

76 Patrons contains sixty separate patron encounter situations for everyone from a single adventurer to a dozen or more, each one with three or more possible resolutions, over two hundred possible combinations. In addition, sixteen mercenary job offers: four each of security, commando, cadre and striker tickets for the aspiring mercenary leader.

Enough ideas to keep a Traveller campaign busy for months!

Supplement 6 76 Patrons

TRAVELLER

Science-Fiction Adventure in
the Far Future

Game Designers' Workshop

Supplement 6
76 Patrons

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*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

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76 Patrons
TRAVELLER, Supplement 6

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This booklet is a supplement to Traveller, GDW's science-fiction
role-playing game set in the far future.

Traveller is GDW's trademark for its science-fiction
role playing game materials.

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Introduction

In the course of a **Traveller** campaign, a referee may find it a strain to create a patron encounter out of thin air as situations sometimes demand. *76 Patrons* is designed to simplify the referee's task in resolving patron encounters by providing a number of scenarios for almost immediate use.

This booklet contains 76 patron encounter situations (including a number of mercenary tickets), each with two parts: the player section gives all data the players need to undertake a particular task, as well as a partial rundown on any special clangers involved. The referee section contains a number of different possible situations indicating the true nature of reality. The referee (randomly or otherwise) determines the situation to be used to resolve that particular encounter. Thus, even if the players have purchased this supplement or have played a specific encounter before, they will not necessarily know what is going to happen.

Certain details (such as maps, building diagrams, composition and armament of hostile groups, and so on) have been left up to the individual referee to create. This permits the referee to adapt the situations to an individual universe and to adjust the degree of difficulty involved in a particular scenario to the size and expertise of the adventuring band. It is not necessary for the referee to create every detail of a building or every structure in a city in advance. A mental picture of the general situation and a quick sketch map will serve very well in most situations.

REQUIRED MATERIALS

All of these situations, with the exception of the mercenary tickets, can be played using Books 1, 2, and 3 (the tickets, naturally, are for use with Book 4, *Mercenary*). The referee may find the other supplementary booklets (particularly Supplement 1, *7007 Characters*) useful as time savers.

Additionally, players may find hexagonal paper (mini-hex paper or full size hex grids) and graph paper useful as well as scratch paper, pencils, and dice. Miniature figures may be used if desired.

DIE ROLLING CONVENTIONS

The same die-rolling conventions used in previous books of **Traveller** are in force in *76 Patrons*. To recap these briefly:

Throw: That die roll required to achieve a stated effect. If only a number is stated, it must be rolled exactly. A number followed by a plus (such as 7+) indicates that that number or greater must be rolled. Similarly, a number followed by a minus (such as 6-) indicates that number or less must be rolled.

Number of Dice: Generally, a dice throw uses two dice. Throws requiring more (or fewer) dice are clearly stated. For example, a throw requiring three dice would be listed as 3D, indicating that three dice are to be rolled.

Die Modifiers: Die roll modifiers (abbreviated DM) are always preceded by either a plus or minus. Thus, the notation DM +5 indicates that five is added to the die roll before it is compared to the required throw.

USING THIS BOOK

This booklet consists of five sections, four containing encounters divided according to the size of the adventuring party and one containing mercenary tickets. A line at the top of each encounter tells the type of patron and lists any skills or equipment that the patron might happen to be seeking to complete the job. Mercenary tickets are listed as outlined in *Mercenary* (Book 4).

When a patron encounter occurs, roll for it as per Book 3, pages 20 and 22. When the type of encounter (scout, clerk, etc.) has been determined, refer to the index on pages 47-48. This breaks the encounters concerning that patron type down into groups, based on the number of characters in the player's party. Having found a selection, refer to the page numbers listed and decide which encounter you will use. Give the players the information shown under the Players' Information section. While they are absorbing the data, decide (either by choice or by die roll) which of the possible referee's information segments you will use, and think about the details you must devise. It may be necessary for you to diagram a building or sketch a map of a piece of terrain — if imagination fails, use some building or locality with which you are familiar to draw your inspiration from. Your players will probably give you plenty of time for this (if they decide to accept the job) while they are discussing what their strategy should be and how they should go about accomplishing their mission. If they do not, declare a short intermission while you prepare. If the players decide not to accept after all, save whatever you have prepared for another time — you never can tell what might come in handy.

In preparing for the resolution of the encounter, you might find lists of pre-rolled characters useful, as well as other games. (The maps are very good for running impromptu adventures upon. Games on the tactical level often provide a number of city, town, and building interior diagrams that will save you a great deal of time and labor.) Don't be afraid to make up details on the spot. Part of being a good referee is the ability to improvise.

When you begin, have the players detail their plans. Consider them and what their ramifications are likely to be and inform the players of any data they can reasonably be expected to know. Try to resist the urge to "help" them by giving them too much information or by guiding them along a preset path.

Feel free to modify anything necessary to make these encounters mesh into your individual universe. Planet names, corporations, patron names, and so on can be changed at will.

Certain situations may result in the players making friends (or enemies) of powerful people or corporations. Keep these in mind for future use (a group that has served a megacorporation well might be hired again, a noble might seek revenge for being humiliated, a planetary government might issue a reward for the player's capture and so on).

If a player's actions cause him or her to run afoul of the local law enforcement agencies (remember that law level is a roll for reaction by police in all situations, not just concerning weapons), don't hesitate to have them arrested, tried, and imprisoned. The attempted escape/rescue can be quite an adventure in itself, especially when a player with a skill needed to accomplish a mission is behind bars and time is running out. Likewise, if a group's handling of a job causes them to run afoul of higher level agencies, pursue them with whatever interstellar agencies seem appropriate. There's nothing like being chased by Interpol to spice up a player's life.

2-6 Players

1. Noble, Playboy

Required Skills: none

Required Equipment: none

Players' Information:

The group is contacted by a newly married couple, who decline to give their names, but have reason to believe that their respective parents are not pleased with their union. They will pay Cr3000 to each member of a group which will escort them safely to a planet beyond their parents' sphere of influence.

Referee's Information:

1. The couple has overestimated their parents' reaction. No attempt is being made to have either one kidnapped or murdered. Naturally, in the course of a normal interstellar voyage, a group of this size obviously travelling in fear of something is bound to attract both official and unofficial attention.

2. Agents of one family will attempt to kidnap the woman. The size of the kidnappers' group should be adjusted by the referee, according to the armament and abilities of the adventurers' band.

3. As in 2, but the man is the kidnap target.

4. Agents of one family will attempt to have the woman killed. The referee should determine the size of the attacking band as in 2.

5. As in 4, but the man is the target.

6. Both families will attempt to kill one of the couple and kidnap the other. Two independent groups should be created by the referee.

2. Hijacker, Terrorist

Required Skills: none

Required Equipment: none

Players' Information:

After being watched for several days, the band is persuaded to meet with an agent of the Ine Givar rebels. A shipment of arms is being carried from the manufacturer to a client state on the Imperial frontier on board an M class merchantman. Due to the delicate nature of relations between the empire and the client states neighbors, the vessel will proceed without escort and with the utmost secrecy to its destination. Information (gained at the expense of several lives) has been obtained which reveals the sailing time and course of this vessel. To maintain cover, such vessels usually take on small amounts of cargo and passengers along the way. The Ine Givar wishes to divert the arms shipment for its own uses, but has no agents in the region which would not be recognized.

If accepted, the rebellion has arranged for two members of the group to board the ship as passengers, and for up to four more to be smuggled aboard as cargo (inside specially padded packing crates). The merchant is then to be hijacked and diverted to a specified star system, where it will be met by a rebel ship and the cargo transferred. The registration transponder of the vessel will then be changed, new papers forged, and the ship will be turned over to the adventurers as payment.

Referee's Information:

1-2. All is as represented. The security forces aboard the ship should be adjusted by the referee to reflect the armament of the players' party.

3-4. The data obtained by the rebels is false. The vessel is simply a normal M class merchant, which is of no value to them. The rebels will abandon the merchant, without paying the group in any fashion.

5. The information obtained by the rebels is partially wrong. The vessel does not contain arms, but does contain a full squad of Imperial marines and a 60 ton load of drugs and other pleasure devices intended for one of the Imperial pleasure planets.

6. The plan of the rebels has been compromised. The vessel has no arms cargo, but does have 24 Imperial marines aboard, as well as a full complement of pulse lasers (all the ship's turrets will carry) and two fighters in a specially modified hold.

The referee should determine the nature of subsequent events based on the individual situation.

3. Diplomat

Required Skills: none

Required Equipment: none

Players' Information:

Kalabir is an Imperial reservation world, with limited contact permitted in the last few years as the planet's culture and technology have advanced. Over a year ago, Pablo hault-Sergiones, a sociologist sent to study the planet, disappeared into the hinterlands of Kalabir's largest continent. His family managed to get permission from the Imperial government to send a small party to locate and bring him back to civilization. Cr10,000 is offered by the patron for information concerning Pablo's whereabouts, and an additional Cr75,000 is offered for his safe return.

Referee's Information:

Only one air/raft will be permitted the party. No weapons other than those permitted by law level 4 can be carried by the party. It will be necessary to make use of a local guide in order to be able to deal with the locals, as their language and customs are radically different from the Imperial norm.

The party must roll for each week spent in the hinterlands for location of Pablo and for the possibility that they might commit some breach of manners which will cause the locals to attack them. These rolls are:

To find Pablo: 2D for 8 exactly. To anger the locals: 2D for 8+. DM's: + 8 for kidnapping Pablo in case 5-6, +4 for traveling without a guide.

In the case of native attack, the guide will desert the party.

1. Pablo is in good health, and has completed his studies. He will accompany the party back to the starport, provided they also transport his records and notes, which are not heavy.

2. As number 1, but the notes and records weigh .75 metric ton, as they include local clothing and artifacts vital to a detailed study of the planet's culture.

3. Pablo has not completed his studies and will not wish to accompany the party back for six months. The party must roll for angering the locals once per week.

4. As number 3, but Pablo will not leave for nine months.

5. Pablo has been forcibly inducted into a local tribe and is held against his will.

6. Pablo has voluntarily been adopted by a tribe, and is quite taken with the

native life style. He will not willingly accompany the party. In this, as in all of the above, the referee must determine the flow of subsequent events.

4. Police, Governor

Required Skills: none

Required Equipment: none

Players' Information:

While passing through local customs in the attempt to leave Lanqua, contraband is discovered in the group's luggage, and the group is arrested. After being taken into custody, the group is escorted to a small conference room, where they are met by a government official.

A local news agency has obtained information which could prove embarrassing to the government if made public. Unfortunately, the information included the dossiers of almost every covert counter-intelligence agent in government employ. Therefore, the government is forced to use individuals from off-planet, who will not be connected with the government if caught.

In return for retrieving the information, the government will drop the smuggling charges against the group, and pay each member Cr3000 and one medium passage (there will, of course, be no trouble clearing customs).

Referee's Information:

If the group refuses the job, they will be tried and sentenced to 5 years in the local penal colony. The details of any attempts to escape or avoid prosecution must be worked out by the referee to suit the individual situation.

If the group accepts the offer, select one of the options below. They will have the use of whatever weapons they managed to get on planet.

1-2. All is as it seems, and there are no special difficulties, other than the normal security guards in the news agency office. These should be adjusted to fit the size and armament of the players' party.

3. The situation is a trap. The government has arranged for the group to be captured in the process of breaking in, along with evidence that a local opposition party is responsible. There are no stolen government documents. The group will be tried and sentenced to 20 years in prison.

4. As number 3, the situation is a trap to discredit the opposition party. The local police will attempt to kill the group.

5. As in number 1, but the documents were stolen originally by a local criminal organization who planned to use them to aid in their infiltration of the government. They will spare no expense to gain revenge if the documents are recovered by the government.

