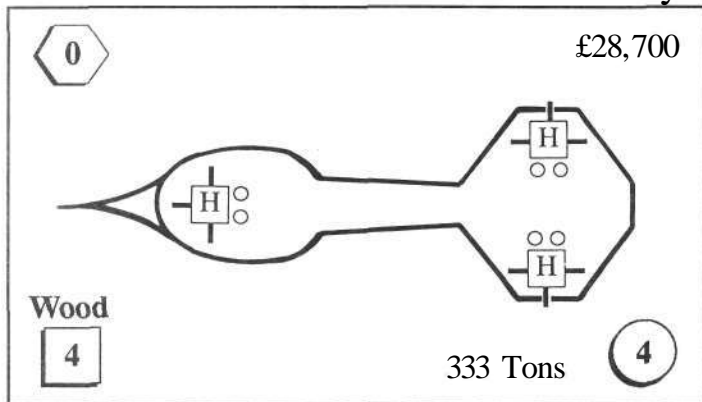
Armament: Maxim gun

Price: £2000



Gato

Screw Galley



Bridge CHTSO
Deck PP
Maneuver

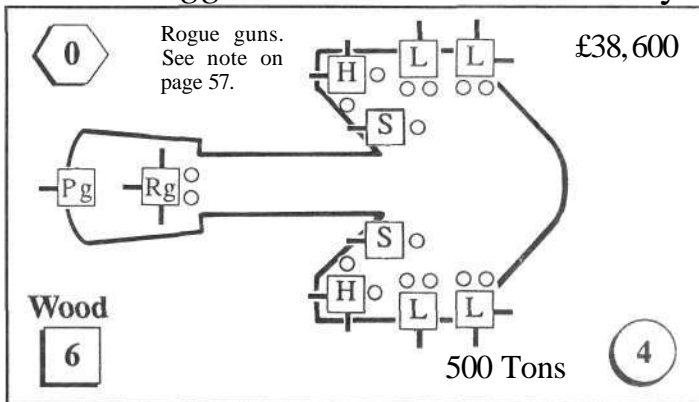
Screw
4
3
2
1

Hull Hits
VH
H
M
L
VL

Marines

Black Dagger

Screw Galley



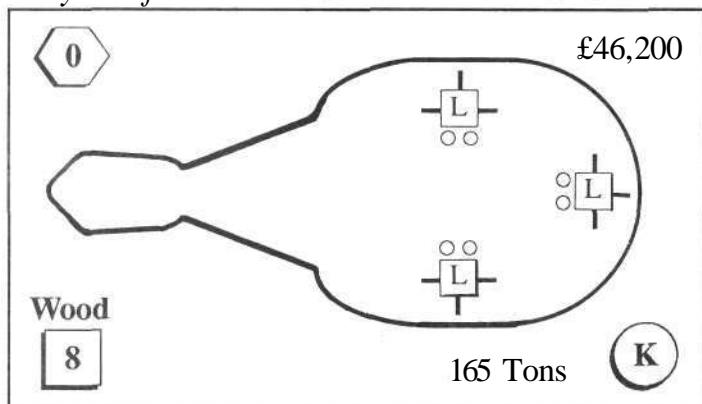
Bridge CHTSO
Deck
Maneuver

Screw
4
3
2
1

Hull Hits
VH
H
M
L
VL

Sky Gift

Small Merchant Kite



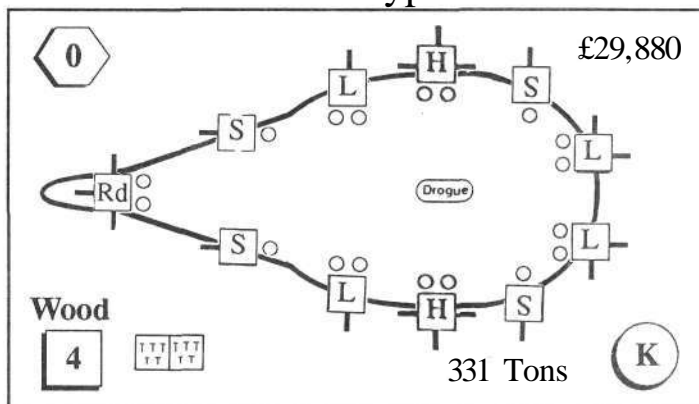
Bridge CHTSO
Deck
Maneuver

Masts
-1
-2
-3
-4
-5
-6

Hull Hits
VH
H
M
L
VL

