

Double Adventure 6
Divine Intervention

TRAVELLER®

Science-Fiction Adventure
in the Far Future

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Game Designers' Workshop

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Divine Intervention

TRAVELLER, Double Adventure 6, Part 1

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is a double adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

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

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Introduction

This booklet contains two complete adventures for **Traveller** printed back-to-back. This adventure, *Divine Intervention*, covers a mission to alter the policies of a religious dictatorship.

A referee who administers this adventure must be familiar with both it and the rules for **Traveller**. A prospective referee should read through the entire adventure before starting play. This adventure requires only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional references. Of course, paper, pencils, six-sided dice, and graph paper will be needed during play.

Chapters: This introduction (pages 4 and 5) is for both the referee and players, and gives the general background for the adventure. The chapter entitled A Message from God (pages 6 to 8) is specifically for the players, and prepares them for their mission; however, the referee's notes section of that chapter gives the referee behind-the-scenes information about the situation and is not for the players. The remainder of the adventure gives specific information about the adventure and is intended only for the referee. Note: No part of this adventure should actually be placed in the hands of the players.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. If these do not fit into a referee's existing Traveller campaign, he or she may alter them to suit.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1107: the 1107th year since the founding of the Imperium. The referee can choose an exact date based on the campaign and the local situation. Days within each standard year are numbered from 1 to 365. Standard notation lists the day-number followed by the year-number; thus 365-1107 would be the last day of the year 1107. Once the adventure begins, the referee should allow time to flow normally.

Place: The adventure takes place on Pavabid (0408-C6678D8-6), in District 268, a subsector of the Spinward Marches. Pavabid is ruled by a religious dictatorship. This deeply-entrenched theocracy is a rigid offshoot of the widespread Church of the Stellar Divinity. All activities are regarded as religious in nature, and the church has laid down rules of behavior for even the most mundane aspects of everyday life. Offworlders are permitted on the planet only at the Pavabid Spaceport and Trade Enclave. This area of four square kilometers is completely cut off from the rest of Pavabid by hundreds of kilometers of wilderness and water, in order to prevent outside contamination of pure Pavabidian society. It is staffed by only the most loyal members of the Thearchy and guarded by church troops. The law level in the trade enclave is 8; in normal Pavabid society it is 9 or even A. The Travellers' Aid Society classifies Pavabid as amber (dangerous) because it is easy to run afoul of its many laws, even

in the trade enclave. Pavabid is potentially a rich world, but its severe trade restrictions have kept its wealth and tech level lower than those of its neighbors, Collace and Trexalon. Pavabid's near-average gravity, standard atmosphere, temperate weather-systems, and bountiful water make for a physically pleasant world. However, Pavabid's population of about 700 million people live in a stagnant, rigid society. Since immigration and emigration are illegal, and information is strictly controlled, the majority of the inhabitants can conceive of no other style of life. Most live in small towns built around light industry, separated from each other by agricultural districts.

CHARACTERS

This adventure can be used with any group of characters available. Since success or failure will be more dependent upon players' wits than the characters' abilities, the adventure can be altered slightly to handle almost any group of adventurers.

Pre-generated Characters: A group of 8 pre-generated characters is provided here. The referee may allow other characters, if he or she prefers.

| | | | | | |
|---|---|--------|--------|---------|---------------|
| 1 | Ex-marine Captain | A7A788 | Age 34 | 4 Terms | Cr1,500 |
| | Cutlass-3, Vacc Suit-1, Mechanical-2, | | | | Cutlass |
| | Computer-1, Revolver-1 | | | | Revolver |
| 2 | Ex-army Captain | 6B8563 | Age 26 | 2 Terms | Cr500 |
| | Laser Carbine-2, Air/raft-1, Rifle-1, SMG-1 | | | | Laser Carbine |
| 3 | Ex-navy Commander | 7BA7B8 | Age 42 | 6 Terms | Cr3,000 |
| | Pilot-1, Navigation-2, Medical-1, SMG-2, Vacc Suit-1 | | | | SMG |
| 4 | Ex-scout | BC8A95 | Age 38 | 5 Terms | Cr2,500 |
| | Auto Rifle-2, Vacc Suit-1, Electronic-2, Pilot-1 | | | | Auto Rifle |
| 5 | Ex-merchant 4th Officer | C6B888 | Age 38 | 5 Terms | Cr2,000 |
| | Medical-2, Shotgun-2, Mechanical-2, Pilot 1 | | | | Shotgun |
| 6 | Ex-other | BB7995 | Age 34 | 4 Terms | Cr500 |
| | Brawling-2, Streetwise-1, Forgery-1, Revolver-0 | | | | Revolver |
| 7 | Ex-army Major | 677BA8 | Age 26 | 2 Terms | Cr1,500 |
| | Blade-3, Tactics-1, Electronic-2, Rifle-1 | | | | Blade |
| | | | | | Travellers' |
| 8 | Ex-navy Lieutenant | 788BC9 | Age 30 | 3 Terms | Cr4,000 |
| | Engineering-2, Mechanical-1, Foil-1, Vacc Suit-1, Shotgun-0 | | | | Foil |

A skill level of 0 (for example, shotgun-0) has been assigned to show some familiarity with a weapon, but not enough for a full skill level. Skill-0 allows use of a weapon without the adverse DM for lack of skill.

A Message from God

On a stopover at Collace (0407-B628943-D), the adventurers are staying at the Collace Down Starport Hotel. Returning to the hotel one evening, they discover a stranger waiting for them in their room. He apologizes for the irregular manner of making their acquaintance, but he wishes to speak to them on a matter requiring extreme discretion. He represents certain unnamed interests on Collace — the adventurers will understand that he cannot disclose their identities — who require a group of experienced troubleshooters, with no known connections on Collace, for an important job. The mission involves a slight amount of danger, but the adventurers will be well paid for the risk: they will be lent certain valuable equipment necessary for their task, and will be allowed to keep it if they are successful. The equipment would be worth several hundred thousand credits on the open market, and should be ample recompense. Are the adventurers interested?

BACKGROUND INFORMATION

This is what the players will be told in the way of background for the mission.

The basic belief of the Church of the Stellar Divinity is that all stars are gods, conscious beings of transcendental power. If a man worships his sun, lives a good life, and follows the teachings of the church, his soul will acquire spiritual mass, and upon his death will be drawn into his sun, where it will join with the deity. The church is popular in the Imperium, where it makes few demands on a worshiper's life and doesn't compete with the government. The church on Pavabid subscribes to what is known as the Pavabidian Heresy, claiming that a star-god sometimes sends part of its consciousness to inhabit the body of a man, who is called the "Son of the Star" and who is therefore divine and infallible. The first Son of the Star was Pavabid, who conquered his world in a religious war and renamed it for himself. A further tenet of the Pavabidian church is that the stars are not brothers, but enemies; people from other stars are enemies of God, and contact with offworlders is therefore forbidden to all except a faithful few.

Pavabid is only one jump from Collace. The industrialists of Collace have always been frustrated by Pavabid's refusal to allow outside exploitation of her abundant heavy metals, but it was only a minor irritation in the past, as Tarsus, Avastan, and Inchin provide enough raw materials to satisfy Collace's factories. Recently, however, it became known through certain unorthodox channels that the Pavabidians had discovered massive deposits of iridium (with some platinum) on their world. Iridium is relatively rare in the Spinward Marches, and its industrial uses make it extremely valuable. Certain elements of the Thearchy recommended exploitation of the deposits for the good of the Church, but they were vetoed by Oroid, the Son of the Star, Thearch and Divine Ruler of Pavabid. Proper exploitation would require the help of offworlders, and unbelievers could not be allowed on the sacred ground of Pavabid outside the trade enclave.

The unnamed interests want to see those iridium deposits exploited, and by Collace. The only way to accomplish this, short of conquest of Pavabid (an action which a world being considered for membership in the Imperium, as Collace is, would never

undertake), is to persuade the Thearch to reverse his position. To that end, the scientists of the interests have constructed a small device that will project the image and sound of what a believer in the Mysteries of the Stellar Divinity will think is a message from God. The problem is that someone must deliver this device to the inner sanctum of Orobid Himself!

THE MISSION

The adventurers will be taken to Pavabid aboard a freighter making a routine jump. Except for the one spaceport, Pavabid is a closed world, but the adventurers must be put down near the current location of Orobid's palace without being detected. Pavabid's satellite warning system was built by TTC (the Trexalon Technical Consortium), since the Thearchy's technology was not up to the task. Unbeknownst to Pavabid, the Trexalonians built secret override circuits into the satellite system. Unbeknownst to Trexalon, the interests on Collace, Trexalon's biggest rival, have acquired full knowledge of the override system. Technicians aboard the freighter will use this knowledge to override the defenses of the satellite that covers the area of the planet they'll be penetrating. It will be fed false data that show nothing unusual happening.

The adventurers will drop down to the surface in a launch, landing in the wilderness at the beginning of the long Pavabidian night. (Pavabid has a 30-hour day, and it is late summer, so the night will last about 14 hours.) They are to conceal the launch and fly the remaining distance by individual grav belts. These will be provided by the employers. The adventurers should fly at tree-top level to avoid being picked up by the palace radar. The group should reach the palace after flying due east for approximately two hours. Strict radio silence is to be observed at all times while on-planet.

Orobid's palace is a floating building, suspended in the air by hundreds of null gravity modules. Anti-gravity is otherwise unknown on Pavabid, so the palace guards should not be expecting a silent infiltration from above. The employers are unable to supply the adventurers with plans of the palace — the group will just have to find their own way around. The characters should arrive at the palace one hour into the Pavabidian sleep period, so all but a few guards should be asleep. (Native Pavabidians live on a cycle of 10 hours asleep, 20 hours awake.) The adventurers must find Orobid's sleep chamber, place the message device, activate it, and leave.

The real trick is that the group must leave no physical evidence that they were ever in the palace. Anybody who sees or detects the presence of the intruders must be stunned and taken along when the group leaves. To aid in this, each adventurer will be provided with an experimental stun carbine that is totally silent (explained under Equipment). Noisy weapons are not to be used in or near the palace.

The contents of the divine message should help to cover for the intrusion. In addition to praise for Orobid and his regime and the message that the iridium is a divine gift to be exploited in the most efficient manner, the voice of God will mention that he may choose to elevate some of the members of the palace staff immediately, and take them with him upon his return to the Star. Also, the holy presence of the divine messenger may cause some of Orobid's servants to have hallucinations of strange happenings in the night. These minor distractions should be ignored. After the message is delivered, the holographic projector will utterly destroy itself in a blinding flash.

Certain Trexalonian elements seem to suspect that Collace is planning something, so the intrusion and placement of the device must take place at the planned time, before the Trexalonians can interfere. The adventurers must return to the launch and get back to the freighter before dawn.

If the adventurers are successful, they will be allowed to keep the grav belts and stun carbines used in the mission. Secrecy is a condition of their employment: if they ever speak of their mission to anyone, they will come to regret it,

EQUIPMENT

If characters desire further equipment, they should inform the Collacians. Using the adventurers' money, an official will be sent to purchase whatever equipment the characters desire and can afford. 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, and
2. The price indicated must be paid.

Individual Equipment: Each character will be given one of the following for use on the mission:

Grav Belt: Personal anti-gravity transportation using a single null gravity module and a personal harness. Cruise speed is 100 km per hour with unlimited range. Each grav belt can lift up to 1000 kg. The harness is equipped with four extensible straps and folding mini-harnesses for carrying additional loads. (Such additional loads are awkward, and may inhibit the flyer's freedom of movement, effectively lowering his dexterity score while thus encumbered.)

Stun Carbine: An experimental energy weapon that fires a beam of ultrasonic vibrations. When this beam hits a human, it inflicts 1D-1 points of damage and may cause unconsciousness. The victim must throw below his current endurance score on 3 dice to avoid being stunned. If he fails, the number of points by which he missed the throw times ten is the number of minutes he will be stunned. (Subsequent stuns are not cumulative.)

A stun carbine uses a power pack identical to that of a laser carbine, which can provide 50 shots before requiring a recharge. Recharging requires at least 8 hours connected to a high energy source. The stun carbine is connected to the power pack by a heavy duty cable.

The stun carbine uses the same dexterity and range modifiers as a standard carbine, but its maximum range is 50 meters (medium range). It will not function in a vacuum. Targets wearing vacc suits, combat armor, or battle dress are immune to the weapon's effects. All other armor has no effect on the weapon's chance to hit.