6. The local government has no intention of paying, and will see to it that each member of the group is committed to a separate local mental institution. Attempts of the group to resist this or to escape must be adjudicated by the referee.

5. Merchant

Required Skills: none

Required Equipment: none

Players' Information:

A nervous looking gentleman, who identifies himself as John Smith, a local businessman, approaches the party. Hastening to state that this is the first time that he has ever attempted such a thing, he lays the following job offer before the group.

A competitor, Anselm Beauchamp, will be arriving in two days aboard the passenger liner *Concordia*. If Beauchamp is allowed to complete his task on planet, it will mean financial ruin for the patron. What he wishes the group to do is to kidnap Beauchamp and hold him for three weeks, during which time the patron will profit greatly from his absence. Beauchamp must not know why he is being detained, or who is responsible. The patron will provide a secluded mountain villa in which Beauchamp may be held, and will pay Cr15,000 to the group upon Beauchamp's safe release.

Referee's Information:

The *Concordia* is a standard R class subdized merchant. Unless otherwise stated, normal security procedures in effect aboard ship will have to be generated by the referee.

1. All is as represented.

2. Beauchamp arrives as expected aboard the *Concordia*, but is accompanied by a bodyguard. The referee should generate a suitable character, or use one from the thugs section of *1001 Characters*.

3. As number 2, but Beauchamp has two bodyguards.

4. As number 3, but Beauchamp is being sought by two assassins, hired by another competitor. The referee should work out events according to the individual situation. The patron will not pay if Beauchamp is killed.

5. In addition to Beauchamp, a high official of the Imperial government and his twelve man escort of Imperial marines are aboard the *Concordia*.

6. Beauchamp is not aboard the *Concordia*. The referee should determine whether he took a later ship, an earlier ship, cancelled his trip entirely and other considerations according to individual circumstances.

6. Noble

Required Skills: none

Required Equipment: none

Players' Information:

While resting in a hotel lobby between ships, the players are approached by a young lady in flowing white robes who identifies herself as the daughter of a local noble. Her brother, she says, has been kidnapped by a local criminal organization. He was once a member of that organization, but his conscience got the better of him and he contacted the Imperials, offering to turn Crown's evidence. He is now being held in a mountain villa, while they torture him to determine how much he revealed. The Imperial authorities think he is dead, and will not help.

She offers Cr300,000 for the rescue of her brother and the safe transport of both of them off planet. She produces a map of the villa, scrawled on a napkin.

At this point, two uniformed police and a third man in civilian clothes approach, taking the girl prisoner. The civilian identifies himself as a doctor at a local mental hospital, says the girl is a patient and apologizes for any inconvenience her wild tales might have caused the party. The girl struggles and screams that they are going to kill her.

Referee's Information:

The doctor will quiet the girl with a hypo and the trio will carry her away. A library terminal is handy.

1. The police (really the organisation's thugs in disguise) will hail a cab and carry the girl onto it. A check of the library will reveal that the girl and her brother are the only heirs of a local noble (recently killed under suspicious circumstances). There is no mental hospital of the name given on the planet. The referee must determine the flow of subsequent events.

2-4. The police carry the girl to a waiting unmarked car. Library data will reveal that the girl really has a brother, they are the only heirs of a local noble, and that there really is a mental hospital of that name on the planet. Further investigation will reveal more data, which should be adjusted by the referee to the method of investigation and given out as rumors. The girl is being held there by the organization, who own the hospital. The police are genuine, but know nothing of the situation at the hospital.

5-6. All is as it seems. The girl is the daughter of a local noble, but has no brother. The mental hospital really exists. The police are genuine. The referee should determine the flow of subsequent events.

7. Shipowner, Noble Required Skills: pilot, navigation **Required Equipment:** none

Players' Information:

While on the planet Yres, the players are contacted by a wealthy-looking gentleman who seeks someone to pilot his yacht (newly purchased from a bankrupt local noble who could not afford to finish it) to the yards on Boughene, where it will be finished to his requirements. He will pay Cr1000 and middle passage back to Yres (or cash equivalent) for up to two individuals. The group may take as many extra people as desired, but as the ship has only one cabin fitted (the pilot's) more than two will be uncomfortable. He has arranged for refueling at Pixie and all customs documentation and fees have been taken care of.

Referee's Information:

The yacht is a standard model, with only one stateroom fully functional. The rest of the cabins have no fittings, but can be used in a pinch. Supplies are adequate for two people for four weeks, but may be augmented at the players' expense if desired.

1. All is as represented. The engines have been overhauled recently.

2. All is as in number 1, but after takeoff a stowaway is discovered aboard. He is the seventeen-year-old son of a high government official on Yres, and is running away from home. He has Cr500 which he will give the party if they will take him to Boughene and not report him. The youth will be recognized by any government official who happens to come into contact with him on 2D for 8+. If he is recognized, all members of the party will be arrested for kidnapping.

3. As number 1, but after takeoff a stowaway is discovered. She is a member of a revolutionary group on Yres, and life there has become too dangerous for her. She will pay Cr2000 to be delivered to friends on Menorb. Any investigation of her papers by a government official will result in her arrest. Any members of the party with her will be arrested on 2D for 4+.

4. As number 1, but a stowaway has hidden himself on board. He is a dangerous psychopathic killer, armed with a length of pipe (treat as cudgel), who will attempt to kill all on board and hijack the ship.

5. As described in number 1, but several million Cr in illegal anagathics are concealed aboard. The noble was in disguise, and the ship's papers are forged, level 1. The "noble" will be waiting in port, provided the ship clears customs.

6. As number 1, but the drives are very old (although the hull is new). The drives are six months and four jumps over overhaul date.

In all cases, the referee should determine the nature of subsequent events.

8. Marine Officer **Required Skills:** combat skills **Required Equipment:** None

Players' Information:

Henson Cord, a retired marine officer, is seeking personnel for the formation of a mercenary unit specializing in demolitions. He needs at least one more person with demolitions skill and up to five others with ordinary combat skills. He offers standard salary and benefits.

Referee's Information:

If the players do well on their first mission. Cord will keep them on. The referee should then determine missions for the unit. If the players cause a mission to fail, Cord will fire them if they survive. The players are free to leave whenever they wish.

1. The first contract is for the civil demolition of a number of condemned buildings in a metropolitan area. The referee should determine the chances for the team destroying the buildings without damaging surrounding property based on the demolition skills of the unit.

2. The team has been hired to destroy an underground guerilla complex. Chances for success should be based on the demolitions skills of the unit.

3. As 2, but the complex has not been completely cleared of guerillas. Unbeknownst to the team, a number of soldiers remain in hidden sections and will attack the group as they lay their explosive charges. Subsequent events should be determined by the referee.

4. The team has been hired to destroy a bridge in order to prevent the retreat of rebel forces. Success should be based on the players' demolitions and combat skills.

5-6. As 4, but the rebel forces will attack the party in order to prevent the destruction of the bridge. Size of the attacking force and its equipment should be determined by the referee to suit the individual situation.

The unit should be organized by the referee according to the number of players that join. The commander, Henson Cord, and as many other members of the unit as the referee sees fit may be non-player characters.

9. Scout **Required Skills:** none **Required Equipment:** starship

Players' Information:

The players are contacted by Josiah Renton, a retired scout. A small religious group has offered him Cr2,000,000 if he will bring them a mating pair of Rowan's beasts, which are necessary for certain rituals. These animals are now found only on Feor, an Imperial reservation world. Renton has obtained a map chip of the planet and a partial report on Feor that mentions the range of the animals, but he lacks a means of getting to the planet. He will split the payment 50/50 if the group will provide transport.

Referee's Information:

The Feor system will be guarded by a number of Imperial warships. The size and composition of the fleet and how the players can elude it is up to the referee.

1 -2. All is as represented. No surprises present themselves.

3-4. The area in which Rowan's beasts range is also inhabited by a primitive people (Tech 3) currently under study by Imperial anthropologists. The people are extremely xenophobic, a fact which is not mentioned in the partial report in Renton's possession.

5-6. The area in which the animals roam is also populated by a carnivore which, from a distance, bears a great resemblance to Rowan's beast. The characteristics of this carnivore should be determined by the referee.

The referee will need to prepare encounter tables and a rough map of Feor. The chances of encountering a suitable pair of animals should be small, but not extremely so.

10. Scout

Required Skills: none

Required Equipment: none

Players' Information:

The players are approached by a retired scout who has been hired to kidnap the son of an extremely wealthy industrialist off the family yacht.

The yacht will soon try to leave system, at which time the scout will pilot his ship to match course before the yacht can enter jumpspace. The scoutship will fire on the vessel, disabling it. At this time, the players will board the craft, deal with any bodyguards, and remove the victim. The scout is certain the yacht is not armed, and offerers Cr 50,000 in payment for the group's help.

Referee's Information:

1. All is as represented. No bodyguards are aboard ship.

2-3. The yacht has been armed recently, and has a double turret with two beam lasers. The referee should determine the course of subsequent events.

4-5. The victim and his father are aboard, in addition to a large number of bodyguards. The exact number and their armament should be adjusted by the referee to fit the size and equipment of the players' group.

6. The scout has chosen the wrong yacht. There is no one of value aboard the vessel attacked, but it did manage to send a distress message before the bridge was hit. The referee should determine the flow of subsequent events.

11. Spy, Terrorist

Required Skills: computer

Required Equipment: ship

Players' Information:

The players are approached by a woman who identifies herself as an agent of a megacorporation. A rival firm, Schunamann und Sohn, AG (SuSAG for short) has developed a chemical warfare agent of unparalleled effectiveness which produces near complete paralysis in any living organism in a matter of seconds. The patron offers Cr3000 to each member of the group if they will penetrate SuSAG's factory planetoid, steal a canister of the agent, and extract the method of its manufacture from the factory computer. The patron cannot be of aid to the players if they are caught, but she can provide a set of plans of the station, forged transport papers

which will permit the player's ship to dock at the station, and partial instructions on what the computer expert in the group should look for in obtaining the formula. How the players get the canister off the planetoid and safely to her is their affair.

Referee's Information:

The referee will have to devise a plan of the planetoid and the size and equipment of its security establishment, adapting it to suit the players' numbers and weapons. The base chance for obtaining the formula from the computer is 13+, with a DM of +3 per level of computer expertise. This roll may be made once per hour that the computer expert has access to a computer terminal.

1 -2. All is as described. There are no unexpected difficulties.

3-5. The SuSAG factory planetoid has been alerted that a raid will take place, but the news arrives ten minutes after the players have docked. The station receives no information other than the news that a raid will take place soon.

6. Upon delivery of the canister, the patron will pay the band and depart. She is in reality a member of a terrorist organization which will use the canister to cause the destruction of a SuSAG transport by incapacitating its crew and crashing it into a port facility. She has left a trail of evidence connecting the players' group with the terrorism, even though she has credited the terrorism to her organization.

12. Diplomat

Required Skills: none

Required Equipment: weaponry

Players' Information:

The players' group is approached by a representative of the Imperial Minister of State, who is searching for a small party to act as an escort for a visiting Vargr noble.

He will remain in the subsector for about six months before departing for home. Anti-Vargr sentiment is high for the moment, due to a number of unfortunate incidents involving Vargr warships, and the Empire is anxious about the noble's visit. The group will receive Cr2000 each at the successful conclusion of the assignment, and will undoubtedly get first consideration for future jobs.

Referee's Information:

The Vargr will visit seven planets in the subsector. He considers such things as security precautions and body armor as below his dignity, and will cooperate with his bodyguards only grudgingly.

1-2. No attempt will be made on the Vargr's life, but there will be an anti-Vargr demonstration upon the noble's arrival if a throw of 7+ is made.