Cargo
500
635
835
1168

Typical Pirate Kite



Bridge CHTSO
Deck
Maneuver

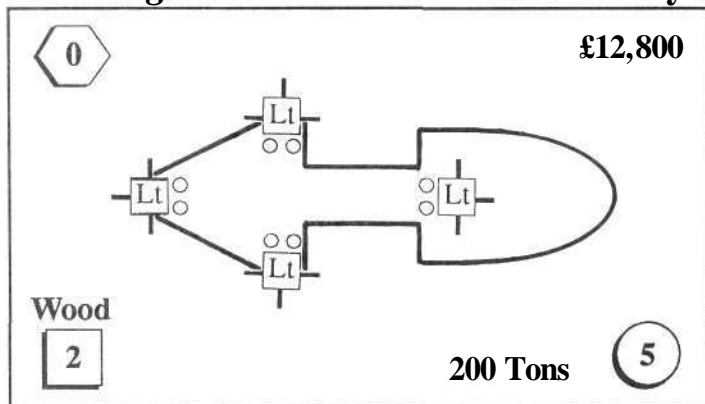
Masts
-1
-2
-3
-4
-5
-6

Hull Hits
VH
H
M
L
VL

Marines

Clearsight

Screw Galley



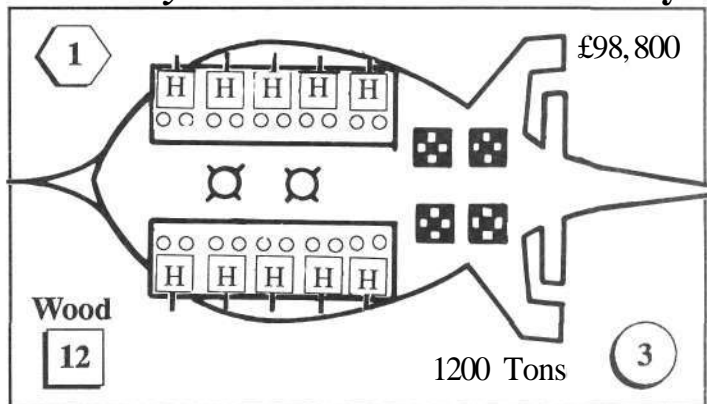
Bridge CHTS
Deck □□
Maneuver □□□□
□□
□□
□□
□□

Screw
5
4
3
2
1

Hull Hits
H□□
M□□
L□□
VL□□

Heavenly Archer

Screw Galley

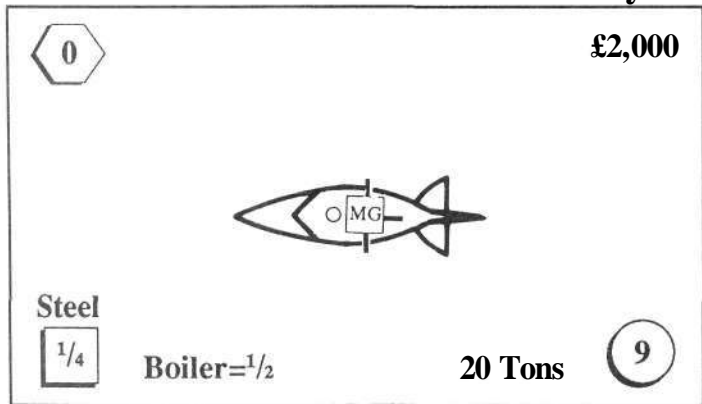


Bridge CHTS□□□□□□
Deck □□□□□□□□□□
Maneuver □□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

