

Double Adventure 2
Mission on Mithril

TRAVELLER®

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

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*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

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Mission on Mithril

Part 2 of **TRAVELLER**, Double Adventure 2

Turn this booklet over for another complete Traveller adventure.

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This booklet is an adventure intended for use with
Traveller, GDW's science-fiction role-playing game set in the far future.

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Introduction

This booklet contains two complete and independent adventures for **Traveller** printed back-to-back. This adventure, titled **Mission on Mithril**, deals with the crew of a scout ship, and their activities to get it repaired and ready for further flights.

It is assumed that this adventure will be administered by a referee who has read through it completely, and who is familiar with it and with the rules for **Traveller**. This situation calls only for the basic **Traveller** booklets (Books 1, 2, and 3); no additional supplements, books, or other information is necessary for resolution of this adventure. As usual, paper, pencils, six-sided dice, and hex paper will prove useful during the course of this adventure.

**Requires only
Basic Traveller.**

This introductory section (pages 1 to 4) is for the use of both the referee and the players, and may be read by all concerned. The situation (pages 5 and 6) is for the players specifically, and introduces them to their predicament. The referee's information (pages 7 to 20) is for the referee alone. The section on the ATV (pages 21 and 22 at the end of the Bright Face adventure) is for all concerned.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Dates: All dates herein correspond to the Imperial calendar. The year is 1106; the 1106th year since the founding of the Imperium. This adventure takes place sometime in that year. Once the adventure begins, time should flow normally. If necessary, alter the date for the purposes of continuity, or to conform with dates in an ongoing campaign.

Date: 1106

Place: This adventure takes place on Mithril (0808-E568000-0), which is located in the Sword Worlds subsector, on the far border of the Spinward Marches of the Imperium. Mithril is an average-sized world measuring 8000 kilometers in diameter, with a standard atmosphere and water covering 80% of the world surface. In actuality, the water which covers the surface of Mithril is mostly ice; ice-caps cover both poles, and much of the continental land mass is under a mantle of ice and snow. Mithril's temperature rarely goes above freezing.

Place: Mithril
Sword Worlds Subsector
Spinward Marches

Mithril is listed in the directories as having no population, government, or law level; this is not entirely true. Mithril is one of the group of Metal Worlds (Iron, Bronze, Steel, and Mithril) held in reserve by the Sword Worlds Confederation for future development. Because the planet is claimed by the Sword Worlds, a rudimentary starport (type E, little more than an administration building next to a paved area) is maintained, along with a port warden responsible for establishing sovereignty. The normal population for the world is thus closer to two or three; government is very low-profile, the local law level generally consists of restrictions on behavior within the administration building.

CHARACTERS

This adventure is intended for use with a band of adventurers serving as the crew of an Imperial scoutship on detached duty; it can be altered to use nearly any type of adventuring group.

Desirable Skills: No specific skills are called for in this adventure. The character may find the following skills of some value: ATV, Navigation, Leader, Weapons, Gunnery, Mechanical, Bribery, and Electronic.

In the event that a character does not have ATV skill, the referee may assign ATV-0 for use by the individual for use during the adventure. ATV-0 is sufficient to allow the character to drive the vehicle in plain terrain at about half speed. Such an individual is severely taxed driving the vehicle in rough or mountain terrain, and quite liable to accident and fatigue.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally one which supplies dexterity bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead. These characters are the same ones provided in **Shadows**— half of *Double Adventure 1*.

If these characters are used, be sure that one of them is character number 1 — the one who owns the scout ship that the group is travelling in.

1 Retired Scout	99397A	Age 38	5 terms	Cr2,000
Pilot-1, Vacc-2, Navigation-2, Shotgun-2			Shotgun, Scout Ship	
2 Ex-marine Trooper	AB8B67	Age 34	4 terms	Cr2,000
Cutlass-2, Vacc-1, Brawling-1, Autorifle-1, Mechanical-1			Cutlass	
3 Ex-navy Ensign	756B88	Age 26	2 terms	Cr2,000
Medical-2, Computer-2, Vacc-0, Carbine-0, Blade-1			Blade, Travellers'	
4 Ex-marine Force Commander	8B5B88	Age 30	3 terms	Cr2,000
Cutlass-1, Revolver-1, Vacc-3, Laser Rifle-2, ATV-1, Brawling-1			Cutlass	
5 Ex-merchant 2nd Officer	8A6894	Age 26	2 terms	Cr 1,000
Streetwise-1, Vacc-1, Pilot-1, Revolver-2, Gunnery-1			Revolver	
6 Ex-army Captain	7996A9	Age 30	3 terms	Cr2,000
Rifle-1, SMG-1, Vacc-1, Air/Raft-1, Forward Observer-1, Brawling-3			SMG	
7 Ex-other	856994	Age 26	2 terms	Cr 1,000
Electronic-1, Vacc-0, Computer-1, Bribery-1, Shotgun-0			Shotgun	
8 Ex-scout	365BBA	Age 34	4 terms	Cr2,000
Vacc-2, Jack of all trades-1. Automatic Pistol-1, Pilot-1, Electronic-1				

EQUIPMENT

Referees using an on-going campaign should alter the equipment available and ship's locker contents to conform to that campaign.

Characters should review their equipment, and may purchase more. Each has any items mentioned in the character description, plus access to those detailed in the ship's locker table. At the beginning of the adventure, before the characters are told the details of their predicament, they should be informed that they are the crew and acquaintances of the crew of the scoutship *Central Axis*, on detached duty (*meaning*: casually adventuring through the Imperium), and then allowed to

purchase any other equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only to the following restrictions:

SHIP'S LOCKER

- eight **Vacc Suits**, each with oxygen tanks for eight hours, and **medium range commo gear**.
- four **Carbines**, each with ten loaded magazines (100 rds).
- two **Automatic Pistols**, each with ten loaded magazines (150 rds).
- four **Cutlasses**, each with a belt scabbard.

air/raft carried in a berth within the ship. The air/raft is unusable on Mithril, primarily because of climatic conditions.

Available Equipment: The table below presents several items which are also available to the group, perhaps being acquired as souvenirs or simply items of interest.

AVAILABLE EQUIPMENT TABLE

1. Cable— fine flexible plasteel cable, capable of supporting 250 kilograms. Available in 50 meter coils, each weighing 3 kilograms. Up to ten coils are available. **Price:** Cr100 per coil.

2. Atmosphere Tester— a solid-state device with read-outs indicating the atmospheric percentages of elements present. In addition, a red light glows if the atmosphere is not breathable, and a green light glows if the atmosphere is breathable. Three are available. Weight: 1 kilogram. **Price:** Cr150.

3. Laser Pistol— an experimental model pistol which functions much the same as a laser carbine or laser rifle, but has lighter weight and a much handier length. It still requires a power pack (laser carbine or laser rifle power pack may be used). Pistol length: 350mm. Pistol weight: 750 grams. **Base Price:** Cr2000.

This laser pistol fires as if it were a slightly inferior laser carbine. There is a DM of - 1 at medium range, and - 2 at greater ranges. These DMs reflect the greater difficulty of achieving accuracy without a shoulder stock at long ranges.

The skill laser pistol is not covered in **Traveller** specifically; it can be acquired through the training rules in Book 2. Dexterity-DMs for laser pistol are the same as those for laser carbine.

4. Medical Kit— a modern first-aid and medical treatment kit designed for non-doctors (medical skill 1 or 2) and their handling of injuries and trauma. The kit contains medical instruments, diagnostic aids, written instructions, and medical drug. Size: 200mm by 100mm; small enough to fit on the belt at the small of the back. Weight: 1 kilogram. **Base Price:** Cr600.

This medical kit is sufficient for both minor and serious wounds, and can be used for the treatment of animal injuries, radiation burns, chemical burns, poisoning, and drug overdoses.

PROCEDURES

When communicating with the referee, the following procedures should be used.

Terrain: The group has a map of Mithril. It indicates the types of terrain to be expected, and easily serves as a guide to the possible routes to be taken overland.

Direction: Within terrain hexes, direction is expressed by the directional rosette using letters. When the group moves, it does so by stating the direction letter on the direction rosette. For greatest ease, the group should indicate its direction on the map, and the referee can then indicate progress within the adventure from there.

MISCELLANEOUS NOTES

The following ideas should be kept in mind by the characters.

Days: Mithril has a twenty-hour day, evenly divided into ten hours of daylight and ten hours of night. Normally, this amounts to ten hours of movement time (during the day), followed by ten hours for meals and rest. People need about eight hours sleep per day.

Food: Normal requirements amount to three meals per day.

Time: Time is counted in hours and minutes. Generally, any length of time less than five minutes (with the exception of combat) is inconsequential.

The Geodesic Map: The map of Mithril is a geodesic map which divides the surface of the world into hexagons, and groups those hexagons into triangular areas. Adjacent triangular areas are bordered by shared hexagons; where these areas are separated, the transition from one half of a shared hexagon to its other half takes no additional time or energy.

Note that the polar route can take less time, in some cases, than a direct route between two points.

Scoutship Breakdown

Imperial Interstellar Scout Service Starship *Central Axis*, on detached duty, stutters out of jump space from Olympia three days late. That sort of delay spells almost deadly disaster to the jump drives of the tiny scout; without repairs, the ship will never jump again.

Below lies Mithril, a reserve world belonging to the Sword World Confederation. Not always friendly to the Imperium, it nevertheless can't hurt to ask for help. The port warden below answers the communicator beam, and replies that he will be glad to give assistance. Upon landing, the story turns out to be a little different. The warden does have the parts assembly (a relay governor), and even has a hoist which is probably necessary for proper installation. But the part is valuable, and he wants something in return... .

A SURVEY

Mithril, the warden explains, has long been held as a reserve world for the Confederation. Its resources have been held in trust against the day when the Sword Worlds need them to support continued industrial expansion. That day fast approaches.

Quite recently, he received orders from the Ministry of Resources at Gram to begin a detailed survey of certain areas on Mithril preparatory to beginning exploitation. The warden proposes that your group perform that survey.

Orbital data has already been acquired. A good quality map of the world is available, and serves as a guide to the data that the Ministry (and the starport warden) both want. The points on the map of interest are marked (A, B, and C). Each gives an anomalous reading; the survey must resolve the discrepancies.

THE TASK

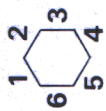
The warden will replace the relay governor; it should take only a day or two. He will also lend you an ATV for use in the survey; Mithril's climate is too harsh to allow use of an air/raft, which couldn't carry enough supplies or people in any case.

Point A: This point on the map exhibits a high radioactivity reading, unsupported by any appropriate planetological formations. **Required Data—** What is the source of the radioactivity, and is it a recoverable resource?

Point B: This point exhibits an intense light/shadow interface. The nature of the interface is not especially obvious from orbit. **Required Data—** What is the reason for this phenomenon?

Point C: The shoreline along the promontory at this point is not frozen, although similar situations at this latitude are. **Required Data—** Why is this particular stretch of shoreline not frozen?

When the group gets back from the survey, the scoutship will be repaired and waiting for lift-off. The warden is a likable enough fellow, and no one thinks that he will steal the ship or its contents. In fact, this all seems like a good deal, since the warden technically has the authority to arrest or detain them for being in Confederation territory without a visa. Early the next day, the survey begins.

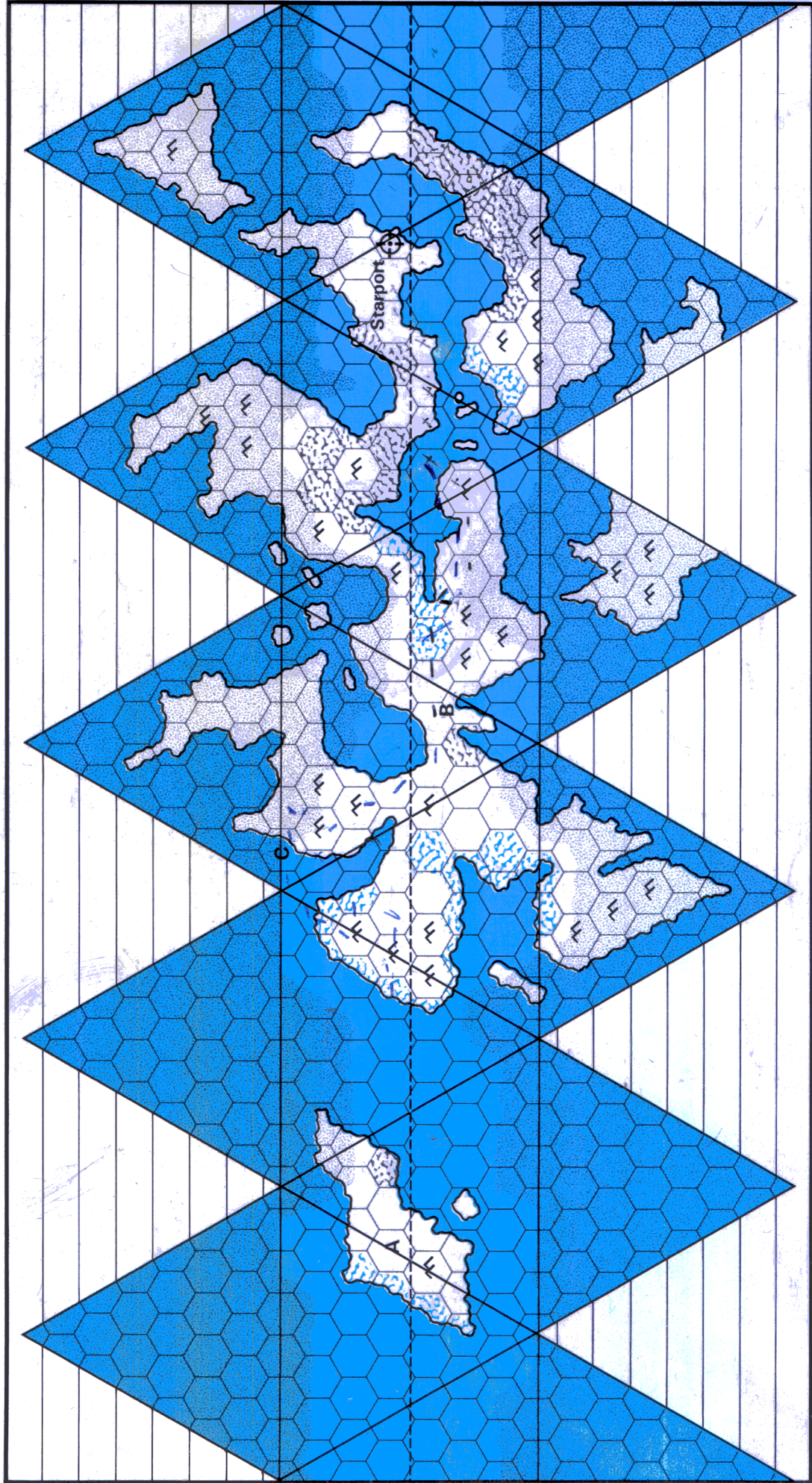


Mithril

0808-E568000-0

- Snow Plain
- Rugged
- Jagged
- Mountain
- Ice Plain
- Ice Shelf
- Ice Shelf Edge
- Sea

1 hex equals 700 kilometers



A Survey of Mithril

The referee can use this adventure as an independent situation with the list of pregenerated characters given on page 2, or can use it with continuing characters from an existing **Traveller** campaign. The changes necessary to adapt this adventure to a continuing campaign should be obvious.