3-4. An anti-Vargr demonstration will occur on a roll of 3+. An assassination attempt will be made on a roll of 6+. A lone assassin will fire on the noble with a snub pistol from 5 meters.

5. An anti-Vargr demonstration will occur on a roll of 3+. An assassination attempt will be made by a band of 4-6 equipped with automatic rifles and grenades.

6. An anti-Vargr demonstration will occur on a roll of 3+. A bomb will be placed in one of the Vargr's rooms, in his vehicle, or in one of the places he will visit. The players will discover the bomb before detonation only if they declare they are actively searching for a bomb. The Vargr will resent this greatly and will demand that the search stop. The referee must work out subsequent events.

13. Courier**Required Skills:** none**Required Equipment:** starship*Players' Information:*

Just before lifting off-planet, the players are offered Cr50,000 by a disreputable looking man if they will transport him two jumps in any direction. He declines to give a reason for wanting to leave planet. If refused, the patron will offer Cr75,000 on a roll of 11+; otherwise he will go elsewhere.

Referee's Information:

In all cases the patron will have with him a single battered suitcase which he will refuse to let go of. In addition, the referee should give the players evidence that someone is watching the patron in all cases, even though it may not be true.

1-2. The patron is an eccentric millionaire who enjoys travel in this offbeat fashion. He has only Cr75,000 in the suitcase, plus some papers, but if he is pleased with the players' performance of this job, he may give them others.

3-4. The patron has just perpetrated an enormous swindle, and wishes to leave planet before he is discovered. While the players should be led to believe he is pursued, in actuality no evidence links him with the swindle.

5-6. The patron is a bagman for the local criminal organization who has decided to flee with the proceeds of a particularly good collection day. He has Cr1,750,000 in the suitcase, which he will defend with his life. He is armed with two auto-pistols and several knives. The organization will pursue both the patron and the players.

In all cases, subsequent events should be determined by the referee.

14. Scholar**Required Skills:** none**Required Equipment:** none*Players' Information:*

At the bar of one of the less expensive hotels of Rennersdon, starport of the planet Pecknel, the bartender passes a note asking that the group come to one of the private rooms at the rear of the bar. The occupant identifies himself as Ivar Kaplan, a professor at one of the local universities.

He has spent most of his life in the study of the history of Pecknel, he says, and has written a history of the planet. Recently, his office was broken into and the manuscript of the history and all of his notes and papers on the subject stolen. He suspects that a local noble and amateur historian is behind the theft and plans to publish Kaplan's work as his own. He offers Cr10,000 for the recovery of the manuscript and the connected papers.

Referee's Information:

The patron informs the players that Klaus Ranselm, the noble, maintains an office in the Scarletti building, where he is the local representative of Hortalez et Cie. No information is available from the patron concerning security arrangements. The referee should prepare diagrams of the buildings and details of security arrangements as required by the situation. The referee must also determine the likelihood of the players discovering where Ranselm keeps the manuscript, based on the players' actions.

1. The manuscript and papers are kept in Ranselm's office. When the players arrive, Ranselm and his bodyguard are there. Security arrangements and the number

and armament of the guards should be adjusted by the referee according to the size of the players' party.

2. Ranselm has converted the manuscript and papers to microfilm, which he keeps in the safe at his office. The safe also contains documents of value to Hortalez et Cie. If the players steal these documents and attempt to sell them back to Hortalez, the firm will buy, but if they attempt to sell them to another firm Hortalez will have them assassinated. Payment should be determined by the referee.

3-4. The manuscript and papers are kept at Ranselm's home, in a luxury high-rise apartment complex in the center of the city. Subsequent events must be worked out by the referee.

5. The manuscript and papers are kept in Ranselm's safe deposit box in a local bank. Security arrangements should be extensive.

6. The manuscript has been submitted for publication to a local publishing house. Subsequent events must be determined by the referee.

15. Playboy

Required Skills: none

Required Equipment: none

Players' Information:

While seeking employment, the group is contacted by an effete young gentleman. His hobby, he says, is collecting stamps, those ancient government coupons used in the transmission of mail in pre-spaceflight times. The three known examples of the Terran Usonedolar purple (P. Henry) are currently in the hands of another collector, who keeps them in a villa only a few hundred kilometers from the starport. He will pay Cr20,000 to the band if they will steal the three stamps and substitute forgeries he will provide. Naturally, the group must not be caught.

Referee's Information:

The owner of the stamps is an executive for Schunamann und Sohn, AG, a megacorporation, and security at his island villa is very tight. The patron can supply some details, as well as a means to penetrate the security screen around the edge of the island (the group will have to make its own way to the mansion from there). The referee should create a diagram of the island and the mansion, and devise security procedures in accordance with the size of the band.

1. All is as represented. The stamps are kept in a bullet-proof glass display case. No alarms are connected to the case or to the villa itself other than the constant patrol of security guards.

2-4. As 1, but the glass display case is fitted with a sophisticated alarm which can be circumvented only on a roll of 2D for 10+, DM +1 per level of electronic skill. A lockpick tool set might provide other DMs, at the referee's option.

5. The display case is kept in a meeting room, in which a group of SuSAG executives and their bodyguards are engaged in a conference.

6. The stamps are not kept at the villa. The players should not discover this until they are actually in the mansion building and have searched for the display case.

16. Clerk, Administrator

Required Skills: none

Required Equipment: none

Players' Information:

Rejas Kinsolveng, a representative of Sternmetal Horozons, LLC, approaches the

group with a job offer. A local Sternmetal facility has been the subject of a number of accidents. Sternmetal has determined that the "accidents" are caused by bands of saboteurs, hired locally. They will pay each member of the group Cr1000/week to wait at a specific bar and report to Sternmetal any offers they receive, with a Cr 50,000 bonus if they discover the identity of the rival firm.

Referee's Information:

1. Nobody contacts the players. Sternmetal will let the group go after 6 months.
 - 2-3. The agent of the rival firm will contact the players on a roll of 2D for 8+. This roll may be made once per week.
 - 4-5. as 2, but the roll is 4+.
 6. The group will be contacted immediately.
- In cases 4 - 6, the agent will let slip the identity of the rival firm.

17. Merchant **Required Skills:** none **Required Equipment:** none

Players' Information:

The players are contacted by Tristam Shabie, a merchant who seeks a group of trustworthy people for a bodyguard while he makes a grand tour of the subsector. He will pay Cr10,000 to each member of the group for the duration of his four month tour. He doesn't expect an attempt on his life, but he has made enemies, and one can never be too careful.

Referee's Information:

1. No attacks will be made on the party. The referee should, however, arrange for a number of harmless but suspicious encounters to occur.
- 2-4. A single assassin has been hired to kill Shabie.
- 5-6. A group of assassins (size and armament should be determined to suit the players' party) has been hired to kill Shabie.

18. Marine Officer **Required Skills:** none **Required Equipment:** none

Players' Information:

The group is approached by a lieutenant of Imperial marines. The love of his life has stopped writing to him. He has written her parents, but they do not answer, and he cannot investigate, being on active service. He offers Cr10,000 to each member of the group if they will locate his fiance and bring her safely to him.

Referee's Information:

- 1 -2. The patron's fiance has been sent to a finishing school. She has written, but her change of location has caused her letters to be delayed. Her parents are constantly on the move, and their mail never catches up to them in less than a year.
 - 3-4. The patron's fiance has joined a religious cult, and has forgotten the patron completely. Her parents, believing her to have been brainwashed, are so distracted by attempts to rescue her that they have not answered the patron's letters.
 - 5-6. The patron's fiance has been kidnapped, and her parents have been ordered by the kidnappers to tell no one.
- In all cases, subsequent events must be worked out by the referee.

5-12 Players

19. Clerk

Required Skills: none

Required Equipment: starship

Players' Information:

While between jobs, the players are contacted by a local zoological society. The society will pay Cr20,000 if the players will transport six animals to a zoo on a nearby planet one jump away. The society will provide a zoologist to accompany the shipment and care for the animals in transit. The society will pay his middle passage in addition to the fee. The animals must be delivered as quickly as possible, and in good condition.

Referee's Information:

The players may want to try to acquire other passengers for the trip, in order to make more money.

1. All is as represented.

2-3. The animals are moderately dangerous, and a number will escape during the trip. Roll one die for the number and type (determine the characteristics from Book 3, p 32):

1 = Two 800 kg grazers escape.

2 = Number 1, plus a 50 kg chaser.

3 = Number 2, plus a 100 kg chaser.

4 = Number 3, plus a 100 kg hunter.

5 = Number 4, plus a 200 kg hunter.

6 = No animals escape.

The zoologist is armed with a snub pistol and tranq darts.

4-5. The zoologist attempts to hijack the ship and steal the animals. In addition to a snub pistol and tranq darts, he is armed with two automatic pistols.

6. The animals have been stolen. The society representative is a phony, and is in partnership with the zoologist to sell the animals on the black market when they reach their destination. No violence will be offered the players, but customs officials might discover the theft during inspection or the players might decide to investigate a little before taking the job.

20. Peasant, Clerk

Required Skills: none

Required Equipment: starship

Players' Information:

While between flights on Hadley, the group is contacted by a shabbily dressed man who seems to be suffering from a severe allergy. His grandfather, he tells the group, served in the quartermaster corps during the border skirmishes of the 1080's. His grandfather's diary, which has only recently come into his hands, indicates that in the closing days of the battle for the Grant system a quantity of valuable materials was loaded on the wrong ship and transferred to his control. The ship the goods were to have been on was destroyed with all hands, and instead of reporting the

incident, the man's grandfather hid the crates. Before he could sell the goods, however, he was mortally wounded in an attack on the headquarters and never regained consciousness. Over the years, the Grant system has been declared an Imperial reserve, where the navy carries out tests on planetary bombardment weapons. The planetoid upon which the goods are concealed is located on the edge of the system, and he feels the odds are good that it has escaped destruction over the years. He does not know for certain what the diverted material was, but he notes that it is referred to in the diary as "the dope". He needs a ship to find the goods and transport them to a planet where they can be sold. He offers a 50/50 split of the proceeds.

Referee's Information:

Imperial ships in the Grant system should be chosen by the referee according to the size and armament of the players' ship. If captured, the players will be assumed to be spies.

1. The diverted consignment is undamaged. It consists of one imperial mobile field surgery and two tons of pharmaceuticals (mostly medical drugs). The surgery weighs one and one-half tons, and cannot be resold legally. The drugs are in civil labels, and should present no real problems in resale. The referee should determine the results of any attempt to sell the goods.

2-3. As in number one, but with 4 tons of pharmaceuticals.

4. The consignment has been damaged, and only the field surgery survives intact.

5. The consignment consists of 4 tons of medical drug, one ton of an illegal anagathic, and 10 kg of psi booster.

6. A meteor shower occupies the orbit where the diary indicates the planetoid was located.

21. Terrorist

Required Skills: none

Required Equipment: weapons

Players' Information:

While on Himon, the group is approached by a member of a local organization devoted to the overthrow of the Himoni government. Himon is a mineral poor world, run by a council which is really a front for Hortalez et Cie, a megacorporation. In order to make the colony pay, massive constructions are necessary upon its surface, which require metals that the planet does not have in quantity. Fortunately, Iyago, a satellite of Himon, possesses the needed metals in great quantity. Hortalez has constructed a mine on Iyago to extract the metals and a mass driver catapult to propel it to the surface of Himon.

The patron is searching for a group willing to capture the MD catapult and use it to hold the populace of the planet for ransom by threatening to bombard the settlements of the planet. The patron offers Cr1,000,000 for successful completion of this mission.