Screw
3
2
1

Hull Hits
H□□□□□□□□□□
M□□□□□□□□□□
L□□□□□□□□□□
VL□□□□□□□□□□

Scout Flyer



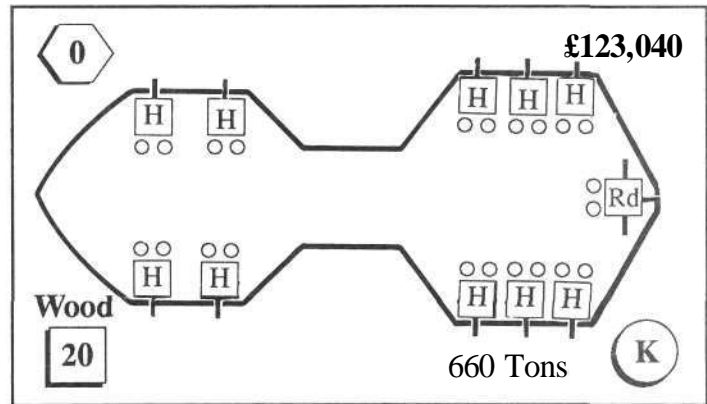
Bridge C

Screw
9
7
5
3
1

Hull Hits
VH□
H□
M□
L□
VL□

Armed Warm Winds

Kite



Bridge CHTS□□□□
Deck □□□□□□□□□□
Maneuver □□□□□□□□
□□□□□□□□
□□□□□□□□

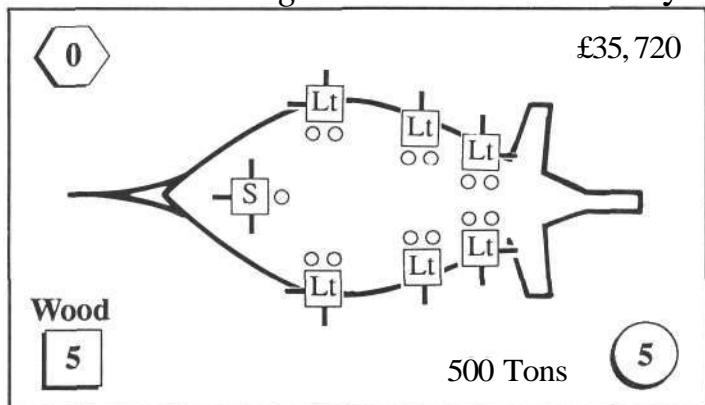
Masts
□
-1
-2
-3
-4
-5
-6

Hull Hits
VH□□□□□□□□□□□□□□□□
H□□□□□□□□□□□□□□□□
M□□□□□□□□□□□□□□□□
L□□□□□□□□□□□□□□□□
VL□□□□□□□□□□□□□□□□