Referee's Initial Actions: After characters have been assigned and determined, equipment has been purchased and distributed, and the basic situation on pages 5 and 6 has been made available to the players, the adventure is ready to begin. The referee should assume that the group will set out on its survey, and ask them what direction they will begin. Direction may be indicated by the direction rosette, or by simply pointing on the map.

PROCEDURES

The procedure table indicates the various referee and player actions to be performed during this adventure. The following notes elaborate on this further.

1. Location. The terrain map of Mithril on page 6 shows where the adventurers may go; the terrain key on page 10 shows what types of terrain may be encountered, and gives events and encounters to be expected. As each terrain hex is entered, the referee should read the note concerning the type of terrain. For example, for snow plain terrain, read the note : Snow Plain Terrain, five hours per hex, smooth snow-covered flat terrain with some drifts.

2. Weather. Using either the pre-generated weather sequence or the formulae, determine the temperature and weather for the hex. For example, the statement could be: temperature is minus 5 degrees centigrade, and the sky is overcast.

3. Event. Roll one die on the event table, determine the specific event and look it up in the text. Read the line in italics which describes the situation. Then ask the group's reaction ("What are you doing?"). When their reactions have been stated, impose the event results, taking their reactions into account. Question them, if necessary, for additional information and reactions. There is only one event per hex unless specifically called for or the group dallies.

4. Special Event. In the event of a storm, or a special hex location, a special

PROCEDURE TABLE

<i>Phase</i>	<i>Referee Activity</i>	<i>Player Activity</i>
1. Location	State hex terrain and give description.	Listen.
2. Weather	a. Determine local temperature. b. Determine local weather.	Listen. Listen and React.
3. Event	a. Roll for event or encounter. b. State event obtained. c. Impose results.	React.
4. Special Events	State any special events called for.	React.
5. Preparations	Ask for any additional activity.	Give actions.
6. Time.	Note elapsed time for records.	
7. Continuation.	Ask for new direction of survey.	Give direction.

event is called for, and should be imposed after the regular event has been imposed and resolved. The procedure is similar to that of the regular event.

5. Preparations. Ask for any other activity and allow the characters to express themselves. This is especially the point for decisions to stop for rest or sleep, for individuals to elect to sleep as the vehicle moves, and for the adventurers to undertake other activities.

6. Time. Indicate (and note) the total elapsed time and inform the characters of this information. Fuel consumption (if required) should also be noted at this time.

7. Continuation. Ask the characters in which direction they are now moving. They may indicate new direction using the directional rosette, or they may simply indicate a course on the map. In some cases, some directions are blocked or impossible, or backtracking may be required.

AN OVERVIEW

The remainder of the information in this chapter concerns the variety of events and encounters which may occur. These items include:

A. Terrain Events and Encounters. Each hex involves a terrain encounter. The tables for such encounters are given on page 10, and the events are explained on pages 8 through 12.

B. Animal Encounters. Some terrain events call for animal encounters. Some parts of special events also impose animal encounters. All animals (except sea creatures) are combined into one section, beginning on page 15.

C. Weather. Each day calls for a new determination of temperature and weather. Formulae for the determination of temperature and weather are given in the referee's notes (page 20). In addition, a pre-computed sequence of temperature and weather is provided for convenience. Weather conditions are arranged so that a perceptive individual can note and predict storms if a little attention is paid.

D. Special Events. The three areas to be investigated by the group constitute special events, and are covered on pages 12, 13, and 14. In addition, a special event brought on by temperatures above 0 (freezing) called the Ephemeral Glade is also dealt with in detail.

TERRAIN EVENTS AND ENCOUNTERS

Once the group begins its survey of Mithril, a variety of events may occur as called for by the procedure table. The following descriptions apply to the events produced by the terrain encounter tables.

Of the eight terrain types shown, the only unusual type is ice shelf edge. It should be used only for individuals at the edge of the ice shelf; those in open sea in the hex should use open sea instead.

1. Animal Encounter. Occurs in ice plain, ice shelf, snow plain, rugged, and jagged terrain. *Movement on the horizon catches the eye of one of your group.* The group has encountered one or more animals. Refer to the animal encounter section and roll for the specific type of animal present.

2. Avalanche. Occurs in ice shelf edge terrain. *Rumblings or creakings from an ice overhang begin, and continue with regularity.* An avalanche is imminent from the ice overhang, and can be triggered by any loud sound or noise. Referee determination of the exact nature of the sound and its occurrence is required.

The avalanche will tumble down on the vehicle and personnel. Roll two dice for

its extent— less than 5 means the avalanche was harmless; more than 7 buries the vehicle, and more than 10 damages the vehicle.

A buried vehicle will require 2D times twenty minutes of work to dig it out. A damaged vehicle should receive damage by rolling once on the side column of the ATV damage table.

3. Concealed Gully. Occurs in snow plain terrain. *Snow has drifted smooth in front of the group, and conceals a deep gully.* Throw 2D for the effects of the impact (DM: - ATV skill; DM -2 if moving slower than standard speed for this terrain). Less than 6 has no effect other than a severe jolt. Results of 7, 8 or 9 indicate that the ATV has sustained minor damage and will require thirty minutes repair work (to be performed within an hour). A result of 10 or more requires that the vehicle stop immediately and will take eight hours work to repair.

4. Crumbling Edge. Occurs in ice shelf edge terrain. *The ice shelf edge to the sea begins to give way.* Throw 9+ to avoid being dumped into the sea; DM +1 ATV skill. If dumped into the sea, throw 12 exactly to be lodged on an iceberg instead.

5. Caves. Occurs in mountain terrain. *Black shadows dot the face of the mountains ahead.* They prove to be caves floored by a small stream of running water (which freezes into thick ice on the mountain face. Periodically (1D hours), the caves will spout steam and hot water in a flood. Referee: determine the timetable for this to occur but do not reveal it. The caves may be explored, and will prove to be warmer as they get deeper, eventually leading to a hot pool of bubbling water. When the time arrives, this pool will erupt into a geyser. Unprotected personnel will suffer 4D in burns unless protected by a vacc suit.

6. Chasm. Occurs in rugged terrain. *The land is split by a deep chasm with sheer rock walls.* It must be bypassed by an ATV or personnel on foot. Use the directional rosette to determine the beginning and ending directions of the chasm.

7. Crevasses and Ravines. Occurs in ice shelf edge and ice shelf terrain. *The ice is checkered with ravines and crevasses.* This event requires slow forward progress, and will take double the normal time.

8. Deep Snow. Occurs in ice shelf, ice plain, snow plain, and jagged terrain. *Very deep snow covers the ground in all directions.* Speed must be decreased to at least half, and time in the hex is doubled.

9. Fumaroles. Occurs in mountain terrain. *Ahead, dense dirty smoke or steam can be seen rising into the sky.* Steam vents indicative of volcanic activity block the ATVs forward path, and a detour of at least two hours will be required.

10. Flash Flood. Occurs in mountain terrain. *A deep rumbling is heard higher in the mountains.* Several minutes later, a wall of water flashes down the valley. Preparing for an avalanche by buttoning up the ATV allows safety from the flash flood, as will moving to higher ground. The water, however, will freeze quite soon (if temperature is below zero), and will immobilize the vehicle in 1D hours with 25mm of water turned to ice until freed, or until a thaw comes.

11. Forest. Occurs in rugged or snow plain terrain. *A dark green forest appears before the vehicle.* This forest is in a smooth area, and can be driven through at a saving of about three hours over normal time. Roll for animal encounters twice while moving through the forest.

12. Ground Fog. Occurs in ice plain, ice shelf, snow plain, and jagged terrain. *Fog obscures vision in a/7 directions.* In clear weather, the fog will disappear in an hour. In overcast, it will remain all day. In storm it may conceal or portend the

**Snow Plain 5 hours/hex**

Smooth snow-covered terrain with some drifts scattered about.

Die Event Type

- 1 Deep Snow
- 2 Animal Encounter
- 3 Concealed Gully
- 4 Forest
- 5 Animal Encounter
- 6 Ground Fog

**Ice Plain 5 hours/hex**

Well-packed ice cap over continental land mass.

Die Event Type

- 1 Animal Encounter
- 2 Deep Snow
- 3 Deep Snow
- 4 Open Ground
- 5 Animal Encounter
- 6 Ground Fog

**Rugged 15 hours/hex**

Hilly, rocky terrain obstructed by changes in elevation.

Die Event Type

- 1 Slow-Going
- 2 Animal Encounter
- 3 Chasm
- 4 Forest
- 5 Sink Hole
- 6 Chasm

**Jagged 15 hours/hex**

Very rough terrain scattered with sharp rock formations.

Die Event Type

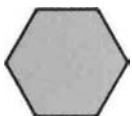
- 1 Impossible Passage
- 2 Deep Snow
- 3 Animal Encounter
- 4 Sink Hole
- 5 Deep Snow
- 6 Ground Fog

**Mountain 20 hours/hex**

High elevation terrain with lofty peaks and craggy valleys.

Die Event Type

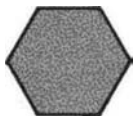
- 1 Caves
- 2 Impossible Passage
- 3 Narrow Valley
- 4 Shangri-La
- 5 Flash Flood
- 6 Fumaroles

**Sea 20 hours/hex**

Clear, unobstructed sea surface of cold water and scattered sea ice.

Die Event Type

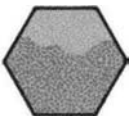
- 1 Ice Bergs
- 2 Sargasso
- 3 Maelstrom
- 4 Giant Squid
- 5 Whales
- 6 Shallow Reefs

**Ice Shelf 10 hours/hex**

Heavy ice of varying thickness over ocean or sea.

Die Event Type

- 1 Crevasses and Ravines
- 2 Ice Collapse
- 3 Animal Encounter
- 4 Thin Ice
- 5 Deep Snow
- 6 Ground Fog

**Ice Shelf Edge 10 hrs/hex**

Heavy ice of varying thickness; ending at open sea.

Die Event Type

- 1 Crumbling Edge
- 2 Sloping Shelf to Water
- 3 Avalanche
- 4 Crevasses and Ravines
- 5 Thin Ice
- 6 Magnetic Fluctuation

coming of the storm. The fog makes any forward progress impossible; and only foolhardy personnel will try to move on in this weather.

13. Giant Squid. Occurs in open sea terrain. *A giant swimming carnivorous eater with tentacles twenty meters long grasps the vehicle.* The animal can be driven off with the pulse gun, provided it fires above water. The squid will roll the vehicle on 9+, and eventually abandon its new-found plaything after three hours. A rolled vehicle can be righted by shifting weight within the vehicle.

14. Ice Collapse. Occurs in ice shelf terrain. *A creaking sound indicates that the vehicle is on thin ice.* Throw 10+ for the vehicle to react quickly enough to avoid the ice collapse; DM + ATV skill of driver. If the vehicle falls into the water, a major effort will be required to get back onto the ice shelf. A channel must be blasted by the pulse gun to allow the vehicle to drive back above water. Throw 9+ for every day in which work is being done. Continue to throw once per day on the events table, with a DM of -1.

15. Ice Bergs. Occurs in open sea terrain. *Ice bergs are sighted.* The group should stay clear of ice bergs. Moving near one may cause it to shift, lifting the vehicle out of the water and onto part of the berg. It will take 1D days for the berg to shift again. Or it can be hastened by using the pulse gun to chop it up.

16. Impossible Passage. Occurs in mountain and jagged terrain. *The way ahead is completely blocked and cannot be negotiated by the vehicle.* The group must back-track to the previous hex and try another path.

17. Magnetic Fluctuation. Occurs in ice shelf edge terrain. *There may be a problem with our course.* Subtle changes in the magnetic field of the world may mislead the navigator of the ATV. Throw 10+ to avoid any problem, DM + double navigation expertise of the driver. If the throw is not successful, then the group moves to the wrong hex when it tries to move; 1-3 one hex right, 4-6 one hex left.

18. Maelstrom. Occurs in open sea terrain. *A vast whirlpool can be seen up ahead.* The vehicle will be drawn into it unless the driver can throw 12+ (DM + ATV skill). Once taken by the maelstrom, the ATV is drawn underwater. Throw 10+ for the gun to be ripped off its mounts. After a violent ride, throw on the directional rosette to determine which adjacent sea hex the vehicle comes up in. If the ATV comes up under the ice shelf, treat its appearance as event 14, Ice Collapse.

19. Narrow Valley. Occurs in mountain terrain. *A narrow valley with sheer sides channels movement in one direction.* Throw on the directional rosette to determine the directions up and down the valley.

20. Open Ground. Occurs in ice plain terrain. *There is no ice cover here, and the ground is exposed, although it is frozen.* Throw once on the animal encounter table.

21. Sargasso. Occurs in open sea terrain. *The drifting A TV has become entangled in seaweed.* Throw 5 dice for the degree of entanglement. Each person can remove one point of seaweed per hour, provided it is clear weather. However, no more than three persons can be on top of the ATV or it may capsize. Working in overcast weather allows the removal of one point per person every two hours. Finally, a mild storm will add 2D points of entanglement, and a severe storm will free the ATV on 10+; otherwise, it will add 3D points of entanglement.