Length: 700 mm. Weight of carbine: 3500 grams. Weight of power pack: 3000 grams. Base price: Cr3000 (if available). Extra power packs: Cr1000. Tech level: 15.

On the way to Pavabid, the adventurers will receive enough training in the use of these weapons to give them a skill of stun carbine-0. The stun carbines issued to the adventurers have been equipped with folding stocks.

Helmet Recorder: Each individual must wear a black crash helmet with a microsensor video and audio recorder built into the crown. Recordings of the mission will be viewed after the characters' return to assess their success or failure and to gather information about the interior of Orobid's palace, in case a follow-up mission should prove necessary.

REFEREE'S NOTES

The "unnamed interests" on Collace that want to see the Pavabid iridium deposits opened up are several. The first is Colmetal, Inc., a huge industrial combine that operates mines throughout the subsector. Second is the government of Collace, which wants to make sure that the money from the expected iridium boom passes through their world. Third is the Imperial Navy, which wants to ensure that the valuable metal finds its way into the Imperium. Collace has applied for membership in the Imperium, and though there are many formalities to complete, the Navy knows that Collace is as good as in. The Navy wants the iridium available for its own fleets so they do not want Trexalon, Collace's rival, to be developer of the deposits. Trexalon has been developing long-range economic ties with the Sword Worlds Confederation, and a large percentage of the metal would undoubtedly find its way there if Trexalon were to get the mining franchise. It was the Navy who arranged to provide the grav belts and stun carbines for the group who would undertake the mission. Neither Colmetal, the Navy, nor the Collace government could use their own agents on this mission, for fear that they would be identified as such by the efficient Trexalonian spy network.

The Collacians received their information about Pavabid from a renegade Thearchist, a Techpriest on the staff of the Pavabid Starport. He provided the news about the iridium/platinum deposits, and gave the Collacians enough information about the Church and Orobid that they could confidently create the message from God. The Techpriest was next supposed to provide them with the plans for Orobid's palace, but he has now disappeared. The Collacians theorize that he was caught by the Thearchy and executed.

Actually, the Techpriest was kidnapped by agents of TTC, the Trexalon Technical Consortium. Though the Techpriest died under interrogation before revealing everything, the TTC now knows that something is up, and are on their guard. When the Pavabid defense satellite is tampered with, technicians in the Trexalon embassy on Pavabid will notice the momentary disruption. A TTC ship will lift within an hour and take up orbit in the vicinity of the satellite. With some idea of what is going on, the Trexalonians will send down a team of killers by air/raft to try to stop it (see *The TTC Hit Men*, page 23). Like the Collacians, the Trexalonians must carry out their operations in absolute secrecy. They cannot just blow the whistle on the Collace team. If the Thearchy thinks they're being manipulated by any group of off-worlders, they will close the whole planet, and any chance of ever getting at the iridium deposits will be lost.

Success of the Mission: If the adventurers can plant the message without leaving any evidence of their having been in the palace, the mission will probably succeed. Orobid, like 99% of the Thearchists, really does believe in his religion and the divinity of his star. Naturally it will come as a stunning surprise to receive a message direct from the deity; such things are recorded in the Sacred Writings, but substantiated miracles in historical times are rare. On the other hand, who else would the Plasma Angel appear to but Orobid? The Collace psychotechs have done their job well, and Orobid will be inclined to believe the message in the absence of contrary evidence. Roll 5 + for Orobid to believe the message, DM - 1 for each piece of solid evidence the adventurers have left behind; this includes eye-witnesses, bullet holes, bloodstains, machinery that has obviously been tampered with, etc.

The Floating Palace

The aerial palace of the Thearch was designed to be the most impressive technological object on Pavabid. The entire building is supported in the air by hundreds of grav modules. The citizens of Pavabid have been deliberately stagnated at tech level 6, and have never heard of anti-gravity, so to them the palace is supported by the power of God (as they have been led to believe). Actually, it was built at the shipyard at Glisten in 874 from an order by the then-current Thearch, Lenebid. It cost a great deal to construct and transport to Pavabid, and it is expensive to maintain, but the Thearchy has the tithe-taxes of an entire world to draw upon.

The Thearch uses the palace as a continuous reminder to the areas it passes over that God (and the State, which represents the divinity on Pavabid) is always watching. Wherever it may be, the palace is always in continuous telecommunications contact with the capital city, so the business of governing Pavabid will not be interrupted. At the time of the mission, the Thearch is vacationing, and his palace is drifting slowly across the wilderness.

The palace is circular, just over 50 meters in diameter, with the first deck shaped like a flat ring. This ring is surmounted by a golden dome, 33 meters in diameter. The second through fourth decks curve around the rear of this dome, and are topped by a tall broadcast tower. The underside of the ring is wrapped in a gleaming grating, which acts as a catwalk and support for the engineers who must maintain the grav modules. Spaced evenly around the underside are folded hydraulic support legs, used when it becomes necessary to land the palace for refueling or in bad weather. The topside of the ring in front of the dome serves as a landing area for helicopters. The entire palace gleams with all the colors of the noble metals; nowhere are there any visible windows.

ENTRY POINTS

The three primary entrances to the palace are on deck 2: the large double doors leading into the dome (44) and the two hatches leading into the enclosed rear portion of the deck (41 and 43). There are also two lift shafts from deck 1 that surface on the copter deck (42). Finally, there is a maintenance hatch on the underside of deck 1 (9). Each of these potential entry points is described under the number noted.

Trying to enter the palace by cutting through the hull (walls) should be strongly discouraged, since this would leave hard-to-disguise physical evidence of the intrusion.

STANDARD INTERIOR FEATURES

Since the aerial palace was built in a shipyard in the Imperium, many of its interior features are identical to those found on standard starships.

Interior Walls: In most cases, interior walls are merely soundproofed light metal partitions. If it should prove necessary or desirable to blow a hole through an interior wall large enough for a person to pass through, this will require 100 hit points

from an energy weapon (not a stun carbine) or explosive. Bullets are less effective, and 1000 hit points are needed from bullet-firing weapons to do the same job.

Bulkheads: The outside walls and decks (including floors and ceilings) of the palace are bulkheads, the structural components that form and support the building. These are far stronger than interior walls. Creating a hole in a bulkhead large enough for a person to pass through requires 1000 hit points damage from an energy weapon (not a stun carbine) or explosive. Bullets fired at bulkheads do negligible damage (although they do leave obvious marks).

Doors: All doors set in interior walls are standard starship sliding doors. They may be blasted open by weapons, taking the same damage as interior walls.

Sliding doors are powered, and open completely (assuming the power is on) when a stud on the wall next to the door is pressed. Such doors may be locked from the inside or the outside, if one knows the proper code to press into the studs on the studplate. A red light shows on the stud panel when a door is locked.

During sleep periods, all of the staff and crew cabins will be locked on a throw of 11 - (a throw of 12 indicates that the occupant forgot). By removing the studplate, a person with electronic skill can unlock a door on a roll of 11 + (throw once per minute using skill level as + DM). Most doors are merely numbered, but some are labeled ("Bridge", etc.) and these are so noted.

Maintenance Hatches: There are several maintenance hatches in the floors and ceilings of the palace. These allow maintenance personnel access to the utility systems that run through the bulkheads between decks. They also serve as emergency passages in case of power or lift failure, so they are unlocked. All are labeled "Maintenance or Emergency Only".

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 are opened and locked by stud controls like those on sliding doors. 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 wearing a vacc suit, +2 if power is off, -8 if locked. Gunfire and explosions will simply block the valve tighter.

Cabins: Most cabins in the palace, whatever their shape, have standard interior fittings: a folding bed, chair, desk/dresser, wardrobe, and toilet facilities. Others (called "fancy" cabins below) include additional luxury items, typically a couch, table, several extra chairs, and a television/music set. A third type has the same fittings as the standard cabin, but is intended for double occupancy and has two bunks.

Lights: All interior ceilings are fitted with glow panels. The lights in the hallways are automatically regulated by the palace computer. During the waking period (20 hours) they provide light equal to summer sunlight; during the sleep period (10 hours) they are dimmed to approximate dusk. Lights are off in all rooms when entered unless the occupants are awake.

Intercom System: There is an intercom in each room of the palace. Any intercom can call any other. There is usually a number/room listing posted next to each intercom. An announcement can be made through all intercoms simultaneously only from the bridge.

DECK 1

The ring-shaped lowest deck includes the bridge, power plants, kitchen, sick bay, and quarters for most of the crew. Numbers 1 to 40.

1. Bridge. Labeled door. All movement and communications are controlled from this chamber. The palace computer is also located here. The information in the computer will read out only in the secret code language of the Datapriests. There are four large viewscreens mounted on the forward wall of the bridge, one of which always shows the view from in front of the palace. The screens can be adjusted to show views from any side of the palace, above or below, including the copter deck. There are two control couches, each surrounded by instrument panels and controls. On the starboard wall is an aviator's map of Pavabid, and on the port wall is a diagram of the palace (which quite plainly shows the location of Orobid's chambers on deck 3).

If the palace is not under way, the only person on the bridge during the sleep period is the 2nd officer (8A7989, auto pistol-1). He is armed with a ceremonial (but fully functional) automatic pistol.

2. Guard Post. Standing in a small pool of light outside the door to the bridge is a palace guard (978667, SMG-3). He is wearing cloth armor, and is armed with a submachinegun. He is not particularly alert: he will have a DM of -2 on a surprise roll, unless he knows there is some kind of trouble afoot.

3. Datapriest's Cabin. This is a standard cabin, occupied by the no. 1 Datapriest (5B7BA8). In the event of fighting or an alarm, he will stay in his cabin, avoiding conflict.

4. Communicator's Cabin. This is a standard cabin, occupied by the no. 1 communicator man (676AA8). He is a non-combatant in case of trouble, but he is very curious: if there is sufficient noise nearby to wake him, he will undoubtedly poke his head out the door to see what is going on.

5. Captain's Cabin. On the outer wall of the cabin is a large viewscreen. When it is activated, it shows what is directly outside the palace at this point, giving the appearance of a window. These "window" viewscreens are common in the cabins of officers and high officials. Each is connected to a sensor on the outside hull.

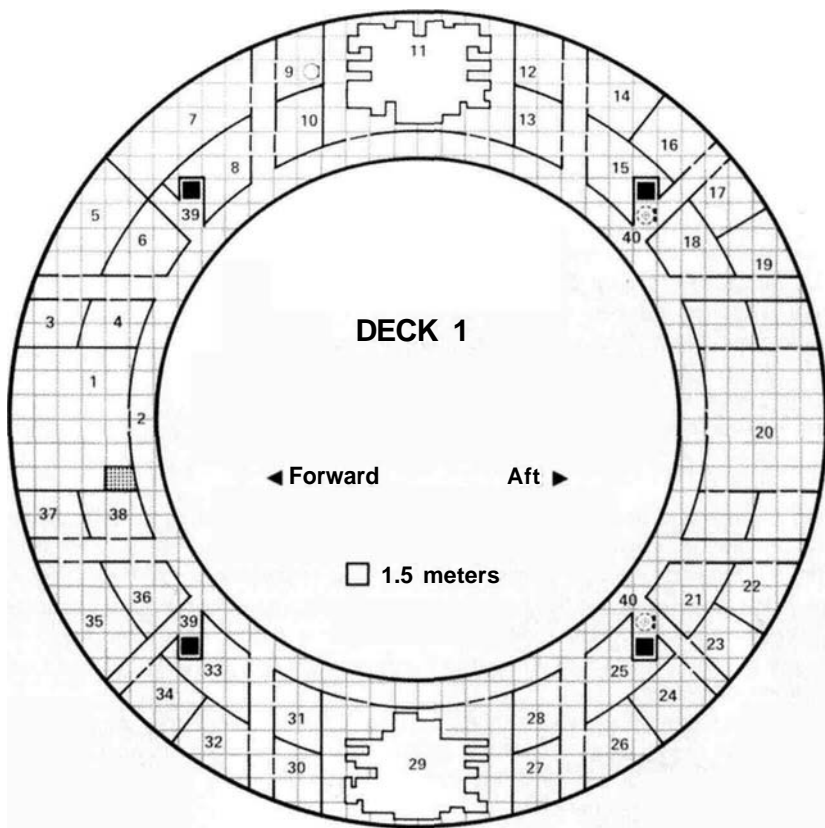
The captain (7A9B9B, auto pistol-4) is asleep. If he hears or is informed of any trouble he will head straight for the bridge, taking his automatic pistol as he goes.

