

Double Adventure 3 *The Argon Gambit*

TRAVELLER®

Science-Fiction Adventure
in the Far Future

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The Argon Gambit

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Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

The Argon Gambit is dedicated to John D. MacDonald.

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The Argon Gambit

TRAVELLER, Double Adventure 3

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This Double Adventure is intended for use with **Traveller**. It assumes possession and understanding of **Basic Traveller** (Books 1, 2, and 3).

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Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. This adventure, titled *The Argon Gambit*, deals with the crew of a bankrupt free trader and their efforts to acquire capital to finance a new venture.

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

This introduction (pages 4 and 5) is for the use of both the referee and the players, and may be read to all concerned. The first two sections of The Situation (pages 6 and 7) are for the players, and should be presented to them, to begin the adventure. The remainder of the booklet is for the referee alone. No part of this adventure should actually be placed in the players' hands.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame, or by using a world already in another **Traveller** subsector in order to integrate the adventure into an existing **Traveller** campaign.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1107; that is, sometime in the 1107th year following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively from 1 to 365; thus, the last day of the year is 365-1107. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Janosz (0608-A564978-B), which is located in the Harlequin subsector of the Solomani Rim, just inside the Imperial border. Janosz is only slightly less than average in size, measuring 8,000 kilometers in diameter, with a standard atmosphere and water covering 40% of the planet's surface.

Janosz has a population slightly in excess of one billion, and is listed as a balkanized world with an average law level of 8. There are, in fact, thirty-two sovereign states on the planet, with populations ranging from only a few million to over 100 million. This specific adventure takes place in the city of Argon, the capital of Intanevac and the site of the world's largest (and only class A) starport. Due to the influence of the large population of starfarers in the city, the local law level of Argon is actually 4. Intanevac is a representative democracy enjoying a high degree of personal freedom, and is widely known for its political and religious tolerance.

CHARACTERS

This adventure is intended for use with a band of travellers serving as the crew of a free trader, temporarily grounded for lack of funds at Down Argon Starport; it can be altered to use nearly any type of adventuring group.

Desirable Skills: No specific skills are called for in this adventure. The characters may find the following skills of some value: bribery, forgery, leader, streetwise, brawling, and various forms of gun and blade combat.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally one which supplies dexterity or strength bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers and while not giving any skill advantages to its use at least avoids the negative DM associated with lack of skill.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead. If these characters are used but there are fewer than eight adventurers in the party, it is strongly recommended that the first five characters listed be utilized first.

1	Retired Merchant Captain	616668	Age 50	8 terms	Cr1,000
	Navigation-1, Admin-1, Steward-1, Medic-1, Pilot-1, Shotgun-1				Ship
2	Ex-navy Lieutenant Commander	118B94	Age 34	4 terms	Cr2,000
	Gunnery-1, Computer-2, Engineering-1, Pistol-2				
3	Ex-marine Trooper	AB8B67	Age 34	4 terms	Cr2,000
	Cutlass-2, Vacc-1, Brawling-2, Autorifle-1, Mechanical-1				
4	Ex-other	856994	Age 30	3 terms	Cr3,000
	Electronics-1, Bribery-1, Blade-1, Streetwise-2				
5	Ex-scout	365BB4	Age 34	4 terms	Cr1,500
	Vacc-2, Pistol-1, Pilot-1, Electronics-1, Brawling-1				TAS member
6	Ex-army Trooper	767994	Age 38	5 terms	Cr1,000
	Blade-1, Rifle-3, Gambling-1, Forward Observer-1, ATV-2, Medic-2				
7	Ex-navy Starman	961797	Age 50	8 terms	Cr1,300
	Dagger-4, Admin-1, Ship's Boat-1, Computer-1, Navigation-1, JOT-1				
8	Ex-merchant Second Officer	649465	Age 34	4 terms	Cr2,000
	Electronics-1, Mechanical-1, Medic-1, JOT-1				

EQUIPMENT

The player-characters should be allowed an opportunity to review the planetary characteristics and to select and purchase any equipment they think may be important to their activities. This selection period should be relatively brief, as ample opportunity to shop and buy will be available during the adventure.

Across the Bar Room Table

When the free trader *Long Shot* jumped into the Janosz system, it developed a bad fuel leak which destroyed much of the wiring in several power plant sub-systems. The *Long Shot* was taken in tow and parked in orbit above the planet Janosz pending repairs. Towing fees consumed much of the ready cash of the adventurers, however, and even after the disposal of the cargo the estimated costs of the repairs will amount to about Cr750,000 more than the group can raise. Forced to effect repairs within one month or have their ship seized as a hazard to astrogation, the group is desperately seeking employment.

While engaged in idle conversation at one of the bars in the rough section of Argon city near the starport, the group is approached by a man who identifies himself as Jason Grant (7879A8, age 34). Grant is expensively, although conservatively, dressed and appears to be out of place in the bar. Nevertheless, he gives the impression of being at ease, and capable of taking care of himself. Grant indicates that he is aware of the group's search for employment, has heard of the type of jobs they have done in the past (that is to say, occasionally shady, and often dangerous), and says that he may have a job for them. Are they interested?

Retiring to a table in the corner where they are unlikely to be overheard, Grant explains that he is in the employ of a public figure who is being blackmailed. The item in his employer's past is personal in nature, not political, but public revelation of it would nevertheless destroy his career. As his employer is out of favor with the government at present, discretion from the police cannot be expected. He is forced to turn to unofficial means of protecting his privacy.

THE TASK

Grant and his agents have determined the source of the blackmail — one Ganidiir-si Kashkanun, a local citizen of some means but with a slightly unsavory reputation. Kashkanun is known to have documents which form the basis of his blackmail plot in his villa, probably in his personal safe. The adventurers must break into the villa, recover the documents, and return them to Grant. Only by examining the documents can Grant's employer determine whether additional supporting documents may exist elsewhere and prepare forgeries which can be substituted for the originals.

Additional Discussion: Grant appears to be open in discussing the projected assignment. He explains several other relevant points.

He can and does provide a general plan of Kashkanun's villa, and says that he is relatively certain there are only three bodyguards at work there. He can provide tranquilizer guns and non-lethal gas grenades. The main obstacle to be overcome is the electronic security system. That requires some intelligence work which the adventurers themselves must do.

Grant can stall the final pay-off for seven days. On the eighth day, the pay-off must be made. Therefore, he suggests that the group make the raid on the seventh day from today. That should provide them enough time to get the information and make plans. He also demands that the group meet with him once more before the

plans are finalized; it is very important to him that the effort succeed, and as he is familiar with this sort of thing, it is likely that he can constructively criticize. If he can make even one suggestion that will prevent any obvious blunders, then he will be well rewarded.

Grant and his own men cannot carry out the break-in as their known association with Grant's employer may implicate him if anything were to go wrong.

Grant's employer will pay Cr1,000,000 for successful completion of the mission.

ADMINISTERING THE ADVENTURE

Things are not as they seem. The real nature of *The Argon Gambit* is not the simple burglary attempt it first appears to be; it is an involved political intrigue in which the adventurers will become ensnared against their will. This will gradually become apparent to the players as they go, and the focus of their efforts will change from just performing a job to discovering the nature of the mystery.

As referee, you must become familiar with the details of the mystery. First read through the rumors beginning on the next page. Don't worry if you don't understand everything; after you have finished reading, try to fit the information into a pattern and guess the solution. This will give you a valuable insight into the players' minds when you run the adventure. Next, turn to the Referee's Notes section (page 17), which explains the full details of the plot. Finally, read the rest of the adventure: The Squeeze, Courses of Action, and Background Data. Each section contains information the referee should know before play begins.

As play begins, the adventurers will be searching for information on Kashkanun's villa. Other rumors they find in the course of the search should alert them that something is wrong; when part one of the squeeze occurs, if not before, they should begin giving most of their efforts to solving the mystery. Players who ignore these hints and just continue planning the break-in are in trouble, and may deserve a slight nudge from the referee.

Maximum player enjoyment will be achieved by avoiding a stereotyped approach to the adventure. If it becomes merely a daily fact-finding mission much of the spontaneity will be lost. The referee should instead encourage the players to take some sort of action, and to that end the most likely options will be discussed later. It is impossible, however, to predict every course of action, and thus the referee must be careful to always remember what the real motives of and information available to each of the non-player characters are. For example, the adventurers may wish to make several meetings with Grant, and to quiz him on what is going on. The referee must remember that Grant is an extremely skilled individual, and will thus do everything in his power to defuse the players' suspicions. If quizzed as to why something happened, Grant would claim ignorance as long as it seemed feasible, but then promise to use his contacts to find out. The ultimate result would be an additional rumor, supplied by Grant to the group, which would then be the most plausible lie Grant could produce to cover his tracks and direct the adventurers back toward his purposes. Grant must always appear as helpful as possible; to be otherwise would be out of character.

Finally, remember that the purpose of this adventure is not to kill off the adventurers, but rather to reward good investigative work and deduction. This is not a situation the players can shoot their way out of, but it may be one that they can think their way out of.

Rumors

The Argon Gambit is a mystery which the players, to survive, must puzzle out, at least in part. The clues to the solution of the mystery can be obtained in several ways, but most of them are contained in rumors. Some of the rumors are red herrings, meaningless to the situation at hand, while others include critical information.

Due to the need to uncover as much information as possible, a different procedure from that used in other adventures is used here. Players may split their party up into several groups to independently hunt for rumors, and each individual or group of individuals may uncover one rumor a day. The individuals involved determine that they are seeking out such information by mingling with the population, making the rounds of bars and spacers' taverns, the local Travellers' Aid Society facilities (if the person is a member), the local naval or scout base, and any other appropriate location.

The information contained in a rumor should not just be read to the players. Rather, the referee should play the part of the non-player character with whom the players are interacting. Rumors available are divided into eight categories to facilitate placing them in plausible situations. The eight categories are street rumors, scout rumors, marine rumors, merchant rumors, navy rumors, noble rumors, Travellers' Aid Society rumors, and general rumors. The rumor obtained by an individual or group of players should be keyed to their actual characteristics; an ex-marine would receive a marine rumor, a character with social standing of A+ would more likely receive a noble rumor, a character with streetwise would receive street rumors, and Travellers' Aid Society rumors can only be obtained by a member of the Travellers' Aid Society visiting the local facilities. The actual characteristics of the group may dictate liberalization of this requirement. For example, if there is no member of the group with social standing A+, the noble rumors might also be obtained by a visit to the Travellers' Aid Society. Remember, it will be difficult enough for the players to solve the mystery even with all of the rumors at their disposal; denying them access to large numbers of them will make their task almost impossible.

Each specific rumor should be embellished by the referee as much as possible, providing a situation and setting and allowing the players to interact with the source. Study of the background material by the referee should enable him or her to provide additional information for some rumors in response to intelligent questioning by the players.

For example, a streetwise player who receives a street rumor would probably do so while in a known criminal haunt, and might also be able to find out by additional questions that the local police are incorruptible and scrupulously honest. Reactions (as per Book 3) should be rolled where the referee feels them to be important.

STREET RUMORS

The following are available to individuals with streetwise skill.

1. A talkative bartender mentions that he's never met Kashkanun but he knows of him. Kashkanun is a well-known Vilani minor racketeer, generally involved in several different shady deals at one time. If the party continues buying drinks and talking to the bartender, he will remember that he's heard rumors that Laura Chin, a big-wig in the local Solomani Party, and herself sometimes involved in shady deals and rough stuff, is apparently after Kashkanun. The word is that Kashkanun somehow double-crossed her, although the bartender doesn't think that the rumor is true. What business would the number two person in the Solomani Party be having with a Vilani thug?

2. A local fence says that he can get the group in touch with a contact man. A contact man is an information broker with sometimes valuable connections. If this is pursued, the contact man will meet the party the next day in the bar and will be able to obtain the complete plans for the electronic security system for Kashkanun's villa. He will sell them for Cr1,000. If the offer is taken, he will deliver them the next day.

3. After listening to the description of the men who attacked the party and beat them up, a local tough says that he has seen a group of men like that together often. The local word is that they work for someone in the Solomani Party as security guards and bouncers at political rallies, and they probably do special jobs on the side. He doesn't know their names, however, or where to find them. (This rumor should not be provided until after The Squeeze, Part One, has occurred — see page 13.)

4. A local bookie is nervous and thinking of closing his operation for several weeks, as he thinks the heat may be on. He has heard from a friend of his who works as a clerk in the municipal police department that a big raid is scheduled, although he doesn't know for sure what the raid is about. If the conversation is prolonged, he will mention the date of the raid, which is the same date as the break-in. (This rumor should not be provided until after the actual date of the break-in is determined and told to Grant.)