22. Shallow Reefs. Occurs in open sea terrain. *Waves carry the ATV to shallow reefs, and threaten to wreck the vehicle.* Throw 9+ to avoid the reefs; DM + ATV skill. If they cannot be avoided, throw 10+ to successfully navigate through them;

DM + ATV skill. If all is not successful, throw once from each direction on the ATV damage table for results of the buffeting. Assume that the reefs surround a small frozen desert island.

23. Sloping Shelf to Water. Occurs in ice shelf edge terrain. *A sloping edge of the ice shelf will allow the A TV to drive out of the water onto the ice shelf.*

24. Slow-Going. Occurs in rugged terrain. *The very rugged nature of this terrain forces a reduction of speed to half normal.* Time in the hex is doubled.

25. Shangri-La. Occurs in mountain terrain. *A perfect, warm valley is found nestled in the mountains.* It should be treated as ephemeral glade, but does not disappear. Temperature should hover around or just above zero. Close (very close) inspection of the area will show that the center of the valley once held a road, now long since worn away.

26. Sink-Hole. Occurs in rugged or jagged terrain. *A large circular crater with ice or rubble at its bottom blocks the group's path.* This event has no real effect.

27. Thin Ice. Occurs in ice shelf and ice shelf edge terrain. *The ice ahead appears too thin to support the ATV.* They must backtrack to another hex. If the group persists, treat as Ice Collapse.

28. Whales. Occurs in open sea terrain. *The A TV trembles, and then a school of whales can be seen surrounding the vehicle.* The whales are friendly, and will remain for several hours.

If one of the group has telepathy, contact may be attempted: throw 7+ for there to be a response. Then roll on the reaction table (Book 3).

THE SURVEY POINTS

The three survey points on the map (marked A, B, and C) are the goals in this mission by the adventurers.

Point A: This area has a very high radioactivity reading, and is not at all healthy for long periods of time. If any animals are present (or an ephemeral glade is present), they will be scrawny and sickly.

Close investigation of the area will reveal a large quantity of metal canisters, each 350 millimeters long and 100 millimeters in diameter. The rounded end has a single ring, perhaps for a tie-down, while the other has a recessed handle and a screw-on cap. Obscure, unreadable markings are painted on the body of the canister.

There are hundreds of these canisters, but very few are intact. Many are crushed, and they are leaking fluid or dull grey gravel, or are empty. These all give high radiation readings. Looking at these damaged canisters shows that the screw cap is actually connected to an interior compartment, which pulls out when the cap is unscrewed.

The interior capsule is transparent, and appears to be crystal or glass.

There are hundreds of these canisters, and perhaps twenty percent are unbroken. Unbroken canisters show no radia-

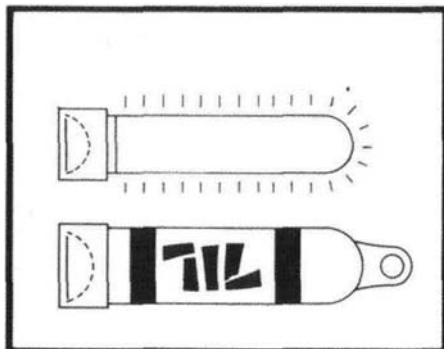


Illustration 1— Radioactive Canister.

tion readings, and are safe to be around.

Referee: This is a very old, radioactive waste dump. The materials within the canisters are remnants of manufacturing processes, and while they were useless at the time they were dumped, they are probably now useful to industry. Each unbroken canister has a value of Cr10,000, with perhaps 200 such canisters available. The ATV can probably carry fifty of the canisters.

In reality, the group would have to smuggle the canisters out past the port warden, or perhaps come back in the scout and pick them up later. When they try to sell them (on a tech level 9+ world) the price they get will be closer to Cr5000 each (remember, the buyer has to make a profit too).

Point B: This point in jagged terrain suddenly reveals a very large, very deep chasm. Its sheer walls drop vertically nearly 1500 meters to a flat, dry bottom. There appears to be no way to reach the bottom.

As the day passes, shadows will begin to lengthen on the rock walls and two facts will become apparent. First, the vertical walls give evidence that they are of artificial origin. They look as if they were carved from bedrock, perhaps by large cutting lasers or power beams. Second, the walls are not entirely smooth. In many places, they are eroded by weather and wind. In others, bas-relief carvings are still visible from the creation of the walls. They represent upright bipedal beings, roughly humanoid, with animal heads and occasional tails.

Referee: The light/shadow interface is created by the sheer sides of the chasm and the position of the sun at certain times of the day. The satellite survey caught the chasm at just the right moment.

Continued investigation of this chasm will reveal the following additional facts:

1. The bottom of the chasm must be well drained, because it is dry, and storms and precipitation are quite frequent on this world.
2. In addition to the bas-relief carvings, large portions of the sheer faces are covered with small figures— probably letters or hieroglyphs.
3. Very close and intense investigation will show that the figures are recognizable as crudely Aslan— intelligent carnivorous chasers whose civilization borders the edge of the Imperium.

Point C: The shoreline along this point is unfrozen. Wandering around on the beaches and sea-cliffs should show most intelligent people that the reason is a sea current. The sea farther out is warmed near the equator, and drifts up and around this area. The effect is enough to produce a marginally warmer climate in this area.

EPHEMERAL GLADES

Ephemeral glades occur any time the temperature goes above 0 degrees for two consecutive days in a snow plain hex. When an ephemeral glade is called for the following descriptions should be made.

If The Glade Appears While The Party Is Present: This morning, pale green shoots are springing up through the snow. As the day grows older, the shoots grow with phenomenal speed, and are soon two to three meters high.

If The Glade Is Already Present: A large green glade several kilometers across centers on a small cold water pool. Animal life is present (if not especially visible) within the flora of the glade. Because of the local air temperature (above zero) and the shelter the plants provide from the wind, the glade provides an very nice location for a camp.

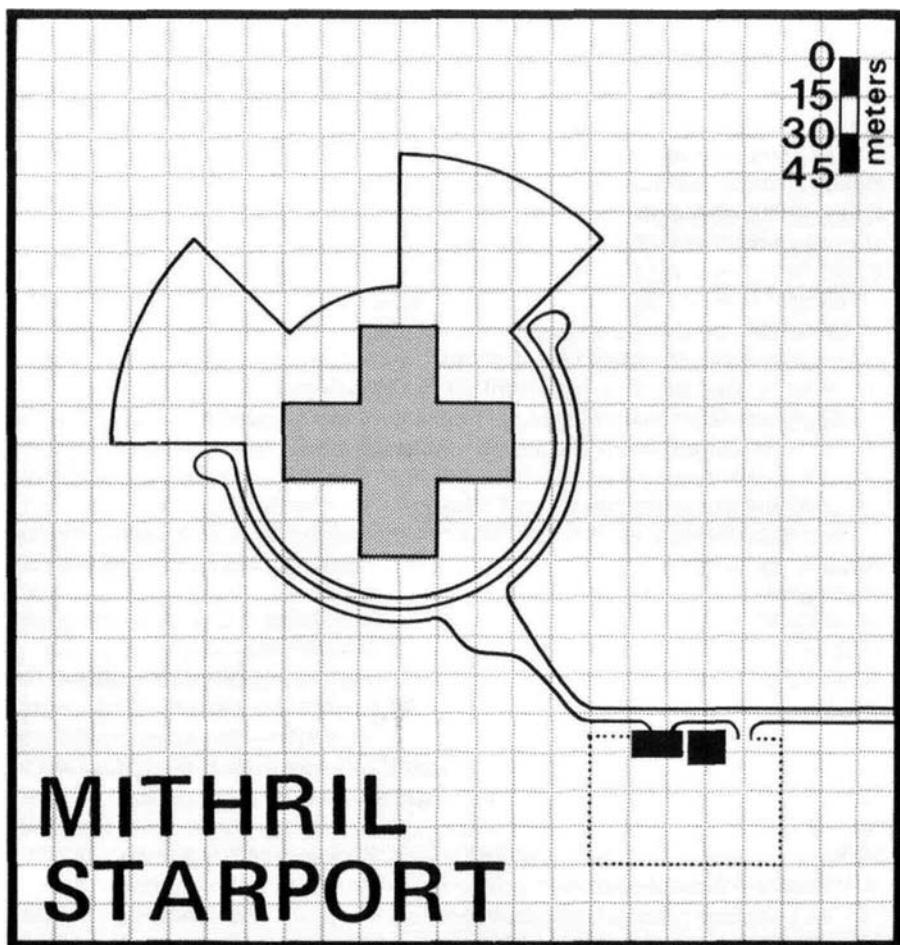


Illustration 2— Mithril Starport.

If The Temperature Drops Below Zero: The glade has turned suddenly brown, and it is collapsing upon itself. Within two hours, there is no evidence that the glade was ever there.

MITHRIL STARPORT

The starport at Mithril is a class E installation: it is little more than a patch of bedrock. The Sword Worlds Confederation has made some improvements, such as marking out the landing area and allocating two parking pads. In addition, an administration building and maintenance shed have been constructed for the starport warden and his few employees.

Because of the nature of Mithril (all that snow and ice) it is possible to obtain fuel at this starport by simply melting and pumping ice or snow into the tanks of a ship.

Animal Encounters

The flora and fauna of Mithril are slight, especially in the face of its extreme climate. Those animals to be expected are basically a few herd animals, some flyers, and a special species known as the calamander. In addition, temperature and climate sometimes will produce something known as *ephemeral glade* in snow plain.

ENCOUNTERS

When directed by the events table, roll on the animal encounter table for the type of animals involved. Assume that the adventurers do not have surprise (cruising as they are in a large vehicle); animals have surprise on a throw of 7+.

Reactions: The final column of the tables contains codes for animal reactions. An is the throw on which the animal will attack (thus A4 means it will attack on 4+). Fn is the throw on which the animal will flee. Sn is the animal speed. Throw An and Fn in the order shown.

Two Tables Provided. A special table is provided for ephemeral glades. The table below is for all other situations. Sea encounters are handled directly in the events descriptions.

ANIMAL ENCOUNTER TABLE

SURFACE TERRAIN				Mithril E568000-0 (10+)				
Die	Animal Type		Weight	Hits	Armor	Wounds & Weapons		
0	1	Hunter	800kg	27/ 8	cloth	8	claws	A6 F5 S1
1	1	Killer	400kg	19/ 9	cloth	13	teeth+1	A4 F9 S2
2	4	Chasers	200kg	12/10	jack+1	9	claws	A8 F8 S3
3	19	Grazers	100kg	8/ 8	jack+2	4	hooves	F9 A9 S2
4	24	Grazers	200kg	15/10	jack	8	hooves	F7 A6 S3
5	99	Very Small Reducers	3gr	1/ 0	none	1	stinger	A9 F0 S0
6	44	Grazers	200kg	9/ 9	jack	6	hooves	F7 A9 S3
7	5	Flying Intimidators	25kg	8/ 2	none	5	asblade	A6 F8 S4

DMs: are applied to this table depending on the terrain location. *Ice Shelf*: -1. *Mountain*: +2. *Rough or Jagged*: +1. *All others*: even.

EPHEMERAL GLADES

When the temperature rises above freezing in snow plain, the seeds of flora on Mithril germinate and sprout, pushing shoots above the snow. Their growth is quite rapid, and they produce a lush glade within a day (the temperature chart is marked with the occurrence of glades for convenience). An ephemeral glade occupies a roughly circular area about two or three kilometers across and centered on a pool of melted (but still quite cold) water. This pool is the key to the glade; the plants spring up when the pool appears, and most have long roots leading to it. If the pool is drained, the glade will wither and die within a few hours. Draining would require refuelling the ATV with the water, and then wasting it, possibly with pulse gun shots. These pools are shallow, but do contain enough water to refuel the ATV about ten times.

Glades wither and die by themselves as soon as the temperature goes below freezing. In the fleeting hours before then, however, they flourish with plant life and attract animal life which comes for the food and shelter that the glade provides.

Whenever a glade appears, treat it as a special event, imposed after an ordinary event. After describing the glade, impose three animal encounters from the glade table per day.

ANIMAL ENCOUNTER TABLE

EPHEMERAL GLADE

Mithril E568000-0 (6+)

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons
1	1 Chaser	200kg	12/10	jack+1	9 claws A8 F8 S3
2	24 Grazers	100kg	8/ 8	jack+2	4 hooves F9 A9 S2
3	1 Amphib Intermittent	12kg	6/ 3	jack+1	4 claws F4 A9 S1
4	1 Intermittent	12kg	10/ 4	jack+2	12 claws A4 F9 S1
5	99 Very Small Reducers	3gr	1/ 0	none	1 stinger A9 F0 S0
6	12 Grazers	200kg	9/ 9	jack	6 hooves F8 A6 S4

THE ANIMALS

There are two types of animals of special interest shown on these encounter tables: **crystallice** (very small reducers), and **calamanders** (intermittents).

Crystallice: These very small reducers appear to be small crystals of ice, and live on the surface of snow and ice accumulations. When an individual passes though a group of them, many attach themselves to clothing or equipment. Minutes, or even hours, later, they make their way to open skin and bite. The pain of their bites is excruciating, and enough can severely injure or kill. Roll 4D for the number of crystallice attached to each person. The only way they can be removed is by picking them off one by one.

Calamanders: This intermittent is of three types, a small amphibious drone male, a very fierce protector, and a large female which is rarely met. Calamanders burrow beneath the ice and snow to build large warrens and wide-ranging labyrinths. Far back in the tunnels is a female which bears the young. She is attended by a number of drone males who serve her needs, keeping her fed and comfortable. The protector is a separate sex, and is distinguished by a fierce disposition.

Calamanders are scavengers, and will steal small items, especially shiny or glittery things. They can be expected to take important nuts or bolts from the ATV, or small weapons, if they can find them, storing them deep within their warrens.

Referee: This proclivity on the part of the calamanders can be used as a side adventure for the group. The protector calamander will be expected to defend its warren to the death, and 3D other protectors will come to its aid. They will also definitely have an advantage within the confines of their own warrens.

These warrens can also be expected to contain other objects of interest stolen from previous explorers or expeditions.