6. 1st Officer's Cabin. This is a standard cabin, with furnishings somewhat fancier than average. The 1st officer (86A87A, auto pistol-2) is asleep here. He is somewhat impetuous: if aroused by trouble, he will head for the source of the trouble rather than the bridge on 8+. He will take his auto pistol in any case.

7. Storage Room. Labeled door, accidentally left unlocked. This room is crowded with tools, spare parts, maintenance equipment, and personal belongings. Both good cover and good hiding places may be found in his room.

8. 2nd Officer's Cabin. This is a standard cabin, currently unoccupied, as the 2nd officer is standing watch on the bridge.

9. Maintenance. Door is labeled "Maintenance" and "Emergency Exit". Unlocked. In this room equipment is stored for adjusting and repairing the null grav modules that lift the palace. In the floor is a hatch, labeled "Maintenance or Emergency Only", that leads through the bulkhead to the underside of the palace. (Underneath is the metal safety grid that enables workers to service the null grav modules. The gaps in the grid are large enough for a person to pass through.) Opening the hatch



from the inside is no problem; from the outside, it requires mechanical skill. Check each 5 minutes a skilled person works at the hatch, rolling success on 10 + , with DM + 1 for each level of mechanical skill.

10. Chief Engineer's Cabin. Standard cabin. The engineer (CA7878, brawling-2) is asleep. If he is awakened by trouble, he will go to the starboard power plant (11) to try to protect it. He will attack anybody who tries to damage it, using a heavy wrench.

11. Starboard Power Plant. Labeled door. The main controls are in the forward half of the room. If one of the two power plants is shut down, all nonessential functions will shut off, lights will be kept on dim, and all of the remaining power will be used to slowly bring the palace down to ground level. The hydraulic support legs will automatically extend before landing.

12. Maintenance Personnel Cabin. Standard cabin with double bunk. Two janitors (687636 and 968756) sleep here. Both are non-combatants if trouble breaks out.

13. Maintenance Personnel Cabin. Standard cabin with double bunk. Contains two more janitors (9A5746 and B98446), as above.

14. Guards' Cabin. Standard cabin with double bunk. This cabin is empty, as

both guards are on duty.

15. Guards' Cabin. Standard cabin with double bunk, currently occupied by two sleeping guards (CA7857, SMG-2, brawling-2 and 98B647, SMG-3). Each has a submachinegun and cloth armor in a locker near the door. If alerted, each will grab a gun, but will only don the cloth armor on a roll of 8+ .

16. Guards' Cabin. Standard cabin with double bunk, occupied by two sleeping guards (8B9737, SMG-2, dagger-3 and 9AA557, SMG-4). Each has a sub-machinegun and cloth armor in a locker near the door. If alerted, each will grab a gun (and the first his dagger), but will only don the cloth armor on a roll of 8+ .

17. Kitchen Personnel Cabin. Standard cabin with double bunk, occupied by two sleeping kitchen workers (4A6866 and 788766). If awakened by trouble, they will stay in their cabin, hoping nothing happens to them.

18. Kitchen Personnel Cabin. Standard cabin with double bunk, empty. Both kitchen workers are on duty in the kitchen (20).

19. Kitchen Personnel Cabin. Standard cabin with double bunk, currently occupied by two sleeping kitchen workers (A74756 and 579C86). Both will avoid trouble if they can.

20. Kitchen and Staff Mess. Labeled door. Most of the palace's needs are usually supplied by whatever area it is passing over. Thus, most meals are catered from outside the palace, but all food is organized and dispensed from the kitchen complex. When the palace, as now, is not over a civilized area, frozen food from storage is prepared here. The two small rooms to the port of the main room are, respectively, a walk-in freezer and walk-in refrigerator. The two starboard rooms are food preparation rooms.

The large room doubles as the staff mess, and here the lesser palace workers eat their four meals a day in rotating shifts. The room is currently occupied by two kitchen workers (A58646 and 965856) who are beginning to prepare for tomorrow's breakfast. If they hear any trouble, or if they are intruded upon, the first worker will try to reach the intercom by the door to alert the bridge. The second worker will attempt to hide in a food prep room, in a large bread cabinet.

21. Steward's Cabin. Standard cabin, fancy. The head steward (87A899) is awake. He is worried because the kitchen supply of zao kibbles, Orobid's favorite snack, is running low. If he hears any excitement, he will stay in his cabin for five minutes, trying to decide what to do, and then finally poke his head out into the corridor to see what's going on. If he sees nothing, he will go back to his cabin and worry some more. If he sees intruders, he will try to notify the bridge.

22. Kitchen Personnel Cabin. Standard cabin with double bunk, currently occupied by two sleeping kitchen workers (5A7876 and 859646). Both will avoid trouble if possible.

23. Stewards' Cabin. Standard cabin with double bunk. Two stewards sleep here. They are responsible for serving upper deck guests and staff. If awakened by trouble, the first (887687) will hide in the cabin, but the second (B78467) will panic, convinced that the palace is going down. He will flee for the emergency exit (9), taking the easiest route around the deck.

24. Guards' Cabin. Standard cabin with double bunk, currently occupied by two sleeping guards (B8A667, SMG-2, and 999447, SMG-3, brawling-2). Each has a submachinegun and cloth armor in a locker near the door. If alerted, each will grab a gun, but will only don the cloth armor on a roll of 8+ .

25. Guards' Cabin. Standard cabin with double bunk. This cabin is empty, as both guards are on duty.

26. Guards' Cabin. Standard cabin with double bunk, currently occupied by two sleeping guards (B8A667, SMG-2, and 999447, SMG-3, brawling-2). Each has a submachinegun and cloth armor in a locker near the door. If alerted, each will grab a gun, but will only don the cloth armor on a roll of 8+.

27. Engineer's Cabin. Standard cabin. If awakened by trouble, the engineer (7B98B7) will stay in his cabin and try to avoid conflict.

28. Engineer's Cabin. Standard cabin, currently empty, as the engineer is in sick bay.

29. Port Power Plant. Labeled door. Identical to the starboard power plant (see 11).

30. Pilot's Cabin. Standard cabin with double bunk. This is where helicopter pilots are put up overnight. One pilot (486A78) is asleep here; he has dosed himself with an illegal drug, and nothing will wake him before morning. The pilot is a secretive and untrusting fellow. He has removed the distributor cap from "his" helicopter and hidden it in the dresser under some clothes.

31. Medic's Cabin. Standard cabin. Here sleeps the doctor's assistant (4888B8). In an emergency, he will run to the sick bay (35).

32. Guards' Cabin. Standard cabin with double bunk, currently occupied by one sleeping guard (A78B57, SMG-2), as the other is on duty. A submachinegun and a suit of cloth armor are in a locker near the door. If alerted, the guard will definitely put on the cloth armor before leaving the cabin with the submachinegun. Once he is in an actual firefight for the first time, this guard will have a sudden stunning realization that he could be killed. Consequently, he will throw away his weapon, lie down, and surrender.

33. Guard Captain's Cabin. Standard cabin, fancy. If alerted, the guard captain (9CCA69, SMG-2, brawling-2, blade-3) will grab his submachinegun and blade, ignoring time-consuming armor.

34. Guards' Cabin. Standard cabin with double bunk, currently occupied by two sleeping guards (BB8637, SMG-3 and 8C8A37, SMG-3). Each has a submachinegun and cloth armor in a locker near the door. If alerted, each will grab a gun, but will only don the cloth armor on a roll of 8+.

35. Sick Bay. Labeled door. These facilities are well equipped to handle minor medical problems and to provide good emergency care in case of major problems. (Major medical care is handled in ground hospitals.) An engineer lies in a drugged sleep on one of the beds, attached to various diagnostic equipment. The doctor believes that the engineer may have suffered a minor stroke during the day.

36. Doctor's Cabin. Standard cabin, fancy. If awakened by an emergency, the doctor (8C7CE9) will proceed directly to the sick bay and stay there.

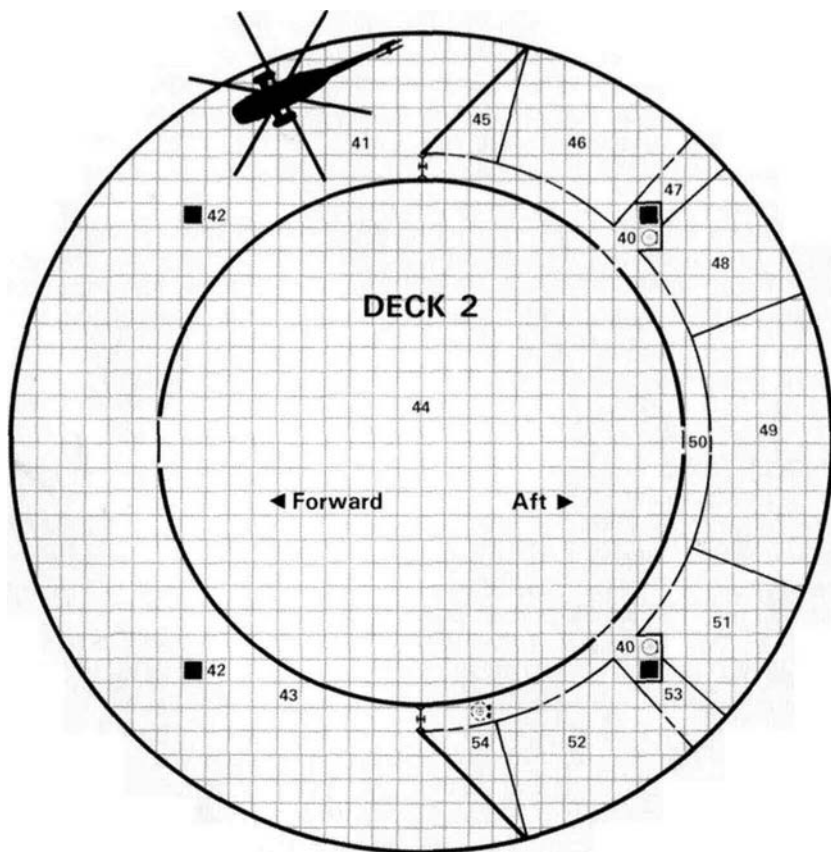
37. Datapriest's Cabin. Standard cabin. The no. 2 Datapriest (666BA8) is asleep here. If awakened, he will try to avoid trouble.

38. Communicator's Cabin. Standard cabin. The no. 2 communicator man (5A7CA8) sleeps here. If awakened by trouble, he will stay in his room and hope it passes.

39. Forward Lift Shafts. These lift shafts are non-standard: a hydraulic lift raises and lowers a square platform through the lift shaft. The platform is usually on deck 1. When the platform rises, a sliding hatch on the open 'copter deck above opens to reveal the lift shaft. The platform rises until flush with the 'copter deck. The

whole process takes 30 seconds.

40. Aft Lift Shafts. These are standard spaceship lift shafts: pressure-tight lift cars that move in a shaft between decks. The doors of the lift shaft will not open on deck 3 unless the proper code is punched into the stud panel by the inside lift door. (They can, of course, be opened by a person at the outer stud panel in the deck 3 hallway; no code is required.) The inner lock can be electronically unlocked in the same manner as those of standard sliding doors (see Doors, page 11). In the ceiling next to each of the aft lift shafts on deck 1 is a hatch labeled "Maintenance or Emergency Only".



DECK 2

This deck consists mostly of the helicopter landing pad, plus offices and the library. The floor of the dome is also on this level. Numbers 41 to 54.

41. Guard Post, Hatch, and Helicopter. A guard (86A837, SMG-3) paces this area. He is wearing cloth armor and is armed with a submachinegun. He moves in a regular routine, from the hatch to the lift shaft (where he can see the dome doors), to the ring edge (for a glance at the ground), and back to the hatch, circumnavigating the helicopter as he goes. Each trip takes about 3 minutes. If the guard

is attacked from above, there will be a DM of - 2 to his surprise roll, as this is unexpected. If he hears any trouble from 43, he will run to check it out on a 7 + ; otherwise he will stick by his post and notify the bridge. There is an intercom (with no room number listing) set in the wall by the hatch. The guard reports to the bridge every half hour.