SCOUT RUMORS

The following rumors are available to retired scouts or to ex-scout characters. They may be found at the local scout base, or from scouts in local bars or gathering places.

1. An active duty scout is encountered, very drunk. He complains very bitterly about being stuck in commerce patrol duty instead of being in xboats, which he would prefer. He blames his assignment on the rumors of Solomani arms smuggling attempts, although he knows of no actual arms interceptions by patrol vessels.

2. An off-duty dispatcher from the local scout base claims that many scouts have been pressed into duty in commerce patrols because of a shortage of naval vessels. Several warships have been dispatched to support operations against the Solomani insurgents on the planet Scaramouche in this subsector. The scout has little regard for the navy or the marines, whom he considers to be equally obnoxious. The navy, he will forcefully assert, is run by no-talent nobles while the marines tend to think with their fists. A number of marines recently left the service and went to work for the local Solomani Party as thugs. If questioned further, he can probably remember the bar where the Solomani-sympathizing marines hang out.

3. A retired scout (age 70) claims that much of the southern continent of Janosz

remains unexplored to this day. There's no telling what mineral wealth is there for the taking.

MARINE RUMORS

The following rumors are available to retired marines or to ex-marine characters.

1. An active duty marine sergeant-major, of obvious Solomani descent, tells the party that he is planning on retiring soon. Several of his friends have recently retired and are making good money working security for the Solomani Party. The sergeant-major is arrogant and self-important, and brags about his connections and pipeline to the inner party. He says that a big shakeup is coming in the party's higher leadership, but when pressed for more information, he abruptly seems to realize that he has probably said too much, and refuses to talk further.

2. A marine corporal is willing to talk about anything that comes up, although he has only recently been transferred to Argon as a guard for the Imperial Consulate. He has mostly pulled guard assignments for the last two terms, and unless things pick up soon, he's thinking of getting out of the service. The only break in the monotony since his arrival on planet was about three weeks ago. His squad was pulled in as additional local security after a burglary at the Intanevaci State Archives, although even then only some unimportant birth and adoption records were taken.

MERCHANT RUMORS

The following rumors are available to ex-merchants, or to retired merchant characters. Actually, since all members of the crew of the *Long Shot* are technically merchants now, any member should be able to find these rumors.

1. A merchant first officer, apparently well-versed in local commercial transactions, remembers Kashkanun's name and recalls that his fortune was made on an insurance settlement from a hijacked cargo. The captain of the merchant ship was financially ruined by the subsequent litigation, and the first officer thinks that Kashkanun somehow framed him.

2. A merchant captain of a free trader admits to being the primary supplier of anagathics to Argon, but is reluctant to discuss who his clients are, as that is privileged information. His manner suggests that a bribe will make him less reluctant, and he will settle for Cr100. After accepting the bribe, he will reveal that his best customer is Grant, although the captain is reasonably certain that the drugs are purchased for someone else's use.

NAVY RUMORS

The following rumors are available to ex-naval or retired naval characters.

1. A navy officer in a bar bemoans the fact that his regular drinking buddies haven't been able to get off duty at night for over a week. They are junior officers pulling a staff assignment in intelligence, and apparently some big operation is brewing.

2. A retired navy admiral comments that he is certain that he has seen the man who calls himself Grant elsewhere, years before, although when he approached him. Grant denied it sounding innocent and sincere. The admiral recalls that the man he knew was a junior naval officer serving on the staff of a fleet admiral in the core, although he disremembers the man's name or exact assignment.

NOBLE RUMORS

The following rumors are available to individuals with social standing A+.

1. An elderly knight is willing to discuss the ins and cuts of the local Solomani Party structure at length, his description being liberally interspersed with disparaging remarks about them. Arlan Samuelson is the current Party chief, although he holds only a slim majority on the steering committee of the Party. His chief rival is Laura Chin, a moderate. It appears that Samuelson feels strong enough now to ease Chin out of the steering committee, as at the last Party Congress Samuelson's keynote address contained a number of remarks critical of the training of junior Party officials, a responsibility held by Chin. The main independent on the steering committee, Cedric Zimmerman, controls the swing votes and if he is now siding with Samuelson, that could be the reason that Samuelson is coming out in public against Chin. Although an independent with little solid support on the steering committee, Zimmerman's popularity with the junior Party regulars makes him the probable number three man in the Party.

2. A baroness on vacation in Argon from coreward comments that as a small child, she knew Cedric Zimmerman, although he was then of about the same apparent age as now. She concludes that he must be using anagathics although he has never seemed to have the financial resources to do so, even with his Party contacts.

TRAVELLERS' AID SOCIETY RUMORS

The following rumors are available in the Travellers' Aid Society.

1. Grant is not extremely widely known, but he is not a mystery figure either. A waiter, bartender, or any of several patrons in the Travellers' Aid Society restaurant and bar can easily identify him, and verify his identity from a player's description, as being a member of the Society and a frequent patron of the establishment. He is known to be the administrative assistant to Arlan Samuelson, number one man in the local Solomani Party.

2. The waiter is familiar with Mr. Kashkanun, who is a member of the Travellers' Aid Society, but he has not come into the restaurant in about two weeks. Prior to that, the waiter remembers that he was here several times in the company of Laura Chin, a major figure in the local Solomani Party (although not herself a member of the Society — she came as Kashkanun's guest). The waiter does not know what they discussed over dinner and drinks; waiters at the Travellers' Aid Society do not eavesdrop on conversations and he is too discrete to mention anything overheard by chance. If asked about Grant, he will mention that he knows him, but has never seen him in the company of Kashkanun.

3. The bartender comments that Grant was in the bar the previous night in the company of an attractive young woman — not a member and thus Grant's guest. They sat at a secluded table, a fact which did not surprise the bartender. He knows the woman by sight as an employee of the municipal police, and if she were seen in public with a member of the Solomani Party, it might mean her job.

GENERAL RUMORS

The following rumors may be encountered by virtually anyone.

1. A captain in the Intanevacu Army speculates that the Imperials must be very concerned with the open existence of the Solomani Party in his country, but

they can't do anything about it. The home rule provisions of the Imperial Charter for the world clearly prohibit interference in internal affairs, and as long as the Solomani stay within the law, the hands of the Imperium are tied. The captain is not a Solomani sympathizer, but he doesn't care much for the Imperium either. Their powerlessness makes him feel smug.

2. A man in a bar orders a round of drinks for the house, and then loudly offers a toast to the anti-redemptionists. Several others join him, others throw their drinks at him, and a general free-for-all ensues. Questioning of locals reveals that the anti-redemptionists are a local political movement opposed to an immediate demand for payment on large amounts of Imperial war bonds held by the Intanevaci government since the Solomani Rim War.

3. A private in the Intanevaci Army has just returned from duty on the southern border with the nation of Malbak, and he says that there have been occasional border incidents, although he doesn't know why. A friend of his was wounded and he's glad to be back in the capital where it's safe.

4. The planet Janosz is truly balkanized. Not only are there thirty-two sovereign states on the planet, but only twenty-nine are officially members of the Imperium, with the three others autonomous. One of these, Cloralie, maintains its tenuous hold on independence by rigidly suppressing any sign of the Solomani movement within its borders, thus avoiding any Imperial charge that they are harboring rebels.

The Squeeze

The adventurers are not the only ones interested in Kaskanun's villa, and word will leak back to those who have an interest in keeping them away. As a result, the following two events will happen, administered by the referee. The first should happen on the second or third day; the second should take place a day or two later (once it becomes clear that the adventurers are not going to abandon the case).

THE SQUEEZE: PART ONE

While collecting information, it is likely that the group will become split up in order to maximize their use of time. When they do so, one of these splinter groups, the smallest and ideally consisting of just one person, will be intercepted by several thugs and beaten up.

1	First Thug Brawling-2, AutoPistol-2	A68657	Age 34	armed with truncheon
2	Second Thug Brawling-1, AutoPistol-2	997368	Age 22	armed with truncheon
3	Third Thug Brawling-3, Auto Pistol-1	8C2567	Age 22	armed with truncheon
4	Head Thug (ex-marine) Tactics-2, Leader-2, Cutlass-3, Body Pistol-1, Brawling-4, Rifle-1	766946	Age 38	armed with body pistol

Treat truncheons as club+1.

The thugs will beat up the adventurer or group of adventurers they find, and the head thug will warn them, "Get off this case and stop asking about Kashkanun. There's more to this than you think, and there are bigger people in it than you'll ever be, so clear out or you'll get squashed."

Street rumor number 3 should not be given to the party until after this incident (obviously).

THE SQUEEZE: PART TWO

If the party persists in their investigation, they will be ambushed by the thugs listed above. All of the thugs are this time armed with auto pistols, and will have surprise. After the first round of gunfire, however, a bright flash of light will literally burn them from behind. The two men who burned them will show themselves briefly to check the bodies, and then leave. These unknown protectors are armed with FGMP-15s.

Referee's Note: The FGMP-15 is a Fusion Gun, Man-Portable, Tech Level 15; the weapon is described in Book 5, *Mercenary*. Its function and operation are not necessary to this adventure. The players should be informed, however, that the weapon is a fabulously expensive, extremely powerful energy weapon virtually unavailable outside of Imperial service.

Irrelevant ideas such as snatching the FGMP-15 from the protectors, or following them, should be discouraged and should not be successful.

Courses of Action

After they have gained some idea of what is going on, the players may want to consider their many options. The following are several of the possibilities available.

RUN

Yes, the players can do this, but should probably be discouraged from flight for several reasons. First, they have accepted the deal from Grant, and he is likely to be very upset if they just vanish. He will probably attempt to track them down and get revenge for having spoiled his plan. Second, the players still need funds to save their ship, and running now would mean giving it up, resulting in a considerable financial loss.

GO TO IMPERIAL INTELLIGENCE

This course of action will be largely fruitless, as the local duty officer will express no interest in their story and even show some hostility to the group. His excuse is that nothing in their story actually indicates any threat to Imperial security and does not justify any action on his department's part in the group's behalf. In any event, he has no real jurisdiction in the matter. He seems to soften toward the end of the conversation and offers some friendly advice: it would be a bad idea to go to the police with their story, as the local police are notoriously corrupt. That is not to say that the group could bribe them; quite the contrary. The police are almost totally owned by various local criminal elements, probably including the people who are after the adventurers.

While leaving Imperial Intelligence Headquarters, the group catches sight of the two men who killed the thugs. They are seen briefly through an open office door, where they are engaged in what seems to be routine paper work. If the second part of the squeeze comes after the visit to the Imperial Intelligence, the two men will be remembered and recognized by the member of the adventuring party with the highest intelligence.

GO TO THE POLICE

The police are not corrupt and the advice of the intelligence chief was deliberate misdirection. The chief of detectives will talk to the party and listen to their story with interest, although he will not be very sympathetic. After all, he is a police officer, and the group is already guilty of conspiracy to commit burglary at the very least. A reaction roll will be in order here as a general guide to the detective's behavior, but extreme reactions will be tempered by either his natural distrust of criminals or his natural curiosity to find out what's going on.

The most likely outcome of the meeting will be the offer of a deal. The detective can easily prosecute them for their crimes thus far, and that would be the end of their ship. He instead may choose to offer them amnesty from prosecution in return for unraveling the mystery. Who's after what and why? If the deal is offered, he will tell them what he knows.

Grant has leaked to the police the date of their planned break-in to Kashkanun's

villa and the police are planning to seize them when they leave, hoping to get both them and the documents which the police hope will somehow incriminate Kashkanun. They do not at present have sufficient grounds for obtaining a search warrant, but the documents would become viable evidence if seized in the course of an arrest. The detective feels, however, that there is more to it than that, and the adventurers' story confirms this. Why would Grant turn them in?

ALTER THE PLAN

The group may decide to carry out the break-in earlier than specified by Grant. If so, this will spoil Grant's plan and make him very upset, and this should be pointed out to the group. Grant was adamant about knowing every detail of the plan, and there is the possibility that he will refuse to pay if it is deviated from. The players may carry this out anyway and use the documents to extort the money from Grant and from his employer Samuelson. This would be a very dangerous course of action, but possible to pull off if done carefully. They would, however, accumulate several powerful enemies, which might provide the background for future adventures.