Illustration 2— Calamanders.

Referee's Notes

These referee's notes are intended to provide additional information to the referee in the administration of this adventure.

TEMPERATURE AND WEATHER

Mithril is a wild, cold planet with a violent climate. The average daily temperature is below zero centigrade (below freezing), and fluctuates to lows of thirty below. Weather can be classified as clear, overcast, mild storm, and violent storm.

The specific details of temperature and weather can be determined in two different ways. Formulae are presented to allow computation using dice or randomizers; or the tables of pre-generated statistics may be used for ease of play. In either case, the information is then relayed to the players in the same way: in the weather phase of the procedure.

Temperature Determination: The initial temperature (at the starport) is right at zero degrees centigrade. Throw two dice and consult the temperature table. The result is an increase or decrease in the current temperature. DMs may be called for to adjust the result if it moves beyond the appropriate range. If the temperature is less than -50, then the DM is +1. It should increase by 1 (to +2, +3, etc) each day until the temperature is greater than -30. If the temperature is greater than zero, then the DM should be -1. It should decrease by 1 (to -2, -3, etc) each day until the temperature is less than zero.

TEMPERATURE TABLE

Die	Temperature
2	-1D
3	-4
4	-3
5	-2
6	-1
7	no change
8	+1
9	+2
10	+3
11	+4
12	+1D

DMs as called for by the rules. Die roll of less than 2 is 2; of greater than 12 is 12.

The result of this procedure should produce varying temperatures with a maximum of near 10 degrees, minimums near -50, and averages near -10.

The referee may manipulate the DMs as necessary to produce desired results.

Weather Determination: Once the temperature has been determined, the referee must find the weather type for the day. Roll one die on the weather table. If the temperature has changed by at least five degrees since the previous day, apply a DM of +2; if the previous day's weather was overcast, apply a DM of +1.

Three types of weather are shown on the table:

Clear: The sky is clear or only partly cloudy. Winds are moderate, and weather plays little part in the day's events.

Overcast: The sky is cloudy and may be dark. The sun is not visible. Strong winds may blow, and there may be light precipitation.

Storm: Severe overcast and strong winds accompany heavy precipitation. If the current temperature is above zero, the precipitation will be rain; otherwise it will be snow. Storms occur as special events; in the weather phase of the procedure table, the referee should state that the weather is overcast. The storm should occur later

Day	Temp	Weather	Day	Temp	Weather	Day	Temp	Weather
1	0	Overcast	48	- 5	Clear	95	- 8	Mild Storm
2	0	Overcast	49	- 1	Mild Storm	96	- 6	Clear
3	- 4	Severe Storm	50	- 1	Clear	97	2	Clear
4	- 8	Overcast	51	1	Overcast	98	- 7	Overcast
5	- 10	Clear	52	1	Overcast (Glade)	99	- 7	Mild Storm
6	- 9	Clear	53	2	Clear (Glade)	100	- 9	Mild Storm
7	- 9	Mild Storm	54	1	Clear (Glade)	101	-10	Mild Storm
8	- 12	Overcast	55	2	Clear (Glade)	102	-13	Mild Storm
9	- 15	Clear	56	- 4	Severe Storm	103	-19	Severe Storm
10	- 15	Overcast	57	- 6	Overcast	104	-18	Clear
11	- 15	Overcast	58	- 9	Clear	105	-16	Overcast
12	- 13	Clear	59	-10	Clear	106	-16	Clear
13	- 12	Clear	60	- 10	Clear	107	-16	Clear
14	- 11	Clear	61	- 11	Clear	108	-18	Overcast
15	- 7	Clear	62	- 7	Overcast	109	-17	Clear
16	- 6	Overcast	63	- 3	Overcast	110	20	Overcast
17	- 10	Clear	64	0	Mild Storm	111	-23	Severe Storm
18	- 13	Clear	65	2	Clear (Glade)	112	-23	Clear
19	- 7	Severe Storm	66	3	Overcast (Glade)	113	-27	Severe Storm
20	- 7	Clear	67	3	Clear (Glade)	114	-26	Mild Storm
21	- 7	Overcast	68	0	Clear (Glade)	115	-23	Mild Storm
22	- 11	Severe Storm	69	- 1	Mild Storm	116	-19	Overcast
23	- 11	Severe Storm	70	- 6	Severe Storm	117	-17	Overcast
24	- 8	Clear	71	- 8	Overcast	118	-16	Overcast
25	- 8	Overcast	72	- 6	Overcast	119	-17	Clear
26	- 8	Severe Storm	73	- 10	Severe Storm	120	-20	Overcast
27	- 10	Clear	74	- 16	Severe Storm	121	-20	Overcast
28	- 13	Overcast	75	- 14	Overcast	122	-20	Clear
29	- 12	Severe Storm	76	-17	Severe Storm	123	-19	Mild Storm
30	- 9	Mild Storm	77	-20	Overcast	124	-25	Severe Storm
31	- 3	Severe Storm	78	- 16	Overcast	125	-24	Overcast
32	- 8	Mild Storm	79	-15	Mild Storm	126	-27	Overcast
33	- 5	Clear	80	- 14	Mild Storm	127	-26	Overcast
34	- 1	Clear	81	- 11	Clear	128	-25	Severe Storm
35	- 1	Overcast	82	- 7	Clear	129	-29	Clear
36	3	Clear	83	- 5	Clear	130	-27	Clear
37	4	Clear (Glade)	84	- 4	Overcast	131	-24	Overcast
38	1	Clear (Glade)	85	- 4	Mild Storm	132	-28	Overcast
39	0	Overcast (Glade)	86	- 2	Mild Storm	133	-26	Overcast
40	- 4	Overcast	87	- 1	Clear	134	-28	Clear
41	- 4	Overcast	88	0	Clear	135	-27	Overcast
42	- 7	Mild Storm	89	1	Clear (Glade)	136	-26	Clear
43	- 7	Overcast	90	2	Overcast (Glade)	137	-24	Overcast
44	- 11	Overcast	91	1	Clear (Glade)	138	-22	Overcast
45	- 7	Overcast	92	0	Clear (Glade)	139	-22	Severe Storm
46	- 7	Clear	93	- 1	Overcast	140	-22	Mild Storm
47	- 5	Mild Storm	94	- 6	Severe Storm	141	-24	Mild Storm

in the day, as a special event.

The weather table calls for mild and severe storms. Severe storms double the effects of the storms listed below.

Rain. Rain does not accumulate. Roll one die for amount, however; multiply by 25 millimeters for amount. If the temperature for the next day is below zero, the rain has frozen, and may accumulate as ice on the vehicle, tents, and equipment. Breaking free or clearing ice takes one hour's work per 25 millimeters of ice accumulated.

Snow: Snow will accumulate to 1D times 100 millimeters. Overnight, this can drift and cover the ATV, requiring at least an hour's work to clear the vehicle.

Melting: When the temperature rises above zero, the ice cover begins to melt, making forward progress impossible until the temperature again goes below the freezing point.

Prediction: The DMs which affect weather (+1 for previous overcast; +2 for radical temperature change), and the fact that storms will only occur if the morning weather is overcast, have enough bearing on weather to make some prediction and preparation possible on the part of the adventurers. Those who make efforts in this direction should be encouraged by the referee.

FOOD AND SUPPLIES

It can be assumed that the group of adventurers will take some food with them when they set out on the survey. This will probably amount to 5D meals per person, who will each require three meals per day. If the survey takes any real length of time, hunting should become a required source of food.

Animal encounters should be the source of all food. There should be sufficient encounters called for by the events table to supply the group with the supplies they need. Animal life on Mithril is edible, with the exception of the calamanders. As noted in Book 3, 5% to 30% (one die times 5%) of an animal's weight is edible meat. One kilogram of meat will supply enough for three meals.

Plant life on Mithril is generally not edible. For one thing, it tastes terrible, especially plants taken from ephemeral glades. For another, most plant life on Mithril is slightly poisonous; enough to produce stomach ache within an hour.

Fishing: When at sea, on ice shelf edge, or at openings in ice shelf, it is possible to try fishing for food. Fish hooks and line can easily be produced from materials on the ATV.

Throw 8+ per hour per person involved to catch something edible (one kilogram of edible fish). Fishing is not possible in mild or severe storm.

Starvation: Lack of food will severely debilitate the adventurers. When food gets low, the individuals should go to a regimen of one meal per day, about one-half kilogram of meat per meal. On this diet, each individual must take a reduction of -1 in strength or endurance per two days. If without food, the reduction is -1 from strength or endurance per day. When food is again available, each person will regain

WEATHER TABLE

Die	Weather Type
1	Clear
2	Clear
3	Overcast
4	Overcast
5	Mild Storm
6	Mild Storm
7	Severe Storm
8	Severe Storm

Apply a DM of +2 if the temperature has changed by 5 degrees or more from the previous day. Apply a DM of +1 if the previous day was overcast.

Strength or endurance at the rate of +1 per day until returned to normal.

If, under the reductions in strength and endurance, a characteristic reaches zero, the individual has succumbed to starvation, and is useless until food becomes available.

TIME AND TRAVEL

Mithril has a twenty hour day. Most terrain requires increments of five hours to traverse. Perhaps the simplest schedule for the adventurers to follow is a ten hour travel day, followed by a ten hour rest encampment. The ten hour night allows time for eight hours sleep, plus two hours of general recreation, exercise, and other activity. The ten hour day allows travel through two five-hour terrain hexes, or one ten-hour hex. In the case of a fifteen or twenty hour hex, part of it should be traversed in one day, an encampment made, and the remainder traversed in the next day.

Events: Each hex properly should have one event on the tables. Where the same hex requires more than one day, an additional throw on the events table may be made in the following day. Where two hexes are crossed in a single day, there should be an event throw for each in that single day.

MISCELLANEOUS NOTES

The following additional information should prove useful.

All Terrain Vehicles: The ATV is described on pages 20, 21, and 22 of the companion adventure. The following applies to the use of the ATV on Mithril.

For the purposes of the energy table, treat all terrain as plain, with the exception of jagged and rough (treat as rough) and mountain (treat as mountain). If the vehicle is afloat, treat as in rough terrain. For life support costs, consider the climate cold whenever the temperature is below zero. Above zero, there is no life support cost (ie, twilight).

Refuelling takes 30 minutes from water; it takes an hour from ice. Refuelling while in the ocean requires someone on the outside, and clear weather.

When at sea, the ATV will float, as long as the visor is intact and the doors are closed. By spinning its treads, the ATV can move rather slowly. Throw on the directional rosette to determine the direction of ocean currents; the vehicle will drift in that direction at the rate of one hex in 20 hours.

Opening upper hatches in overcast or stormy weather will allow water to slosh into the interior of the ATV. In such weather, exit should be through the air lock, which can be pumped out. Characters should wear vacc suits in water or they will freeze to death.

Background for Mithril: Two of the three survey points have importance to both the adventurers and to the Sword Worlds government. The radioactive waste dump is a very old site, and is obviously a sign that this world was once inhabited, or at least regularly visited. The chasm gives a clue as to who these people were: Aslan.

The Aslan are one of several intelligent races known to the Imperium and to the Sword Worlds. However, their closest settlement (at the present time) is over forty parsecs away, and their primary areas are more like eight or ninety parsecs away. This proof that the Aslan once ranged this far (and they are an old, and well-established race) could be important to Imperial archeologists, or to Aslan agents.

*Double Adventure 2
Across the Bright Face*

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Double Adventure 2
Across the Bright Face

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the Far Future*

Game Designers' Workshop

The **Traveller** Adventure titled **Across the Bright Face** was used as the **Traveller Tournament** situation at *Origins 80*, the National Wargaming Convention, held at Widener University, Chester, Pennsylvania, June 27, 28, 29, 1980. This Double Adventure booklet was published at the convention, after the tournament was over.

Across the Bright Face was designed and produced by Marc W. Miller.

Artwork by Marc Miller (the maps), Charmaine Geist (ATV side views) and Paul Jaquays (ATV illustration).

Across the Bright Face

Part 1 of **TRAVELLER**, Double Adventure 2

Turn this booklet over for another complete **Traveller** adventure.

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This booklet is an adventure intended for use with
Traveller, GDW's science-fiction role-playing game set in the far future.

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Introduction

This booklet contains two complete and independent adventures for **Traveller** printed back-to-back. This adventure, titled **Across the Bright Face**, concerns a group of bodyguards who have just lost their client, and now may lose their lives.

It is assumed that this adventure will be administered by a referee who has read through it completely, and who is familiar with it and with the rules for **Traveller**. This situation calls only for the basic **Traveller** booklets (Books 1, 2, and 3); no additional supplements, books, or other information is necessary for resolution of this adventure. As usual, paper, pencils, six-sided dice, and hex paper will prove useful during the course of this adventure.

**Requires only
Basic Traveller.**

This introductory section (pages 1 to 4) is for the use of both the referee and the players, and may be read by all concerned. The situation (pages 5 and 6) is for the players specifically, and introduces them to their predicament. The referee's information (pages 7 to 19) is for the referee alone. The section on the ATV is for all concerned.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 090-1106; 090 is the current day (the 90th day of the year) in the standard 365-day year, while 1106 is the current year of the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to match a local situation.

Date: 090-1106

Place: This adventure takes place on Dinom (0201-D100535-A), which is situated in the Lanth subsector, deep in the Spinward Marches of the Imperium. Dinom is a small (1600 kilometer diameter) airless world in far orbit around the central star of the Dinom system. The planet's polar axis extends toward the central star (and will for another 200 years); the northern hemisphere is in constant light, while the southern hemisphere is in constant night. The equator is a zone of constant twilight and moderate temperatures. Gravity is about 0.20 gravities. Dinom's star is a very large, very bright giant visible throughout the subsector, and would not normally have planets. Dinom itself is a rogue planet originally a satellite of the system's gas giant. It is now trapped in the trojan position of that gas giant, and trails the giant in its orbit around the star.

Place: Dinom
Lanth Subsector
Spinward Marches

Dinom's population of 230,000 is concentrated in three large cities (names: Rhylan, Medianne, and Napan) which house ore-processing centers. Each city is governed by a board of directors answering to the shareholder-owners (who number about 10 per city) of the ore-processing centers. Token representation for non-shareholders is also provided. The three cities send representatives to Rhylan for the World Board, which also has representation (about 10%) for the non-city dwellers. The Board is responsible for interstellar relations, system defense, industrial production, and Imperial contact.