Referee's Information:

The rebel organization has arranged to sabotage most of the ships Hortalez keeps in system. It is only necessary to cripple the ships near Iyago, as before a ship could be launched from Himon or approach from elsewhere in-system, those controlling the catapult could launch dozens of payloads guaranteed to flatten most of the

planet's settlements. The rebels will provide transport to Iyago.

The nature of security forces should be adjusted according to the size and armament of the attacking group. The referee will need to prepare a sketch map of the catapult/mining complex, Iyago is an airless moon 5000 km in diameter.

1. Once the catapult is taken and under rebel control, Hortalez will give in to the rebel demands to set up a free government. The band will be paid and escorted out of system.

2-3. As 1, but the crew of the mine will attempt to rig a mining laser to destroy the catapult. The success or failure of this attempt, as well as subsequent events, must be determined by the referee.

4. A warship friendly to Hortalez will put into system just before the catapult is taken over.

5-6. Another rebel organization has succeeded in sabotaging the catapult before the players' group lands. The nature of the damage and the ability of the group to repair it must be determined by the referee to suit the individual situation.

22. Playboy, Cut-throat

Required Skills: none

Required Equipment: none

Players' Information:

While wandering in the kasbah section of Rennersdon (starport of Pecknel) the band passes a bar from which emerges a pair of nervous looking young men, who hurriedly approach them. "You look honest," one of them says, and asks the group for help. They were visiting the area on a lark, and in the process of having a little innocent fun seem to have mortally insulted a local gang of toughs. They had the good sense to leave the bar, but they think the gang will soon work up enough anger to pursue them. Their families are wealthy, they say, and will pay Cr1000 if the players will escort them to the nearest police station. At this point, the gang begins pouring out of the bar, shouting obscenities and waving weapons with apparent homicidal intentions.

Referee's Information:

1 -3. All is as it seems. The players may use any weapons they happen to have with them, or may find a suitable blunt object in the near vicinity on a roll of 2D for 4+. To determine the number of toughs, roll one die and add this to the number of the party. The two youths will not remain to fight, but will flee immediately.

4-6. Generate the number of toughs as per number 1. The situation is a ruse to allow half the gang to sneak around behind the party and attack it from the rear. Characteristics of the attacking party may be taken from the character generation section of Book 1 or from *1001 Characters*.

23. Administrator

Required Skills: none

Required Equipment: none

Players' Information:

While in the process of searching for employment, the players are contacted by Anton Tivas, a government official on Mu'ong. Certain members of the government, he tells the group, desire to eliminate the current president, Mikal Kulhas, in order to discredit their opposition by blaming the killing on them and to take over the government during the resulting chaos.

The backers will provide weapons, an opportune place from which the job may be done, an alibi, and passage off planet, in addition to 040,000 each.

Referee's Information:

1-2. All is as stated. The referee should determine the nature of the assassination attempt and the chances of success.

3. All is as stated, but a last minute change in plans forces the group to improvise the assassination attempt. The referee should determine the chances for success based in the circumstances.

4. As Kulhas dies, the group receives a message saying that the plan has been compromised, and they should abandon the planned escape route and leave the planet as best they can. The referee should determine the chances of the group escaping based on circumstances. An off-planet agent will pay any member of the group that escapes.

5. As number 4, but the group will not be paid. Should they return to the planet to investigate, they will discover that they are wanted for murder and that there is no government official named Tivas. The referee should determine subsequent events based on circumstances.

6. Tivas is an agent of the president's party. The group will be captured in the attempt to kill Kulhas and tried. The opposition party will be proven to be behind the attempt. The referee should determine the flow of subsequent events.

24. Speculator

Required Skills: none

Required Equipment: none

Players' Information:

The group is contacted by a middle-aged businesswoman who claims to represent a small cadre of stock brokers. Through a series of dummy corporations, the cadre has obtained mineral rights to Lingula, an uninhabited planetoid on the edge of the system. The planetoid has always been considered worthless by the inhabitants of the system, but rumors (planted by her group) of extensive rare earth deposits have caused the local government to send a survey party to Lingula. The party will return with several tons of samples, which will be analyzed by a government lab. The brokers offer Cr300,000 to the group if they can intercept the samples before they can be delivered to the lab and substitute "salted" ore. The report will cause the value of the dummy company to rise temporarily and the brokers will be able to sell at a tremendous profit.

Referee's Information:

1-2. All is as stated. The referee must determine the chances of success based on individual conditions.

3-4. All is as stated, except that the government has anticipated the possibility of tampering with the samples, and has arranged for two separate sets to be returned. Investigation of the port records will reveal that two vessels of government registry left port one week apart, both listing their destination as Lingula. The vessel the group has been hired to intercept is the second one.

5-6. All is as stated, except that the brokers' organization never intended to pay the group, and cannot be found upon completion of the mission. No one of the name the businesswoman gave can be found on planet.

25. Merchant **Required Skills:** army experience **Required Equipment:** none

Players' Information:

Porozlo (A-867A74-A) is an advanced, highly populated, balkanized world, bitterly torn on the issue of economic and industrial concentration. The private ownership bloc, comprising about two-fifths of the nations and well over half the population of the planet, severely limits the size of corporate concerns and intensively regulates them, fearing the ability of large, multi-world concerns to influence and dominate local governments. The free commerce bloc, more industrialized but containing fewer nations, does not impose such limits.

The party is contacted by an agent of a group of business executives. The government of Anisinta, a small, primitive country, has been neutral towards the PO/FC controversy, although like all neutrals on Porozlo, its leanings are PO. Agitation from both external and internal sources has produced an underground political organization committed to the overthrow of the current government and formation of a pro FC government.

The group which the agent represents wishes to have a survey of the military forces of the current government, and an appraisal of their ability to resist the approaching coup. Naturally, they wish this survey to be made by someone with army experience, and that it be conducted with the utmost discretion. They will pay Cr15,000 for a suitable report, with a Cr10,000 bonus for a similar report on the rebel forces.

Referee's Information:

The precise nature of the military forces involved need not be determined. The referee should determine the chances of success or failure depending upon such factors as the number of characters making the survey, how the party goes about making it, what skills the party has, and so on.

Finally, the referee should determine what the reaction of the local government and the rebels will be if either or both discover what is going on.

1-2. All is as stated.

3-4. All is as above, except that there is no rebel force. If the agent is confronted with this fact, he will offer the group a contract to form the cadre of such a force (see page 25, encounter 31).

5-6. All is as in 1, but upon submitting the report, the group will be offered a contract to take over the rebel movement (see page 25, encounter 32) and run it to the agent's instructions.

26. Army Officer **Required Skills:** none **Required Equipment:** starship

Players' Information:

While their ship is refueling, the players are approached by a young woman in the uniform of the Imperial army. She is dissatisfied with the military life, she says, and wishes to desert. She is from a wealthy family and assures the group of a payment of Cr50,000 if they will help her get to friends in a nearby star system, only two jumps away.

Assisting a deserter is known to be a felony.

Referee's Information:

Assisting a deserter is punishable by 15 years confinement in an Imperial penal institution.

1.-2. The soldier has not been missed, and several hours will pass before a search will be begun.

3-4. A planet-wide search for the patron has already begun. If the players leave immediately, they will be able to avoid a search of their ship.

5. In deserting, the soldier has accidentally stolen a technical manual on a secret Imperial weapons system. She will notice this about halfway through the trip, and may or may not inform the players, at the referee's option. The Imperial authorities will take extreme measures to recover the manual.

6. As number 5, but the soldier was observed boarding the players' ship. The referee should determine the flow of subsequent events.

27. Administrator, Police **Required Skills:** computer **Required Equipment:** none

Players' Information:

In the starport between jobs, the players are approached by a man who identifies himself as a minor member of the local planetary government. He offers the group Cr5000 each if they will break into the government records building (he will arrange for a door to be left unlocked) and insert information into its record banks which will embarrass a local candidate for public office, and his party as well, enabling the opposition (whom the patron represents) to sweep the elections.

Referee's Information:

1. The base chance of successfully inserting the data is 2D for 13+. DM's +5 per level of computer expertise. No unforeseen problems are encountered.

2. A player of computer-2 or above will discover information of value to the opposition on 2D for 9+. Same basic roll for success as in number 1.

3-4. As number 2, but a security patrol will discover the group on a roll of 2D for 8+. Size and armament of the patrol is up to the referee.

5. A player with Computer-3 will discover information concerning the local government of obvious interest to the Imperial authorities on a roll of 2D for 7+. Its nature and the flow of subsequent events are up to the individual referee.

6. A local terrorist organization (size and armament up to the referee) will attack the records center, seeking to destroy it. This will alert the local authorities, who will have to make a response. Not all the police know of the group's mission. Subsequent events are up to the referee.

28. Terrorist, Hijacker **Required Skills:** none **Required Equipment:** none

Players' Information:

A member of a local terrorist organization approaches the players, offering them Cr10,000 each if they will aid in the destruction of a passenger liner. The players are to book passage on board the liner, wait until just before the first jump, and hijack the ship. They will force the passengers and crew into the lifeboats and put the liner on a collision course with an outsystem planetoid. The group will be taken off the liner by a scout ship sent for the purpose.

Referee's Information:

The players will receive no reward for turning the patron in to the authorities, and if they do so or attempt to steal and sell the liner, they will be pursued by the terrorists.

1. All is as outlined above. The armament and abilities of the crew and passengers must be determined by the referee.

2-3. The terrorists' plan has been penetrated, and the group will be arrested when they attempt to board the liner. The flow of subsequent events must be determined by the referee in accordance with the individual situation.

4-5. The liner does not have enough lifeboats to carry all the passengers. The flow of subsequent events must be worked out by the referee.

6. The liner is earning a mercenary contingent, equipped to one level higher than the level of the players' equipment. The meres will not be pleased to be hi-jacked.

29. Shopkeeper, Speculator Required Skills: none **Required Equipment:** none

Players' Information:

The group is approached by a shady looking character with a proposition. For Cr1500, he will sell the group Cr150,000 in counterfeit local currency. He suggests the group use it to purchase high value, low bulk goods such as gems, leave planet as soon as possible, and sell the goods.

Referee's information:

If the players turn the patron in to the local police, he will swear that they sold the counterfeit to him, and will produce a (doctored) tape of the conversation as proof. If the players are caught passing counterfeit money, they will be tried and sentenced to 20 years on a penal planet.

1 -2. No special problems will be encountered by the players.

3-4. The police have been alerted to the fact that a large quantity of counterfeit has been passed lately.

5-6. In addition to selling the counterfeit to the players, the patron has sold the names of the group to the police.

The referee must determine the flow of subsequent events.

30. Scholar Required Skills: computer **Required Equipment:** none

Players' Information:

The group is approached by a gentlewoman who wishes the players to bring her copies of several documents which are recorded in the memory banks of a computer. The computer is located in the local offices of Ling-Standard Products, a megacorporation. She will pay Cr2500 to each member of the group in return for the documents.

Referee's Information:

The patron will provide some information on security in the building where the computer is stored, and how the players can identify the information sought.

1. All is as represented. Chances of success must be determined by the referee.

2-4. In addition to the information desired by the patron, the players discover

evidence of several violations of Imperial law by LSP. The referee should determine the results of any attempt to blackmail LSP or sell the information to the Imperials.

4-5. The information which the patron desires is not in the computer. Otherwise, as number 2.

6. The patron is an agent of LSP and the situation is a trap. LSP has arranged for the group to be ambushed and evidence planted on the bodies to indicate that the break-in into the LSP building was sponsored by the Imperial police to plant phony evidence of infractions of the law.

31. Merchant Required Skills: military experience **Required Equipment:** none

Player's Information:

Porozlo is an advanced, highly populated, balkanized world, bitterly torn over the issue of economic and industrial concentration. (See patron 25, p 22). On the basis of the military survey mentioned in that encounter, the patron is seeking a group of experienced military personnel to form an underground resistance movement and train guerillas to overthrow the government of Anisinta. The group must get into the country on its own, but once there, the patron's backers will supply guns, ammo, and other necessities for the revolt, as well as Cr1,000,000 payment.