GRILL KASHKANUN

Once they have broken into the villa, they may question Kashkanun. Under pressure, he will break quickly and tell all he knows. Specifically, he will tell his background (petty mobster), that he was hired by Laura Chin to burglarize the archives and obtain the documents proving Samuelson's ancestry, and then double-crossed Chin by using them to blackmail Samuelson instead of turning them over to Chin as agreed. Kashkanun also knows enough about the ins and outs of the Solomani Party to know that Zimmerman is dependent on Grant for his anagathics. This may be why he has sided with Samuelson on the committee, but he is certain that even Samuelson does not have the money to buy the needed drugs. Only Grant does, although where Grant gets his money is a mystery.

CHECK UP ON GRANT

Careful searches of public records indicate that Grant has a personal history leading back only ten years. Beyond that, no records exist. For the last ten years he has led an unspectacular life, gradually rising in the ranks of the party bureaucracy.

TRACK DOWN THE THUGS

If the adventurers return to the bar where they encountered the marine sergeant-major of marine rumor one, there is a chance (throw 3+ on 1D) that he will again be present and this time in the company of his two friends. One of them will be recognizable as the head thug. If this takes place after part two of the squeeze, only one of his friends will be with him (the other being dead) and they will both be depressed.

Both of the ex-marines are in the employ of Laura Chin and can be made to talk either through threats, bribery, or actual physical violence, depending on their reaction rolls and responses to bribes. They will eventually admit that they are in the employ of Laura Chin and that she has received information about their planned break-in at Kashkanun's villa. She plans to be waiting for them with several other thugs and to take the documents from them.

GO TO LAURA CHIN

Laura Chin is interested primarily in recovering the documents from Kashkanun intact, and may be willing to make a deal with the adventurers, although she has already been burned once and will be mistrustful. Her main desire is that the adventurers stay clear of the whole thing, although some of the information they have gathered may prove interesting to her, and may make her sufficiently grateful to offer them both money and protection from Grant.

DEAL DIRECTLY WITH SAMUELSON

There is no direct link with Samuelson, but Kashkanun can make contact and may be willing to make a deal. Part of the money would be better than none. Samuelson may be willing to deal with the group direct if the party by that time has figured out that Grant is an Imperial agent and can convince Samuelson of the facts. Samuelson will then pay the group the Cr1,000,000 in return for the documents, and also demand that other documents be put in their place in Kashkanun's safe. When the police do arrive and search on the basis of a tip that there is a burglary in progress (even though there isn't) the documents they recover will embarrass the Imperium somehow.

Referee's Notes

Before the adventure is run, the referee should read through the entire set of materials, if only to familiarize himself with the entire situation. But before reading this chapter, be sure to read through the rumors chapter. The experience of reading the information that will be presented to the players, and then attempting to understand it, will prove useful in presenting it to the players during the adventure. Only after reading and thinking about the rumors should you read this chapter.

INTANEVAC, ON JANOSZ

The nation of Intanevac on the planet Janosz is a representative democracy committed to freedom of political expression. Thus, the Solomani Party is a legitimate and open political movement in the nation, although generally not a highly respected one. The party has something of a reputation for rough tactics, and is believed to be involved in activities supporting covert operations elsewhere, although there is no proof of this. Due to the nature of the Imperial Charter's home-rule provisions, the Imperium cannot intervene to suppress the Solomani Party on Intanevac unless they actively engage in treason, or in the event of a declared Imperial emergency. Neither of these conditions is present at the moment.

The hierarchy of the Solomani Party is at present involved in a power struggle. There are three members in a position of power on the Steering Committee: Arlan Samuelson, Laura Chin, and Cedric Zimmerman. Samuelson is the leader of the hard-liners and controls six of the thirteen seats on the committee. Laura Chin, a moderate, controls five seats. The remaining two seats are controlled by Zimmerman, an independent. Although holding the fewest number of seats, Zimmerman controls the swing votes in any power struggle, and has recently sided with Samuelson. This makes Samuelson the clear party leader and moves have been initiated to squeeze Laura Chin completely out of the party leadership.

Several weeks before the adventurers arrived on planet, Laura Chin received word that there might be irregularities in the geneology of her chief rival, Samuelson. Desperate for anything which might give her an edge in the upcoming struggle, she contacted Kashkanun, a local racketeer. Kashkanun agreed, for a fee, to arrange a break-in at the state archives in order to obtain the documents which would prove the irregularities. These documents are not normally available to the public as they are considered to be personal and privileged information. For a man with Kashkanun's connections, the break-in and theft were easy.

The documents did prove that Arlan Samuelson's maternal grandmother was, in fact, Vilani. This had previously escaped notice as she bore a Solomani name; she had been adopted during infancy by Solomani parents. No special note was taken of her race as most people, even this close to the center of Solomani political strength, simply don't care much one way or another. Kashkanun, himself mostly Vilani, found the documents amusing, and decided to make some additional money on the side at the expense of the Solomani Party fanatics. Instead of turning the documents over to Laura Chin as promised, he used them to blackmail Samuelson. It was an effective blackmail ploy, as their publication would ruin Samuelson's

position in the party hierarchy. Laura Chin was naturally enraged, as it was necessary to her own political survival that she obtain the documents and use them to drive Samuelson from the Steering Committee, thus seizing control of the party for herself.

Jason Grant, Samuelson's administrative assistant, then entered the scene with a plan to save Samuelson. He would hire a group of adventurers to steal the documents back from Kashkanun, and they would then be destroyed. Obtaining the exact documents would allow replacements to be forged, and the information on Samuelson's grandmother's birth certificate would enable all additional documents relating to her to be traced and altered. In fact, Grant's plan was much more subtle, for Grant is an agent for Imperial Intelligence, planted in Intanevac ten years previously in order to infiltrate the Solomani Party power structure. The appearance of these documents provided him with a unique opportunity to seize control of the entire party apparatus.

While Grant worked for Samuelson, he hardly controlled him and his influence over actual party decision-making was very limited. Grant did, however, control Zimmerman. Zimmerman is actually a very old man, his life prolonged through nearly constant use of anagathics. On Janosz, anagathics are ruinously expensive and clearly beyond Zimmerman's means. Grant, using Imperial funds, supplies Zimmerman with the needed anagathics and thus wields nearly absolute influence over him. Up until this point, Grant had used that control to cause Zimmerman to support Samuelson on the Steering Committee, and thus make Grant indispensable to Samuelson. Now his plan went further.

When Grant made the arrangements with the adventurers, he demanded to know all of the details of the plan, including its date and time, ostensibly to check to make sure it is feasible. Actually, Grant leaked the date and time of the break-in to Laura Chin and also to the police. Chin and her hirelings would be waiting for the group as they left the villa and would attempt to relieve them of the documents. A gun fight would probably ensue and at that point the police would arrive and arrest everyone in sight. The contents of the documents would certainly become public, ruining Samuelson, and the criminal notoriety Chin would receive would probably ruin her as well. Thus, the way would be open for Zimmerman to step into the party leadership. Grant, controlling his anagathics, would then be the power behind Zimmerman, and able to closely control his policies. The Imperium would, in effect, control its most serious political rival in the nation.

Laura Chin was anxious that the activities of the adventurers would not interfere with her own efforts to recover the documents, and thus began putting pressure on them to back off. When this failed, she tried to have them killed. But since their part in the plan was essential to Grant's overall plot, two Imperial Intelligence operatives had been assigned to follow them and to guard them against just such an attack. It is they who killed the four thugs.

MAPPING

The major thrust of this adventure is the solution of the mystery: what is the adventurers' actual mission, why is it being contracted for, and what are the motives behind it? But in the course of the adventure, the travellers may be placed in situations where maps can prove useful. Such being the case, the referee should be prepared to provide maps as needed. Two specific maps appear to be called for:

Argon City and Kashkanun's villa.

Argon City: A sketch map of the city can easily be roughed out on a piece of paper. It should include the starport, a city center, and various locations of importance. If both the players and the referee are ready to deal with it, they should consider using a standard atlas or service station map of a familiar city, perhaps New York, Chicago, or Paris.

The city's airport can serve as the starport. The city center will hold the primary business centers, hotels, and government offices. Regions within the city can be marked off as seedy areas, rich neighborhoods (including the location for Kashkanun's villa), and manufacturing areas.

The use of this sort of real map, even if it is of a 20th century Terran city, will add details that often are lacking in simple sketch maps. For example, a referee's sketch map usually contains only those areas of importance in the adventure; a real map will contain large quantities of misleading detail. In addition, a real map will provide a realistic view of the distances involved in the city. The players will have to cope with distance and the valuable time they must waste travelling from point to point.

Kashkanun's Villa: A map or floorplan of Kashkanun's villa is a definite object of the players' searches. When they find one, the referee should have such a map available for examination. As with the city map, the referee can provide a simple sketch map, or can provide a map of a real location.

The villa should be inside a walled compound and consist of a large house and several smaller buildings (servants' quarters, stables, guest house, etc.). The electronic security system should be detailed; it consists of hidden television cameras and metal detectors positioned in numerous strategic places. One of Kashkanun's three body guards is always awake, monitoring the system, and the other two can be summoned to the site of a disturbance in 3 to 5 minutes. If the group does not have the plans to this system, they will find it very difficult to evade it.

If they do have the plans, they will be able to gain entry by carrying no metal objects and carefully avoiding all the cameras. The referee should indicate the viewfields of all cameras and leave a very few dead zones for this purpose; if the referee wants to go to a great deal of trouble, the cameras could have a scanning pattern, and the dead zones might only open up momentarily, at intervals. Assuming a proper plan, there should be few problems with the actual breakin and burglary.

Suggested real sources for such floor plans include the encyclopedia (for a typical Roman home, or a castle floorplan from England), or reference books at the library. Newspapers often run house blueprints with articles in the home section; often flyers or brochures are available from contractors or builders as well.

Background Data

The term Solomani is often used interchangeably to refer either to members of the Solomani race (or, more palatably to some, to members of the human race of Solomani descent) or to members of the Solomani political movement. The bitter fighting along the Imperial rimward frontier with the Solomani separatists has tended to obscure (to many people on isolated worlds) the important role played by loyal Imperial citizens of Solomani descent; to the experienced traveller the evidence is ever-present and undeniable.

HISTORY OF THE SOLOMANI PEOPLE

Independently developed from the original human stock on Terra, the Solomani achieved space flight about 2,500 years before the founding of the Third Imperium. At that point the Vilani had enjoyed space flight for nearly 7,000 years, and had a star-spanning empire which had endured for millennia.

The Solomani contacted the Vilani (and not the reverse) less than 100 years after developing space flight, and less than a decade after their discovery of jump drive. War broke out almost immediately, and only the decadence and inefficient management of the Vilani Empire allowed the Terrans to hold out long enough to build up a sizeable space fleet and begin a wide scale counter-offensive. The final result was the triumph of the men of Earth over the old Vilani Empire and the establishment of the Rule of Man (aka Second Empire). The drift toward disintegration was, however, already strongly rooted in the fabric of the old empire and its new governors were unable to overcome its inertia. The disorganization of the last period gave rise to the disparaging term Ramshackle Empire. Within four hundred years, the Rule of Man collapsed and a seventeen hundred year interregnum ensued. From that long night came the establishment of the Third Empire, today's Imperium.

Although the Rule of Man was fairly brief in terms of galactic history, its span did allow the spread of the Solomani people throughout much of the region presently ruled by the Imperium, and established them almost universally in positions of wealth and authority. The Solomani came first as conquerors, then as administrators, and their establishment in positions of power lasted well past the end of the Rule of Man. Much of the current Imperial nobility consists of genetically true Solomani, with an especially high proportion of senior naval officers being from this group. All of the Emperors of the Imperium were, in so far as it can be established, pure genetic Solomani until the marriage of the Emperor Zhakirov to the Vilani noblewoman Antiama Shiishuginsa in 679.

Throughout much of the Imperium today, it is virtually impossible to distinguish Vilani from Solomani and in the middle classes, traditionally both geographically and socially mobile, the distinction has become meaningless as extensive intermarriage has blended the two. The tendency during the Rule of Man for wealthy Vilani to change their names to Solomani surnames has further rendered any wish to make fine genetic distinctions problematical. Only in the Solomani Rim, where many planetary populations have remained overwhelmingly Solomani in character

throughout, and in the upper levels of society where individual geneologies are known with a fair degree of certainty, is there any possibility of making a meaningful distinction. Even between genetically pure Vilani and Solomani, the differences are slight.

HISTORY OF THE SOLOMANI MOVEMENT

The so-called Solomani Hypothesis (that Terra was the homeworld of Humaniti, and that all other human races developed from primitive specimens transported from Terra by the Ancients) gained wide-spread acceptance in modern times through its active advocacy by Magis Sergei haut-Devroe (64 to 141). In fact, the notion that Terra was man's home world had been widely accepted during the Rule of Man for several reasons.