Cargo
1000
1300
1800
2600

Arduous Passage

Screw Galley



Bridge CHTSQQ
Deck □□□□□
Maneuver □□□□□□□□□□
□□□□□
□□□□□
□□□□□

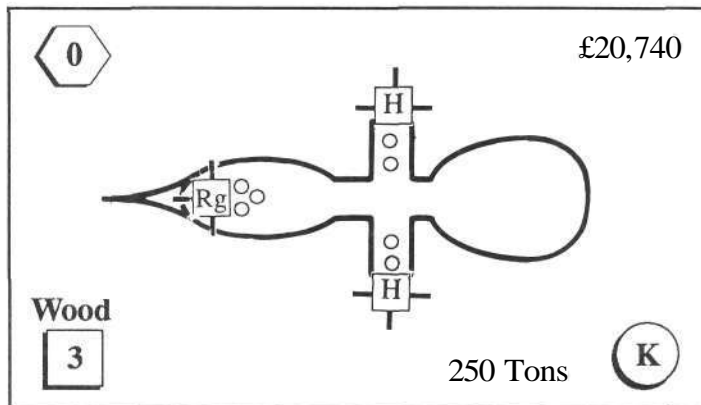
Screw
5
4
3
2
1

Hull Hits
H□□□□□
M□□□□□
L□□□□□
VL□□□□□

Marines
□□□□
□□□□

Determined Venture

Kite



Bridge CHTSQ
Deck □□□
Maneuver □
□
□

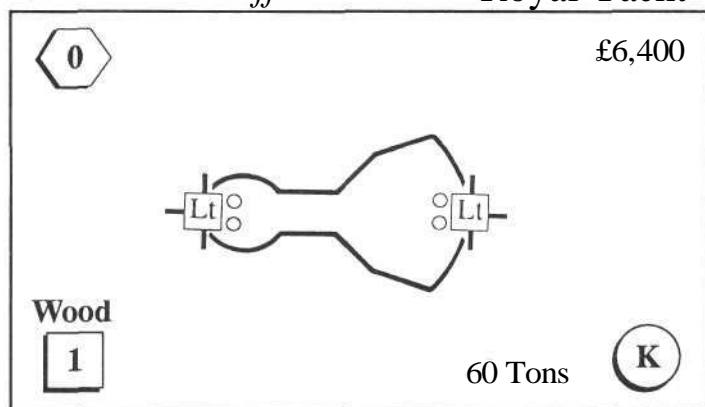
Masts
□
-1
-2
-3
-4
-5
-6

Hull Hits
VH□□□
H□□□
M□□□
L□□□
VL□□□

Marines
□□□□□
□□□□□
□□□□□
□□□□□

Sunbeam Skiff

Royal Yacht



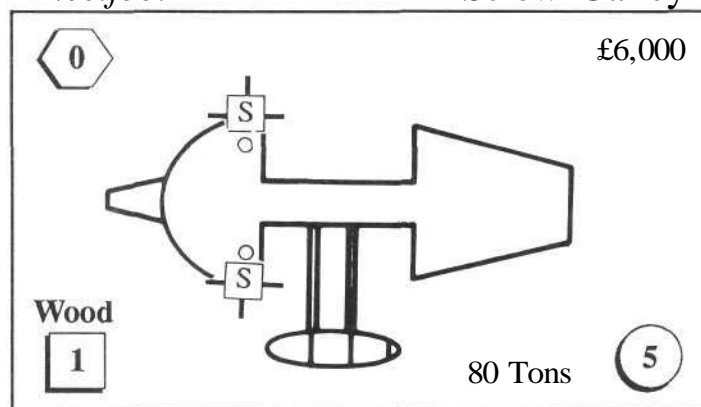
Bridge CHTS
Deck □
Maneuver □

Masts
□
-1
-2
-3
-4
-5
-6

Hull Hits
VH□
H□
M□
L□
VL□

Fleetfoot

Screw Galley



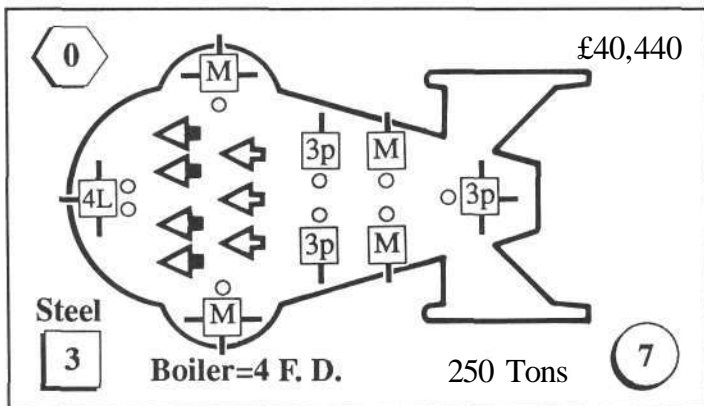
Bridge CHTS
Deck □
Maneuver □□□
□□□

Screw
5
4
3
2
1

Hull Hits
VH□
H□
M□
L□
VL□

Lortmore

Steam Gunboat



Bridge CHTS□
Deck P P □ □ □
Maneuver □ □ □ □

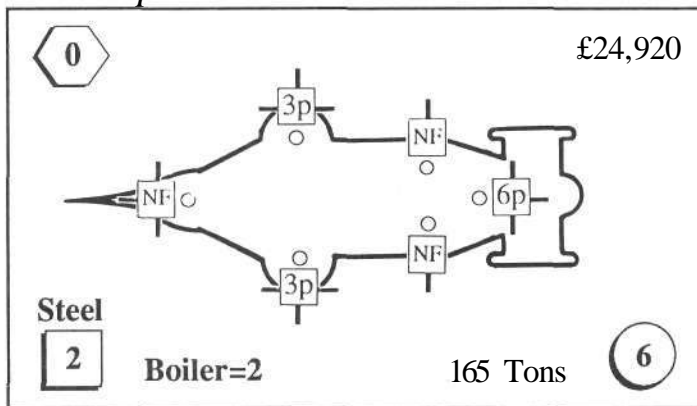
Screw
7
6
5
4
3
2
1

Hull Hits
VH □ □ □
H □ □ □
M □ □ □
L □ □ □
VL □ □ □

Marines
□ □ □ □ □
□ □ □ □ □

Penelope

Steam Ram



Bridge CHTS□
Deck P □ □
Maneuver □ □

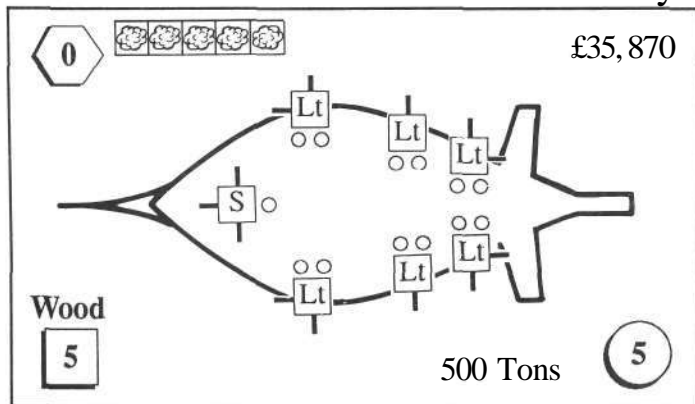
Screw
6
5
4
3
2
1

Hull Hits
VH □ □
H □ □
M □ □
L □ □
VL □ □

Marines
□ □ □ □ □
□ □ □ □ □

Gloire

Screw Galley



Bridge CHTS□□□
Deck P P P P □ □ □ □
Maneuver □ □ □ □ □ □ □ □ □ □

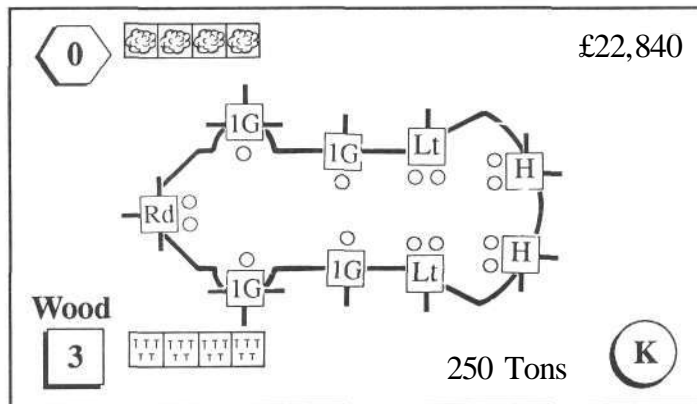
Screw
5
4
3
2
1

Hull Hits
H □ □ □ □ □
M □ □ □ □ □
L □ □ □ □ □
VL □ □ □ □ □

Marines
□ □ □ □
□ □ □ □

Lismore

Kite



Bridge CHTS□□