Referee's Information:

The referee must determine the chances for success when the group tries to enter Anisinta.

1 -2. All is as represented.

3-4. As 1, but the report is wrong in that there is a rebel group already in existence. Naturally, this group will be opposed to the players' group. Subsequent events must be determined by the referee.

5-6. The patron represents the current government of Anisinta, not the group of merchants he claims. The purpose in hiring the group is to provide the government with an excuse to crack down on dissident elements within Anisinta. The group will be allowed to get its revolt started, but it will be infiltrated by police informers and will be doomed to failure.

32. Merchant Required Skills: military experience **Required equipment:** none

Players' Information:

Porozlo is an advanced, highly populated, balkanized world, bitterly torn over the issue of economic and industrial concentration (see patron 25, p 22). On the basis of the survey of military forces made in that encounter, the patron offers the group Cr10,000 each if they will enter the country, infiltrate the rebel organization, and take it over, running the revolution in accordance with the patron's wishes.

Referee's Information:

The referee must determine the chances of the players successfully entering Anisinta, locating and infiltrating the rebel group, and bringing it under their control, based on individual circumstances and actions.

1 -2. All is as represented.

3-4. The report was wrong, and there is no organized rebel organization. The

patron will not pay if there is not a revolution under his control.

5-6. The report was wrong, and there are three separate rebel organizations. Subsequent events must be determined by the referee.

33. Naval Officer **Required Skills:** none **Required Equipment:** starship

Players' Information:

An officer in the local planetary navy approaches the players, offering them Cr1000 if they will deliver an urgent message to a friend on a nearby world. As it happens, the players had intended to go to that world next, and they will not have to stray from their planned course. In addition, the patron will give them a letter of introduction to the recipient of the message, who is one of the local representatives of Sternmetal Horizons, LIC.

Referee's Information:

1. All is as represented. The letter of introduction can be used to obtain a small job from Sternmetal, the nature of which is up to the referee.

2-4. As 1, but the patron is feeding classified information about the planetary navy to Sternmetal. The group will be offered a job as permanent couriers between the two. Naturally, the planetary navy will not be pleased if they find out.

5-6. As number 2, but the naval officer has been discovered, and is being followed to determine his contacts. Subsequent events must be worked out by the referee.

34. Noble **Required Skills:** none **Required Equipment:** proper tools

Players' Information:

The group is approached by Clarissa D'avignon, a local noblewoman, with a job offer. Having recently attained high office in the local government, Clarissa is now the target of a blackmailer who claims to have obtained videotapes which show her engaging in a number of activities which are viewed as scandalous locally. If these tapes are made public, Clarissa will undoubtedly be forced to retire by popular opinion. She has determined that the blackmailer must be a former lover, Anton Starvik. Clarissa offers Cr25,000 if the group will break into Starvik's office and steal any material he might have concerning her.

Referee's Information:

The patron will provide rudimentary information on security arrangements in the office building Starvik has his office in.

1. Security is lax. The players will encounter no real problems, and will recover seven reels of videotape, the desired material.

2-3. The players will encounter no problems breaking into the office building, but the office itself will require a roll of 2D for 9+ to enter without activating an alarm. This roll may only be made once per hour.

4-5. As number 2, but the tapes are kept in a safe. The safe will require a throw of 9+ to open without activating an alarm. This roll may only be made once per quarter-hour.

In all cases, the referee must determine the flow of subsequent events.

6. As 4, but security in the building is rigorous. The referee should determine the number, schedule, and equipment of any security guards according to the size and armament of the players' group, as well as any other security measures.

35. Playboy, Shipowner **Required Skills:** none **Required Equipment:** none

Players' Information:

The players are approached by a distraught looking young man. His wife, he says, is in the hands of a nefarious religious cult which plans to make a mindless slave out of her. He will pay each member of the group Cr2000 if they will come with him to the headquarters of the cult (located on one of the moons of the planet the group is on) and help rescue his wife.

Referee's Information:

The patron has a standard scoutship, with a single beam laser mounted in the turret.

1. All is as it seems. The patron will provide some data on the defenses of the cult's headquarters, which are not extensive. The patron's ship will be able to land without damage.

2-3. The cultists have no means of damaging a starship, but are armed with weapons available under law level 3. They will resist the release of the patron's wife.

4-5. The cultists are armed as in 2, and in addition have a standard scoutship (armed with a single pulse laser) with which they will pursue the players.

6. The cultists are not armed, and in no way resemble the evil organization described. The patron is a kidnapper, and intends to desert the group without payment when the woman is in his hands. The referee should work out the course of subsequent events according to circumstances.

36. Emigre, Peasant **Required Skills:** none **Required Equipment:** starship

Player's Information:

While in port, the players are approached by an extremely nervous woman, who offers Cr50,000 to be taken to any planet nearby, provided that customs officials and other authorities can be avoided and the trip begin as soon as possible. She will pay one-quarter in advance, and the remainder upon arrival.

Referee's Information:

1 -2. The woman is fleeing because she believes she will be charged with murder. In reality, she is a suspect, but within hours, evidence will be discovered which will clear her. Of course, she and the players will be prosecuted for any laws broken in the process of leaving.

3-4. As in 1, but the woman will be actively sought by the police. She will be cleared in a few days.

5-6. The woman is guilty, and will be actively sought by the police.

The course of subsequent events should be determined by the referee.

9 or More Players

37. Avenger, Naval Officer **Required Skills:** none **Required Equipment:** none

Players' Information:

The players are approached by Jon Agar, a naval security officer. Years ago, the carelessness of a young officer caused the death of another officer, Agar's father. The officer, Giles Starrett, is now retired from the service, and an executive for Ling-Standard Products, a mega-corporation. Agar wishes to hire the group to kill Starrett, avenging his father. For various reasons, Agar cannot carry out the task himself. He will, however, provide information on Starrett's location and bodyguards, which he has managed to obtain through his position in the navy. Agar will pay Cr1,000,000 upon completion of the killing.

Referee's Information:

The details of Starrett's guards should be developed by the referee according to the size and armament of the players' group. Ling-Standard, of course, will attempt to avenge the death of Starrett if the players succeed.

1. Starrett is on planet, and will be there only a few more days. He has taken a suite in a large hotel, and full details of the guards and security arrangements will be made available to the players. The referee should work out the flow of subsequent events.

2-4. Starrett departs the planet within 24 hours of the group's being hired. Security details and the ship's destination will be made known to the players. Passage on the ship has been booked solid for weeks.

5-6. Starrett departed planet several days ago. His destination and the nature of his security arrangements are not known for sure. The referee should determine the results of the players' attempts to locate and kill Starrett.

38. Terrorist, Army Officer **Required Skills:** none **Required Equipment:** none

Players' Information:

The group is approached by a member of the local underground rebel organization. She offers Cr1200 to each member of the group if they will assist her in breaking into a local armory of the Planetary Security Police in order to steal a quantity of automatic weapons. In lieu of salary, each member of the group may receive one ACR and 100 rounds of ammunition if desired.

Referee's Information:

As an officer in the local military, the patron has obtained a key to the armory. The referee should devise other security arrangements (watchmen, etc.) according to the size and armament of the players' group.

1. No special problems are encountered.

2-4. A security guard is encountered, whom the patron will try to bribe.

The referee should determine the chances for a successful bribe according to Book 1, page 14.

5. The local police have discovered the plot, and will be waiting in the armory.

6. As the group enters the armory, they will be attacked by another terrorist organization, also seeking arms. Subsequent events are up to the referee.

39. Shipowner Required Skills: pilot and navigation **Required Equipment:** none

Players' Information:

While in the starport between jobs, the players are approached by a gentleman of indeterminate age. He is the owner of a R class merchant, it seems, and his crew has been hired away by a competitor, leaving him unable to complete his contract. He will pay twice standard salaries to any members of the group who can serve as crew, and give free middle passage to any other members of the group who wish to come along.

Referee's Information:

1-2. All is as it seems. The patron will keep the group on for 1-6 jumps, by which time he will have managed to hire a permanent crew. Any members of the group who wish to continue in his employ may do so.

3-4. The patron is engaging in smuggling activities, running anagathics to a place where they are restricted.

5-6. The patron is smuggling arms to rebels against the empire.

The course of subsequent events must be worked out by the referee.

40. Avenger, Terrorist Required Skills: none **Required Equipment:** none

Players' Information:

The players' group is approached by a young man who offers Cr1500 to each member who will help him kill the man that drove his wife to suicide. The target is currently on planet, and is surrounded by a small, lightly-armed bodyguard.

Referee's Information:

Naturally, the killing must be done with great speed, or the local police will arrive.

1 -2. The target's bodyguards number one less than the number of players, and are armed equally.

3-4. The bodyguard outnumbers the players by 1-6, and is armed equally.

5-6. The patron will vanish during the ensuing fight, leaving the players unpaid. The patron was not seeking to avenge his wife's suicide, but was a terrorist seeking a diversion to permit another of his group to plant an explosive charge in a busy area of the starport.

41. Terrorist, Assassin Required Skills: none **Required Equipment:** none

Players' Information:

The group is approached by a woman who says she has been hired to elimi-

nate a local politician. She wants the group to provide a diversion while she and her confederates carry out the task. She is prepared to pay Cr1500 to each member of the group willing to participate. The diversion must be carried out in the starport within four hours, and must be of such a nature as to draw large numbers of police. Payment will be found in a specified starport baggage locker if the diversion is satisfactory to the patron.

Referee's Information:

The referee should determine the chances of the players' group staging a successful diversion and of their being caught by local police according to their actions.

1. No special problems are encountered.

2-4. The assassination is called off, but there is no way to inform the group. Naturally, the group will not be paid, but will be offered Cr2000 to try again in three days. Subsequent events should be determined by the referee.

5-6. The target of the assassination attempt is an important official of Ling Standard products, a megacorporation. Ling-Standard will not be able to identify the actual assassins, but will discover the players' identities and attempt revenge by whatever means the referee deems proper.

42. Spy, Terrorist

Required Skills: none

Required Equipment: none

Players' Information:

The group is contacted by an individual who declines to give his name. He will pay Cr1250 to each member of the group if they will break into a local branch of SuSAG (Schunamann und Sohn, AG) and steal a metal canister. He will provide a means of identifying the proper canister among the hundreds to be found there, and a rough map of the plant. He cautions the group not to open the canister, as the material it contains will be damaged by exposure to oxygen.

Referee's Information:

The canister is about 4 kilograms in weight, and can be carried by one person without difficulty. The SuSAG plant will be heavily guarded. The referee should devise a map of the plant, and security procedures appropriate to it, giving the players' such information as it is deemed appropriate they should have.

1-2. The canister contains an antidote to an Imperial military nerve agent, and is quite harmless by itself. It will be damaged by exposure to light, however.

3-4. The canister contains a sample of a newly developed nerve agent, exposure to which is fatal within 1-6 hours. The agent will vaporize immediately upon exposure to air, and is virtually invisible. As the agent penetrates the skin easily, the only protection possible is a fully contained system, such as a vacc suit.

5-6. The canister contains a virus. The disease is 40% fatal within 1-6 days; survivors will lose 2D + 4 strength points. The base chance of any character contracting the disease is 9+, with DMs +6 if present when canister is opened, +8 if the player actually opens the canister personally, +4 if exposed to a person who has the disease, and +1 if the seal of the canister is examined closely, even if the player does not intentionally damage it. The roll should be made once per day of exposure to the disease. The possibility of epidemic and other events should be determined by the referee.