Prior to contact between the Vilani and the Solomani, numerous theories of man's origins had been proposed, and each held varying degrees of sway in the different subject areas of the First Empire. Before spaceflight, Vilani development of the biological sciences had been painfully slow. Consider the difficulties: no animal on Viand has as close a relationship to a human as a human has to a lobster or even to an oak tree. This meant, among other things, that biology received little impetus from medical research: there were few human diseases (and no diseases with animal vectors); even surgery was largely freed from the danger of infection. In addition, there were no animals available for anatomical or biological experiments whose findings would have any validity for humans. Further, when a theory of evolution was finally developed on Viand, it was very difficult to fit humans into the scheme. The fossil evidence for the remainder of Vlandish life was telling, but theories of human evolution were forced to rely on farfetched lines of descent based on superficial similarities, and no theory of man's descent was granted more than tentative acceptance. On the gross level of physical shape, and even in some internal structures, there were many similarities between humaniti and the rest of Vlandish life; after all, there are only a few ways to construct a heart or an eye. But on the cellular and molecular levels, it is clear that humans are unique; only the primitive state of Vlandish embryology, cytology, and molecular biology kept this fact partially hidden.

When the Vilani burst into the interstellar scene, the discovery of numerous interfertile human races, all equally alien to the rest of the life on their planets, and at the same time of many non-human sentients with clear relationships to lower animals on their planets, sparked a new (and correct) theory that humaniti had originated on a single homeworld and had been scattered across the galaxy by unknown agency. Some theorized a previous human galactic empire, but the discovery of numerous ruins of the Ancients seemed to point to them as the likely agents. The major remaining question was the identity of humaniti's home planet. Many candidates were proposed, and all had their (generally chauvinistic) proponents, but the one generally accepted by scientists was Urunishu in the Antares sector. Urunishu possessed a native human race and a large number of species obviously very similar biologically to humaniti, from rodents to baleen whales, including a number of primate species. Unfortunately, Urunishu was undergoing an ice age, and had suffered from intermittent glaciation for several million years, making paleontological research both difficult and, due to the scouring action of glacial flow, unlikely to retain many recent fossils.

It was at this point that biological progress began to suffer from the general stagnation of scientific research that was an unfortunate outgrowth of the Consolidation Wars and the Pax Vilanica.

Contact with Terra and the subsequent Rule of Man widely spread the notion that Terra was the true homeworld, but following the collapse of the Second Empire many independent planets rejected the explanation, claiming that documentary evidence supporting Terra's claim was largely fabricated as a political prop to a faltering government. Few scientists had actually been to Terra or had the knowledge to appreciate its claims, and no physical evidence existed off-world.

Haut-Devroe's hypothesis, however, was based on numerous fragmentary surviving Second Empire texts clearly not of government origin, mostly scientific journals printed on *Terra*. Since the Imperium traces its legitimacy to the Second Empire, charges of Rule of Man political fabrication were in any event no longer held to be plausible, and the predominantly Solomani make-up of Imperial aristocracy added an additional boost to widespread acceptance. Additionally, haut-Devroe was able to marshal impressive archeological evidence that Urunishu had been the site of an extensive Ancient facility, the equivalent of a zoological park, which contained various Terran fauna and flora, thus ruling out the only other serious candidate for the Human home world. While creating academic interest, however, haut-Devroe's arguments caused little true sensation, and no claims to Solomani racial superiority. When the region of Sol was reincorporated into the Imperium in 588, a small historical mission verified, to no one's great surprise, haut-Devroe's Solomani Hypothesis.

By the early 660's, however, it began to appear that the fabric of the Imperium was unraveling. The previous five hundred years had witnessed a great expansion and thus taxed the ability of the central government to control the frontier. Simultaneously, the power of the various fringe rulers grew; the power of the Sector Dukes as more territory was added to the Imperial Realm, and that of the Admirals of the Marches in proportion to increases in naval and military assets. In 606, Grand Admiral Olav hault-Plankwell returned from the successful conclusion of the First Frontier War (589 to 604) with a fleet-in-being and seized the sceptre, thus beginning a period of two decades in which a series of admirals, the so-called Emperors of the Flag, wrestled for control of the Imperium.

This period of bitter fighting saw the beginning of the Solomani Movement. In addition to causing a great deal of destruction, the period of the Civil War also caused tremendous social upheaval, and Vilani nobles and industrialists began offering a serious challenge within the Imperium to the entrenched Solomani economic and political structure. It was primarily a reaction to this challenge that the Solomani movement was born. In general terms, the adherents of the movement held that the pure Terran racial stock was somehow superior and best fit for ruling the Imperium. They based this primarily on the historical argument that the original Terran invasion, although vastly outnumbered, had succeeded in bringing down the rotten and corrupt First Empire. Radical adherents of the movement eventually came to renounce the Rule of Man as the legitimate source of power, claiming that its failure to govern well was due to the renunciation of the pre-eminence of Terra. (The Rule of Man was initiated by a decision by the Navy not to accept Earth government authority any longer; it began with the institution of a much broader representational base in the government. In the brief period between

the Nth Interstellar War and the beginning of the Rule of Man, the defunct Vilani Empire had been ruled as a conquered territory of Terra, an arrangement which most political scientists agree was totally unworkable.)

Initially, the movement consisted of only a small number of genetically true Terrans, but as the troubles grew (and financial support multiplied) large numbers of essentially nostalgic and reactionary movements formed and the Solomani gained numerous supporters. The movement was at its height immediately after the Civil War (604 to 622) and completely dominated the inner circles of the court advisers to the Empress Arbellatra.

The assumption of the throne by Zhakirov in 666 marked a turning point for the movement. Zhakirov early made clear his rejection of the Solomani Movement's basic positions and began bringing in advisers, first of Solomani descent but not in sympathy with the movement, and later Vilani nobles. Zhakirov's final break with the movement came when he chose Antiama as his bride, thus guaranteeing an heir of mixed Vilani and Solomani stock, and banished the majority of his Solomani Movement advisers from court.

To placate the more vocal of the Solomani spokesmen, the Solomani Autonomous Region (or the Solomani Sphere) was formed in 704. Effectively, the Imperium turned its back on its rimward fringes for nearly two centuries and allowed the region to develop independently. Trade continued; technological exchanges continued; even taxes continued. The major thrust of the Imperium, however, was to spinward.

In the mid-900's. Empress Margaret turned her attention to the Solomani in response to appeals from several client-worlds within the sphere. The reports indicated that the Solomani were perhaps too overbearing in their own superiority. Authority was concentrated in a few highly placed, genetically true Terrans, with a general disregard for the basic equality of the races. Margaret II, by proclamation in 940, declared the Solomani Autonomous Region dissolved, and reintegrated it into the Imperium. The Solomani resisted.

Initially, the Imperium resorted to diplomacy and bureaucracy to reabsorb scattered worlds into the Imperial mainstream. Ultimately, however, the worlds which had been added to the Sphere since 704 confronted the Imperium with their desire to remain both outside the Imperium and within the influence of Sol. The result was the Solomani Rim War (990 to 1002), an Imperial attempt by more forceful means to make the reintegration stick.

Exhausted, however, by the Third Frontier War (979 to 986), the Imperium was unable to complete the process. When in 1002 Imperial forces recaptured Terra after a long and costly ground and space campaign, both sides were willing to accept an armistice based on the status quo. No treaty was ever signed and the cease fire line has become the de facto border with occasional border incidents on a fairly regular basis since. A total of about 25% of the old Solomani Autonomous Region was reintegrated at the time of the cease fire.

Today in the Imperial area of the Solomani Rim, Solomani agitation is widespread, and wherever political freedom is tolerated there is generally at least one (and sometimes several rival) Solomani Parties. The Solomani Movement itself is fragmented, with hardliners adhering to a rigid belief in Solomani supremacy and sole fitness to rule the Imperium while more moderate forces work toward independence of the old Solomani Autonomous Region from the Imperium, presumably to join those worlds currently comprising the Solomani Sphere.

Double Adventure 3 Death Station

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Double Adventure 3 *Death Station*

TRAVELLER

*Science-Fiction Adventure
in the Far Future*

The deck plans for the laboratory ship are suitable for use as the laboratory ship provided as a benefit to scientist characters generated in **Traveller** Supplement 4, *Citizens of the Imperium*.

Death Station was designed by Marc W. Miller. Additional assistance provided by Frank Chadwick and John Harshman. Art Direction by Paul R. Banner.

The illustrations on pages 8-9 and 13 are by William H. Keith, Jr.

The deck plans of the laboratory ship were executed by Chris Purcell.

Death Station

TRAVELLER, Double Adventure 3

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4 5 6 7 8 9 10 11 12 13 14 15 16

This Double Adventure is intended for use with **Traveller**. It assumes possession and understanding of **Basic Traveller** (Books 1, 2, and 3).

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Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. This adventure, titled *Death Station*, centers on an investigative expedition to an orbiting laboratory ship.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both

Requires only the Basic Traveller Set

it and the rules for **Traveller**. This situation calls for only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional supplements, books, or other

information. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure.

Optional References. **Traveller** Supplement 4, *Citizens of the Imperium*, details a character generation sequence for scientists (among others). One possible benefit for this character type is a laboratory ship essentially identical to the ship in this adventure. Once this adventure has been played through, the deck plans and general descriptions of the ship may be used with scientist characters who are participating in adventures.

Supplement 7, *Traders and Gunboats*, discusses many of the starships and small craft presented in Book 2 and in other parts of **Traveller**. The deck plans for the lab ship in this adventure follow the same format as those in *Traders and Gunboats*.

Chapters: This introduction (pages 5 to 7) is for the use of both the referee and the players, and generally lays a foundation. The situation (pages 8 and 9) shows the players their initial situation and sets the mood. The lab ship section (pages 10 to 20) is for the use of the referee in describing the lab ship and its interior. The referee's notes (pages 22 to 25) address the underlying rationale of the ship and its situation.

Only the introduction and the situation should be shown to the players. The remainder of the adventure is reserved for the referee.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame, or by using a world already in another **Traveller** subsector in order to integrate the adventure into an existing **Traveller** campaign.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1107; that is, sometime in the 1107th year

Date: Sometime in 1107. following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively from 1 to 365; thus, the last day of the year is 365-1107. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place in orbit above Gadden (0106-D893200-8), a backwater world of little importance to anyone. Gadden is 13,000 kilometers in diameter with a dense tainted atmosphere and perhaps 30% liquid oceans. Although

Gadden is listed as the major world in the system; it has a population numbering less than a thousand, and no formal government or law level. Local technology is virtually all imported and hovers at relatively low levels. The importance of Gadden is not readily apparent, and is not widely known. The local ecology has produced several strains of green plant which provide the psychochemicals used in the production of combat drug. As would be expected, the plants in the wild merely provide base chemicals which must be further refined. In addition, it is not clear that the drugs themselves are superior to those currently in distribution throughout the Imperium.

The small population of Gadden is devoted to a small mining camp exploiting some rich and easily processed veins of simple metals. Most of the world surface is unexplored.

CHARACTERS

This adventure is intended for use with any group of adventurers available; they may be casual travellers, wandering mercenaries, or simply people in search of a remunerative job. It can be altered to use nearly any type of adventuring group.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead. If these characters are used but there are fewer than eight adventurers in the party, it is strongly recommended that the first five characters listed be utilized first.

1 Ex-merchant	797B83	Age 38	5 terms	Cr1,000
Steward-1, Medic-1, Streetwise-1, Air/Raft-1, Shotgun-2, Dagger-1				
2 Ex-navy Lieutenant Commander	754AA6	Age 34	4 terms	Cr2,000
Computer-1, Admin-1, Mechanical-1, Carbine-1, Blade-1				
3 Ex-army Major	A78464	Age 26	2 terms	Cr500
Brawling-1, Mechanical-1, Blade-2, Rifle-1, SMG-1				
4 Ex-other	658573	Age 30	3 terms	Cr2,000
Brawling-1, Gambling-1, Streetwise-1, Bribery-1				
5 Ex-marine Lieutenant	966855	Age 30	3 terms	Cr4,000
ATV-1, Tactics-1, Brawling-1, Cutlass-1, Revolver-1				
6 Ex-army Captain	6A8573	Age 26	2 terms	Cr1,500
Brawling 1, Gambling-1, Dagger-1, ATV-1, Rifle-1, SMG-2				
7 Ex-scout	875984	Age 34	4 terms	Cr2,000
Electronic-1, Vacc-1, Pilot-1, Navigation-1. Autopistol-1, Foil-1				
8 Ex-other	586AA4	Age 26	2 terms	Cr1,000
Forgery-2, Dagger-1, Streetwise-1				

Desirable Skills: A wide variety of skills may prove useful in this adventure. The specific usefulness of any skill ultimately depends on the players and how they use their characters. Nevertheless, vacc suit skill and weapon skill can be of relatively great importance to all characters. For those characters who do not have any vacc suit skill or desire to use other weapons, assign them vacc-0 and weapon-0. Vacc-0 indicates a certain familiarity with vacc suits sufficient to allow the use of one, and to avoid making fatal mistakes when in vacuum. Weapon-0 should be

taken by the individual in a specific weapon. Ideally, the weapon will be mated to the individual's strength and dexterity to allow dexterity bonuses, or to avoid dexterity penalties. In addition, weapon-0 avoids the negative DM associated with lack of skill.