The hatch is electronically locked, with a far tougher lock than those found on the interior sliding doors. By removing the stud plate, a person with electronic skill can unlock the door on a throw of 11 + (roll once for each 3 minutes spent tinkering, DM + 1 per 2 levels of electronic skill).

The helicopter is fastened to the deck by cables to prevent it from moving if the deck tilts. It will not fly without its distributor cap, which is in the possession of the pilot (see 30).

42. Forward Lift Shafts. See 39. There is a panel of control studs set flush with the deck, but the operations are locked in the same manner as the interior sliding doors.

43. Guard Post and Hatch. A bored guard (878947, SMG-2, brawling-2) leans here against the dome where he can keep an eye on both the hatch and the lift shaft. He is wearing cloth armor and is armed with a submachinegun. This guard will have a DM of - 1 to his surprise roll if attacked (- 3 if attacked from above). If he hears any trouble from 41, he will run to check it out on 5 + ; otherwise he will stick by his post and notify the bridge.

44. The Dome. The huge double doors at the forward end of the dome room are locked from the inside with a mechanical lock. A person with mechanical skill can possibly get the door open by dismounting the lock. Check each 5 minutes that a skilled person works at the door, succeeding on 9+ with a DM of + 1 for each level of mechanical skill. The doors open inward.

The first thing a person entering the dome will notice is that the floor is completely transparent. The floor is made of spotless structural glass, so people standing in the dome appear to be hovering in the air, with nothing between them and the countryside below.

The second thing a person will notice is the walls. Both the inside and the outside of the dome are golden in color, but the inner dome is covered with exquisitely graven designs and bas-reliefs, depicting scenes from the Book of the Stars and the life of Pavabid. At the aft end of the wall, four meters from the floor, a golden iris door is set in the wall of the dome. Glowing sun-rays extend from it in every direction. One large ray extends directly down; a golden sliding door is set into it at floor level. The designs extend below the level of the transparent floor, decorating the inner ring wall of deck 1 and heightening the impression of standing on air.

Two more sliding doors are hidden among the wall designs at floor level, each about 45° to port and starboard of the aft door. These doors won't be discovered from the dome side without a careful search of the wall. Both the iris door and sliding doors are locked with standard interior door locks.

Orobid conducts mass and other holy ceremonies inside this dome. Here he also bestows his benedictions on visiting groups whom it would be a good idea to impress. Orobid, Son of the Star, appears at the iris door and steps out into space to bless his flock, supported only by his faith and holiness (and the hidden grav belt under his robes). A pocket amplifier and the acoustic properties of the dome give the Thearch's voice great power and authority.

Hidden in the designs at the roof of the dome are many powerful lights. When turned up all the way, these send a great golden beam down from the palace to the ground below. This holy light is reputed to have beneficial properties for whatever area it blesses. It also looks very impressive as it lances down from the floating palace.

45. Mens' Washroom. Labeled door, unlocked.

46. Meeting Room. Labeled door. A long polished wood table dominates this room. There are 20 wood chairs around the table, and several other matching pieces of furniture line the walls. The outer wall is covered by a large viewscreen. When activated, it shows an image of the view outside the palace at this point.

47. Anteroom. Unlocked. This room is used for storage of furniture and materials not currently in use in the meeting room.

48. Minister's Office. This is the office of the Minister of Conformity (see 59) and his palace staff. There are four desks in here, including the minister's large desk. Each desk is accompanied by an appropriate chair. The port wall is lined with filing cabinets. All sensitive information therein is written in the Ministry code.

49. Audience Chamber. Labeled door. This is where Orobid conducts actual business with those important enough to see him. The entire outer wall of the room is a huge "window" viewscreen. The port and starboard walls are lined with comfortable chairs which may be brought forward for important visitors or long sessions.

50. Guard Post. Here a lone guard (77B557, SMG-2) sits on a stool, waiting out his shift. He wears cloth armor and is armed with a submachinegun. The guard reports to the bridge by intercom every half hour. He is supposed to patrol the corridor, but since nothing ever happens, he doesn't bother. If he hears a lift shaft door (roll 8 +) or a hatch opening (which always makes noise unless care is taken), he will march down in that direction to investigate, in case it is his captain coming to check up on him.

51. Ministry Office. Each of the other six ministries (Trade, Education, Industry, Agriculture, Health Services, and Planetary Defense) has a desk here for the times when people from their sections must work at the palace. As these desks are not currently in use, there is no information of real value to be found in or on them.

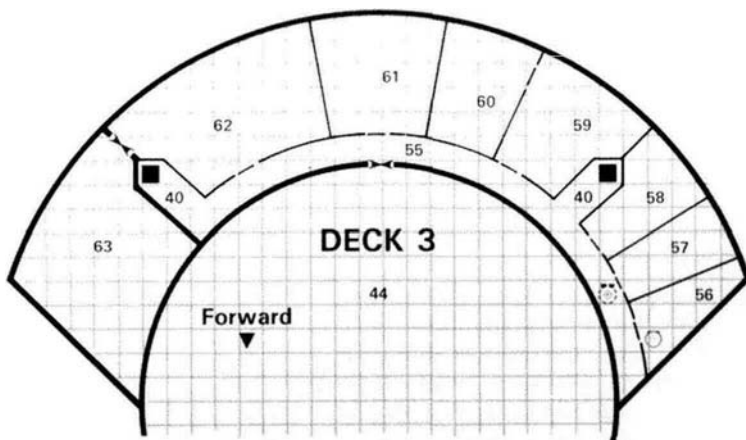
52. Library. Labeled door. The library is actually a storage area for the many microfiles of data needed by the executives of Pavabid's government. It contains a desk for the librarian Datapriest, a half-dozen microfilm viewers, and many storage shelves. A person trying to find specific types of microfile reels would first have to figure out the library's numerical filing system. This information is contained in the film reader on the librarian's desk. Sensitive materials are listed with the notation "Special Section".

53. Special Section. Door labeled "Authorized Personnel Only". The door lock has an alarm attached to it. Normally, a separate code must be punched in first to bypass the alarm before the lock can be opened. A person tampering with the lock will notice the alarm circuit only if he is looking for one. If the alarm is tripped, the bridge will be alerted and a loud bell will start ringing in the library.

54. Womens' Washroom. Labeled door. The hatch in the ceiling outside this room is labeled "Maintenance or Emergency Only"

DECK 3

This deck is furnished much more luxuriously than the other decks, and contains



the quarters of Orobid and his chief minister. Numbers 55 to 63.

55. Corridor. This hallway is deeply carpeted, and the walls are covered with detailed historical murals. It is also patrolled at night by three trained wahroos, pouncer/chaser animals native to Pavabid. These green-furred creatures each weigh about 50 kg and move at double speed. They are silent creatures that attack with a run ending in a great leap. Their claws inflict 1D wounds on a hit. They are savage fighters, trained to attack intruders (people they don't know) on sight. All guards are known to them. Their hits are 14/8, 20/6, and 1 7/6. A hit from a stun carbine will stun a wahroo on 7 + ; however, the creature will only stay stunned for 4D minutes.

56. Wahroo Kennels. Labeled door. In here sleep 3 more wahroos (hits 16/2, 13/8, and 7/5) and their trainer (877A87). These animals form part of the Thearch's personal guard during the day. Orobid is particularly fond of the smallest wahroo. If the trainer is awakened by trouble, he will let out these three wahroos.

The hatches in and outside his room are labeled "Maintenance or Emergency Only".

57. Guest Room. This finely-furnished cabin serves as a guest room for any ministers of state that may have to stay overnight at the palace. It is currently unoccupied.

58. Guest Room. Identical to 57.

59. Kanaleb's Quarters. This is the living chamber of Kanaleb, the Minister of Conformity, Prime Satellite of the Thearch. His position is as hereditary as the Thearch's; Kanaleb's ancestors have been chief advisors to Orobid's ancestors for centuries. Kanaleb is the chief of all police on the planet, including the feared secret Attitude Police. Through them, Kanaleb wields great power; those whose attitudes are determined to be counter-productive or "dangerous to social morale" are simply terminated, without appeal. The Ministry of Conformity has grown in power under each successive Thearch, until now Kanaleb is responsible to none but Orobid. The Ministry of Conformity has made fear and paranoia a way of life for every person on Pavabid.

This carpeted room contains several chairs, a couch, a desk, two bookcases, a television, and a large viewscreen on the outer wall. Various objets d'art decorate

the walls and bookcases. Several minor decrees, signed by Kanaleb, rest on the desk. (These should indicate to smart players that these are not Orobid's quarters.)

60. Kanaleb's Bedchamber. There is a large viewscreen and more comfortable furniture in this room. Kanaleb's large bed sits in the opposite corner from the door. Just inside the door, at ankle-level, is Kanaleb's night defense: a thin electrically-charged tripwire. Anyone touching it will take 1 D damage, and an alarm will waken Kanaleb (7A8DDE, auto pistol-3). The Minister of Fear himself lives in fear of assassination, so he sleeps lightly, with an automatic pistol in his hand. It is loaded with special expanding bullets that inflict 3D damage on a hit. If the tripwire alarm is set off, Kanaleb will come up firing. The tripwire will be broken if anybody actually trips over it.

61. Valet's Room. Standard cabin, fancy. This is the cabin of Orobid's now-sleeping personal valet and servant (995698). If he is awakened by trouble, the old man will look out to see what is going on, but will then stay in his cabin. This room also serves as Orobid's dressing room for those times when he dresses in his robes of state to impress the citizens. In addition to the valet's meager furnishings there is a large open wardrobe full of Orobid's golden robes. Hanging behind the robes is Orobid's grav belt, the only one on the planet. Only Orobid, the valet, and Kanaleb know about it.

62. Orobid's Living Chamber. The door to this room has no alarm on it, but inside is an alert guard (ABC957, SMG-3, brawling-2), wearing cloth armor and armed with a submachinegun. He reports to the bridge by intercom every half hour. Under no conditions will he leave his post. If he hears trouble out in the hall, he will notify the bridge.

The carpeting and furnishings of this room are works of art. Furnishings include a dining table, chairs, bookshelves, a couch, and a miniature garden in one corner. The entire outer wall is a huge viewscreen showing the outside world.

63. Orobid's Bedchamber. For extra protection, the walls of this room are made of bulkhead material. As a result the room is completely soundproofed from whatever happens outside of it. Orobid (5769CF) sleeps heavily on a large circular gold-colored flotation bed in the center of the room. Soft noises, such as the sound of the iris door opening and closing, will not wake him, but other sounds might; the referee must judge the chances. If awakened by intruders, Orobid will hit the intercom built into the bedframe and call for help. He will then pretend to faint, hoping this will confuse the intruders until aid comes. He is not a personally aggressive man, and will not fight unless he feels he is about to be killed.

Many luxury items clutter this chamber. Both outside walls are covered by large viewscreens that show the outside. Both are now turned off.

DECK 4

The small upper deck includes quarters for Kanaleb's staff, a TV studio, and quarters for the Techpriests who run the studio. Numbers 64 to 72.

64. Staff Cabin. Standard cabin, fancy. A member of Kanaleb's staff (487BBA) sleeps here. He will avoid trouble if possible.

65. Staff Cabin. Standard cabin, fancy. Another member of Kanaleb's staff (6899BA, auto pistol-1, brawling-1) sleeps here. He began his career in the regular police. If he is awakened by trouble, he will grab his auto pistol and go out to arrest the troublemakers.

66. Staff Cabin. Standard cabin, fancy. Another member of Kanaleb's staff (776BCB) sleeps here. He was once in the Attitude Police. If he is awakened by trouble, he will try to spy out who the troublemakers are, report to the bridge, and then keep on their trail. He will run if confronted.

67. Television Studio. Labeled door. Orobid makes his planetwide TV announcements from this room. In here are backdrops, cameras, lights, microphone booms, etc.: all the paraphernalia of a small TV studio.

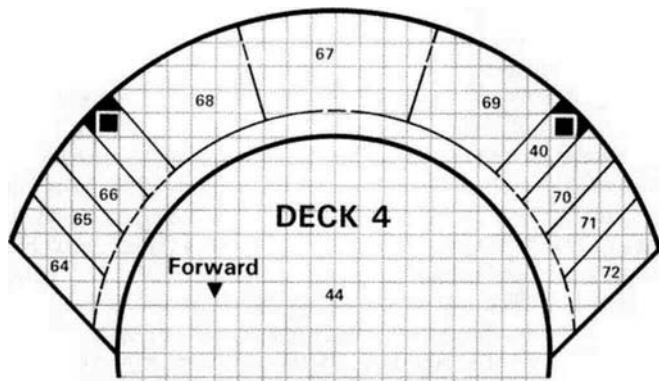
68. Control Room. The wall between this room and the studio has a large glass window set in it. From here the technicians control, monitor, produce, and edit Orobid's TV messages.