CHARACTERS

This adventure is intended for use with a band of adventurers serving as bodyguards. The band should number at least two and no more than eight.

Desirable Skills: Each character should have (as a minimum) weaponry expertise in some personal gun and vacc suit skill. Other skills of probable value in the adventure include: ATV, Streetwise, Gunnery, Leader, Navigation, Mechanical, Electronic, and Brawling.

In the event that a character does not have vacc suit skill, he or she should be assigned vacc suit-0 by the referee. Vacc suit-0 is sufficient to allow the character to wear and use a vacc suit under ordinary, simple conditions. Fancy maneuvers or strenuous activity are not safe with only this level of skill.

In the event that a character does not have ATV skill, the referee may assign ATV-0 for use during the adventure. ATV-0 is sufficient to allow the character to drive the vehicle in plain terrain at about half speed. Such an individual is severely taxed driving the vehicle in rough or mountain terrain, and quite liable to accident and fatigue.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally one which supplies dexterity bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead.

1 Ex-marine Captain	67C789	Age 34	4 terms	Cr2,000
Cutlass-1, Revolver-2, ATV-2, Vacc Suit-1, Leader-2 Cutlass, Revolver				
2 Retired navy Starman	9486A9	Age 42	6 terms	Cr1,000
Vacc Suit-1, Admin-1, Gunnery-2, Rifle-2, Forward Observer-1 Rifle				
3 Ex-merchant 1st Officer	6B3896	Age 34	4 terms	Cr3,000
Pilot-3, Laser Carbine-2, Vacc Suit-0, Steward-2, Gunnery-2 Laser Carbine				
4 Ex-scout	B9473A	Age 26	2 terms	Cr 1,500
Pilot-1, Air/Raft-1, Navigation-1, Vacc Suit-1, SMG-0 SMG				
5 Retired other	34A773	Age 42	6 terms	Cr4,000
Shotgun-2, Electronic-3, Forgery-2, Vacc Suit-1 Shotgun				
6 Ex-army Major	8489A6	Age 34	4 terms	Cr 1,000
Rifle-1, SMG-2, ATV-3, Vacc Suit-1, Mech-2, Electronic-1 SMG				
7 Ex-merchant 3rd Officer	BB7335	Age 26	2 terms	Cr500
Vacc Suit-1, Engineering-1, Bribery-1, Streetwise-1, Carbine-0 Carbine				
8 Ex-marine Force Commander	774486	Age 30	3 terms	Cr1,500
Cutlass-1, Revolver-1, ATV-2, Vacc Suit-2, Brawling-2 Revolver, Travellers'				

EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section.

Characters should review their equipment, and may purchase more. Each has any items mentioned in the character description, plus those detailed in the individual equipment table. At the beginning of the adventure, before the characters are told the details of their predicament, they should be told that they are bodyguards, and then allowed to purchase any other equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only

to the following restrictions:

1. The equipment must be mentioned and priced in Book 1 or Book 3 of **Traveller** or in the available equipment table, and

2. The price indicated must be paid.

Note that price levels preclude some equipment (for example, battle dress) due to the restricted finances of the group.

Available Equipment: The table below presents several items which are also avail-

able to the group, perhaps being acquired as souvenirs or simply items of interest. Not all of the items, however, can be purchased. The group as a whole must decide which three (maximum) of the six are to be purchased. Individual characters then purchase, carry, and use those which are selected.

INDIVIDUAL EQUIPMENT

one **vacc suit**, with oxygen tanks for eight hours, and **short range communicator equipment**, one **utility knife**, in belt scabbard (functions as dagger), one **repatriation bond card**, validated by the Travellers' Aid Society on Extolay (good for middle passage off-world).

AVAILABLE EQUIPMENT TABLE

Geiger Counter: A small (matchbook-sized) device which measures radio-activity in the immediate vicinity of the bearer. Readouts are in specifics, and also in terms of danger to humans. Weight: Negligible. Tech Level: 10. **Base Price:** Cr100.

Instant Print Camera, with Flash Attachment: This camera, loaded with film for 20 pictures, is a small (8cm by 8cm by 8cm) boxed shaped device complete with carrying strap and viewfinder. Operating the camera ejects a fully developed color photograph of the scene. Correct focus depends on the skill of the operator. Weight: 500 grams. Tech Level: 8. **Base Price:** Cr50. Film cartridges (of 20 pictures; weight 100 grams) cost Cr10.

Attache Case: An aluminum and magnesium carrying case similar to that used by technicians to carry precision instruments. This case is the current vogue on Dinom for bureaucrats and supervisors to carry their papers. Weight: 1 kilogram. **Base Price:** Cr75.

Radio Receiver, Recorder, Transmitter: A miniaturized electronic device capable of receiving voice or radio input, recording it, and transmitting this information on a given signal or continuously. Reception and transmission is on the standard voice communication bands. Thus, the device can listen for signals and then re-transmits them, or it can continuously transmit a pre-recorded message. Tape length: 10 minutes. Transmitter Range: line of sight (blocked by buildings, mountains, etc). Tech Level: 11. Dimensions: 25 millimeters by 50 millimeters by 50 millimeters. **Base Price:** Cr400.

Reflectorized Tarpaulin: An aluminized sheet which reduces incoming radiation by reflection. 5 by 10 meters. Weight: 1 kilogram. **Price:** Cr400.

Return Mirror: A device consisting of several mirrors in combination such that they will reflect exactly 180 degrees any incoming beam within a field of 15 degrees. Largely a curiosity, the mirror is used in laser surveying. Dimensions: 250 millimeters by 200 millimeters by 300 millimeters. **Base Price:** Cr50 (purchased surplus; original price: Cr500).

Elementary School Text: A child's text described as "An Introduction to Our World- Dinom." **Base Price:** Cr3.

The referee should allow no more than ten minutes for the purchase of equipment before the adventure begins.

PROCEDURES

When communicating with the referee, the following procedures should be used.

Terrain: The group has a small map of Dinom (page 6), a local travel guide used mostly by monorail riders. It is not totally accurate, although it does give the general lay of the land. Note that it divides the world into temperature bands: cold, twilight, hot, very hot, and burning. It also shows plain, rough, and mountain areas, as well as the monorail, cities, and the starport.

Direction: Within terrain hexes, direction is expressed by the directional rosette using letters. When the group moves, it does so by stating the direction letter as given on the directional rosette.

The Geodesic Map: The map of Dinom shows the surface of the world divided into hexagons. These hexagons are further divided into twenty triangular areas. Hexagons which are divided by triangular area boundaries are the same, and movement from one half of a hexagon to its other half is possible without cost or penalty. For example, the tip of each triangle extending into the burning area is the same hexagon. An individual occupying that hexagon would be able to move from the triangle above Rhylan to the triangle above Medianne with ease. Similarly, the bands on the map show where adjacent fractional hexagons match up.

MISCELLANEOUS NOTES

The following concepts should be kept in mind.

Fatigue: No one can continue forever without rest. Normal standards apply: eight hours sleep in every twenty-four.

Time: Time is computed in hours and minutes. Generally, any length of time less than five minutes (except when actually resolving combat) is inconsequential.

REPATRIATION BOND	1. Date of Preparation
2. Individual's Name	3. UPP
3. Occupation	
4. World	
5. Employer	
Horalez et Cie, fiduciary agents for the <i>employer</i> , guarantees middle passage expenses (including medical care en route, where necessary) for the <i>individual</i> from the <i>world</i> to any of the <i>destination worlds</i> in the event that the employment contract is defaulted or terminated under extraordinary circumstances.	
7. Destination World	

Repatriation Bond

Cards: A sample repatriation bond card is shown to the left. The bonding agent (shown as Hortalez et Cie) is a reputable firm, and the group can expect that the cards will be honored without any delay or problem.

The card is sufficient to get the bearer off Dinom, and to a place of safety without additional expense. It need only be presented at the starport.

A Sudden Fiasco

Several days ago, the group was engaged by a powerful businessman (name: Arlent Streen) as bodyguards for him and his personal assistant as they tour the facilities of Dinom, inspecting processing plants, investigating potential mining sites, and looking over the holdings of the Dinom Corporation. Streen is a stockholder with about 3% of the shares outstanding; he is a powerful force on the board. Further, he is usually an absentee owner. Only recently has he come to Dinom, and he plans to leave in about a week.

The group has accompanied Streen in his travels throughout the twilight zone of Dinom; rarely have you left the comfort of the monorail, and when you did, it was only for a short vacc suit jaunt to see some small facility or interesting rock formation.

Notable events in the trip have been—

1. The Mines South of Napan. Sited at the end of a monorail link, these mining operations in the mountains on the Cold Face concentrate on harvesting frozen gases for use in ore processing.

2. The Unfinished Monorail Link. The monorail system intended to girdle the equator of Dinom is not yet completed. There is a gap of about 300 kilometers through the mountains between Napan and Rhylan. This makes the monorail unusable for direct travel between Napan and Rhylan.

3. The Mines North of Medianne. Established at the end of the monorail link, these mines concentrate on high purity metal deposits in the very hot areas of the Bright Face.

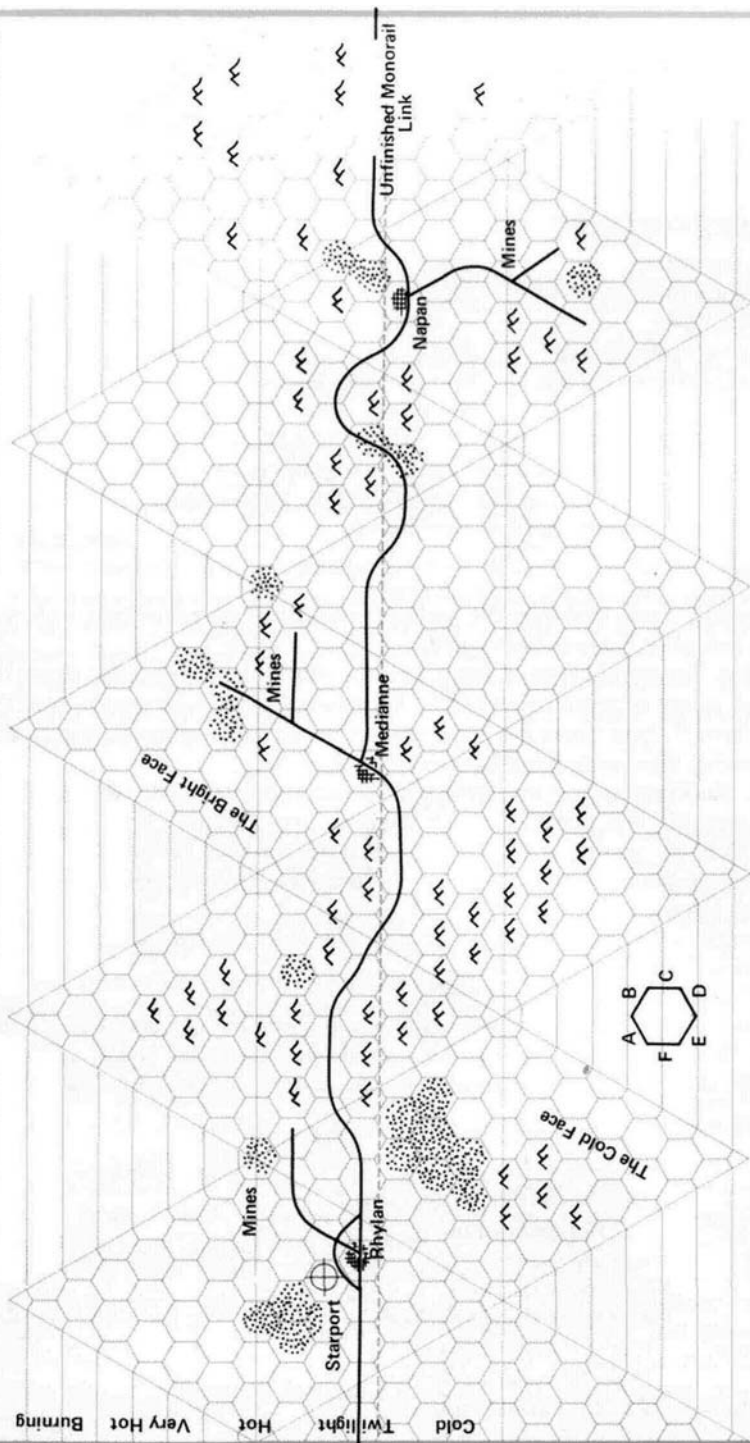
Today (090-1106): This morning the group woke up in Medianne, ordered a luxurious breakfast from room service, had morning exercises, and then listened to a briefing from the local corporate public relations officer. The hotel is quite comfortable, and the entire job has really been a vacation.

The itinerary today calls for an inspection of a model ore processor utilizing a radical new technique. All of the party dons vacc suits for the demonstration; the movement outside is uneventful. You have brought along, in addition to your weapons, any of your other miscellaneous items; one of you is carrying an attache case for Mr. Streen.

As Streen is looking over a part of the ore processing mechanism, his faceplate shatters and he falls over, obviously dead. Three seconds later, his personal assistant does likewise. Six seconds after that, the group is huddled behind three ATVs in an adjacent vehicle park. Over the communications band, an unidentified voice makes an announcement. "This situation does not involve you. The workers of Dinom offer you transport to the starport at Rhylan, and observance of your repatriation bonds. Lay down your weapons, bring out that attache case, and come out." The workers block the route back to the air lock at Medianne. Voices on the radio make it sound like all of Medianne is in turmoil.

This is apparently the beginning of a workers' revolution. Your patron is dead. Taking stock of the situation, you can see only one course of action: a trek across the Bright Face to Rhylan.

Cold
Twilight
Hot
Very Hot
Burning



One hex = 150 km

DINOM

Planetary Rotation ➤

A Trek Across the Bright Face

The referee can use this adventure as an independent situation with pregenerated characters (as written), or may use it with continuing characters from an existing campaign. Changes necessary for an existing campaign should be both simple and obvious.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. After the group has familiarized itself with the situation, ask it what course of action it now intends. Armed with that information, begin the adventure itself. The group is outside Medianne, to the north. Indicate their position on the map on page 6. In leaving the Medianne city hex, they may move in direction A or direction F.