EQUIPMENT

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

Characters should review their equipment, and may purchase more. Each character has no items other than those detailed in the individual equipment table. At the beginning of the adventure, before the characters are told the details of their predicament, they should be told that they are mine workers on a temporary job, and then allowed to purchase any other equipment they feel

will be necessary or desirable. Any equipment available may be purchased, subject only to the following restrictions:

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

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

Available Equipment: The table below presents two items which are also available to the group from the mining camp where they work. The items are used for local animal control. Individual characters may purchase, carry, and use those which are selected.

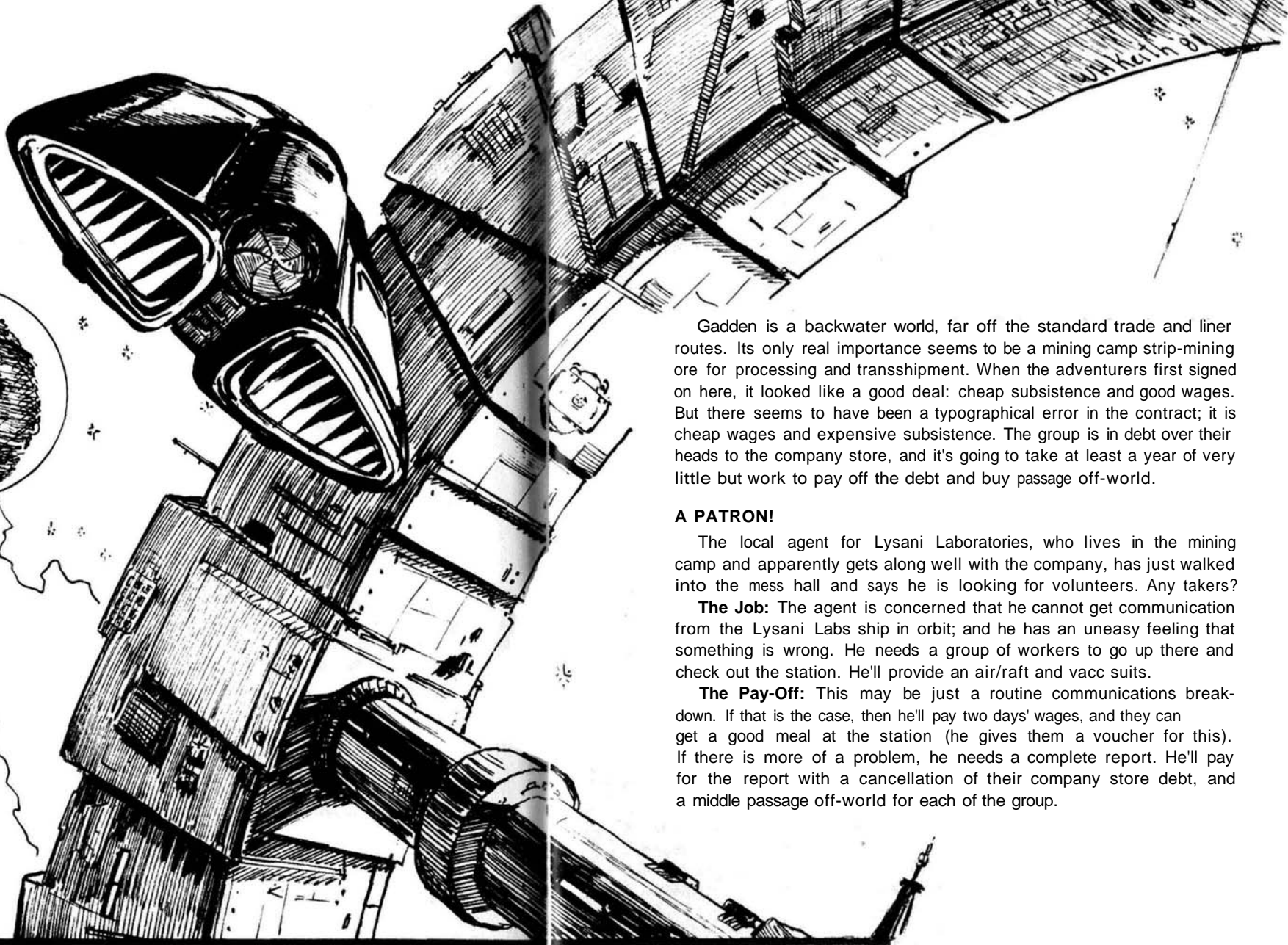
AVAILABLE EQUIPMENT TABLE

Tangle Net: A small rope net intended to hamper or restrain animals. When thrown at an animal, throw 9+ to capture it (DM +2 if dexterity 10+); the animal can escape by applying 10 strength points and throwing 7+ to tear the net. The net reduces animal speed to half normal, and applies a DM of -4 to swings and blows. Weight: 500 grams. Price: Cr20.

Tranq Spray: A small aerosol can which sprays a mist of tranquilizer. In most cases, the tranq will affect an individual within 15 seconds by calming him. Sleep comes within 45 seconds. The spray can only be used at close range, and must be aimed to allow the tranq to be breathed. Target must have intelligence 8+ and throw dexterity or less to avoid the spray. Animals must throw 5- to avoid the effects of the spray. Weight: 200 grams; the can contains four sprays. Base price: Cr100. There are four cans of tranq spray available for purchase.

Players should be allowed approximately ten minutes to select the equipment which they would like. Remember that they do not yet know their assignment, and are simply choosing typical equipment they would have on hand.

Death Station In Orbit



Gadden is a backwater world, far off the standard trade and liner routes. Its only real importance seems to be a mining camp strip-mining ore for processing and transshipment. When the adventurers first signed on here, it looked like a good deal: cheap subsistence and good wages. But there seems to have been a typographical error in the contract; it is cheap wages and expensive subsistence. The group is in debt over their heads to the company store, and it's going to take at least a year of very little but work to pay off the debt and buy passage off-world.

A PATRON!

The local agent for Lysani Laboratories, who lives in the mining camp and apparently gets along well with the company, has just walked into the mess hall and says he is looking for volunteers. Any takers?

The Job: The agent is concerned that he cannot get communication from the Lysani Labs ship in orbit; and he has an uneasy feeling that something is wrong. He needs a group of workers to go up there and check out the station. He'll provide an air/raft and vacc suits.

The Pay-Off: This may be just a routine communications breakdown. If that is the case, then he'll pay two days' wages, and they can get a good meal at the station (he gives them a voucher for this). If there is more of a problem, he needs a complete report. He'll pay for the report with a cancellation of their company store debt, and a middle passage off-world for each of the group.

The Laboratory Ship

Research is an unending pursuit within the Imperium. A constant effort to further understand the universe produces more than understanding; it creates products, markets, jobs, and profits. As a result, the research efforts of individuals and corporations are constantly moving forward. Given many continuing research projects, it is only natural that mobile research platforms be designed and made available at reasonable prices. The laboratory ship is one example.

Laboratory Ship (type L): Using a 400-ton hull, the laboratory ship is a movable research and development station used for routine commercial experimentation. It has jump drive-D, maneuver drive-C, and power plant-F, giving it a performance of jump-2 and 1-G acceleration. There is fuel tankage for 90 tons, sufficient to support the power plant and allowing one jump-2. A computer Model/2 with software package is installed adjacent to the bridge. There are twenty staterooms and no low berths. No turrets or weaponry are installed, but two tons of space have been reserved for later installation of fire control equipment for the ship's two hard-points. The ship has one 40-ton pinnacle and two air/rafts. Cargo capacity is 23 tons. An additional 85 tons are available within the ship for use as lab space. The ship is unstreamlined.

The lab ship requires a crew of five: pilot, navigator, medic, and two engineers. The pilot also operates the pinnacle. Gunners may be added to the crew if the ship is armed. Additional crew are carried to execute the research functions. The ship costs MCr 158.9841, and takes 16 months to build.

The lab ship is built as a ring structure which is rotated to provide centrifugal gravity simulation. Although the standard grav plates and inertial compensators are installed, they may be turned off and centrifugal force used instead in order to remove grav forces as a variable in experiments. Two drive pods are mounted on the rings and contain drives and the power plant; on the forward face of the pods are hardpoints for turret weaponry if called for.

Two air/rafts are carried in compartments on the ring hull. They provide access to world surfaces, both for specimen gathering and for routine errands. The 40-ton pinnacle is carried at the end of a central spoke, making mating easy even if the ring is rotating.

Operations: Typically, a lab ship will be purchased (or chartered) and assigned to a specific system or world for a series of research projects. After jumping to the system, the ship takes up orbit and begins its regimen of experiments. Lab ships are capable of moving great distances, but they generally take up station and remain in one place for long periods of time. The air/rafts are used for routine transport while the pinnacle is used for heavier work or missions requiring greater speed.

The ship itself has minor thrusters positioned along the ring; they allow the ship to institute spin, or to stop it as desired.

Refueling: The lab ship is unstreamlined, and cannot skim fuel itself. This task falls to the 40-ton pinnacle. It is assigned the routine of skimming a gas giant and ferrying fuel to the lab ship. Where refined fuel is available at a distance from the station, the pinnacle carries it to the ship's fuel tanks.

APPROACHING THE SHIP

When the lab ship is approached, the most striking feature observed is the rotation of the ring. The play of light and shadow constantly reveals new facets of the exterior hull. Not rotating, however, is the pinnace and its docking ring. The structure at the end of the single spoke is specifically mounted to counteract the rotation of the ship, making docking easier for lesser skilled pilots.

ENTRY POINTS

Four entry points to the ring are immediately obvious to observers. They are the two air/raft bays, the cargo access plate under the main lab, and the docking ring for the research pinnace.

The air/raft bays each normally contain an air/raft. They are air locks, and can be opened and entered using one of the ship's vehicles; the ship's air/rafts have remote triggers which will open the bay door. Individuals with electronic-2 or better skill can rig a makeshift trigger on 9+ per hour.

The cargo access plate to the main lab is a heavy, fully secured sliding panel normally used to allow installation of research equipment. It is not normally opened, and requires the depressurization of the entire main lab. Unbolting the access plate requires at least two persons and several hours.

The docking ring can be entered by any six-meter diameter vessel; entry to the spoke is then quite easy. If no six-meter diameter vessel is available, then the manual hatch on the spoke can be opened and the ship entered.

Simplistic solutions to the entry problem (such as cutting through the hull or blasting the ship with laser fire) should be discouraged as detrimental to the ship's interior.

INTERIOR DETAILS

The specific interior fittings for the ship are standard, and examples are shown on the symbols chart on the deck plans.

Interior Walls: Interior walls are partitions: non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing 100 hit points at such a wall with an energy weapon will burn a hole large enough for one person to pass through per turn; an explosion which produces 100 hit points will produce the same effect. Weapons firing bullets are less efficient in doing this sort of damage; such a weapon must produce 1000 hit points before a person-sized hole is produced.