Deck P P □ □ □
Maneuver □ □ □

Masts
□
-1
-2
-3
-4
-5
-6

Hull Hits
VH □ □ □
H □ □ □
M □ □ □
L □ □ □
VL □ □ □

Marines
□ □ □ □ □
□ □ □ □ □
□ □

TEMPLE OF THE BEASTMEN

Shifting Maze Game

Now Here's the Plan:

FLY SWIFTLY through the mountains and locate the kraag of the brutish High Martian potentate, King Gnaashriik. Then you (and a hand-picked team) stealthily enter, search, and make your rescue. If you are quiet enough and quick enough, you will be out before the High Martians discover you. There is no way you could have known that others would be here too, each looking for his own treasure. And the invasion of their domain has stirred the beastmen into a blood frenzy. Now you wonder if you'll ever leave the **Temple of the Beastmen** alive.

In **Temple of the Beastmen**, each player controls one of 10 adventurers, each with their own goals and special abilities, intent on rescuing slaves and treasures from the clutches of the wicked Martian king. Random map tile layout and card sequence make the temple, its treasures, and its dangers different with

every game. Stealth and strategy are essential to winning.

Temple of the Beastmen can be learned in under half an hour and can be played in under two hours. A well developed set of optional rules allows more elaborate strategies and lets you choose the level of complexity. Solitaire play is possible, and complete rules for it are provided.