69. Store Room. Equipment not currently in use is stored here. The room is about half full, and has many good hiding places.

70. TV Staff Cabin. Standard cabin. A TV Techpriest (567BB8) sleeps here. He will avoid trouble if possible.

71. TV Staff Cabin. Standard cabin. Another TV Techpriest (7849A8) sleeps here. If awakened by trouble, he will stay in his cabin.

72. TV Staff Cabin. This is also the cabin of a TV Techpriest (667CB8). He is awake, reading an illegal one-page underground paper. He is very much afraid that the Attitude Police suspect him of being unreliable. If he hears any trouble, he will poke his head out of his cabin to see what is going on. If he sees intruders, he will run to them, begging to be taken along when they leave. He is fully familiar with the layout of the palace, and can lead the group to Orobid's chambers if they so desire. However, he is no good in a fight.



Referee's Information

This adventure presents two very different challenges to the players. The attempt to plant the message projector in Orobid's palace requires stealth and restraint; the adventurers' goal is to avoid being seen or heard. The attack of the TTC killers during the return journey, on the other hand, is a simple test of the players' combat skills.

AROUSING THE PALACE

The adventurers' first difficulty in completing their mission is the danger of someone in the palace becoming aware of their presence.

Awakening the Sleepers: If the adventurers encounter any of the palace personnel, this could result in noise that may awaken nearby sleepers, even through interior walls. Gunfire outside a sleeper's door will awaken him on 5 + , DM - 1 for each square the noise is distant from the door. Shouting will wake someone up on 8 + , with the same DM. Most walls and ceilings in the palace are covered with sound-deadening materials to cut down the noise level in these cramped quarters.

Security Reactions, General: The bridge is the coordinating center for the palace. All intruder reports will be called to the bridge. In the event of trouble, the officer on the bridge will always notify the guard captain (33) first. If it sounds like a minor problem, the guard captain will send two of his men (the two in room 26) to check it out, while he goes to the bridge to await reports. If it looks like a major problem, the guard captain will personally lead six of his men (the guards from rooms 15, 16, and 24) to the scene of the trouble, and the palace captain (5) will be called to the bridge. All of the other guards will then be awakened and put on alert. Guards who stop to put on armor when called out will be delayed one minute (4 combat rounds). If the guard captain calls for help, all the remaining guards will be sent (except those at guard posts), and the palace captain will radio the nearest police/military base for reinforcements; these will arrive by helicopter in one hour. If the adventurers are still in the palace at this point, they are probably doomed.

Security Reactions, Specific: There are four guards at guard posts who must check in with the bridge every half hour. If any of these guards fails to call in at the proper time, the officer on the bridge will wait an extra 5 minutes, and then notify the guard captain. The guard captain will consider this a minor problem and send two men to investigate (as outlined above).

Referee: The first time one of these post guards is eliminated, roll 1 D and multiply by 5. This will show how many minutes were remaining before he was to check in again. Put all of the other guards on the same schedule, and keep track of elapsed time so you can tell when the palace security apparatus will swing into action.

A guard encountering intruders will usually first command them to identify themselves or surrender. In practice this gives the initiative to the intruders. Guards who are attacked will defend themselves, retreating if possible to a place where they can call for aid. Though most of the palace guards were in the regular or Attitude police, few if any will ever have encountered opponents who shoot back, since civilian possession of weapons on Pavabid is punishable by death. Overwhelming or unusual attacks may cause their usually high morale to break suddenly and

completely. However, guards defending the person of Orobid will fight to the death.

Viewscreens: Several rooms in the palace have viewscreens that simulate windows. A person outside the palace will not realize that there are viewscreens at certain places inside unless he is close enough to notice the camera lenses, which are set flush into the hull. Characters floating around outside the palace on grav belts might be noticed by those inside and never realize it. At the time of the mission, the only people who might notice the intruders are the 2nd officer on the bridge (1) and the guard in Orobid's living chamber (62). If any characters pass in front of these rooms on the outside, the referee should check to see if they are noticed.

THE TTC HIT MEN

Somewhere on their trip back to the launch, the adventurers will encounter a group of killers hired by the Trexalon Technical Consortium. If there are few adventurers, and/or they are badly wounded from their palace encounters, only one air/raft of killers should be used. For tougher groups use both air/rafts. If a still greater challenge is needed, the referee may give the killers more powerful weapons.

Each air/raft has a crew of 4, but one must always be flying the air/raft rather than shooting. The killers came down to the planet in vacc suits, but these have been removed in favor of cloth armor. All pistols listed below have silencers.

Air/raft 1

| | | | |
|--------------------------------------|--------|--------|-------------------------------------|
| Killer A | B86B54 | Age 31 | |
| Air/raft-2, SMG-2, Body Pistol-1 | | | SMG. Body Pistol |
| Killer B | 58A757 | Age 29 | |
| Auto Rifle-1, Revolver-2, Brawling-1 | | | Auto Rifle, Revolver |
| Killer C | B88997 | Age 41 | |
| Laser Carbine-1, Blade-4 | | | Laser Carbine w/elect. sight, Blade |
| Killer D | 8B5A79 | Age 26 | |
| Rifle-3, Air/raft-1 | | | Rifle w/tele. sight |

Air/raft 2

| | | | |
|---------------------------------|--------|--------|--|
| Killer E | 87B692 | Age 27 | |
| Air/raft-1, Auto Pistol-3 | | | Auto Pistol |
| Killer F | 889668 | Age 32 | |
| Auto Rifle-2, Dagger-3 | | | Auto Rifle, Dagger |
| Killer G | 778937 | Age 35 | |
| Auto Rifle-3, Auto Pistol-1 | | | Auto Rifle w/teles. sight. Auto Pistol |
| Killer H | 655B75 | Age 29 | |
| Rifle-2, Revolver-2, Brawling-3 | | | Rifle w/elect. sight, Revolver |

Assuming both groups are flying low to avoid radar detection, they will encounter each other at normal distances. (DM + 3 to the encounter range roll from **Traveller** Book 1.) The hit men will open fire and attempt to close. If the adventurers hide in the forest below, the killers will try to flush them by landing three men to march forward in a line. If at any point the killers are obviously losing the battle, they will run for it after one more round. If the hit men win the battle, they will take all bodies with them; the adventurers would be well advised to do the same.

Double Adventure 6
Night of Conquest

TRAVELLER[®]

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

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Night of Conquest

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in the Far Future

Game Designers' Workshop

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Night of Conquest

TRAVELLER, Double Adventure 6, Part 2

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is a double adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

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

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Introduction

This booklet contains two complete adventures for **Traveller** printed back-to-back. This adventure, *Night of Conquest*, deals with the crew of a trading vessel caught up in a conflict on a newly contacted world.

A referee who administers this adventure must be familiar with both it and the rules for **Traveller**. A prospective referee should read through the entire adventure before starting play. This adventure requires only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional references. Of course, paper, pencils, six-sided dice, and graph paper will be needed during play.

Chapters: This introduction (pages 4-6) is for both the referee and players, and gives the general background for the adventure. The chapter entitled Out of the Night Sky (page 7) is specifically for the players, and sets the scene for the adventure. The chapter entitled Gaajpadje should be treated as library data, available to players before the adventure (but only if they specifically request it) or at any time during the adventure when they have access to a computer or a knowledgeable native informant. The three maps cover areas with which the adventurers are somewhat familiar, and should be available for their examination. The remainder of the adventure gives specific information about the adventure and is intended only for the referee. Note: No part of this adventure (except the maps) should actually be placed in the hands of the players.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. If these do not fit into a referee's existing **Traveller** campaign, he or she may alter them to suit.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1108: the 1108th year since the founding of the

Date: 1108 Imperium. The referee can choose an exact date based on the campaign and the local situation. Days within each standard year are numbered from 1 to 365. Standard notation lists the day-number followed by the year-number; thus 365-1108 would be the last day of the year 1108. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Gaajpadje, (0304 E667874-4), which is located in the Ea subsector of Reavers' Deep, in the

| | |
|-------------------------|--|
| Place: Gaajpadje | unclaimed region between Imperial and Aslan space. |
| Ea Subsector | Gaajpadje is a medium-sized (9800 km diameter) |
| Reavers' Deep | world with a standard atmosphere and water over 70 |
| Outside the Imperium | percent of its surface. |

A backwater world, Gaajpadje has been visited by humans only a few times in recent history; the natives of the world (a non-human minor race) have in the past been friendly but aloof. As the adventure opens, a long-term commercial agreement has been signed between an offworld corporation and the rulers of one of Gaajpadje's numerous city-states.

CHARACTERS

This adventure is intended for a band of adventurers numbering exactly eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead. If fewer than eight player characters are used, the referee should introduce some of the individuals listed below as non-player characters, to bring the group up to a strength of eight.

| | | | | | |
|---|--|--------|--------|------------------|----------|
| 1 | Merchant Captain | 876784 | Age 42 | 6 terms | Cr60,000 |
| | Pilot-3, Streetwise-2, Computer-2, Revolver-2 | | | Dagger, Revolver | |
| 2 | Merchant First Officer | 988766 | Age 34 | 4 terms | Cr20,000 |
| | Navigation-3, Pilot-1, Computer-1, Revolver-1, | | | Revolver | |
| | Electronic-1, JOT-1, Gunnery-1 | | | | |
| 3 | Ex-Navy Lieutenant | 6A8AB8 | Age 30 | 3 terms | Cr26,000 |
| | Engineering-2, Electronic-1, Mechanical-1, | | | Auto Pistol | |
| | Jack of all trades-1, Auto Pistol-1 | | | | |
| 4 | Ex-Navy Starman | B7A886 | Age 34 | 4 terms | Cr20,000 |
| | Gunnery-2, Rifle-1, Blade-1, Fwd Obs-1 | | | | |
| 5 | Ex-Scout | AA9642 | Age 30 | 3 terms | Cr90,000 |
| | Pilot-1, Gunnery-1, Air/Raft-1, Revolver-1, Medical-1 | | | | |
| 6 | Doctor | 978AA6 | Age 42 | 6 terms | Cr40,000 |
| | Medical-4, Streetwise-1, Computer-1, Electronic-1, Admin-1 | | | | |
| 7 | Ex-Marine Lieutenant | AB9786 | Age 26 | 2 terms | Cr7000 |
| | Leader-1, Tactics-1, Revolver-1, Rifle-1, Cutlass-1, Admin-1 | | | | |
| 8 | Scientist | 694BA9 | Age 34 | 4 terms | Cr33,000 |
| | Computer-3, Navigation-1, Revolver-1, Jack of all trades-1 | | | | |

EQUIPMENT

In *Night of Conquest*, characters begin with severe limitations on the amount of equipment they may be carrying. No character may be carrying a total amount of gear weighing more than half of his or her strength, in kilograms. No single piece of equipment carried may weigh more than 1 kilogram. This adventure begins with characters involved in a formal, ceremonial affair in which bulky equipment in great quantities would definitely not be correct.

SHIP'S LOCKER

- 4 rifles, each with 10 clips of ammunition
- 2 shotguns, each with 8 clips of ammunition
- 2 SMGs, each with 10 clips of ammunition
- 5 revolvers, each with 5 clips of ammunition
- 3 auto pistols, each with 5 clips of ammunition
- 10 daggers
- 8 vacc suits, each with oxygen tanks for 8 hours and medium range comms gear
- 1 medical kit
- 1 mechanical tool kit
- 1 electronic tool kit

Working within these limitations the characters may select their equipment from the ship's locker of the *Scotian Huntress*, as shown above. Additional personal equipment may be bought, providing it is available in Books 1, 2, or 3 of **Traveller**, and the full price shown is paid. The referee should be the final authority on the availability of any particular piece of equipment, and may freely add, subtract, or substitute available gear. He

should also feel free to declare certain items of equipment (for instance, all unconcealed weapons) out of place at the Gaajpadjet party.

Referees running ongoing campaigns should enforce limitations on weight and appropriateness of equipment, but otherwise may freely allow use of any equipment normally available in the campaign.