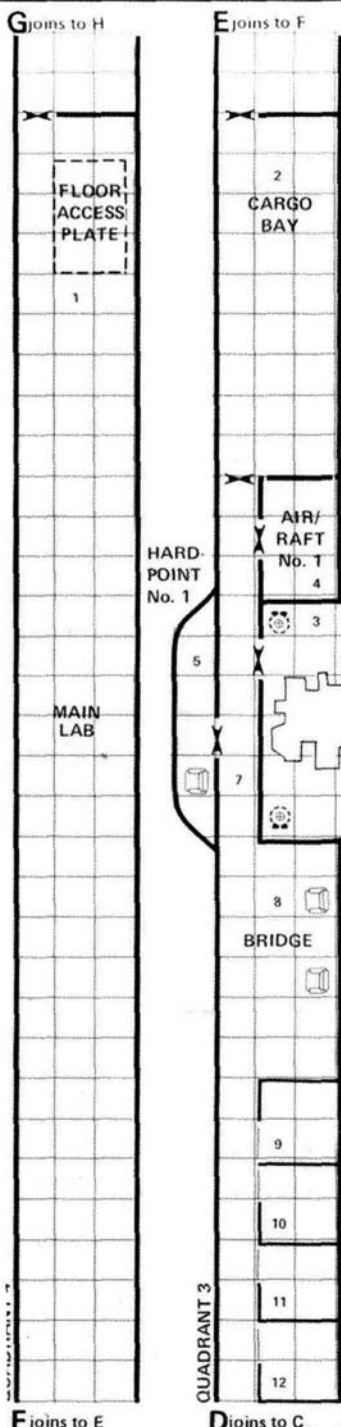
Sliding Doors: Set in interior walls are sliding doors. Such doors save space over conventional swinging doors, and so are standard on most starships. They are not air-tight, and serve merely as privacy screens. They may be broken down by weapons in the same manner as interior walls.

Sliding doors are powered, and open completely (assuming ship power is on) when a stud is pressed on the wall next to the door. Such doors may be locked (from the other side, from both sides, or from the computer) and a red light shows on the stud panel to indicate this fact. When ship power is off, sliding doors will not operate automatically, but they may be overridden manually with brute force (generally 10 strength points or more applied; pry bar acts as +4 strength points).

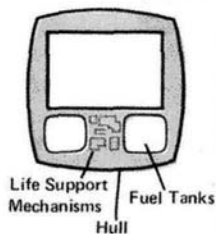
Bulkheads: The major structural components of a ship are the bulkheads, and

400-TON LAB SHIP

Tonnage: 400 tons (standard). 5600 cubic meters.
 Dimensions: 5m by 5m ring cross section. 35m radius.
 Crew: Five. Captain/pilot, navigator, medic, and two engineers. Additional scientific and administrative personnel up to twenty total crew.
 Jump: 2. One jump 2 or two successive jump 1. Jump governor installed.
 Acceleration; 1-G maximum.
 Power Plant: 3. Supports maneuver and jump drives.
 Gravities: Intermittent; ring spin back up.
 Range: One jump 2. Twelve months.
 Armament: None. Two hardpoints forward of drive pods allow installation of turrets and weaponry.
 Pinnace unarmed.
 Electronics: Model/2 or equivalent. Environment maintenance units, lab consoles, spin regulators.
 Ship's Boat: One 40 ton pinnace, docking at the central spoke. Two four passengers air/rafts with docking on the ring. Rescue balls distributed throughout ship.
 Laboratory: Two labs with fixtures for physics, chemistry, biochemistry, xenochemistry, astronomy, etc.



Side View of Ring Structure



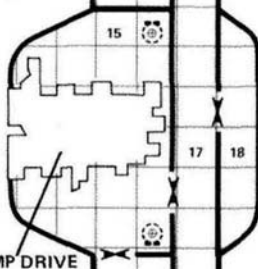
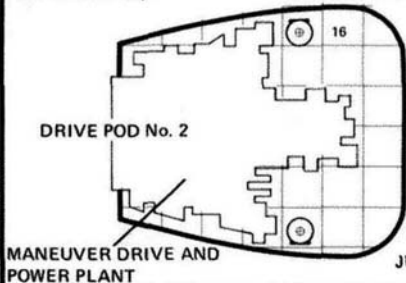
Deck Plan Symbols

	Interior Wall		Sliding Door
	Bulkhead		Maintenance Hatch
	Lift Shaft		IRIS VALVE
	MANUAL HATCH		Hatch
	Overhead		Overhead
	Floor		Floor
	Both Floor and Overhead		Both Floor and Overhead

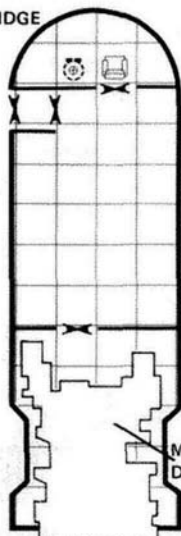


400-ton Lab Ship

FORWARD →



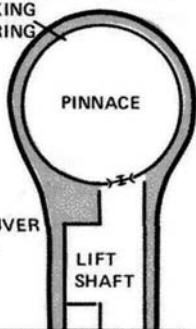
BRIDGE



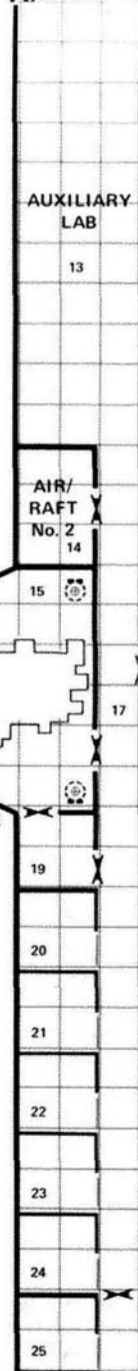
Research Pinnacle

Tonnage: 40 tons.
 Dimensions: 19.5m long
 by 6m diameter.
 Capacity: 6 passengers,
 plus 2 crew. 9 tons cargo.
 12 tons fuel.
 Performance: 5G constant.

DOCKING RING

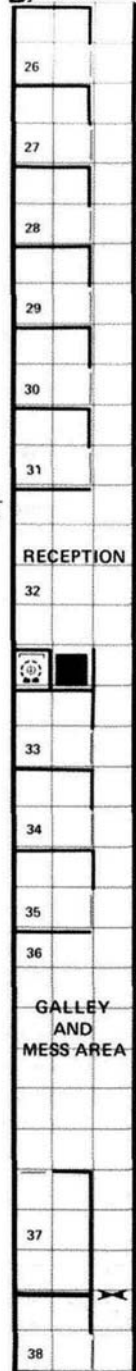


H joins to G



A joins to B

B joins to A



C joins to D

they represent the compartmentalization of the ship for damage control and environment maintenance as well as the outer hull of the ship. Bulkheads are very difficult to destroy. A concerted effort with an energy weapon or explosive must produce 1000 hit points of damage in order to create a hole large enough for a person to step through. Bullet firing weapons are ineffective against bulkheads.

All deck floors are assumed to be bulkheads.

Maintenance Hatches: At some points, small, unobtrusive maintenance hatches have been placed in bulkheads to allow repair or service personnel access to machinery or equipment. Maintenance hatches are not commonly used; that is to say, they stand closed and generally ignored nearly all of the time. Only rarely do crew and passengers even recognize their existence. Maintenance hatches are unpowered, and they lock with a common service key. On this ship, one key fits all maintenance hatches; there is a key stored in a compartment in the pilot's couch on the bridge, and one hangs on the wall in each drive pod.

Lift Shaft: Elevators lifting personnel or goods between decks are called lift shafts. In the lab ship, this consists of a pressure-tight lift car and a shaft extending along the spoke leading to the docking ring. Ordinary sliding doors close the shaft when a lift car is not present. The lift car itself is sealed with a sliding door which is pressure-tight. Between decks, the lift shaft is sealed by pressure doors, maintaining integrity between the decks.

Iris Valves: Iris valves are pressure-tight automatic portals set in bulkheads. A valve functions much like the iris of a camera; many panels retract into the frame to leave an open passage or extend to block the portal with solid metal. Iris valves may be horizontal or vertical. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or by computer, and a red light glows on the indicator panel to indicate this condition. Valves cannot be forced closed if already open.

Valves are very difficult to force open once fully closed. Throw 9+ to force open a closed iris valve; DM +1 if strength 10+, +2 if dexterity 10+, -3 if the person is in vacc suit, +2 if ship power is off, -8 if locked. Gunfire and explosions will simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close fully until the valve is clear of any foreign objects (like legs, hands, etc).

Manual Hatches: Cheaper substitutes for iris valves are manual hatches. These are hinged pressure doors secured by a handwheel and extending bars. They are not automatic and have no interaction with the ship's computer (although there may be a sensor which tells the computer if the hatch is open or closed).

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface. Intruders will probably be in vacc suits initially. Once they have entered the interior, they should be encouraged to remove helmets and gloves at the very least.

Light: Many areas within the lab ship are fully and comfortably lighted. The intensity of light can be varied by computer instructions or by simple wall switches. Some areas (such as cargo hold or maintenance ducts) may be poorly lit. Some areas may have no light, and the fixtures may be smashed. Some areas (such as the bridge) may be lit with red light to preserve night vision of personnel assigned there.

Each room description includes an indication of the lighting situation within.

Temperature: The interior of a normal ship is about 25 degrees C.

Plumbing: Each stateroom contains sanitary facilities for individuals.

Gravity: The lab ship has grav plates built into the flooring. These plates produce standard gravity within the interior. Acceleration compensators are also installed, to negate the effects of high acceleration and lateral G forces while maneuvering. A ship's passengers would be unable to tell whether they were moving through space or grounded on a planet without looking out a viewscreen.

The grav plates can be turned off and interior gravity provided by centrifugal force if local gravity effects are to be eliminated as a variable from experiments.

Power: Ship power is on, and all interior mechanisms are functioning. The ship is rotating, but the grav plates are also on. Easily found light switches in each room allow areas to be illuminated.

A prominent power-on switch on the bridge (another is located in each drive pod) controls all power to the ship. If the switch is turned off, all characters will perceive a slight lurch. Turning off power douses the lights and cuts the grav plates; loss of grav plates still leaves the centrifugal effects of the ship rotation, which places gravity at 0.5-G.

Atmosphere: The interior of the ship is fully pressurized, and an atmosphere tester will indicate breathable gases; there is no apparent (or real) danger of losing pressure at present. If pressure is lost in an area, tracing its effects on the deck plans will show what areas are in danger. Iris valves automatically close to minimize the effects of depressurization.

Vacc suit discipline should be broken as soon as possible. While the suits themselves provide the equivalent of cloth armor, helmets and gloves should be removed, or the characters should be affected by -3 dexterity and -3 endurance.

INTERIOR CONFIGURATION

The deck plans for the ship portray the interior of the laboratory ship. The ship is divided into four quadrants, numbered 1 to 4. The end of each quadrant is labeled with a letter and a notation of which quadrant end it joins to. It should also be noted that each deck plan has an arrow which shows the direction of forward on the ship.

The curvature of the ring also affects line-of-sight within the ship. Along the length of the ring, two people of average height could see each other at eye level from 9 meters (6 squares). A standing person could see the deck at 11.2 meters (7.5 squares), and a person with his eyes at deck level could see the deck 13.5 meters (9 squares) away. Naturally, gunfire is affected in the same way.

The Deck Plans: Individual rooms are numbered within the deck plans; rooms are discussed in numerical order within sections devoted to the four quadrants.

QUADRANT FOUR

Quadrant four consists entirely of the main laboratory.

1. Main Laboratory. Almost all of the laboratory is in darkness. The end nearest the floor access plate is still lit by ceiling fixtures; the rest of the laboratory is dark and the lighting fixtures are smashed.

Much of the laboratory is outfitted with various chemical apparatus. Experi-

mental tables line the walls, and form two rows down the center of the laboratory. Two aisles lead down the length of the laboratory; occasional breaks in the tables allow shifting from each aisle to the other every ten meters or so. Many of the tables are outfitted with various chemical apparatus. Some (about one table in ten) are knocked over or broken; the rest stand in various states of use or disuse. None of the laboratory equipment is currently operating, and many examples are stained from lack of attention, or dirty from lack of cleaning.

The Computer: In approximately the center of the laboratory, a small scientific computer (Ichiban Model/0.5) occupies part of one table; this is not the ship's computer, but merely a scientist's research tool. Small flickering lights on its console indicate that it is operational. The screen is constantly flashing data and altering it.

Referee's Note: This computer is processing elementary data about the lab's experiments. Each of five experiments (numbered randomly) is momentarily displayed, and then is replaced by the next. Only by watching the screen flash through several times will an individual be able to note the exact data being shown. Any individual with computer skill can stop the display and manipulate it; others will only cause the computer to turn off and lose the data.

The data includes code number, general title, location within the ship, and a list of raw results for each of five experiments: they are numbered 1067, 1077, 1079, 1101, and 1103.

The Lair: In a darkened far section of the laboratory (near F), several tables have been overturned to create a small den or lair. It is padded with bedding and trash, and just outside the tables is a pile of garbage, including bones and excrement.