GDW
GAMES

P. O. Box 1646
Bloomington, IL 61702-1646

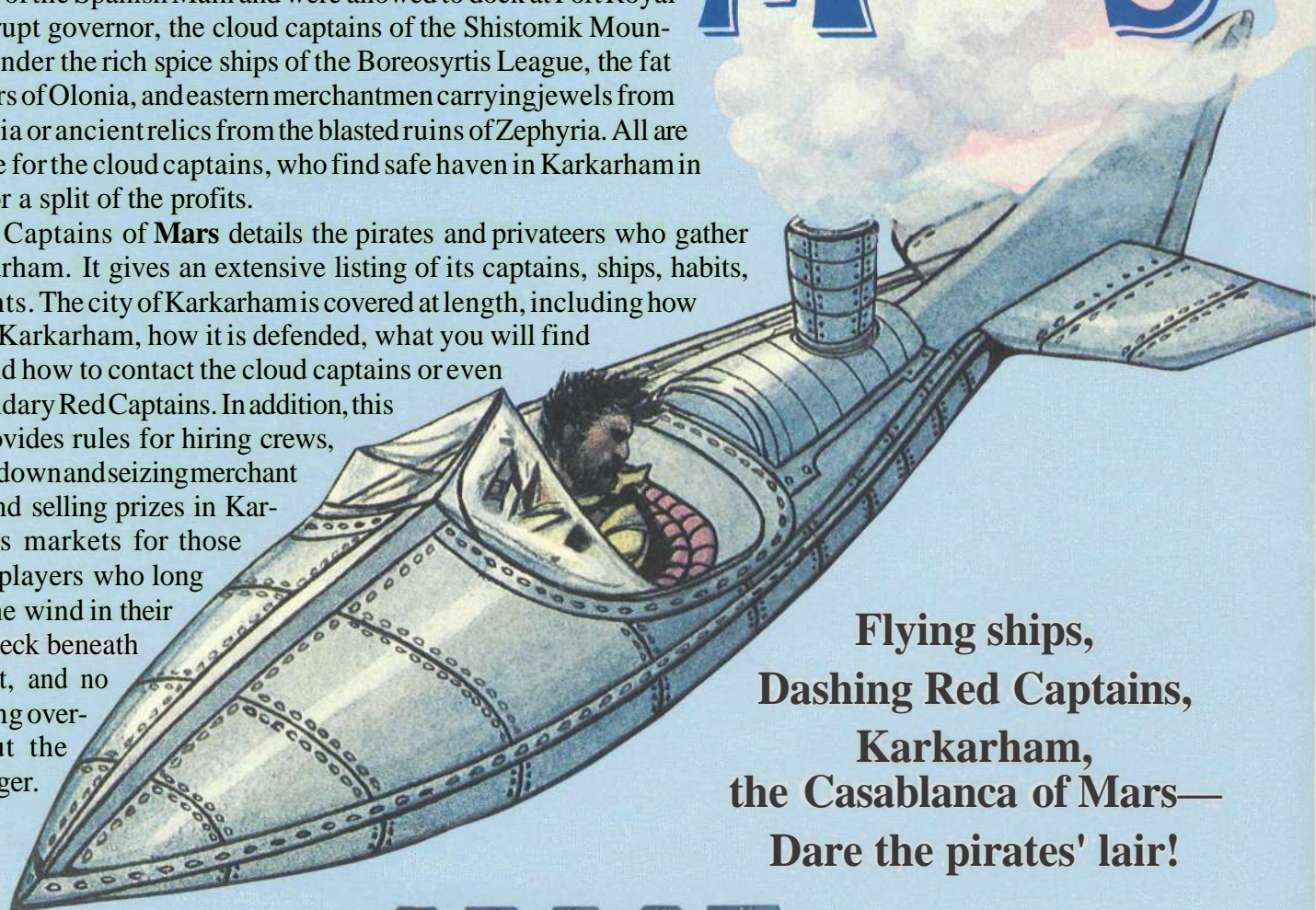
Available at hobby and
game stores everywhere.
Write for our free catalog.

HIGH AMIDST THE LOFTY PEAKS of the Shistomik Mountains sits the rich and deadly city of Karkarham, perched at the crossroads of a world. Almost anything can be found in its bustling marketplace, but Karkarham is more than a simple commercial center. It is also the home port for that colorful and bloodthirsty company of pirates, brigands, and adventurers known as the cloud captains of the Shistomik.

Like the pirates of the Caribbean, who, centuries earlier, plundered the ships of the Spanish Main and were allowed to dock at Port Royal by a corrupt governor, the cloud captains of the Shistomik Mountains plunder the rich spice ships of the Boreosyrts League, the fat oil luggers of Olonia, and eastern merchantmen carrying jewels from Amazonia or ancient relics from the blasted ruins of Zephyria. All are fair game for the cloud captains, who find safe haven in Karkarham in return for a split of the profits.

Cloud Captains of Mars details the pirates and privateers who gather at Karkarham. It gives an extensive listing of its captains, ships, habits, and haunts. The city of Karkarham is covered at length, including how to get to Karkarham, how it is defended, what you will find there, and how to contact the cloud captains or even the legendary Red Captains. In addition, this book provides rules for hiring crews, hunting down and seizing merchant ships, and selling prizes in Karkarham's markets for those intrepid players who long to feel the wind in their face, a deck beneath their feet, and no flag flying overhead but the Jolly Roger.

CLOUD CAPTAINS OF MARS



Flying ships,
Dashing Red Captains,
Karkarham,
the Casablanca of Mars—
Dare the pirates' lair!



Copyright © 1989 GDW Inc.

Space: 1889 is GDW's trademark for its role-playing game of Victorian Era space-faring.



Made in U.S.A.
Printed in U.S.A.

ISBN 1-55878-043-2

GDW 1905

SINCE 1973



P.O. Box 1646
Bloomington, IL 61702-1646