The *Scotian Huntress*: Owned and operated by Caledon Ventures, a large mercantile firm based in the Principality of Caledon in Reavers' Deep, the *Scotian Huntress* is used as a trade pioneering vessel. The ship is an unmodified type A2 far trader.

The far trader uses a type 200 hull, and is capable of 1-G and jump-2. Fuel tankage is 50 tons, and the ship incorporates fuel scoops for gas giant skimming. A computer Model/Ibis is installed adjacent to the bridge. The ship has 10 staterooms and 4 low berths. A single air/raft is carried for onworld transport. The ship is streamlined for atmospheric landings. Cargo capacity is 61 tons.

The *Scotian Huntress*'s two turrets have each been armed with dual beam lasers.

Out of the Night Sky

The trade contact team aboard the *Scotian Huntress* made a real find when they landed on Gaajpadje (Ea 0304 E667874-4). The J'aadje, the world's dominant race, had an old and sophisticated culture. Though they had a low technological expertise (tech level 4), their civilization was rich in art, poetry, and dance. Their history made mention of past visits, long ago, by star travellers. Now, at last, the *Scotian Huntress* team had broken down the last barriers and signed a trade agreement with the Gaajpadjet Oligarchs. Rare and beautiful gemstones, delicate figurines of goldenglass, and other objets d'art from Gaajpadje would fetch high prices from collectors all across human-inhabited space. In return, Caledon Ventures would find the world a ready market for technological luxuries: air conditioners, refrigerators, desk computers, and digital wristwatches set to the 20-hour Gaajpadjet day.

Once representatives of the most important J'aadje city-states had signed the agreement with the offworlders in the ancient Palace of Proprieties Shared in Rijudjya, ceremonial capital of the J'aadje Nations, everyone repaired to a formal celebration held by the J'aadje for their new-found friends from the stars. All members of the crew and contact team from the *Scotian Huntress* were urged to attend; a special dance — "Of Long Reach in Star-Bright Grasplings" — was to be presented, choreographed by one of the city's most influential artists in their honor. There were to be recitations of poetry, a sampling of rare foods and beverages from the Southern Isles, an exhibition of J'jaajad, Wah, and other similar cultural pursuits to mark the joy and importance of the occasion. For the J'aadje, it was a courtesy mandated by the ancient Laws of Hospitality; for the *Huntress* party, the equally ancient Law of Good Customer Relations made attendance by all mandatory.

Despite some doubts beforehand, it was quite a bash. At least there was plenty of spicy food and hot adwuj (a fermented tree sap) to take the visitors' minds off the three-hour recitation staged in their honor.

It was during the party that the K'tring struck. No one had suspected that Gaajpadje's other civilized race could reach so far. Descendants of a human ship crew which landed in the mountains of the rugged East Continent, the K'tring were harsh, warlike, and ambitious. They had subjugated East Continent's J'aadje nations; eventually, they were hemmed in by oceans and could advance no further. The J'aadje of West Continent had long since grown to ignore the K'tring, and indeed tolerated the presence of K'tring enclaves in many of their cities. The refined and cultured J'aadje looked down on the K'tring as menials fit for unpleasant labor and restricted to their ghettos after dark; they tended to forget that the K'tring nation itself was more sophisticated technically — if not culturally — than their own small states.

Now, at the height of the party honoring the visitors from the stars, the K'tring launched an attack. The first anyone knew of the strike was when seven large aircraft cut their engines and glided out of the night sky over Rijudjya, each steering for a vital target, and each carrying fifty of the best soldiers the K'tring could field.

A K'tring transport bounced to a halt in the broad palace garden; before it had fully stopped it was already disgorging troops. Without warning, a simple commercial transaction had erupted into war, with the *Huntress* team caught in the middle.

Gaajpadje

Located in an area of sparse stars in the heart of Reavers' Deep, Gaajpadje lies in a region rarely visited by human traders. The Ea subsector is largely influenced by the Aslan clans to spinward. The general neglect of the area by humans in past years stems from the competition, both real and imagined, offered by the Aslan presence. Only recently, under the sponsorship of Caledon Ventures, have traders begun to follow up early surveys of this part of space.

Physical Data: Gaajpadje (Ea 0304 E667874-4) is a small world, diameter 9800 kilometers, with a breathable atmosphere. Two major continents and many small islands are present.

THE J'AADJE

A non-human minor race, the J'aadje are native to Gaajpadje. Upright bipeds, the J'aadje are small (massing, on the average, 60 kg), agile, and dextrous, with golden-hued skin and two fully opposing thumbs on each hand. They are peaceful and friendly, and stress propriety and courtesy in all their dealings with one another and with offworlders. Their civilization is noted for graceful works of art and delicate, sensitive workmanship; J'aadje works of art are expected to bring a high price among collectors. Though their technology remains fairly unsophisticated, the J'aadje are generally considered to be a society which offers much to offworld traders, making the planet a valuable find.

THE K'TRING

The K'tring are also inhabitants of Gaajpadje, and make a startling contrast to the gentle J'aadje culture. Descendants of a human-crewed warship which crashlanded in the rugged mountains of East Continent, the K'tring have a harsh and militaristic heritage dating back two thousand years. The background of the K'tring remains uncertain, but they are believed to have originated in one of the Reaver States in the sector during the Long Night.

Since their arrival, the K'tring have prospered, expanding to control much of East Continent at the expense of their J'aadje neighbors. An active, ambitious state, the K'tring nation is technologically more advanced than Gaajpadje's natives (the K'tring tech level is 6). K'tring policy demands the conquest of the planet, but the number of J'aadje and the great distance separating the two continents has so far made this impossible.

Some K'tring have settled in J'aadje cities. Their status is low, and they are forced to live in ghettos; for the most part, they do menial work and heavy labor. Most of these K'tring are criminals fleeing from K'tring authorities, or are descended from such criminals; in many instances, however, K'tring slums also serve as nests of intrigue, with agents of the K'tring state reporting much of what happens, by radio, to the Warlord of K'tring and his people.

Previous offworld contact, which occurred some 75 years ago, did not reveal the K'tring presence on Gaajpadje. The *Scotian Huntress* crew became aware of the K'tring during their visit to Rijudjya, with some surprise. However, the K'tring

produce nothing of value in interstellar trade, and consequently are of little interest to the *Scotian Huntress* team.

RIJUDJYA

The traditional "capital" of the scattered city-states of West Continent, Rijudjya is a seacoast city largely devoted to trade and commerce. The various districts shown on the map on page 15 are named from the predominant function of the area, though they should not be considered to be exclusively devoted to any one type of occupation or purpose.

The J'aadje make use of a number of characteristic practices in laying out and building their cities which show up in the appearance of Rijudjya. Streets, for instance, tend to be laid out in a regular pattern of concentric semi-hexagons, connected by radial roads extending from the harbor area. They are narrow by human standards, except in the commercial and industrial districts; most traffic is pedestrian, but some large animal-drawn drays are occasionally used to haul heavy goods and material to and from the waterfront and the airship port.

Most buildings are only one story, except for a few architectural showpieces (such as the palace) in the old district.

Running the Adventure

Once the K'tring attack begins, the J'aadge party breaks up as natives disperse in panic. Fleeing natives will urge the adventurers to escape before the K'tring take them.

From this point on, the referee should note the passing of time in fifteen minute intervals. The party must escape from the K'tring, and will probably attempt to regain the ship. Along the way, they will have encounters of various sorts.

The adventure begins at the start of the second nightwatch. Each nightwatch is 3 hours in length. At the start of the third nightwatch, a fleet of K'tring dirigibles carrying reinforcements arrives at Rijudjya. This increases the number of K'tring soldiers available to garrison various areas, and also the number of patrols available to hunt for the adventurers.

At the end of the third nightwatch, it is dawn. The adventurers will be speedily located, surrounded, and captured if they are in the open at this time. Thus, by dawn, they must have returned to the *Scotian Huntress*, found a place of refuge, escaped from the city entirely, or adopted an effective disguise.

Movement: The party's movement can be regulated by referring to one of the three maps provided: the palace area (page 13), the city (page 15), and the airship port (page 19). If the party proceeds cautiously, through side streets, they can travel at about 2 km per hour, or 500 meters per 15-minute period. They may triple this rate if they travel on the main boulevards (the streets marked on the city map) but they will automatically be encountered by any K'tring troops in the area (except sentries guarding specific points not on that street).

Encounters: The maps are divided into numbered areas used to regulate encounters. At the beginning of each fifteen-minute period, and also each time the party enters a different area, the referee should roll once for an encounter with K'tring troops, and once for another encounter (with J'aadge, K'tring looters, etc.). The various encounters and encounter rolls for different areas are explained in following chapters. Encounters are resolved as they occur, using normal Traveller rules and procedures.

Escape from the Palace

The initial stages of the adventure focus on the need to escape from the area around the palace. The map on page 13 shows the palace and its environs.

Below are guidelines to the various areas shown on the map. The referee is responsible for filling in details not provided here as needed; this may include detailed maps of individual buildings or rooms or improvisation of specific items or conditions that may be present.

1. The Palace: The palace is six stories tall, and contains some 90 rooms. The largest of these is the Hall of Courtesies Remembered on the ground floor, where the celebration was held. Exits from the palace lead into surrounding areas, as shown. It is possible to encounter almost any type of native clothing or artifact inside the palace.

K'tring Troops: K'tring troops will be encountered on 6+, and will number 2D. If a 12 was rolled, they will number 3D and will be accompanied by General Thran, commander of the attack.

Other Encounter: On 8+ the party will encounter 2D J'aadje refugees, fleeing from the K'tring; they will not know anything of value to the adventurers.

2. The Palace Airship Port: This is a small dirigible port adjacent to the palace, with a single mooring tower, a hangar, and an open area. One dirigible is moored at the tower when the attack occurs. The hangar is empty, but holds tanks of flammable hydrogen gas and fuel for the dirigible's engines.

The port is a prime target for the K'tring, who want to seize it to permit the landing of dirigible-transported reinforcements due 3 hours after the first attack.

It takes 30 minutes to prepare and cast off a dirigible; if the group hurries, they may do it in 15, but run the risk of setting off a disastrous explosion aboard on a roll of 8+. K'tring weaponry can do the same, on a roll of 10+.

K'tring Troops: The mooring tower and hangar are guarded by 5 sentries. On 8+, the party will encounter 2D K'tring searching the area.

Other Encounter: A J'aadje encounter will occur on 10+.

3. The Park: The park offers relative safety, at least for a time.

K'tring Troops: 2D K'tring, searching the area, are encountered on 10+.

Other Encounter: A J'aadje encounter occurs on 10+.

4. Palace Docks: The boathouse and docks behind the palace were built for the use of the city nobility. There are 2 large rowing vessels (each can hold 10 men), 1 six-man sailboat, and a steam-powered runabout that can hold five comfortably, or ten with considerable crowding. The boathouse holds another rowing vessel, plus drums of gasoline and oil and coal for the steam engines. The party may encounter difficulty in operating the steam- or sail-powered boats without native help. If the adventurers manage to fire up the boilers on the runabout, it will take 15 minutes to build up enough steam for the boat to move.

K'tring Troops: 2D K'tring, searching the area, will be encountered on 8+.