REFEREE'S CHECKLIST

- 1. Assign characters.
- 2. Allow equipment purchase.
- 3. State situation.
- 4. Guide characters through situation based on their actions.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. After the group has familiarized

PROCEDURE

The procedure table indicates the various referee and player actions to be expected. The following notes elaborate this.

1. Location. The terrain type on the map (page 9) and the terrain table (page 10) are explained in the captions on the table. For example, for rough terrain, read the note rough terrain, two hours per hex, uneven terrain with many rocks, cracks, and obstructions. Then state the temperature band.

2. Event. Roll one die on the event table (with associated DMs). Look up the event, and read the line in italics which describes the situation. Ask the group's reaction ("What are you doing?"). When their reactions have been stated, impose the event results, taking their reactions into account. Question them if necessary for additional information.

If the terrain is an abyss, monorail, or city hex, then the item (monorail, city, abyss) becomes visible after the event.

There is (normally) one event per hex.

3. Preparations. Ask for any other activity and allow the characters to express themselves. This is especially the point for decisions to stop for rest or sleep, for individuals to elect to sleep as the vehicle moves, and to undertake other activities.

PROCEDURE TABLE

<i>Phase</i>	<i>Referee Activity</i>	<i>Player Activity</i>
1. Location.	State type of location, and give a brief description.	—
2. Event.	a. State event. b. Impose results. c. Impose abyss, monorail, or city.	Give reactions Give additional reaction
3. Preparations.	Ask for additional activity.	Give actions.
4. Time	Note total elapsed time.	
5. Continuation.	Ask for new direction.	Give direction.

4. Time. Indicate (and note) the total elapsed time and inform the characters of this information. Fuel consumption (if required) should also be noted at this time.

5. Continued Progress. Ask the characters in which direction they are now moving. They may generally state that they are moving in a direction on the rosette, or that they are backtracking. In some situations, some directions are blocked, or impossible.

THE BRIGHT FACE AND THE SURFACE TREK

The group has been awake now for about four hours, has eaten breakfast (but not lunch) and is obviously anxious to get to safety. Huddled among the ATVs of the vehicle park, an obvious answer should come to the group within a reasonable period of time. Of the four vehicles, one is totally inoperative (its engine is lying on the ground in front of it). Throw 5+ for each of the remaining three to be fuelled and eligible for starting; DM + mechanical or electronic skill to assist in making the judgement. Throw 9+ for the vehicle to be fully fuelled (150 points of power); otherwise it is three-quarters full (112 points of power). Finally, throw 5D in each vehicle to determine the number of meals carried on board; an ample supply of water is present.

The characters are safe from enemy fire while within the ATVs, but should move out of the area as soon as possible. Within fifteen minutes, the workers will bring forward mining lasers or other heavy duty equipment and commence the destruction of the vehicles and their contents.

Initial Direction: Because of the initial situation, the only directions available to the vehicles are A or F. The other directions are blocked by the monorail line and by enemy personnel.

EVENTS

Once the group begins its trek, a variety of events may occur as called for by the procedure table. The following descriptions apply to these events.

1. ATV Tracks. Occurs in plain and rough terrain. *A line of recognizable ATV tracks angle across the group's path.* The tracks lead directly through this portion of the hex, and allow fast, easy progress without regard to normal obstacles. In plain terrain, these tracks have no effect; in rough terrain, treat the hex as plain terrain for as long as the tracks are followed. Throw on the direction rosette to determine the hex side which the tracks exit. The tracks disappear on a stretch of rocky ground upon exiting the hex.

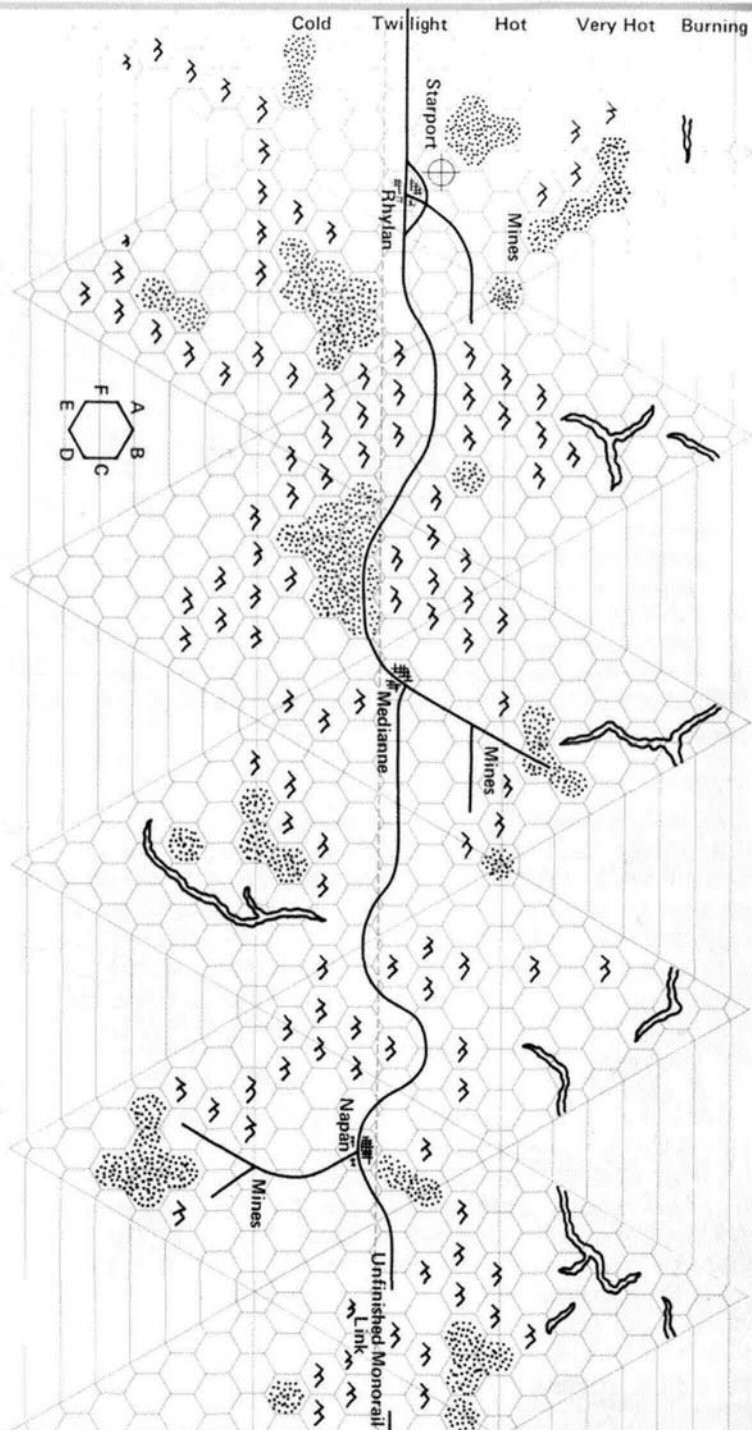
2. ATV Wreck. Occurs in rough terrain. *An all terrain vehicle (as described on page 20) is lying at a steep angle in a small rill.* The doors and hatches are all open, and the vehicle appears completely inoperative.

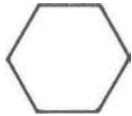
If the group elects to investigate the wreck further, they must spend at least an hour in their activity. They will find that the wreck is a government vehicle on prospecting duty, and contains a single body in a vacc suit. Two ore-sample bags are stashed in a small cabinet; each has noted on its identification tag a location and the code Cu, for copper; throw 5+ for the bags to be found. Referee: indicate exact location on the player map where the samples were taken. This should be within two hexes of the current hex, and in a rough or mountain hex if possible. A small sketch map is scribbled on the tags indicating the terrain between the current hex and the ore site.

One hex = 150 km

REFEREE'S MAP OF DINOM

Planetary Rotation >

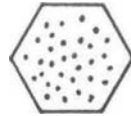




Plain **1 hour/hex**
Clear and unobstructed terrain free of major problems.

Die Event Type

- 1 Pool of Liquid Metal.
- 2 Loose Soil.
- 3 Glowing Soil.
- 4 Dust Pool.
- 5 Cratered Plain.
- 6 Prospectors' Huts.
- 7 ATV Tracks.
- 8 Pursuers.
- 9 Ice Sheet.
- 10 Frozen Lake.



Rough **2 hours/hex**
Uneven terrain with many rocks, cracks, and obstructions.

Die Event Type

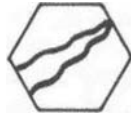
- 1 Pool of Liquid Metal.
- 2 ATV Wreck.
- 3 Loose Soil.
- 4 Vehicle Malfunction.
- 5 Metal Vapor Vent.
- 6 Crevasse.
- 7 ATV Tracks.
- 8 Pursuers.
- 9 Ice Sheet.
- 10 Ice Field.



Mountain **4 hours/hex**
Jagged peaks surrounded by rocky, rough debris.

Die Event Type

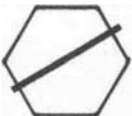
- 1 Pool of Liquid Metal.
- 2 Volcanism.
- 3 Narrow Valley.
- 4 Blocked Passage.
- 5 Mine Shaft Entrance.
- 6 Avalanche.
- 7 Metal Vapor Vent.
- 8 Quake.
- 9 Pursuers.
- 10 Blocked Passage.



Abyss **1 hour/hex**
Clear and unobstructed terrain free of major problems.

Die Event Type

- 1 Pool of Liquid Metal.
- 2 Stream of Liquid Metal.
- 3 Metal Vapor Vent.
- 4 Spores.
- 5 Mine Shaft Entrance.
- 6 Cratered Plain.
- 7 Crumbling Rock Shelf.
- 8 Cratered Plain.
- 9 Frozen Lake.
- 10 Ice Sheet.



Monorail **½ hour/hex**
Major transportation link between the cities, mines, and starport.

Die Event Type

- 1 Impossible.
- 2 Loose Soil.
- 3 Stream of Liquid Metal.
- 4 Pursuers.
- 5 Pursuers.
- 6 Prospector Huts.
- 7 Pursuers.
- 8 Mine Shaft Entrance.
- 9 Pursuers.
- 10 Ice Field.



City **1 hex/hour**
Inhabited area with a central domed settlement and outlying structures.

Die Event Type

- 1 Impossible.
- 2 Impossible.
- 3 Impossible.
- 4 Pursuers
- 5 Riot and Disorder
- 6 Police Troopers
- 7 Pursuers
- 8 Riot and Disorder
- 9 Ice Field
- 10 Impossible

Band DMS: Burning- no DM, Very Hot- +1, Hot- +2, Twilight- +3, Cold- +4.

At the end of the first hour, the group should be allowed to continue on their journey, or investigate for another hour. If the additional hour is spent, the characters may elect to strip equipment from the vehicle (specifically a geiger counter and a metal detector which reads out in type of metals encountered).

If the group decides to bury the body, then they will discover a map carried in a small pocket on the vacc suit. It indicates the local terrain situation. Referee: indicate correct terrain in present and six adjacent hexes. If that terrain includes abyss terrain, note the abyss as a solid line, but do not describe it.

On the second and subsequent instance this event occurs, the wreck encountered is entirely empty and stripped.

3. Avalanche. Occurs in mountain terrain. *The upper reaches of the mountain to the group's right/left are starting to fall in an avalanche.* Throw dexterity or intelligence (whichever is higher) for each character to react immediately to take a position of safety; if the throw is unsuccessful, throw endurance as a saving throw against 2D hits in injury.

Throw 3D for the extent of the avalanche; each point indicates twenty minutes work by one person in freeing the vehicle. If the result is greater than 10, also consult vehicle malfunction.

Players alert for an avalanche (after the first time) may so state when in mountain terrain. Speed is decreased to 5 hours/hex and the group may make a saving throw of 6+ (DM + ATV skill of driver) to avoid the avalanche.

4. Blocked Passage. Occurs in mountain terrain. *The route being followed is totally blocked and is obviously impassible.* The group must backtrack to the previous hex and select a different path. They may not reenter the mountain hex from that previous hex.

5. Cratered Plain. Occurs in plain or abyss terrain. *The plain ahead is severely cratered by meteor impact, and the going appears to be quite rough.* This hex is treated as rough, and takes 2 hours/hex rather than 1 hour/hex.

6. Crevasse. Occurs in rough terrain. *A large crevasse crosses the group's path.* Referee: roll on the directional rosette (twice) to determine the two hex sides which form the ends of this crevasse. Personnel (in vacc suits) can leap across the crevasse with no difficulty in the low gravity of Dinom. The crevasse is relatively shallow, but its sides are steep enough to prohibit crossing by an ATV.

If the group looks, they will find a shaky natural bridge. If the ATV attempts to cross, throw 10+ to succeed, DM +1 if all possible material is discarded (including personnel) to save weight, DM + driver's ATV skill, and DM +1 if crossing at high speed. Throw 8+ for the bridge to collapse anyway after the crossing occurs, DM -1 if the crossing was at high speed.

7. Crumbling Rock Shelf. Occurs in abyss terrain. *While driving along the open plain, the rock beneath the vehicle begins to crumble.* Throw 11+ to avoid a drop; DM + driver's ATV skill. Suddenly, it gives way, and the ATV drops approximately 20 meters to a shelf just below the lip of a large abyss extending in both directions as far as the eye can see. The vehicle is undamaged.

This shelf appears natural, but is also regular and can be driven on. Individuals can attempt to leap back to the surface (throw strength plus dexterity or less to succeed; take 2D hits if the character fails).

The ATV cannot cross the abyss, and must move along the shelf until either the end of the abyss is found or another crumbling rock shelf is found (the one

which led in cannot be used to get out). As each new abyss terrain hex is entered, terrain event encounters are rolled by the referee. If they cannot be fit into the context of an abyss, they are ignored, and treated as no encounter.

8. Dust Pool. Occurs in plain terrain. *A large smooth area lies before the group; as it is approached, it appears to be a pool of micro-fine dust.* The group may elect to enter the pool in order to ford it, or may turn back and select another route by backtracking to the previous hex.