Referee's Note: One table is completely overturned, and lies next to the wall. If it is moved, characters will discover a hole in the flooring leading to the fuel tankage below. The flooring and the tank have been cut with a laser or torch, and a small hatch has been created leading into the tanks. The jagged edges are padded with wadded up bedclothing. The passage is dirty, and looks well-used.

QUADRANT THREE

Quadrant three consists of of a cargo bay, the hangar for air/raft number 1, drive pod number 1, the bridge, and several crew staterooms.

2. Cargo Bay. The area is dimly lit, but all lighting fixtures are intact; local wall switches can raise lighting levels. This 23-ton cargo storage area appears to be a standard chamber, with bare metal walls, and tie-down fittings on ceiling and floor. The wall between the cargo bay and the air/raft hangar is a large sliding door. This door allows transshipment of bulky cargo from the air/raft if required.

Within the cargo bay are many large crates and storage containers. Some are empty, and markings on them indicating that scientific instruments were brought aboard in them. They are now being kept until needed.

One section of the cargo bay contains a large crate which is air-tight, and appears to have been used for the transport of live animal specimens. Scattered behind the craft are the remnants of some small specimen cages. Close inspection will reveal some blood smeared on the walls and floor, but no sign of the animals themselves.

3. Drive Pod Number One Lower Level. This area is well lit, with no fixtures smashed. This lower level of the drive pod contains part of the ship's jump drive. It

is accessed from the corridor, and hatches lead up to the second level.

The walls of this chamber are plastered with posters and instructional aids pertaining to the jump drive. The various materials are put out by the drive manufacturers, and were used in the education of apprentice engineers. Taped to the wall behind one of the posters is a maintenance hatch key, clearly labeled.

4. Air/Raft Number One. This area is dark, and the lighting fixtures have been smashed. Firmly fastened into transport brackets in this area is a standard air/raft. A cargo door leads from this chamber to the adjacent cargo bay.

5. Hardpoint Number One. This area is dark and there are no lighting fixtures installed. This forward portion of the drive pod is intended to be fitted with a turret and weaponry. Once the hardpoint is armed, a gunner's couch and fire control equipment could direct defense of the ship. At present, the area is empty, and there is nothing but some bare wiring.

6. Drive Pod Number One Upper Level. This drive pod level is well lit. The upper level of the drive pod extends inward toward the center of the ring. It contains the power plant and the maneuver drive. This entire area is completely unused, although the power plant continues to function without supervision. A thin layer of dust covers all surfaces.

7. Corridor. The corridor is poorly lit; every second ceiling light is on. The remaining lights have been computer-dimmed, but they may be turned on from a wall switch. This small narrow corridor leads through the drive pod from the cargo bay to the bridge.

8. Bridge. The bridge is well-lit, with the exception of the end farthest away from the drive pod (toward room 9); there, the last three fixtures in the ceiling have been smashed. Two control couches are positioned in this large room: one is for the pilot and one for the navigator. Surrounding the couches are the basic instruments for ship operation, and all appear to be in operating order. The forward edge of the bridge chamber is a large vision screen providing images of the ship's course and nearby bodies.

The Computer: On the wall near the drive pod is the ship's computer, and a software library is kept in a cabinet near it.

Referee's Note: The ship's computer has no information about the laboratory and its experiments. The computer's memory can be scanned by someone with computer-1 or better, and the following information can be obtained.

A. Regular, routine communicator transmissions of lab reports have been made daily to Lysani Laboratories, the registered chartering company for this ship. The transmissions, sent to the mining company on the world surface below for forwarding, are coded, but can be easily decoded by the computer.

B. The same lab reports have been transmitted in batches of six to the mail reception point at the mining camp for posting by the mail boat when it calls. The reports are encrypted in a more complex code (although still readable through the computer) and addressed to the Butler Chemical Company, Terra/Sol.

C. The visitor roster for the last four months lists several mercenary officers, including at least two from Solomani mercenary battalions. This fact should serve as a hint that combat drug is involved in the lab research.

9. Pilot's Stateroom. This room is well lit. This cabin is a standard stateroom used by the command pilot. Its position close to the bridge makes sure he or she is always available for duty.

The single bunk's mattress has been thrown on the floor, and the clothing and possessions in the room have been strewn about.

10. Navigator's Stateroom. This room is dark, but the fixtures are operational, and will respond to the wall switch. This stateroom for the navigator is a standard crew cabin. The room's sliding door is locked. The interior is neat and undisturbed. There is nothing of any real interest inside.

11. Medic's Stateroom. This room is well lit. The interior is relatively neat, but two bottles of whiskey have been smashed in the center of the floor. Some blood is visible on close examination, and a trail of blood leads out of the cabin into the corridor. There, the spatter disappears at the iris valve leading to quadrant two.

12. Engineer's Stateroom. The room is dark, and the ceiling lighting fixtures have been smashed. The entire stateroom has been violently torn up, with the desk torn from the wall and the bunk smashed. The mattress is missing.

QUADRANT ONE

Quadrant one contains an auxiliary laboratory, the hangar for air/raft number 2, drive pod number 2, and several staff staterooms.

13. Auxiliary Laboratory. This area is dark, and all ceiling lighting fixtures have been smashed. The auxiliary laboratory is essentially identical in form and purpose to the main laboratory. The primary difference is that it is smaller.

The entire area is completely wrecked, and most of the equipment and apparatus has been destroyed by an explosion. The force of this explosion has shattered various pipes and conduits in the walls, and has buckled the floor. Although pressurization has not been lost, the integrity of the hull may have been compromised, making this area in need of inspection and possible repair before the ship is used for any purpose.

At one end of the lab (near the air/raft hangar), a pile of wrecked lab tables and benches is stacked against the wall.

Referee's Note: Close inspection of this area will indicate that a small tunnel into the pile of wreckage, carefully concealed, leads to a lair or burrow within. If the pile is dismantled, an access hole, recently cut, leads below to the fuel tankage. As with the one in the main lab, the edges are padded with bedclothing.

14. Air/Raft Number Two. This area is dark and the lighting fixtures have been smashed. The air/raft itself is missing, showing the large retractable floor panels which allow entry by the air/raft. The room itself is clean and clear of any debris.

15. Drive Pod Number Two Lower Level. This area is dark, but lighting may be turned on with a wall switch. This lower level of the drive pod contains part of the ship's jump drive. It is accessed from the corridor, and hatches lead up to the second level.

16. Drive Pod Number Two Upper Level. This area is dark, and the lighting fixtures have been smashed. Stuffed in one corner of the chamber is a pile of cloth and mattresses. Scattered garbage, including bones and paper wrappings, litters the floor around the bedclothes.

17. Corridor. This corridor is dark and all of the ceiling light fixtures have been smashed. This narrow corridor leads through the drive pod from the auxiliary lab to the row of staff staterooms.

18. Hardpoint Number Two. This area is dark and there are no lighting fixtures installed. As with hardpoint number one, this area could hold a turret and weapon-

ry. It does not, and no weaponry has ever been installed. The area is empty.

19. Auxiliary Bridge. This room is well-lit. This small room connects with iris valves to both the corridor and to the drive pod. It serves as a stand-by or emergency bridge for the ship. Just as the bridge is adjacent to drive pod number one, this bridge is adjacent to drive pod number two. It is used to manage drive tests, and to replace the main bridge in the event of disaster. It holds complete operating controls, and accesses the main computer through a local terminal.

20. Staff Stateroom. This stateroom is dark, but the lights may be worked from the wall switch. The stateroom, normally used by one of the research staff, is empty. All of the cloth from within, including sheets, blankets, mattress, and clothing, has been removed.

21. Staff Stateroom. This stateroom is dark, and the ceiling lighting fixtures have been smashed. The room stinks; a dead crew member lies in the center of the floor. The body has been dead for several days and is the obvious source of the smell. One leg has been torn off the body and is missing. The stateroom is otherwise empty, and all cloth within has been removed.

22. Staff Stateroom. This stateroom is dark, and the ceiling lighting fixtures have been smashed. The stateroom is empty and all cloth within has been removed.

23. Staff Stateroom. This stateroom is well lit. The interior is normal, and untouched. The bed is made, the drawers closed.

24. Staff Stateroom. This stateroom is dark and the ceiling lighting fixtures have been smashed. The bunk is torn from the wall, and materials have been piled in one corner into a barricade.

Referee's Note: Behind the barricade is a hole cut in the floor leading to the fuel tankage. The hole is concealed beneath a mattress, and the edges of the hole have been padded with bedclothes.

25. Staff Stateroom. This stateroom is dark, but the lights may be turned on by the wall switch. The interior of the room has been stripped of cloth, including mattress and bedclothes.

QUADRANT TWO

Quadrant two contains staff staterooms, the reception foyer of the ship, and the galley and mess area. It also contains access to the spoke leading to the research pinnacle.

26. Staff Stateroom. This room is dark, but the wall switch works. Originally intended as a stateroom, this room has been converted to a scientific library. Three microfiche readers are placed on stands near comfortable reading chairs. One wall is covered with shelving containing the microfiche. Typical tries are long and boringly scientific. Several boxes of cards are scattered on the floor.

Referee's Note: This room should appear to be a potential source of information on the research which is going on in this ship. However, without additional help, all that can be learned is that the research is biochemical in nature.

If other information is found, and then this room is checked, it is possible that specific questions can be answered. Typically, education 10+ is required for any real understanding of the information presented. Intelligence is not a basis for understanding the material, although it will help reduce the time needed to trace down an answer.

27. Staff Stateroom. This room is dark, but the wall switch works. The state-

room is empty and looks as if it has never been occupied.

28. Staff Stateroom. This room is dark, and the ceiling light fixtures have been smashed. The room has been stripped of all cloth, including bedclothes and mattress. There are some indications of a heavy object being dragged from the room, and some small blood smears on the wall near the door.

29. Staff Stateroom. This room is well lit. The room is undisturbed.

30. Staff Stateroom. This room is dimly lit; three of the four ceiling lighting fixtures have been smashed. The fourth is flickering. The mattress from the bed and the sheets have been taken from this room. Lying on the floor in the room's center is a long wooden pole. The instrument was used to smash light fixtures, but has been abandoned for some reason.

Referee's Note: The closet door for this stateroom is slightly ajar. Disturbing it will cause it to swing open. As it does, the body of a dead crewmember will fall out, face up. The body is severely decomposed and an arm is missing. The smell now pervades the room.

31. Staff Stateroom. This room is dark and the ceiling lighting fixtures have been smashed. The room itself has been stripped of cloth and bedclothes. The center of the room is wet with a puddle of water about two centimeters deep. Checking the sink and shower will show that the faucets are turned on, but that they have been overridden by the central computer when the sink and shower basin overflowed.

32. Reception Area. This area is dark except for one light fixture near the lift shaft; the remaining fixtures have been smashed. This large foyer is the initial entry point for visitors arriving by pinnacle. The reception area includes a large plaque on the wall, several comfortable lounge chairs, and a communicator.

Adjacent to the lift shaft door is a maintenance hatch. It is well hidden by wall panels, and won't be noticed unless a light (hand lantern or electric torch) is used.

Referee's Note: The plaque on the wall indicates basic information about the ship, including its owner, Scientific Charters. The essential information is presented on page 12 on the deck plans. Beneath the information is a small bulletin board. Individual letters have been attached to spell out Lysani Laboratories.

33. Staff Stateroom. This room is dark, but the light switch will turn on the lights. This room was unoccupied, and there are no bedclothes or mattress inside. Several cartons are piled in the far corner.

Referee's Note: The cartons are personal goods belonging to one of the staffers. They include books, clothes, and various personal items such as a necklace of beads, a silver-studded leather belt, and a sprig of green leaf in a block of clear plastic.

34. Private Lounge. This room is dark, but the light switch will work. This room contains a table and several comfortable chairs. One wall is a display board, with individual repeater stations on the table surface. Another wall has shelving and several bound volumes of computer reports.

Referee's Note: This room is a meeting room for the scientific staff. The reports document the progress of the experiments mentioned in the referee's notes. They detail where on Gadden the particular plant specimens have been gathered, and which specific types have proven useful. They also indicate the precise procedures used to process the plants. If Butler Chemical (see also page 16, item 8C) doesn't have the information, they could consider it valuable.

35. Private Dining Room. This room is well lit. A large table surrounded by chairs dominates the center of the room. Place settings for a meal are on the table.

36. Galley and Mess Area. This area is dark; all but two lighting fixtures have been smashed. The center of the area is occupied by long tables and chairs. The place is obviously a dining room. The tables at one end (toward room 37) have been pushed aside, but no large barricades have been created.