43. Smuggler, Speculator**Required Skills:** none**Required Equipment:** none*Players' Information:*

The group is contacted by a disreputable looking person who offers the group Cr 1500 each if they will act as guards for a consignment of goods which he intends to land on planet at a location other than the starport. The patron hastens to add that he does not expect trouble, but one can never be certain in these times of stress.

Referee's Information:

1. The cargo is merely certain art objects (films, magazines, books, and so on) which prudish local officials have seen fit to declare illegal, but which are nevertheless very much in demand. No unexpected problems will be encountered.

2-4. The cargo consists of illegal drugs, and is valued at over Cr20,000,000. On a roll of 6+, the ship will be attacked within 20 minutes of landing by a band of thugs equal in number and armament to the players' group. The crew of the patron's ship is armed with automatic pistols only.

5-6. The cargo is a small wooden case containing 12 bottles of a rare vintage of Terran wine (Tokaj escenzia). The patron had planned to give the case to an executive of Sternmetal Horizons, LIC in return for Cr12,000,000 and a position as manager of a Sternmetal-owned planet. The executive has decided to double-cross the patron, and has arranged an ambush by a band of mercenaries. The meres outnumber the players by 2 to 1, and are armed at an equivalent tech level.

44. Administrator**Required Skills:** none**Required Equipment:** none*Players' Information:*

The players are contacted by Trevor Faungeld, a representative of a local manufacturing firm which is seeking a small band of people to guard one of its factories against a band of saboteurs. The company will pay Cr500 per person per week.

Referee's Information:

1. The factory is not attacked. After six weeks, the patron will determine that the danger is past, and let the group go.

2. As number 1, but the group will be let go after 4 weeks.

3-4. After four weeks, the factory will be attacked by an inexperienced force of local people armed with civilian hunting rifles and the like.

5. After two weeks, the factory will be attacked by a band of experienced mercenaries equal in number and armament the players group.

6. After two weeks, the factory will be penetrated by a band of four highly-trained saboteurs. They will enter the factory disguised as workers and will plant three large explosive charges inside.

The flow of subsequent events must be determined by the referee.

45. Playboy**Required Skills:** none**Required Equipment:** none*Players' Information:*

The group is approached by a young man whose manner and bearing indicate

great nobility. He offers the group Cr3000 per member per month if they will aid him in locating his uncle (a very important executive with Schunamann und Sohn, AG), who disappeared under mysterious circumstances several weeks ago. The patron has managed to trace him to this planet.

Referee's Information:

1 -2. The patron's uncle has undertaken a series of business negotiations which had to be conducted in secrecy. The negotiations will be completed by the time the group locates him, and the patron will pay the group in full.

3-4. The patron's uncle has been kidnapped by a band of mercenaries hired by a rival firm. He is being held in a secluded location to prevent his testimony at hearings which could damage the rivals.

5. The patron has been disinherited by his family, and hopes to beg money from his uncle. On a roll of 8+ he will be able to pay the group in full; for each number lower than 8, he will be able to pay 20% less (i.e. if a 7 is rolled, 80%, a 6, 60%, a 4, 20%, and so on).

6. As number 5, but the patron's uncle died under circumstances which could prove embarrassing to the family. The patron was not informed.

Single Player

46. Noble

Required Skills: none

Required Equipment: none

Player's Information:

The player is contacted by a woman who says the player was recommended to her as a person of discretion. She will pay Cr1000 and a middle passage to a location of the player's choice if he or she will locate the local branch of the psionics institute. She cannot undertake to find it herself for reasons which she declines to give, but she has a desperate need to contact the institute.

Referee's Information:

Naturally, anti-psi prejudice is quite in evidence on the world. Overt attempts to contact the institute will have unpleasant repercussions. The referee should determine the success of the player's attempt to locate the institute according to the individual situation (see Book 3).

1. There is a psi institute on-planet. The player must locate it without attracting attention. How this is accomplished and the chance of success are up to the individual referee to determine.

2-3. There is no psi institute on planet.

4-5. There is an institute on planet, but in searching for it, the player comes to the attention of the local secret police, who believe him or her to be a spy. The nature of subsequent events should be determined by the referee.

6. There is a psi institute on planet. The woman is a member of a virulent anti-psi group. She will make use of the information given her by the player to attack the local branch. The psionics institute will seek revenge upon the player, the specific nature of which should be determined by the referee to suit the individual situation.

47. Police

Required Skills: computer

Required Equipment: none

Player's Information:

While in Down-Styphon starport, the player is approached with a business proposition by Helmut Dantine, a security officer for the starport authority. Helmut is looking for someone with computer expertise to assist him in diverting selected high-value shipments during loading/unloading. Most of the cargos at the starport are handled by robot stevedores, controlled by radio from a centralized computer complex. For the next six weeks, Helmut will be in charge of guarding that complex, but after that he will be rotated to another assignment. Helmut wishes it arranged that he can instruct the computer to divert a specified cargo to a pre-selected warehouse (instead of its proper destination) from any library terminal in the starport, and that the program be undetectable by the computer's security programming. He will pay Cr15,000 upon completion of this project, or will offer the player a cut and a more long-term partnership.

Referee's Information:

It is up to the referee to determine the chances of the player reprogramming the computer without being detected (Helmut is not the only security guard assigned to the computer complex).

1-3. The base throw for properly writing a bug-free program is 2D for 9+ per week, DM +1 per level of computer expertise. If a 6, 7, or 8 is rolled, the program will run, but will set off the computer's security alarms due to an unaccounted-for bug in 1 -6 weeks after it is first run. This roll should only be made once per week, and should be kept secret from the player. The nature of subsequent events must be determined by the referee.

4-5. Helmut has a drinking problem, and has boasted of his plan to a number of people. The authorities become suspicious, and will capture the player and Helmut in the act after two weeks. Base chances for success are the same as in number 1.

6. Helmut intends to have the player killed after the task is completed. The referee should determine the flow of subsequent events.

48. Emigre, Merchant

Required Skills: none

Required Equipment: none

Player's Information:

While waiting in the starport lounge on Coquat, the player is approached by a small, nervous looking gentleman. Friends of his (who work for the starport line) have recommended the player to him as a reliable person. He wishes to leave the planet, taking his life savings with him, but the planetary government of Coquat prohibits citizens from leaving the planet with more than Cr5000 in any form. He will pay for the player's middle passage to the nearest planet, and Cr2000 in addition to carry a small lettercase to the Travellers' there, where he will meet the player who, as an offworlder, will not be searched upon boarding ship as he would be. He will take a separate vessel to be doubly safe from capture.

Referee's Information:

1. Investigation of the case will reveal it to contain Ling-Standard bearer bonds, which may be converted to cash by anyone. The total value is Cr20,000.

2. As number 1, but the bonds total Cr200,000.

3. As number 1, but the bonds total Cr2,000,000.

4. As number 3, but the bonds are forgeries, level 1.

5. As number 3, but the bonds can be traced. The patron is very well thought of at Ling-Standard, and they will avenge any robbery.

6. As number three, but the seal on one of the bonds has been tampered with. When the bonds are sold, roll 2D for 8+ for this to be detected. If it is, investigation will show the seal to contain a micro-dot of a top secret manufacturing process, stolen from Ling-Standard.

The referee should determine the flow of events in all cases above.

49. Spy, Clerk

Required Skills: none

Required Equipment: none

Player's Information:

The player is approached by a short, frightened looking man who says a mutual

acquaintance sent him. He has stumbled across information which will prove very embarrassing to the planetary governor, and he is sure that he is being followed. The local police have refused to help him, and the player is his last hope. He will pay Cr10000 for you to get him safely to the starport (a distance of over 1200 km) and off-planet, where he can put his case before the proper authorities.

Referee's Information:

1. All is better than the patron believes. No one is following him, the governor can easily disprove the information he has, and no obstacles will be placed in the way of his leaving the planet. Of course the patron, being paranoid, will insist that his enemies are everywhere, and so on.

2-3. The local police are following the patron to insure he leaves the planet. The governor could easily disprove the accusations, but it would prove inconvenient to certain of his political plans at the moment.

4-5. The police are searching for the patron, with a felony warrant. The patron is guilty of a number of forgery charges.

6. Three crack assassins are pursuing the patron.

50. Playboy, Noble

Required Skills: none

Required Equipment: none

Player's Information:

During a bout of drinking and other activities in celebration of the completion of the player's last job, the player is approached by a drunken nobleman who joins in the celebration and listens intently while the player retells past exploits.

As the party breaks up, the noble takes the player aside and offers Cr10,000 if the player will act as his bodyguard throughout the rest of the evening, which the patron intends to spend wandering through the slums in search of adventure (he hints that there may be a permanent position open, if he is pleased with the night's performance).

Referee's Information:

1. Shortly after the player accepts, the noble will pass out. He will remember nothing of the night before, but will offer the player a job as bodyguard. Subsequent events are up to the referee.

2-4. The patron wishes to travel from bar to bar, becoming progressively more drunk and more aggressive. If the player suggests, the patron will return to his hotel at any point. Next morning, the patron will be favorably inclined toward the player.

5. Wandering about in the slums, the patron picks a fight with several thugs, all armed with knives. Subsequent events are up to the referee.

6. As 5, but the patron then draws a snub pistol, shoots one of the thugs, and passes out. The other thugs will attempt to take revenge upon the noble. Subsequent events are up to the referee.

51. Cutthroat, Arsonist

Required Skills: none

Required Equipment: none

Player's Information:

While resting between jobs, the player is approached by a scruffy looking person

who declines to identify herself. She wishes the player to perform a small task, for which she will pay Cr500 in advance and another Cr500 upon completion.

The job consists of going to the local starport and removing a parcel from a rental locker there. The player is then to send the parcel by mail to an address which will be supplied, and forget everything connected with the job. The patron assures the player that the parcel is harmless.

Referee's Information:

1. The contents of the box are harmless and legal. The patron is very wealthy and engages strangers in this way for her own amusement.

2. The parcel contains ransom money from a kidnapping. The player will be followed by the police after removing the parcel from the locker, and arrested at the postal counter. The ransom is Cr250,000 in used bills.

3. As 2, but the parcel contains nothing but cut paper bundled to resemble bills.

4. The parcel contains contraband, which the patron is attempting to smuggle off-planet. The player will be arrested at the postal counter on a roll of 2D for 8+. The patron will be observing from a discrete distance, and will take revenge if the player steals the parcel.

5-6. The parcel is a fire-bomb. Recent terrorist activity in the area has caused increased precautions to be taken. Any person mailing a parcel will be photographed (without his or her knowledge) and the parcel registered and examined. The referee must work out the subsequent flow of events.

52. Spy

Required Skills: none

Required Equipment: none

Player's Information:

While between jobs on Devotan, the player is contacted by a middle-aged noble with a job offer.

He will pay middle passage and Cr2000 if the player will travel to Frenzie (Villis 0306) and bring him certain information about the starport and naval base there. He represents (he says) a large firm which is attempting to establish itself in the region, and wishes to have photographs of the layout of both facilities, a count of the number and type of both civilian and military vessels present, and notes on arrivals and departures.

Referee's Information:

1-2. The patron is an agent of a large company, which wishes to establish a manufacturing plant on Frenzie. The information is needed as background for a feasibility study. The patron is obtaining the information in this roundabout fashion to avoid alerting competitors.

3-4. The patron is an agent of the Imperial secret service, who wishes the information in order to be able to convict Ling-Standard Products of infractions of Imperial regulations concerning interstellar trade. The patron is known to the officials of the starport and Ling-Standard would be alerted if he were to go to Frenzie.

5-6. The patron is an agent of a non-Imperial power, attempting to gain information of military value.

If the player is caught by the authorities, he or she will be assumed to be a spy.