The local depth of the dust pool varies according to a die roll. Once per five minutes of travel, throw 1D-3 and add it to the previous depth (starting at zero; treating negative depths as zero) until the depth reaches at least four meters; then continue until it is again zero or less. Maintain a record of the consecutive depths in case the group elects to backtrack. A depth of two meters or more is over the head of a person; a depth of five meters or more will completely submerge the ATV in the micro-fine dust.

In each case where the depth changes by 3 meters down, the ATV receives a jolt and the characters should be informed that it really shook the vehicle; after four such jolts, apply a vehicle malfunction. An ATV cannot move up a depth change of +3 meters, and must change course; three consecutive attempts which result in a depth change of +3 meters indicate that the vehicle is stuck, and will require an hour of work to get it moving again.

Two fording methods are possible: driving slowly (but blind), or sending personnel ahead to scout the path. There is no danger to personnel if the driving is performed blind. If personnel are sent ahead, allow a throw of 1D-4 for depth, provided at least two persons are helping scout the path. For every ten minutes spent in the dust pool each individual must throw 10+ to avoid suit malfunction; DM + triple vacc suit expertise. If a suit malfunctions, it must be returned by its wearer to the inside of the vehicle for a quick-fix (throw 10+ every 10 minutes to quick-fix ; DM + mechanical or vacc suit skill). Individuals returning to the interior of the vehicle will bring with them the ultra-fine dust of the pool. Assuming reasonable care is taken, not much dust will enter the area. Nevertheless, note this event (total number of times persons enter the vehicle while it is in the dust pool). After waiting 12 hours, throw the number of entrances or less for a malfunction to occur because of dust contamination. Throw 10+ (DM +1 for intelligence 10+, mechanical skill, or vacc suit skill) for the driver to realize that the problem is in dust contamination. The remedy is in a full-scale evacuation of the cab and then repressurizing (ATV-1 or better knows this), a job taking an hour.

9. Frozen Lake. Occurs in plain and abyss terrain. *Lying before the group is a solid expanse of frozen gas, which appears solid enough to support the A TV.* As the vehicle progresses across the lake, throw two dice every few seconds, and count the total until it reaches 50. Then inform the group that they have reached the other side of the frozen lake, barely.

Referee: In actuality, there is no danger of the ice breaking, but the dice throwing should be managed to make them think so. Future encounters with frozen lakes should include the possibility for the group to backtrack rather than risk this event.

10. Glowing Soil. Occurs in plain terrain. *The driver of the ATV notices that (in the shadows of rocks) the soil appears to be glowing.*

The glow may be from one of two causes: throw 7+ for the reason to be fluor-

escence, otherwise it is due to radioactivity. The group cannot tell the difference unless someone has a radioactivity detector (geiger counter), an item which is not standard equipment on the ATV.

If the glow is caused by radioactivity, there is no danger unless the personnel leave the vehicle, in which case they will be subject to 2D hits per hour spent in the hex, the hits to be inflicted after one week has elapsed.

If the glow is caused by fluorescence, there is no danger.

After this event is thrown, rethrow on the terrain event table for one more event, and administer it normally; this presents the possibility that the group may be forced outside in the presence of the glowing soil.

11. Ice Field. Occurs in rough, monorail, and city terrain. *The area ahead is a rough area covered with jagged ice (frozen gases).* Progress through this area will take twice as long as normal.

12. Ice Sheet. Occurs in plain, rough, and abyss terrain. *The area ahead is a large, smooth expanse of sheet ice (frozen gas).* Progress across this area will depend on the initial experience with the terrain by the driver. Throw 9+ to acclimate the driver with the experience of maneuvering on this ice; DM + driver ATV skill. If successful, progress is normal; if not, speed is 3 hours/hex.

If this is an abyss hex, the abyss is engulfed in the ice, and is not apparent to the characters. It presents no danger. If the characters are already in the abyss (as from crumbling rock shelf), two hours work with the ATV's laser cannon will be sufficient to cut a path up to the surface.

13. Loose Soil. Occurs in plain, rough, and monorail terrain. *The soil is loose and presents some danger to the A TV's treads unless speed is reduced.* Throw 5+ for a roadwheel to become damaged; DM +twice the number of hours spent in the hex crossing it (for example, crossing rough takes 2 hours, and allows a DM of +4; deliberately slowing to 4 hours allows a DM of +8).

Repairing a roadwheel takes three hours and mechanical-1 expertise; failure to repair the roadwheel adds 1 hour to the time to cross each hex. An additional breakdown or vehicle malfunction will require total repair before movement can continue.

14. Metal Vapor Vent. Occurs in rough, mountain, and abyss terrain. *A small crevasse (traversable by the A TV) is spouting vapor at regular intervals.* The vehicle can cross this crevasse, and risk being engulfed in the vapor (throw 10+ to be engulfed; DM + driver ATV skill), or add one hour to total time by maneuvering around the crevasse.

Referee: there is little actual danger from this metal vapor unless the vehicle is directly over the crevasse when the metal vapor exits from the vent. If so, then roll one die for metal type: gold, silver, iridium, copper, mercury, or aluminum, and describe the condensed vapor deposits around the crevasse appropriately. Vapor condensation on the vehicle may make either the side or rear door bind shut (throw 8+ for each) for the remainder of the journey. In addition, throw 10+ for the driver's vision screen to become plated, extremely reducing driver visibility. Time for any hex is increased by one hour for the remainder of the trek.

15. Mine Shaft Entrance. Occurs in abyss, mountain, and monorail terrain. *A scattering of equipment bases surround a mine shaft leading into the body of Dinom at a 30 degree angle.* Throw 5+ for the shaft to be large enough to accept the ATV; DM + driver ATV skill.

If this event is in abyss terrain, the shaft leads to the floor of the abyss some kilometers ahead, and then up to the surface again.

If this event is in monorail terrain, the shaft leads below the monorail, to a large chamber directly under the monorail link (complete with vertical shaft and ladder leading to a monorail support pylon). The shaft then continues for several kilometers and exits beyond the monorail line.

If this event is in mountain terrain, the shaft continues into the mountain interior, on the directional rosette to determine the direction of the shaft. The vehicle can then cross the hex in the direction indicated in one hour less than normally required. Otherwise, the group, having investigated the shaft, loses two hours time.

16. Narrow Valley. Occurs in mountain terrain. *A long, narrow valley lies ahead, and appears to lead through the mountain range and beyond.* Following the valley will lead the ATV through the mountain range to the next hex in two hours.

Throw one die twice and consult the directional rosette to determine the beginning direction and ending direction of the narrow valley.

17. Police Troopers. Occurs in city terrain. *A squad of (five) uniformed, armed personnel are walking at a point forward (long range) of the group.* Treat each of the five as UPP 888888, armed with rifle. Throw for surprise; they will attack on 8+, otherwise standing and observing. They will not flee.

18. Pool of Liquid Metal. Occurs in plain, rough, mountain, and abyss terrain. *A large pool of very hot liquid metal lies before the group.* It appears to be impassable. If the group elects to look for a way through or past the pool, they may spend up to thirty minutes doing so- the pool still appears to be impassable. Throw one die for the type of metal: gold, silver, lead, sodium, mercury, copper.

19. Prospectors' Huts. Occurs in plain and monorail terrain. *A small group of pressurized shelters are nestled in a small crater.* Throw one die for the number of huts present. If the group elects to investigate, throw 9+ for each to be pressurized, otherwise the shelter is empty and in vacuum. This process takes five minutes per shelter.

If pressurized, each can be entered and investigated (taking ten minutes). Throw 10+ for each of the following to be present— one vacc suit with full oxygen bottles, intrusion alarm, one inertial locator, one metal detector (inoperative), one large hammer. Throw 8+ for one pressurized hut to contain a single, injured prospector.

If the intrusion alarm is present, it will radio a signal that the unit has been entered, bringing pursuers within 1D x 5 minutes. The signal is undetectable unless someone had remained in the ATV (hearing a tone on the ATV radio), or unless someone detects the intrusion alarm in the hut.

If the prospector is present, the following material applies. The prospector has suffered an accident and has a broken leg. He asks for two things: some food, preferably 4 to 6 meals. And that the long-range communicator antenna outside be adjusted. His broken leg makes it difficult to wear a vacc suit, and impossible to climb the antenna tower. He indicates that he wants to stay at this little mining camp; his friends/partners will return soon enough, and he wants to stand on his claim.

Once satisfied of the group's good intentions and worthy efforts, the prospector will warm to them and engage in idle chatter. One bit of information he has is a prospector's intuition on predicting terrain. Volcanism occurs only in mountains. By looking closely at the horizon, sometimes ash can be seen glowing in the sky

(referee: throw 8+ for this to be so; DM +1 if binoculars are used. Success is possible only if indeed the hex in question is mountain). The system is no guarantee that there isn't mountain; but if ash is seen glowing in the sky, then the area must be mountain. Volcanism need not be the event encountered in the mountain hex if the group then proceeds to that hex.

20. Pursuers. Occurs in plain, rough, mountain, monorail and city terrain. *The workers' group in pursuit of the adventurers makes its appearance.* They will attempt to capture the group, and destroy it if need be.

21. Quake. Occurs in mountain terrain. *The ground is shaken by a tremor of great strength.* Throw intelligence or dexterity (whichever is greater) or less to respond by grabbing a handhold to weather out the quake. If unsuccessful, throw endurance or better to avoid 2D hits as a result of a fall. All individuals with less than vacc suit-0 must throw 6+ to avoid a loss of suit integrity through minor tears or rips (even if within the ATV).

The quake will force the vehicle to stop for 1D-2 hours (a negative or zero result, of course, means no delay).

22. Riot and Disorder. Occurs in city terrain. *Large numbers of personnel in disorganized groups are engaged in rioting, looting, brawling and disorderly activity.* If the group elects to enter this disorder, it will be subject to attacks until it decide against this foolish course of action.

23. Spores. This event occurs in abyss terrain. *Near the great abyss ahead, a scattering of emerald green crystals, regularly faceted, can be seen strewn on the ground.* These crystals are spores for a life form which pervaded Dinom in centuries past when the climate was better and the frozen gases of the Cold Face gave the world an atmosphere.

If a spore is taken inside the ATV and exposed to normal temperature and atmosphere, it will germinate within three hours and grow into a large, tough, leafy plant with a spiked stem. The spore contains a great deal of stored energy, and it is all dedicated to forming the larger plant. Each spore will produce a single plant taking up a 1.5 meter square area. Once the process starts, each individual contacting the plant must throw dexterity (DM + vacc suit skill) to avoid receiving a suit puncture (if no vacc suit, then to avoid 1D hits) per minute.

If sliced (with a blade) the plant will collapse, due to the loss of the internal gases which support the stem. If the ATV is evacuated to vacuum, the plant will collapse in a shower of glittering crystals (spores), which will then litter the vehicle interior. A detailed clean-up will take 1D hours before the vehicle appears to be empty. Then throw 5+ for the clean-up to be complete; otherwise, when air is returned to the interior, more plants will begin to grow.

The spores are harmless if kept in vacuum. They appear to be crystals on cursory examination; they appear to be spores or living material if examined closely.

24. Stream of Liquid Metal. Occurs in abyss and monorail terrain. *There is a gully or shallow crevasse forward of the group containing a flowing stream of liquid metal.* Treat as pool of liquid metal, but the length of the stream will completely block progress and require a detour of at least thirty minutes.

25. Vehicle Malfunction. Occurs in rough terrain. *The group's vehicle has broken down and cannot continue.* Throw 9+ each ten minutes for the driver (or other individual) to diagnose the specific malfunction; DM + mechanical, electronic, and ATV expertise. Once diagnosed, throw 3D-2 for the degree of severity of the

problem. Throw to determine if the problem is electronic, mechanical, or ATV-specific (thus determining the specific type of skill necessary to repair the difficulty). For each half-hour spent in working on the problem, throw 2D to equal or exceed the severity of the problem; DM + appropriate skill level. Assume that correct or usable parts are available on the vehicle.

This event may also be called for by vehicle damage due to combat, or from other events.

26. Volcanism. Occurs in mountain terrain. *One of the mountain peaks ahead is a volcano, now in the process of erupting.* It completely blocks forward progress, requiring the group to backtrack to the previous hex. Pressing forward will result in a three hour delay before realizing the futility of continuing.

RHYLAN STARPORT

The ultimate goal of the group is Rhylan Starport, located adjacent to the Rhylan city hex. It is a large open area with a clearly marked boundary, but no fences or barriers. After the event for the city hex has been encountered and dealt with, the starport itself presents no problem. Crossing the boundary to the extra-territoriality of the starport is simple and uneventful.

The starport is not free, however. While awaiting passage off world, the central lounge can be used without charge. Food (three meals per day) will cost Cr20 per meal, and a room (for sleeping and bathing) will cost Cr100 per day. The group can elect to forego the room, but will eventually draw the ill pleasure of the starport personnel.

For each day, throw 9+ for a starship to present itself for passengers and cargo. Throw 2D for number of passenger openings available and 1D for number of high passengers waiting. The remainder is the number of middle passage slots available. The group may decide to split and meet at their destination (Dinom or Extolay), or wait until all can proceed in one group.

The Workers' Committee

The revolutionary council of workers, responsible for the revolution, has assigned this particular group of factory workers to dispose of Arlent Streen, and to recover the batch of documents (stock ownership certificates; transferable with only a small effort) and return them to the council. The group is zealous in its pursuit of its task. The workers are divided into three groups— One, with characters 1 - 6; Two, with characters 7 - 11; Three, with characters 12 - 16.