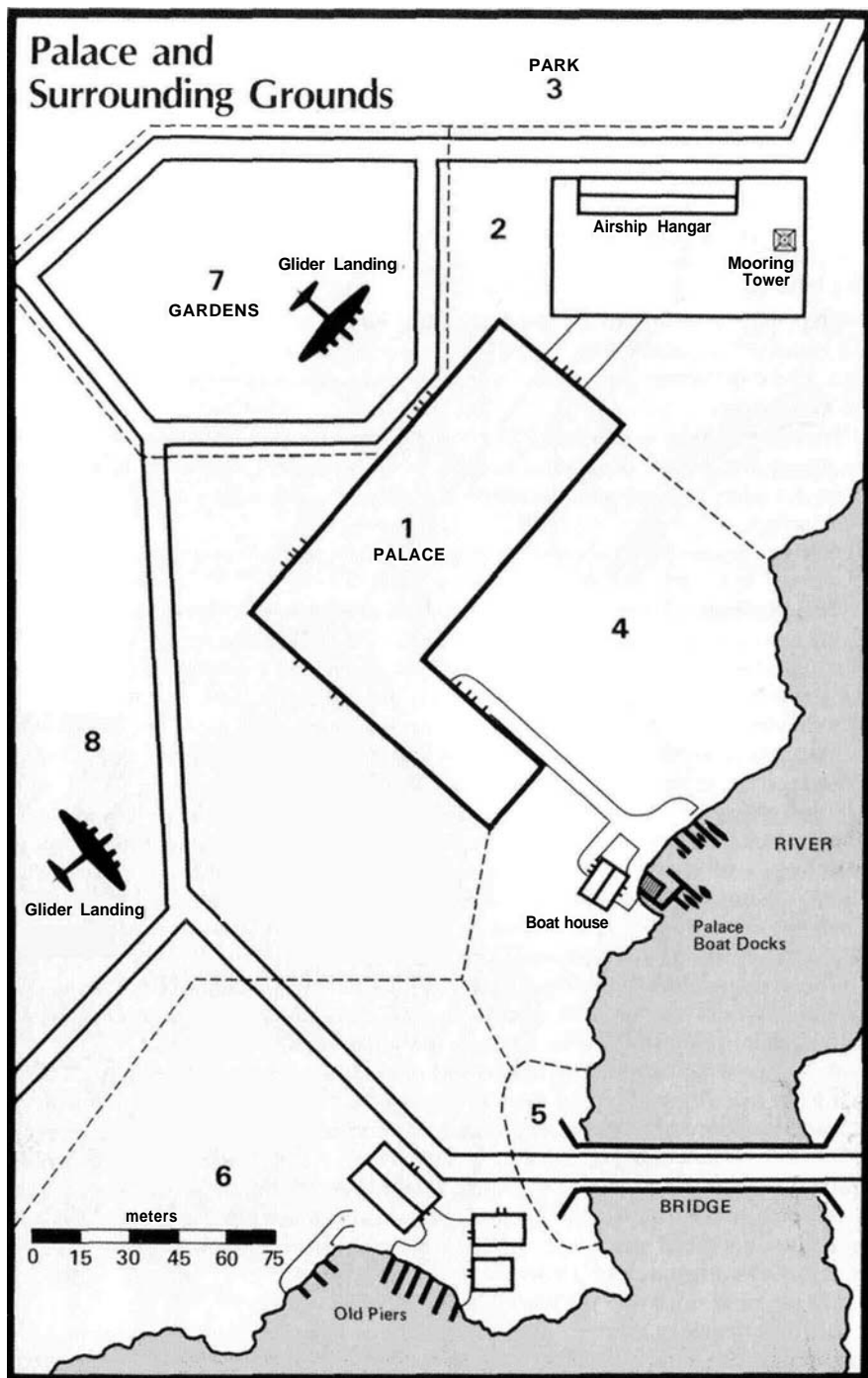
5. The Bridge: K'tring troops seize the bridge to the artisan's district immediately after the attack opens. 10 K'tring sentries are encountered if the bridge is approached.

6. The Old Waterfront: Dating back to a time when Rijudjya was limited to the old district area, this stretch of piers and buildings is abandoned, and has little of value. No encounters take place in this area, except at the discretion of the referee.

7. The Palace Gardens: One K'tring glider landed here, and 10 K'tring, including a radio operator, remain nearby. There is nothing else of value present.

8. The Palace Grounds: On this stretch of open ground, K'tring will be encountered automatically. 2D troopers will be present in this area. A glider landed nearby.

The Third Nightwatch: The encounters described above apply during the second nightwatch. During the third nightwatch, There are 40 K'tring inside the palace, with 2 sentries at each entrance. There are 5 sentries (and a K'tring dirigible) at the palace airship port and 10 at the bridge. One patrol is searching the area, and will be encountered in the park, the gardens, or the palace grounds on 8 + . There are no other encounters.



Across Rijudjya

Once the immediate problem of escaping from the palace is solved, the adventurers are faced with a more difficult problem: that of moving through the city without being detected and captured. The city map (page 15) shows the layout of Rijudjya, including the various districts into which the city is divided.

DISTRICTS

The districts of the city and the chances of various encounters in each are discussed below. The palace area, described in the previous chapter, is numbered 1.

2. The Old District: This district is mostly an area of large residences for members of the nobility.

J'aadje clothing, equipment, and (rarely) weapons are available at any of the buildings in the area. Entering a building takes an extra 15 minutes, during which time the party may acquire whatever they can. An encounter is rolled for during this period.

K'tring Troops: There are two patrols in the area; one will be encountered on 9 + .

Other Encounter: Roll on the table on page 22.

3. Gajayjarajar: This island fortress is testimony to wars fought between the normally peaceful city-states of the region some 300-400 years ago. The fort mounts 4 antiquated cannon overlooking the safe channel into the harbor. It is garrisoned by a token force of city militia: practically the only group under arms in Rijudjya.

The island was the target for one of the K'tring gliders, since the invaders are eager to secure the fortress airship dock and control of the channel, both of which are essential to their plan of attack.

K'tring Troops: During the second nightwatch, 10 K'tring occupy one of the fortress buildings as a headquarters, and 30 more are stationed as sentries in various locations, with a patrol of 10 as a reserve; 1D sentries will be encountered anywhere on the island on 4 + . During the third nightwatch, there is a dirigible at the airship dock and 60 more K'tring stationed on the island, 20 of these as patrols in reserve; 1D sentries will be encountered automatically.

There are no other encounters, although the former garrison of 20 J'aadje is imprisoned within the fortress, and it is conceivable that the adventurers may find and release them. If so, they will join the adventurers.

4. Waterfront District: The waterfront district is a rough part of town. It is also a major target for the K'tring attack; a glider was assigned here. Warehouses will contain a variety of implements, equipment and other goods. There are a number of steam-engine vessels at the docks. 15 minutes is required to break into any particular warehouse or ship to discover worthwhile goods.

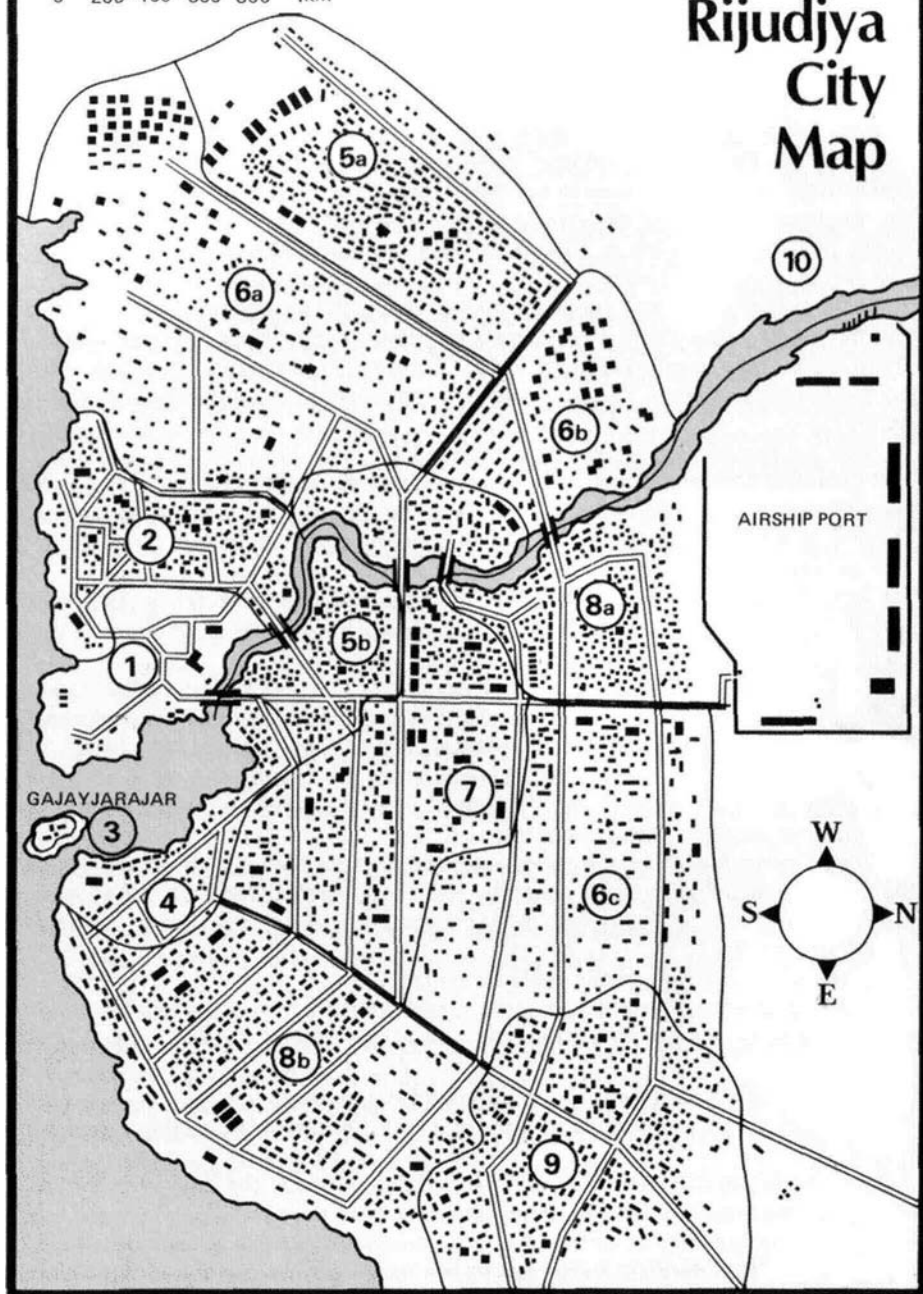
K'tring Troops: During the second nightwatch, there are 5 patrols in the area; one is encountered on 6 + . During the third nightwatch, there are 9 patrols in the area; one is encountered on 4+.

Other Encounter: Roll on the table on page 22.

5A, 5B. Artisans' Districts: These sections of town contain a mixture of homes and shops, but cater by and large to the artistic community of Rijudjya. Many tools

Rijudjya City Map

meters
0 200 400 600 800 1km



and implements are available from the buildings here (spend 15 minutes to search each), but the real prize in the area is the presence of valuable merchandise. Valuable artworks (statuettes, goldenglass artifacts, etc.) are present in any particular building on 6+.

K'tring Troops: No K'tring troops are present in district A. There are 2 patrols in district B; one is encountered on 6+ in the second nightwatch or 8+ in the third nightwatch.

Other Encounter: Roll on the table on page 22.

6A, 6B, 6C. Residential Districts: These areas contain J'aadje homes, plus occasional shops. Homes are liable to contain clothing, tools, and similar useful items, but weapons are very unlikely (a specific house contains weapons referee's choice of type — on a roll of 12). 15 minutes must be spent to enter and search any particular house or shop.

K'tring Troops: No K'tring troops are present during the second nightwatch. During the third nightwatch, there are 3 patrols in district A; one is encountered on 8+ . There is one patrol each in districts B and C; it is encountered on 11+ . Also, during the third nightwatch, the advancing K'tring force is encountered in district C on 9+.

Other Encounter: Roll on the table on page 22.

7. Industrial District: An area of factories and warehouses for the growing J'aadje manufacturing base, this district is the center of much of the J'aadje resistance. There is little of value here for the adventurers, but the presence of J'aadje may give an alternative to the group.

K'tring Troops: One patrol is present in the area, and is encountered on 8+ . Also, during the third nightwatch, the advancing K'tring force is encountered on 11+ .

Other Encounter: Roll on the table on page 22.

8A, 8B. Commercial Districts: These sections of town hold large open-air market stalls, interspersed with some residences and buildings of various kinds. Almost anything may be obtained from these shops, but only one type of item (tools, or weapons, or cloth, etc.) will be found in any shop. Characters can tell in advance the contents of a particular shop by rolling intelligence or less. It takes 15 minutes to enter and search a particular shop.

K'tring Troops: No K'tring troops are present during the second nightwatch. During the third nightwatch, there is one patrol in district A; it is encountered on 9+ . Also, the advancing K'tring force will be encountered in district A during the third nightwatch on 6+ .

Other Encounter: Roll on the table on page 22.

9. K'tring Quarter: The K'tring quarter is considered a hazardous place even on normal nights. During the K'tring raid, this area is even worse. There is little of value in the area.

K'tring Troops: There are no K'tring troops in the area.

Other Encounter: An assembling band of K'tring looters will be encountered on 5+ .