The patron will intervene to rescue the player in cases 1-4, but not in 5-6. In all cases, the referee must determine the course of future events.

53. Police

Required Skills: streetwise

Required Equipment: none

Player's Information:

The player, upon returning to his/her hotel room discovers it filled with officers of the local police and large amounts of contraband. The player is arrested and informed that the charges (obviously fabricated) will be dropped if the player will penetrate a local smuggling ring and help them to break it up. If the player does not accept, charges will be pressed and the full penalty of the law will be exacted.

Referee's Information:

The player will be taken into custody and placed in the same cell as a member of the smuggling ring while both are awaiting trial. An escape has been engineered by the smuggler's confederates.

1-2. The smuggler will allow the player to escape with him and the ring will offer to take the player on as a member.

3-4. As 1, but the smuggler knows of the police plan and intends to use the player to feed false information to the police.

5. The smuggler knows of the police plan, and will take the player to a remote spot and strand him or her.

6. As 5, but the smuggler will attempt to kill the player.

54. Merchant, Shipowner

Required Skills: pilot

Required Equipment: none

Player's Information:

The player is approached by the owner of a free trader whose pilot has been arrested and imprisoned by the local authorities for drunk and disorderly behavior. The patron has acquired a cargo which must be delivered as swiftly as possible to its destination, two jumps away. The patron wishes the player to pilot his ship to the planet, and return to pick up the original pilot, who will have served out her sentence by then. The patron will pay standard salary and a Cr1000 bonus.

Referee's Information:

1. All is as represented. No special problems will be encountered.

2. The ship is carrying extremely valuable cargo, which the four passengers (taken on at the last minute) will attempt to hijack. The free trader is a standard model without an anti-hijack program. The ship's locker contains two autopistols, two shotguns, and 100 rounds of ammunition for each weapon. The hijackers will be armed with body pistols and gas grenades. The referee must work out the flow of subsequent events.

3-4. The cargo is actually contraband. This fact will be discovered by customs officials on a throw of 2D for 7+. Admin and bribery skills may be applied as favorable DM's if the player has either.

5. The patron does not own the free trader, but has stolen it. The pilot he had intended to use was killed in a barfight at the last minute, and the patron was forced to seek another. Any close inspection of the ship's papers will reveal the fact

that the ship is stolen. Admin or bribery may be used to prevent inspection or to lessen the effects of such discovery.

6. As number 5, but the ship's jump drive (unbeknownst to the patron) is 18 months overdue for its annual overhaul.

55. Shipowner

Required Skills: none

Required Equipment: none

Player's Information:

The player is approached by a representative of a small interstellar shipping firm whose ships have been pilfered on a regular basis for the last several months. The patron desires the player to travel regularly on the ships of the line, (under the cover identity of a broker accompanying valuable shipments) locate the source of the pilferage, and either deal with it or report it to the local authorities.

The shipping line will provide free high passage and in addition will pay Cr5000 per month or fraction thereof.

Referee's Information:

1. The pilferage is due to crewmembers selling portions of the cargo to the passengers in flight. The player will be approached by a steward.

2-3. As number one, but the player will be recognized as an agent of the company, and will be attacked and beaten by a group of thugs upon leaving the ship. Subsequent events are up to the referee.

4-5. The pilferage is due to the activities of a starport security officer who has programmed the starport computer to direct the robot stevedores to send shipments of high value to warehouses under his control rather than to their proper consignees (see encounter 47, page 33).

6. The pilferage is the result of the activities of a rival firm. The player will be recognized as an agent and an attempt will be made to kill him or her.

Subsequent events, in all cases, should be worked out by the referee.

56. Merchant

Required Skills: none

Required Equipment: none

Player's Information:

The player is approached by a well-dressed gentleman who wishes to hire the player to act as a messenger for him. Each day, the player is to go to the offices of several shipping agents and check for any parcels consigned to the patron. If there are any, the player is to transport them to a specified location, making sure he or she is not followed. For this task, the player will be paid Cr500 per week. The player is free to occupy his or her free time in any way, so long as the parcels are delivered on time.

Referee's Information:

1 -2. The patron is a wealthy noble, who is anxious not to be found by certain of his relatives. He uses this roundabout method to obtain certain rare foodstuffs, by which his relatives could trace him if he obtained them in the normal way. The patron will employ the player in this fashion as long as the player wishes, up to a maximum of one year.

3-4. The patron is a smuggler, receiving contraband drugs. The local police will

arrest the player on a roll of 2D for 9+, made once each week. The referee may add disadvantageous DM's if it is felt the player is careless. The patron will employ the player for a maximum of three months, or until the player is arrested, at which time the patron will vanish.

5-6. The patron is a terrorist, smuggling components of a thermonuclear device on planet in small units. The last messenger was killed by agents of the Empire, with only three more months of shipments needed to complete the device. The player will be caught on a roll of 2D for 10+ made once per week. The referee may apply any DM's thought appropriate.

57. Playboy, Noble

Required Skills: none

Required Equipment: none

Player's Information:

The player is approached by a wealthy young married couple, who are seeking a bodyguard. It seems they have offended a local criminal organization which has placed a price on their heads and they want to get out of the subsector before they are killed by the dozens of assassins sure to be attracted. They will pay Cr5000 per month and middle passage for the player for as far as is needed.

Referee's Information:

1-2. The criminal organization upon hearing that the couple planned to leave the subsector has withdrawn the contract. Of course, a trio of this sort, travelling in obvious panic, will attract other sorts of trouble (customs agents, etc).

3-4. All is as represented. Two expert assassins have been contracted to kill the couple, but they are ordered not to pursue them out of the subsector.

5-6. Twelve crack assassins will pursue the couple and all who aid them for as long and as far as is needed.

58. Crewmember

Required Skills: engineering

Required Equipment: none

Player's Information:

Harlo Blankenschiff, a crewman on the free trader *Vegan's Revenge*, is seeking a person with engineering expertise to assist him with repairs of that vessel's engines. The crewmember normally in charge of such things has left the *Revenge* for another (more lucrative) job and left the ship high and dry. Harlo has been assigned the task of getting the engine repaired. Harlo cannot pay immediately, but if the player will accompany him on the trader's next trip, he promises Cr1000 and 10% of the profits from the ship's next cargo, which Harlo hints will be very lucrative.

Referee's Information:

Repairing the engine will be no great task. The time taken will be 3 weeks divided by the player's engineering expertise (1½ weeks for expertise of 2, and so on).

1. No particular problems will present themselves. The player will receive as his or her share of the next cargo the sum of Cr15,000.

2-3. As 1, but the player's share will be Cr2500.

4-5. The ship's next cargo will be illegal weaponry. The vessel will be caught by the authorities on a roll of 2D for 4+. If the vessel is not caught, the player's share will be Cr10,000. Subsequent events are left up to the referee.

6. As 4, but the cargo is much less valuable. The player's share of the take will be only Cr1500.

59. Assassin **Required Skills:** forgery **Required Equipment:** forgery materials

Player's Information:

The player is approached by a man who says he was sent by a mutual friend. The patron identifies himself as a man with need to travel under an identity other than his true one and wishes the player to provide him with two sets of forged identity papers. He will pay Cr5000 times the forgery level of the player (if forgery-2, then Cr10,000, etc).

Referee's Information:

If the player blackmails the patron in any form (keeping records of the forged identities, and so on) or attempts to inform the authorities the patron will try to kill the player, by attack with a high powered rifle equipped with scope sights and a night vision device. The referee must also determine the availability of the proper materials to carry out the forgery.

1-2. All is as stated.

3-4. Several days after the delivery the authorities will seek out the player and question him or her for several hours about the true identity of the patron (which will have been revealed to the player during the course of the forgery). The patron will consider himself betrayed even if the player doesn't talk.

5-6. The patron will attempt to kill the player after delivery of the documents to ensure secrecy.

60. Smuggler, Clerk **Required Skills:** bribery **Required Equipment:** none

Player's Information:

The patron is seeking a person skilled in bribing government officials in order to aid him in concluding a business arrangement. The player will be given Cr7500 to accompany a consignment of goods to its destination and insure its trouble-free passage through customs. The patron will provide passage and travel funds.

Referee's Information:

1. No unexpected problems will arise.

2-3. The patron's consignment consists of foodstuffs and beverages subject to a ruinously high tariff (60% of market value). If the nature of the goods is discovered and the player is unsuccessful in his bribery attempt, the full duty must be paid. In this event, the patron will not pay. Other effects should be determined by the referee.

4-5. The consignment consists of certain prohibited publications, films and devices much in demand at the destination, but illegal nevertheless. If the nature of the consignment is discovered and the player cannot bribe the inspector, the consignment will be confiscated, and the patron will not pay the player.

6. The consignment consists of arms for a local rebel organization. The player will be jailed and the patron will disappear.

Mercenaries

Ticket I	Cadre	Company
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Background: Coquet is a planet wholly owned by Sternmetal Horizons, LIC, whose interstellar vehicle assembly plant provides the bulk of the planet's income. 70% of the population are either Sternmetal employees and their dependents or hangers-on at the starport. The remainder are descendants of the original colonists, who farm the planet's extensive outback, selling the produce to the city. Resentment has increased in recent years, and a small but virulent insurgency movement has formed.

The Assistant General Manager for Coquet Operations, Mikal Stivic, wishing to discredit his superior and thus take over his position, is seeking a company sized force to secretly land on Coquet and train a force of rebels for an uprising. After six to nine months, the guerilla force should make an attack on the city which will cause great dislocation but little actual damage. The rebellion will then be put down by Stivic (the General Manager will have been implicated in the rebellion) and the cadre will quietly slip off-planet.

Mission: Stivic offers double standard salaries to a company-sized cadre force, short ticket. Out of a population of ca. 700,000, a maximum of about 800 people can be spared for long term military training (these are mostly untrained youths, but with a very small sprinkling of veterans). Stivic will arrange for 2000 small arms, 50,000 rounds of ammunition, and a small number of grenades, tac missiles, and so on to be smuggled on-planet in small consignments before the uprising.

The real purpose of the company, remember, is not to cause a successful rebellion, but an unsuccessful one.

Ticket II	Cadre	Platoon
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Background: Coquet is a planet wholly owned by Sternmetal Horizons, LIC, whose interstellar vehicle assembly plant provides the bulk of the planet's income. 70% of the population are either Sternmetal employees and their dependents or hangers-on at the starport. The remainder are descendants of the original colonists, who farm the planet's extensive outback, selling the produce to the city. Resentment has increased in recent years, causing the growth of a small but virulent insurgency movement. Weapons and other equipment have slowly been smuggled on planet over the years, and the farmers now seek a small cadre of mercenaries to teach them how to fight.

Mission: The farmers' organization offers double salaries to a small (not more than platoon sized) cadre to train fighters and to serve as a core for a resistance movement. Out of a population of about 700,000, a maximum of about 800 are available for long term military training, but a small percentage of these have had some military experience. About 1200 will be available for the final uprising. Weapons are in short supply, consisting mostly of hunting rifles and other non-military arms, with a small number of better arms available, these having been smuggled on planet in recent months.

Ticket III**Commando****Platoon**

Note: This ticket is complementary to the security ticket on p 23 of Mercenary.

Background: Jokotre (B-6548D9-7) has for generations been ruled by a religious dictatorship based on the worship of Ram, a local diety. The heavy handed policies of the current ruling hierarchy (including an increasing rejection of off-world contact) has caused the formation of an underground opposition party, financed largely by a consortium of off-world corporations.

On the one-thousandth anniversary of the deification of Ram, the government has decided that popular support for their regime would benefit from a pilgrimage by the high government leaders to the holy lands (each true believer must make such a pilgrimage once in his life).

The opposition party, reasoning that a chance to wipe out the ruling hierarchy at one blow will not occur often, have determined to assassinate the ruling elite, and take over the government.