37. Kitchen and Storage. This area is dark, and the lighting fixtures have been smashed. This room is a food preparation area; facilities are available for cooking both large and small meals. To the rear of the room is a large frozen food locker; inside, on hooks, hang 12 crew members, dead. Some have limbs missing; all seem to have been chewed on somewhat. The teeth marks look human.

38. Crew Stateroom. This room is dark, and the ceiling lighting fixtures have been smashed. A pile of mattresses and blankets occupies one corner of the room.

THE SPOKE

A single spoke extends from the ring to the center to provide docking for the research pinnacle. Through the spoke are the lift shaft, a parallel ladder, and fuel conduits. At the top of the spoke is a docking ring.

Lift Shaft. The lift shaft car is well lit. It is operable, and will travel from just below the docking ring to the reception room in just under thirty seconds.

Parallel Ladder. This shaft is dark, but wall switches work. The ladder is entered from the maintenance hatch, and extends from docking ring to reception room.

Docking Ring. The docking ring accepts any round cross-section (6 meter diameter) craft, and positions its exterior hatch adjacent to the ship's exterior hatch. Locking bolts hold the craft in position as the ship moves. Normally, it holds the laboratory ship's research pinnacle when it is not travelling elsewhere.

The Research Pinnacle: The 40-ton research pinnacle is a small craft capable of scavenging fuel, acquiring specimens, and running errands to other parts of the system or to world surfaces. The craft has a crew of one and is capable of 5-G acceleration. It has a bridge with two control couches; the second control couch carries a gunner if the craft is armed. The cargo area carries nine tons of cargo and six passengers.

The pinnacle is streamlined and has integral fuel scoops. Its fuel tankage of 12 tons is more than sufficient for long range ventures within any system. In addition, these tanks are used to ferry fuel to the lab ship.

THE FUEL TUNNELS

The fuel tankage for the ship is contained in two ring-shaped tanks under the sub-flooring of the ship (the deck plan shows a cross-section of the ring and the two fuel tanks). Internal flow baffles automatically separate the tanks into leak-proof sections in the event of a puncture.

At present, only one section, under drive pod number one, is full. The other sections have been accessed from the ring by holes (at the main lab, location 1, the auxiliary lab, location 13, and the staff stateroom, location 24) cut through the sub-flooring. The small dark passage thus created allows quick travel from point to point within the ship.

The two fuel tunnels themselves run parallel to each other, and join every 30 meters. Each independent section of fuel tanks joins to the next with flow baffles which are normally open, allowing easy movement from one section to the next. As a result, the tunnels form a simple but effective maze below.

Referee's Notes

This lab ship was engaged in psychochemical research, with a primary goal of achieving improved types of combat drugs. The activity is legitimate, but has been shrouded in secrecy because of the potential for profit.

There are other reasons for secrecy as well. The three scientists engaged in the research have been using human subjects in order to more quickly perfect the drug formulations. The navigator has been copying the various reports and sending them to a rival chemical company in return for a pay-off. In all, the entire project has been poorly managed.

The Blow-Up: The navigator had received instructions from Butler Chemical to delay progress in the drug research, and stupidly decided that such a delay would best be handled by a simple explosion. He rigged a bomb in the auxiliary laboratory, set its timer, and then retired to his stateroom. There, he settled in to a bottle and got completely drunk. While he drank, the bomb went off. It was the night shift, and the lab was unoccupied. Actual damage was rather low, but it disseminated samples of two of the combat drugs into the ventilation system. The two drugs have relatively innocuous effects alone, but together, they synergize. That is to say, they interact with each other to achieve an effect far out of proportion to their normal ones. For 80% of humans, the result is death: the two drugs react together to form a poison which acts quickly and painlessly. Immediately, sixteen of the twenty crew and staff were killed. The remaining four personnel were affected differently.

The Drug Effects: The remaining four individuals on the lab ship were affected by the drugs, each in a different way. The exact effects of the drug differ according to body weight, metabolism, and other factors; the general effect is to increase personal strength, dexterity, and endurance, while leaving intelligence and education relatively unchanged. The effects take place almost immediately, and last for an hour; thereafter, the individual is fatigued and ravenously hungry. The drug promotes flashbacks, however, resulting in recurring cycles of heightened strength. These cycles occur about every twelve hours.

Two other effects are promoted by the drug combination. First, those affected have an aversion to light. Pupils are dilated, increasing nightvision, but making standard illumination levels painful to the subject. Second, individuals feel strong aggressive instincts while their civilized inhibitions are suppressed. They feel combative and are prone to attack sources of pain or irritation. This is the reason for the many smashed light fixtures. Although the individuals retain the ability to find and use light switches, the suppressed inhibitions lead instead to simple destruction.

Finally, the drunken navigator was subjected to a variation of the drug effects. Because of the high level of alcohol in his bloodstream, the effects of the drugs were further twisted from normal. The alcohol speeded the effects of the drug combination, making him more greatly affected. Simultaneously, the drug effects increased his intelligence slightly while in the enhanced state, an effect not happening to the other survivors.

THE EXPERIMENTAL DATA

The research computer in the main laboratory lists five experiments being conducted on the laboratory ship. They are identified by the code numbers 1067, 1077, 1079, 1101, and 1103. Each experiment is listed below:

1067. Combat Drug. Location: main lab. Effects of standard combat drug as a control for other tests. This drug is used as a standard against which the other drugs will be judged.

1077. Improved Combat Drug A. Location: auxiliary lab. Effects of improved combat drug A on small animals. This drug appears to increase personal strength and endurance to 15 after ten minutes, but at the cost of a reduction of dexterity by -5. There are no undesirable side effects other than a period of fatigue after thirty minutes.

1079. Improved Combat Drug B. Location: auxiliary lab. Effects of improved combat drug B on small animals. This drug appears to mimic combat drug, but produces no effects or hits on users when it wears off.

1101. Improved Combat Drug C. Location: main lab. Effects of improved combat drug C on small animals. This drug increases personal strength and dexterity by +5 for thirty minutes. There are no side effects.

1103. Improved Combat Drug D. Location: main lab. Effects of improved combat drug D on small animals. This drug has no observed effect, but 20% of animals used as subjects die after three days.

THE SURVIVING CREW

The four surviving crew members scattered to various parts of the ship. Their deranged mental states made survival uppermost in their minds, while hunger and fatigue led them to establish individual lairs. All the while, their intelligence was unimpaired, making them cunning and imaginative.

The surviving crew members are shown below. Each is shown with original characteristics, drug-enhanced characteristics, and fatigued characteristics. Also shown is the location of each crew member's lair. Crew members may be encountered in their lairs or elsewhere in the ship.

1	Scientist	(before exposure)	897488	Age 42	6 terms	main lab (1)
		(enhanced characteristics)	EFD488	Age 42	6 terms	
		(fatigued)	453488	Age 42	6 terms	
	Computer-2, Survival-1, Gravitics-1, Admin-1, Jack of all trades-1					
2	Scientist	(before exposure)	7447B9	Age 30	3 terms	aux lab (13)*
		(enhanced characteristics)	DAA7B9	Age 30	3 terms	
		(fatigued)	4117B9	Age 30	3 terms	
	Electronics-1, Mechanical-2, Computer-1, Navigation-1					
3	Engineer	(before exposure)	9A6667	Age 26	2 terms	drive (16)
		(enhanced characteristics)	FGC667	Age 26	2 terms	
		(fatigued)	562667	Age 26	2 terms	
	Engineering-2					
4	Navigator	(before exposure)	779568	Age 30	3 terms	cabin (24)
		(enhanced characteristics)	GGG768	Age 30	3 terms	
		(fatigued)	334768	Age 30	3 terms	
	Computer-2, Navigation-2, Mechanical-1					

The flashbacks induced by the drug recur every twelve hours, and last for about one hour. After that period of enhanced characteristics, the individual becomes fatigued for perhaps six hours. Then a five hour period of normalcy returns, followed by another hour of enhanced characteristics.

Confrontations: It is possible to trigger a flashback with a sudden confrontation. When any survivor is encountered, throw 9+ for an immediate trigger to enhanced characteristics. The enhanced, fatigued, normal cycle begins anew from this point.

THE LABORATORY ANIMALS

The various animals being experimented upon in the labs were also affected by the release of the drugs into the ventilating system. Many (about 80%) were killed by the effects; their dead bodies were eaten over the next few days by the survivors. Most of the remaining animals used their enhanced strength to escape from their cages, and now roam free in the ship. Throw 9+ every fifteen minutes for an encounter to occur. If it does, throw 4D for the number of animals encountered. If encountered in a lit area, they will flee; in in the dark, they will attack on 7+. If they do not attack within two rounds (15 seconds each), they will flee.

<i>Qty</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
4D	Intermittent	3kg	4/ 1	none	5 teeth+1 A0 F0 S2

In reality, the animals are only a minor nuisance. But the possibility of encountering them in the fuel tunnels should be considered and used as a deterrent to the adventurers exploring below too easily.

THE UNDERSHIP MAZE

The fuel tunnels were created by the navigator. He realized that cutting through the sub-flooring to the fuel tankage below would create a maze of tunnels which would allow an alternate means of access to various parts of the ship. The tunnels come out at the main lab, the auxiliary lab, and the staff stateroom at 24. Almost immediately, the other survivors established barricades over the tunnel exits. The purpose was not so much to conceal them as to control their access by others. Even while they slept, the survivors could lie above an exit with a mattress covering the hole, thus protecting themselves from that flank.

ENCOUNTERS

When the players enter the lab ship, one or more of the four surviving crew may be in the heightened strength phase of the drug-induced cycle. Roll 10+ for each crew member to so determine. If in the heightened strength phase, the crew member will be wandering the ship in search of food, or engaged in eating a thawed limb of one of the dead crew near the meat locker. Those not in this phase of the cycle will be in their lairs.

When encountered by the players, surviving crew will display suspicion and guarded hostility due to the effects of the drug. While their intelligence remains unaffected by the drug (with the exception of the navigator) the mental effects of the drug have induced a psychotic paranoia, and their intelligence manifests itself more as animal cunning.

It is possible to talk to and reason with the surviving crew, but they will be

extremely sensitive to any implied or perceived threats. Light will irritate them, and a light shined in their eyes will automatically bring on the enhanced strength phase and cause an immediate attack, as will sighting any other surviving crew member ("the enemy").

All surviving crew members will claim to have subsisted solely off of captured lab animals and the galley food stores, claiming that the others have been eating the dead crew. (In fact, all four have been). All will be hungry (and will respond positively to the offer of rations, if the players have brought any along) and will use this hunger as evidence of the fact that they have refrained from eating the dead crew. All are convinced that they will be executed for cannibalism if it is found out. (In fact, no legal action would be contemplated given the circumstances, but any attempt to convince them of this will be perceived as a trick to get them to confess.) If a surviving crew member is discovered in the act of eating a dead crew member, the survivor will attempt to kill all of the players, thus preventing them from reporting his or her actions. The crew member will use all of his or her cleverness and knowledge of the ship to accomplish this.

Ending The Adventure: The adventure may end in a variety of ways, usually by their own choice in leaving the ship.

If the group clears the ship of the four surviving crew members (capturing them and restraining them), then the expedition is successful, and the agent will pay off as promised.

If the group clears the ship by killing some or all of the survivors (and capturing and restraining the rest), then the agent will express disappointment and waver a while, but will ultimately pay off as planned.

If the group leaves without dealing with all four survivors, then the agent will only partially pay off. He will clear the group's debt to the local mining company, but will not provide tickets off world.

HIGH GUARD

The lab ship was designed using Book 2, *Starships*. For those using Book 5, *High Guard*, for space combat the ship has been evaluated and rated using *High Guard*, second edition. Its universal ship profile is shown below; the price includes an architect's fee, and takes into account the 10% discount for multiple ships in a class.

L-00175 <i>Lavalier</i>	L4721121-000000-00000-0	MCr158.9841	400 tons
Book 2 Design			Crew=5. TL=9.
Passengers=15. Cargo=23. Fuel=90. EP=12. Agility=1. Hardpoints=2. Air/raft=2.			

KK Pinnacle	KK-0205501 -000000-00000-0	MCr20	40 tons
Unarmed.			Crew=2. TL=9.
Passengers=6. Low=0. Cargo=9. Fuel=12. EP=2. Agility=5. Bridge.			

Turrets and armaments may be added to the ship's two hardpoints. The pinnacle can be armed by adding up to three weapons; no more than two can be lasers.

Scientist Characters: Since a laboratory ship is a possible benefit for scientist characters (generated from Supplement 4, *Citizens of the Imperium*), the lab ship deck plans should be retained for use by a character who merits them once the adventure is concluded.