1. Leader	847487	Age 46	7 terms	
ATV-1, Brawling-3, Laser Carbine-1, Admin-2, Vacc Suit-1 Laser Carbine				
2. Group 1 Leader	876554	Age 38	5 terms	
Vacc Suit-0, ATV-1, Electronic-1, Laser Carbine-1 Laser Carbine				
3. Worker	866677	Age 26	2 terms	
ATV-1, Admin-1, Mechanical-1, Vacc Suit-0 Carbine				
4. Worker	82B497	Age 34	4 terms	
ATV-2, Laser Carbine-1, Vacc Suit-2, Brawling-1 Laser Carbine				
5. Worker	235A3A	Age 26	2 terms	
Mechanical-1, Vacc Suit-1, Brawling-1, Carbine-0 Carbine				
6. Worker	797865	Age 26	2 terms	
ATV-2, Gunnery-1, Carbine-1 Carbine				
7. Group 2 Leader	BC5895	Age 26	2 terms	
Laser Carbine-2, Electronic-1, Vacc Suit-1 Laser Carbine				
7. Worker	797865	Age 22	1 term	
ATV-2, Gunnery-1, Carbine-1, Vacc Suit-0 Carbine				
8. Worker	2B8876	Age 42	6 terms	
Electronic-2, ATV-2, Vacc Suit-0, Carbine-2, Brawling-1 Carbine				
9. Worker	8C68B6	Age 26	2 terms	
Gunnery-1, Vacc Suit-0, ATV-1, Carbine-1, Brawling-1 Carbine				
10. Worker	26AA67	Age 30	3 terms	
Vacc Suit-1, Gunnery-1, Laser Carbine-1 Laser Carbine				
11. Worker	835678	Age 26	2 terms	
Gunnery-2, Vacc Suit-0				
12. Group 3 Leader	588676	Age 42	6 terms	
ATV-1, Laser Carbine-2, Mechanical-2, Vacc Suit-1 Laser Carbine				
13. Worker	7B97C5	Age 42	6 terms	
ATV-2, Electronic-1, Vacc Suit-2, Carbine-2 Carbine				
14. Worker	759736	Age 22	1 term	
Admin-2, Brawling-1, Carbine-0, Vacc Suit-0 Carbine				
15. Worker	3A8766	Age 30	3 terms	
Laser Carbine-1, Brawling-1, ATV-1, Vacc Suit-1 Laser Carbine				
16. Worker	C88856	Age 34	4 terms	
Carbine-1, Vacc Suit-1, ATV-2 Carbine				

The pursuer event on the events table will result in these workers appearing. Roll 1D (1-2=1, 3-4=2, 5-6=3) for the number of ATVs appearing for the pursuit. Multiple ATVs will probably appear at ten-minute intervals.

Referee's Notes

These referee's notes are intended to provide a background against which the referee can administer this adventure. In addition, various aspects of the Traveller rules are dealt with in detail.

DINOM

The revolution of Dinom around its central star means that the polar axis will not always face toward the star. The 1600 year orbit of Dinom advances the pole about one degree in four years; in 200 years, it will advance 45 degrees.

Ultimately, the world will have ordinary days and nights and the frozen gas of the Cold Face will sublime to give Dinom an atmosphere. In 800 years, the Cold Face will have become the new Bright Face.

Settlement of this world took place only 200 years ago, just as the world was settling into a Bright Face period. The cities were established in the predicted twilight zones to take advantage of the temperate climates.

Life: Nestled within the abysses (which fill with gas during the gentler periods of Dinom) are the spores of life for the world. In the long changes of temperature, the spores come out and flourish when the time is right. This life is primarily plant forms.

THE REVOLUTION

There is a revolution going on. The bodyguards, insulated and isolated from the masses, had no inkling of its onset. Confronted with it so suddenly, their natural inclination should be to get out, especially since they no longer have a patron.

Streen's Briefcase: The revolutionaries have at least partially researched their effort, and they know that they want the briefcase that accompanied the group when it went outside. It contains Streen's share certificates in the Dinom Corporation, and they are readily negotiable. At least, they are for the revolutionaries' purposes. If the group tries to sell them (off-planet) they will find that the revolution has taken the bottom out of the market, and the shares are worth possibly Cr1 per share, for 30,000 shares.

The attache case mentioned on the available equipment table is identical to Streen's case. There is great potential for the adventurers to give the wrong one to the workers (gaining time for their escape), or to feign destruction of the case (temporarily convincing the workers that they need not follow the group).

THE AVAILABLE EQUIPMENT

Other equipment provided in the available equipment table has a variety of possible uses.

1. The Retro-Reflector. This instrument will reflect laser fire back toward the source. It is not especially well-built, and will be destroyed after one reflection (of high power laser fire; two reflections of personal laser weaponry). Assuming that the instrument is placed on an ATV, throw 9+ for an incoming shot to hit the reflector. If it hits, it is reflected back to the firing enemy weapon, disabling it.

2. Instant Camera. The camera has two immediately obvious uses. It can act as a rudimentary radioactivity detector. Assuming that one picture is taken every hour, there is no real danger from radiation for as long as the pictures come out clear. The flash unit can be used to produce surprise when approached by the workers.

3. Child's Guide to Dinom: This book explains how the world operates, discusses mining operations, mentions the vast abysses of the Bright Face in passing, and discusses the types of terrain on the world. It does not mention the spores.

4. Radio Receiver, Recorder, Retransmitter: This device is useful to eavesdrop on the communication bands, especially in areas out of line of sight. It can also be prerecorded, and then used to decoy the workers in the wrong direction.

5. Reflectorized Tarpaulin: The tarp can be attached to the top of the ATV and will reduce the vehicle's energy costs by one band. Thus, the vehicle is in the burning band, and treats it as very hot instead. This does not work in cold.

MISCELLANEOUS ITEMS

The following are suggestions for the use of the referee.

Driver Fatigue: After eight hours of driving, an individual's ATV skill is reduced by -1, for each additional two hours on duty. The character may be told, "You're getting tired, and it is affecting your driving." The DMs will become overall if the skill level is low enough and the time on duty is long enough.

Personnel Fatigue: Each person requires eight hours sleep in twenty-four; someone with endurance 11+ may argue that he or she can do with seven or six hours sleep per day, but no less. Sleep may be in one-hour stretches, but should be counted at about 75% effectiveness unless in at least 4-hour stretches.

Fatigue begins 16 hours after the completion of a full eight hour rest period. Sleep within that period is impossible during the first 8 hours; in the second eight hours, it will delay the onset of fatigue. When fatigue begins, inform the individual that he or she is beginning to become tired, and require that he or she throw endurance or less to avoid a pressing need for sleep. Fatigued persons suffer -1 on dexterity and endurance in the first 2 hours, and -3 for the second 2 hours. After that point, they will fall asleep by failing to throw endurance or less; throw every 30 minutes.

Getting Lost: The referee map is the final authority as to the types of terrain and their location. The players' map is only a rough guide. Regardless of where they think that they are, the referee's map shows the true location.

Dinom has no magnetic field; magnetic compasses don't work. Inertial locators will help to avoid getting lost. Navigation skill (as described in Book 1) will also help avoid getting lost.

Terrain: The monorail event table may be used, or other appropriate types of terrain used instead. The speed given for monorail is when using the monorail.

Vacuum Suits: Vacc suits should be treated as cloth armor. If a person is hit in combat, throw 11+ for a faceplate shatter (and instant death); otherwise, hits are applied normally. In addition, however, the puncture in the vacc suit must be covered immediately. Throw the dexterity of any one adjacent individual to fully cover the hole; allow a DM of twice vacc suit skill. If unsuccessful, throw the wounded individual's dexterity (if still conscious) in the next combat round to cover the puncture; allow a DM of vacc suit expertise. If this procedure is unsuccessful, the suit loses pressure, and the person dies.

VEHICLE USE

Much of the information about ATVs is provided in the ATV chapter on pages 21 and 22 and should be made available to the players. The following is additional data for administration of the vehicles.

Weaponry: There are three basic types of weapons which are available and can do some damage to ATVs. These are the pulse gun, small arms, and flare rockets.

ATV DAMAGE TABLE

	<i>Front</i>	<i>Side</i>	<i>Rear</i>
1	Breach	Breach	Breach
2	Visor	Door	Door
3	PP	Motor	Fuel
4	Lights	Gun	Fuel
5	Gun	Breach	Breach
6	Gun	Motor	Breach

The Pulse Gun: The laser pulse gun mounted atop the vehicle as described. Once a hit has been made, roll one die and consult the ATV damage table. After deciding which part of the vehicle was facing the gun, find the damage result and implement that result. The following explanations govern these results.

Breached: exhausts the interior air of the vehicle. Everyone within throws dexterity (DM +three times vacc suit skill) to get a helmet on. After 30 minutes placing a patch on the hole or holes, the interior may be repressurized. A vehicle may be repressurized six times before it exhausts its reserve air supply.

Door: indicates a door has been warped and is unusable. If a side door, then the air lock cannot be used. The two top hatches remain available at all times.

Fuel: indicates that the fuel tank has been holed. The loss is half the total points carried. A second hit will reduce the remaining fuel by half.

Gun: indicates that the pulse gun has been disabled, and the gunner (if in place) suffers 2D hits. The vehicle is not breached.

Lights: indicates that the vehicles exterior lights have been shattered. The ATV is reduced in speed in mountain hexes (add one hour total time in the hex) and on the Cold Face (triple time spent in each hex).

Motor: indicates that the ATV motors have been disabled. Treat as a vehicle malfunction.

PP (Power Plant): indicates that the ATV power plant has been disabled. The vehicle cannot move and has no power for life support.

Visor: indicates that the drivers windshield is shattered. The vehicle will no longer hold pressure, except within the airlock.

Small Arms Damage: Small arms are less likely to damage an ATV, but can get lucky. After throwing for hits and damage, note the total hit points inflicted. For each 24 points inflicted, consult the ATV damage table once. If the result is lights, visor, or gun, then inflict the damage normally; otherwise, there is no effect. As referee, do not reveal this process, but apply it mysteriously (possibly referring to the results as "lucky hits").

Flare Rocket: Each ATV carries 1D flare rockets, used to mark ore strikes. Anyone can use one against an ATV, from medium range. Throw 8+ to hit, DM +2 for dexterity of 9+. If a hit results, there is an automatic breached result, plus one roll on the ATV damage table; that item is irreparably destroyed .

The Pursuers: A disabled vehicle will make it impossible for a group from the workers' committee to continue its pursuit. Other groups may still be pressing their chase as the events table permits.

The All Terrain Vehicle

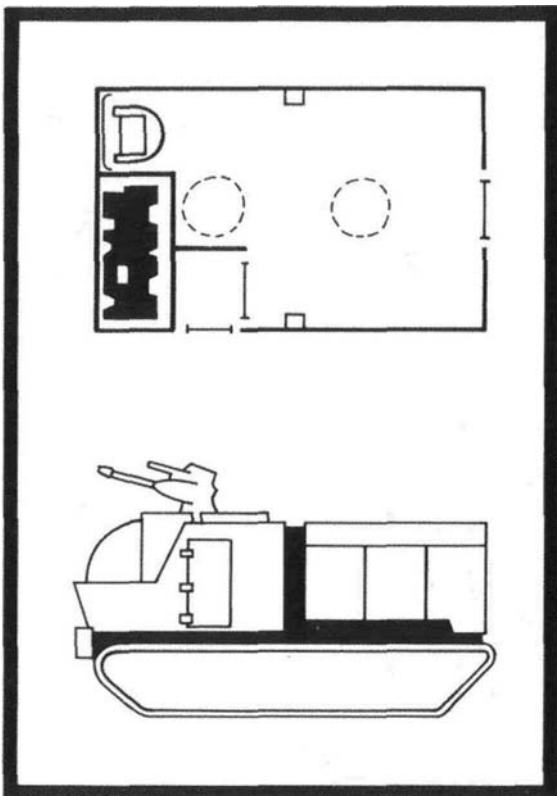
The Horrnonon ATV (All Terrain Vehicle) is a vacuum-oriented variant of the more common wheeled ATV; it boasts continuous tracks and a completely sealed interior plus an air recycler.

Horrnonon is a reputable vehicle manufacturer based on Trin in the Trin's Veil subsector, with branch facilities on Mora/Mora and Lunion/Lunion. The Horrnonon ATV available in the vehicle park at Medianne is a government model intended for use in police patrols and rescue operations. It masses 9.5 tons and measures 4.5 meters wide, 7.5 meters long, and 4.5 meters high. The vehicle is fitted with a collapsible undercarriage which allows total height to be reduced to 3.0 meters for stowage and shipment.

The power plant is mounted left and forward on the vehicle, and provides energy for electric motors in the sealed undercarriage driving the continuous tracks.

Performance. The ATV is capable of speeds up to 150 kph in plain terrain, but must be considerably reduced in rough (to 75 kph) or mountain (to 35 kph) regions. Power for the ATV is measured in points, which are expended for various operations. The vehicle is intended for local operations, but it does have a reasonably good endurance. The power plant, assuming a full fuel load, can provide approximately 150 points of power for the vehicle, which are then consumed as the vehicle operates. The energy table recapitulates the various power consumption rates for operations by the vehicle.

Armament. The vehicle is armed with a pulse gun, a light-weight laser cannon which draws heavily on the power plant. The power expended by the weapon may be selected by the gunner, with power applied directly affecting the possibility of a damaging hit on the target. The hit probability of the gun is the number of power points applied. For example, applying 5 power points gives a throw of 5 or less to



ENERGY TABLE

<i>Terrain</i>	<i>Move</i>	<i>Life</i>
<i>Type</i>	<i>Cost</i>	<i>Support</i>
Plain	1/hr	1/hr
Rough	1/hr	1/hr
Mountain	2/hr	1/hr
Cold	—	1/hr
Twilight	—	—
Hot	—	1/hr
Very Hot	—	2/hr
Burning	—	3/hr

hit and damage the target. If the throw is not achieved, it is assumed that the shot either missed, or hit without damage.

If vehicle damage is called for, a table determines the hit location and extent of damage based on position of target (see referee's notes).

Gunnery skill is applicable to the pulse gun.

The ATV also carries flare rockets which may do some damage, and personal weapons may affect another ATV in some cases.

Endurance: The ATV contains oxygen reserves and a recycler, both of which continue to operate for as long as either the movement or life support costs are paid. Temperature affects the ATV by placing a load on the cooling (or heating) circuits. The energy table indicates the costs per hour.

Skills and Operation. Normally, the ATV is operated by an individual with ATV skill. Lack of ATV skill still will allow normal maneuver at slower speeds (adding 20% to the normal time per hex). ATV skill of 2+ will result in a reduction of -1 on life support cost in rough or mountain terrain.

Fuel: The ATV power plant depends on hydrogen, procured from water or ice. On Dinom, fuel is drawn from storage tanks at the cities. On Mithril, the fuel can be taken from the ice. The process of refuelling takes about thirty minutes.