Rumors exist that a party of off-worlder hirelings has been retained by the current government to act as guards for the pilgrims while they are in the holy lands, as no true believer may carry arms into the sacred reserve.

Mission: The ticket offered is a success only contract to a platoon sized force for the death of the highest government officials of Jokotre. The motorcade of officials and their dependents will consist of about 400 persons, travelling in ATVs. The motorcade will be accompanied by a company sized security force of off-world mercenaries. Additional security (outside the holy lands) will be provided by main-force units of the army of Jokotre.

Three ATVs and rations (sufficient for the platoon for two weeks) have been concealed in the holy lands before they were closed off by the army. The platoon must bring their own weapons into the holy lands, and are on their own once they enter the area. After completing the mission, the team must elude pursuit and return to the capital, where arrangements have been made to transport them off planet. Payment upon completion of mission will be Cr1,500,000.

Ticket IV**Security****Battalion**

Background: Requet (D-766734-5) is a primitive world on the frontier of the Imperium. The planet was originally settled by colonists from the nearby world of Usorba, but after the Third Frontier War extensive settlements of people from Demord were established on the less desirable and unsettled southern continent. The area granted to the latter group was found (a few years ago) to contain large deposits of valuable rare earth elements. Frictions between the two groups have caused several wars, but an Imperial blockade has managed to keep modern weapons off-planet and the wars have not been devastating. Recently, however, a quantity of tech 7 arms was smuggled on-planet and Sternmetal Horizons, LIC (which owns the mineral concession on Requet), is searching for a battalion-sized team to keep the two forces apart until an Imperial force can be assigned.

Mission: A six-month security contract is offered, paying Cr10,000,000, for a battalion-sized force to separate the opposing Usorban and Demordi armies.

The Usorban Colonists have a fairly large military, but most raids would be carried out by their elite "Whisper of Death" brigade, consisting of three modern (tech 7) equipped infantry battalions in hovercraft. A major war would also see the insertion of up to four or five more conventional Tech 5 infantry divisions with a

new independent battalion-sized mechanized units (mostly in trucks and light cars, with a few home-grown armored cars). The Demordi colonists have a standing security force of three independent infantry brigades and four horsed cavalry brigades of militia-constabulary which provide some local defense and could be called up in the event of war. All Demordi units are equipped at tech 5.

Ticket V	Security	Company
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Background: With the failure of his takeover attempt against the government of the planet Horsu, Carlo Regas has fled to nearby Worlos to attempt to raise money. Despite persistent demands of Horsu, the government of Worlos refuses to extradite Regas. There, the government of Horsu has hired an elite band of assassins to kill Regas in order to prevent him from troubling Horsu again. An unnamed megacorporation, through the services of a third party, is seeking a company-sized mercenary force to thwart this attempt and guard Regas until he can raise sufficient funds to finance another takeover attempt of Horsu.

Mission: Double salaries are offered for the duration of the contract. Regas owns a villa on a small island off the coast of Worlos' main continent, but it will be difficult to persuade him to stay there because he must travel about to raise money. The size and armament of the assassins' team should be determined by the referee in accordance with the nature of the player's group.

Ticket VI	Commando	Company
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Background: An Imperial archeological expedition on Enoc (C-675867-6) is rumored to have revealed evidence of artifacts of the mysterious Ancients. A group of anti-Imperial rebels is desirous of gaining these artifacts or, failing that, preventing Imperial examination of them.

Mission: The rebels offer CR1,000,000 for a company-sized commando force to attack the excavation, defeat the platoon of marines (tech 14 armament) guarding it and remove as many artifacts as possible for examination by rebel scientists. Any artifacts which cannot be removed should be destroyed. A bonus of Cr250,000 will be paid if all artifacts are taken intact.

Ticket VII	Striker	Regiment
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Background: Hipper (D-656771 -5) is a small, underdeveloped world on the edge of the Imperium. In recent months, anti-Imperial terrorist activities have been on the rise, but the Imperium is reluctant to send in troops and galvanize the local governments against them. Anadasis, a small enclave on the west coast of the planet's major continent, has agreed to hire (with Imperial financial support) a regimental-sized force of mercenaries to supplement their indigenous troops and act as the cutting edge of a sweep of the continental hinterlands.

Mission: Anadasis is contracting for a regimental-sized unit to supplement its own forces, offering Cr25,000,000 with a Cr500,000 bonus if the terrorist organization can be destroyed within two months. The terrorists are equipped to tech 6 standards by an off-planet agency. The size of the terrorists' bands and their locations should be determined by the referee.

Ticket VIII	Cadre	Regiment
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Background: Porozlo (A-867A74-A) is an advanced, highly populated world,

bitterly torn on the issue of economic and industrial concentration (see commando ticket in Book 4).

The country of Nemso was a member of the private ownership bloc until a coup wrested control of the country from the ruling monarch a few years ago, at which time the country declared for the free commerce bloc. The country managed to hold free elections and to form a stable government despite considerable covert action by PO bloc nations. The small army has since been re-equipped to Tech 10 standards, but none of the soldiers know how to use the equipment.

Mission: Ling-Standard Products, the nation's backer, offers 010,000,000 for a nine month cadre ticket to a regimental-sized unit. The unit is to train the army of Nemsu in the use of its new weapons and in the tactics made possible with Tech 10 equipment. The PO bloc nations will, of course, attempt to sabotage this training. The exact nature of any such activities should be determined by the referee.

Ticket IX

Commando

Platoon

Background: P-7688 is a small planetoid in the belt of the Montag system, used by SuSAG (Schunamann und Sohn, AG, a megacorporation) as a manufacturing facility. The small starport on the planetoid is equal to a type D, but refined fuel is available. Although ostensibly engaged in the manufacture of pharmaceuticals, this plant is one of several used by SuSAG to produce psi booster and large quantities are stockpiled in storage areas at the planetoid's starport.

Mission: An underground psionics organization offers Cr1,000,000 for a platoon-sized strike force to land, take over the starport, empty the storerooms of psi booster, and load it onto a free trader. The ship will then make good its escape. The patron will provide vacc suits for the strike force, the free trader and its crew, and a medic-2 to insure that the strike force (which will have to travel in cold sleep) will awaken all right. The referee will need to determine the nature of the security forces at the planetoid as well as any warships which may be kept nearby by SuSAG.

Ticket X

Security

Platoon

Background: A merchant vessel of a small interstellar shipping line has unexpectedly broken down near Montauk (B-7668577-A). The ship's cargo is extremely valuable, and the ship's captain (not fully trusting the local government) seeks a small unit (platoon or smaller) to guard the ship while it is in port being repaired.

Mission: 0100,000 is offered for a three week security ticket for a platoon sized unit. The referee should determine the nature of the ship's cargo, the likelihood of attack (most likely by a local criminal organization), and the size and armament of any attacking body.

Ticket XI

Commando

Company

Background: Diatrema (C-645777-7) is a small balkanized world outside the sphere of direct imperial influence. Masun and Changadesh, the two major powers, have conducted a series of minor wars over the last few years, but an Imperial blockade has preserved the balance of power. The firm of Hortalez et Cie wishes to take control of the planet, but cannot risk incurring Imperial displeasure by actually invading. Hortalez has arranged for Singali (a small nation which has managed to remain neutral in the conflict) to invite them in to preserve order, and now need an incident to provoke both sides to war.

Mission: Hortalez offers Cr1,000,000 to a company-sized unit for a commando strike on Changadeshi territory, which must look as if it has come from Masun. Hortalez will provide uniforms and weapons (tech 7) of the sort used by Masun and will arrange for documentation and witnesses. The unit must get on and off planet using its own resources and must not implicate Hortalez in any way.

Ticket XII	Security	Regiment
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Background: The Easmolian Confederation is a small, multiplanet client state on the fringe of the Imperium. The confederation sits astride a number of vital trade routes and controls most of the commerce in the region. Various sources have led the Imperium to believe that the capital world of the confederation, Easmolia, will be the subject of a commando strike with the object of destroying the highest government officials and creating confusion. At this time, the Easmolian Freedom League, which hired the commando strike, and which is virulently anti-Imperial, will take over the government of the confederation.

Mission: The Imperial government cannot bring army or marine units to the confederation soon enough to be of use, and is therefore seeking a regimental-sized unit to guard the capital city and starport from the attack, which is expected to be in company force. Triple standard salaries and Cr1,000,000 will be paid at the end of six weeks time, when Imperial units will arrive and take over the defense.

Ticket XIII	Striker	Company
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Background: Bentoc, (D-868774-6) for years a reservation world with entry strictly regulated by the Imperium, has recently petitioned full member status in the Imperium. Local opposition to this petition has been great, and the threat of large scale immigration by multi-world business concerns has many locals worried. A militant anti-Imperial organization has grown up recently, and has raised an army to force the government to withdraw its petition.

Mission: The anti-Imperials are offering Cr1,000,000 (success only) to a company-sized mercenary unit to provide a core of experienced fighters around which the ill-equipped citizen militia can rally for the overthrow of the government.

The central government has an army consisting of six infantry divisions, along with two separate brigade-sized mechanized task forces, about a dozen territorial security battalions, an elite parachute battalion, and various army-level troops, including artillery, quartermaster, medical, and other supporting arms. All are equipped at tech 6. The anti-Imperial militia has rallied about 200,000 fighters to its cause organized into about 170 "legions" varying greatly in size and effectiveness.

Ticket XIV	Cadre	Battalion
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Background: Gretle (D-655745-5) is a sparsely populated world located between the Easmolian Confederation and the Imperium, but not under the control or protection of either. Until recently, the planet maintained its independence by not having anything anyone would want, but several months ago large rare-earth deposits were discovered. The government, realizing that it cannot keep the news secret for long, and that soon after the announcement of the discovery the world will become a target for unprincipled megacorporations, has arranged a loan from Hortalez et Cie (secured by the mineral deposits) with which it hopes to raise an army and defend itself.

Mission: 010,000,000 is offered by the government of Gretle to a battalion-sized unit to train the three divisions of troops it can raise from its population. Gretle has purchased sufficient Tech 12 equipment to outfit all three. A bonus of Cr100,000 will be paid if the training is completed in less than three months.

Ticket XV

Striker

Platoon

Background: The opposition to the government of Hunan (C-7877B8-7) has convinced the local military forces to rise up in rebellion. The rebellion's leaders have concentrated their forces in an effort to take the capital city and spaceport. The local police forces, which remained loyal, are capable of conducting a fair defense, but cannot hold out for long, and have no ability to break out without assistance.

Mission: The ticket offered is to a platoon-sized mercenary unit which will land at the starport and lead the local police out of the city to do battle with the rebels. Cr1,000,000 is offered in payment (success only).

Since large elements of the Hunani army chose to remain in barracks during the crisis, rebel units surrounding the capital consist only of about three mechanized and one air-mobile brigade, all equipped at tech 7. There are about 8,000 loyal police in the capital, organized in fourteen weak battalions and very short of heavy weapons. (Fortunately, the insurgent mechanized brigades have only a weak battalion of tanks each and the infantry rides in unarmored motor vehicles). The strong kernel of the defense is the Presidential Guard Battalion, well equipped with heavy weapons. The police also have two dozen "riot control" armored cars which have been mounted with machine guns.

Ticket XVI

Striker

Battalion

Background: Increasing terrorist activities on Efate in the Regina subsector have caused the planetary government to request help from the Imperium. Reluctant to commit army or marine assets, the Imperium has chosen to hire mercenary contingents to aid the local forces.

Mission: Cr10,000,000 is offered to a battalion-sized unit to act as reinforcements and relief for local units on Efate. The unit will serve six months, and will then be relieved, either by other mercenaries or by local units.

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