10. Outside the City: There is no K'tring activity outside the city, with the exception of the area immediately across the river from the airship port; encounters with K'tring troops may occur there. Travel outside Rijudjya is limited to half normal speed (250 meters per turn), due to the rough ground and the difficulty the adventurers will have in finding their way through unfamiliar territory.

K'tring Troops: No K'tring troops are present during the second nightwatch. During the third nightwatch, there are 2 patrols present; one is encountered on 8+ .

There are no other encounters.

THE RIVER

The river may be either a barrier or a highway, depending on whether the adventurers can acquire a boat.

Boats: The adventurers may find a rowboat, sailboat, or motorboat.

A character may row a boat at 80 meters per minute for a number of minutes equal to his endurance, and may row at 40 meters per minute for an equal time thereafter.

A sailboat moves at 2 km per 15 minutes in all directions except upriver (which is against the wind). Upriver, it moves at 1200 meters per 15 minutes (tacking). Characters may find it difficult to sail upriver without native assistance.

A motorboat moves at 3 km per 15 minutes. Characters may have difficulty in operating the steam-powered Gaajpadjet motorboats without native assistance.

Swimming: A character may swim at 30 meters per minute for a number of minutes equal to his endurance, and at 15 meters per minute for an equal time thereafter. At the end of this time he may not swim without assistance. One swimmer may assist another, but each minute spent assisting counts as two minutes of swimming.

The Current: The river flows at 500 meters per 15 minutes (or 30 meters per minute). When moving upstream, this must be subtracted from movement speed; when moving downstream, this must be added.

Crossing: The width of the river at a given point may be determined randomly as 100 plus 2D X 10 meters. The distance may be too far for some rowers or swimmers to make it, but others will have no difficulty. Travel is at the listed speed. The referee may figure out actual travel times, or may just assume that the crossing takes 15 minutes. The current will carry a boat or swimmer some distance downstream during crossing; swimmers, for instance, will be carried about as far downstream as the river is wide.

K'tring Troops: A K'tring patrol is moving up the west bank during the second nightwatch; it is encountered on 9+ . There is a patrol on each bank during the third nightwatch; one is encountered on 7+ . Also during the third nightwatch, a motorboat manned by 1D K'tring travels up the river; it will be encountered on 9+ and the occupants will challenge any boat in the water.

Other Encounter: Roll on the table on page 23 if in the river or on its banks.

BRIDGES

As important communications points, bridges have been seized by the K'tring. There are 10 sentries at each bridge. Persons attempting to cross the bridge will always encounter these troops. Swimmers or boats passing near the bridge will be noticed on a roll of 7+ ; if noticed they will be challenged and, if the sentries are not satisfied, will be fired on.

The Airship Port

If the adventurers attempt to escape to their ship, they must sooner or later make an attempt to penetrate the airship port, one of the main K'tring targets. The map on page 19 shows the area in detail. It has been divided into areas to regulate the chances of encounters.

THE PERIMETER FENCE

The compound is surrounded by a 3-meter-tall metal mesh fence. There is one gate (area 3); the fence does not cover the bank of the river. It can be cut by tools (presumably acquired from some building in town, or from the K'tring). The fence can be climbed by any individual of strength 8+, but each person who climbs will attract attention from within on a roll of 7+.

AREAS

Each area is guarded by several groups of K'tring soldiers. If a group is encountered and the alarm is raised, other soldiers in the same area will join the fight in 1D combat rounds (except those unable to leave their posts, as stated below). Groups from adjacent areas will arrive to reinforce a trouble spot 6D combat rounds after the trouble begins. The descriptions given are for the second nightwatch. The K'tring are heavily reinforced during the third nightwatch, as described below.

Area 1: This portion of the port holds several large airship hangars. The hangars are empty, but do hold a variety of tools, and tanks filled with hydrogen for the dirigibles. There are 10 K'tring sentries patrolling the perimeter fence and buildings, and 1D of them will be encountered on 8+.

Area 2: Two mooring towers are present in this area. Supplies, including ammunition, spare weapons, and other equipment, are piled around each tower. Lights mounted on the towers illuminate each of the dumps. Mooring towers also mount large tanks of gasoline (for refueling dirigible engines). A K'tring sentry is present at each tower.

The administrative building (one of the two smaller buildings) has been made the command post of the force occupying the airship port. The force commander and his staff are inside (a total of 5) and 3 sentries guard the outside of the building.

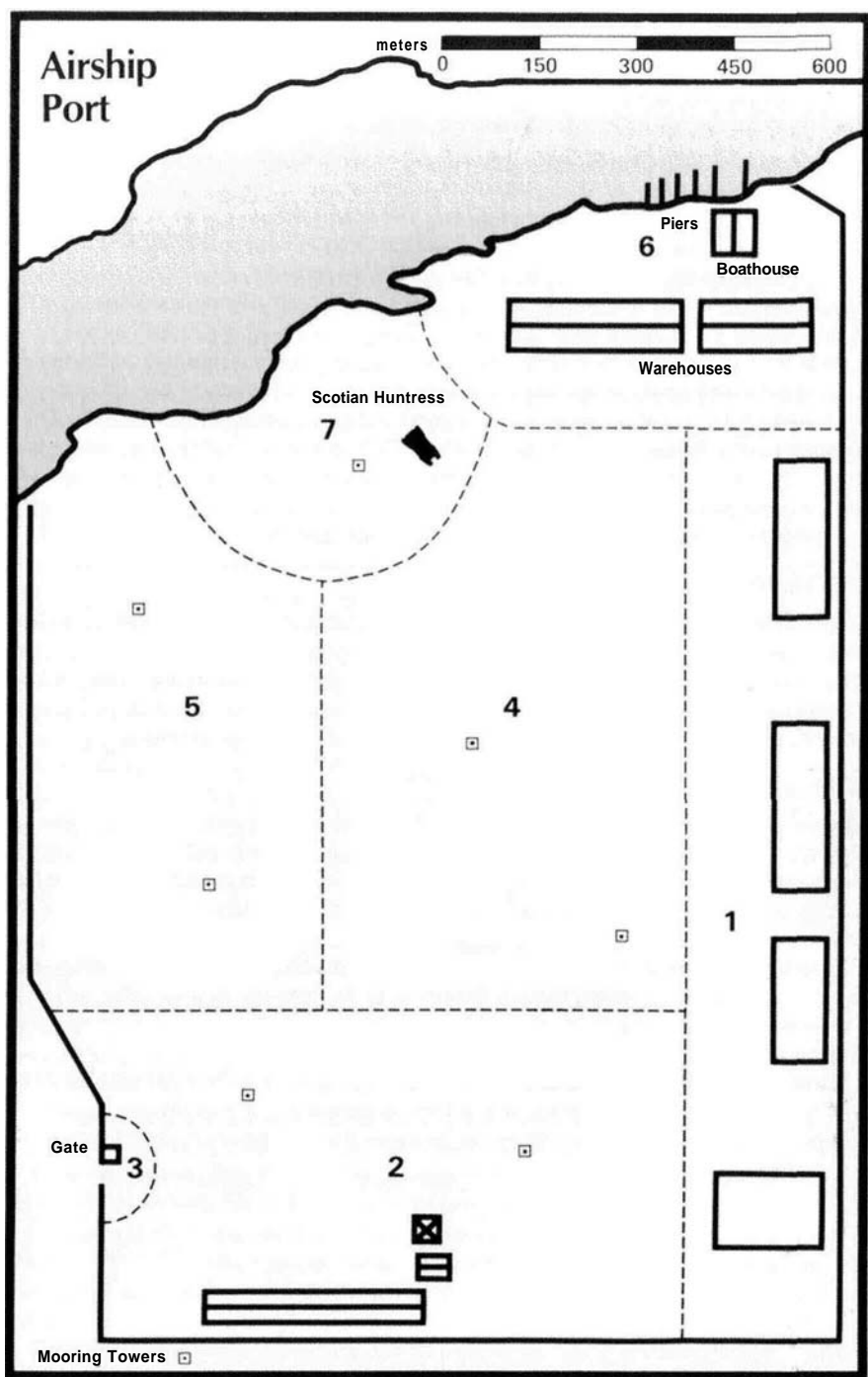
Another 10 sentries patrol the perimeter fence.

Adventurers moving through this area will encounter 1 D K'tring on a roll of 6+. Attempts to approach supply dumps will be seen on a roll of 4+.

Area 3: The gate to the compound is guarded by 15 sentries. The gate area is well lit, and adventurers moving through the area will be seen automatically. 5 of these sentries may not leave their posts, but the rest may be used to reinforce other areas if trouble starts.

Area 4: Mooring towers in this area are identical to those discussed above. 2 sentries guard each tower, and another sentry walks a line between them. Adventurers in the area will be seen by the closest group on roll of 7+. Attempts to approach supply dumps will be detected on a roll of 6+.

Area 5: Mooring towers in this area are identical to those described above; each



is guarded by 1 sentry.

In addition, a number of J'aadje prisoners are in the area, guarded by 5 K'tring. An officer is questioning them about the offworlders and their ship. These guards will not leave their posts.

10 sentries patrol the perimeter fence.

Any attempt to move through this area will attract attention on a roll of 6 + .

Area 6: This portion of the compound holds a set of piers including several small oared boats plus a boathouse and some warehouses. The boathouse contains J'aadje tools, drums of gasoline and oil, and similar material.

10 sentries patrol the perimeter fence, the boathouse, and the warehouses. Adventurers moving across the area will encounter 1D K'tring sentries on a roll of 84 .

Area 7: The *Scotian Huntress* has been grounded here since the trade team's arrival two weeks ago. The mooring tower above the ship has been converted by the K'tring into a watchtower, with 3 sentries and a portable searchlight. Other floodlights illuminate the *Huntress*. There are 20 guards around the ship itself, protected by a low wall of sandbags. These guards will not leave their posts under any circumstances.

Attempts to reach the ship will be seen automatically.

THE THIRD NIGHTWATCH

At the beginning of the third nightwatch, four dirigibles dock at the port, filled with K'tring reinforcements. All forces listed above are doubled in size (5 becomes 10, 1D becomes 2D, etc.) and there is a DM of + 2 for all encounter rolls. In addition, a reserve of 5 patrols of 10 men each is stationed in area 4, and up to 3 patrols (referee's decision) will respond to any alarm in 3D combat rounds.

REGAINING THE SHIP

A diversion (explosions, gunfire, etc.) will raise the alarm, but will also draw reinforcements away from the *Huntress*, though guards there will remain in place. Players may decide to use such methods to make an attempt on the ship. Resolution of the situation will depend on the interaction between the players and the referee.

To increase pressure on the players to force them to take action, the referee may choose to employ various devices designed to heighten suspense. For example, a crew of K'tring technicians could be seen wielding torches against the cargo doors, attempting to gain access.

Entering the *Scotian Huntress*: A palm lock keyed only to the palprints of the ship's personnel seals the ship. If the lock is damaged, a signal may be sent by communicator to cause the computer to open the electronic locks on board.

Encounters

There are four basic types of encounters: K'tring troops, J'aadje, K'tring looters, and special encounters.

K'TRING TROOPS

All K'tring troops encountered are members of the elite R'sentha corps, a body trained for commando operations. They are equipped with cloth armor and carry a varied selection of weaponry: rifles, auto rifles, and SMGs. Officers carry auto pistols, and may also carry SMGs.

Sentries: Sentries are troops ordered to guard a specific location. They will not usually leave their posts and will not be encountered unless approached.

Patrols: A patrol consists of 10 men, actively searching an area for the adventurers and/or J'aadje resistance.

The Advancing Force: During the third nightwatch, a force of 200 troops marches from the airship port to the old district, clearing out resistance along the road. If this encounter is rolled, the adventurers will meet a portion of this force, numbering 1D x 10. The remainder will be in adjacent districts.

Reactions: Any K'tring encountered will attempt to capture the adventurers, shooting to wound rather than to kill (see below). They will also seek to raise the alarm. Any patrol in the same area as the group encountered will move toward the sound of weapons fire, reaching the scene in 4D combat rounds. Patrols from adjacent areas will reach the scene in 8D combat rounds. Fighting continues as long as adventurers are in sight of K'tring soldiers. Once the battle ends, the K'tring will continue to search the area; roll 7+ to encounter a K'tring patrol every 5 minutes for the next 15 minutes, DM + 1 for every 2 patrols in the area. All patrols from adjacent areas will be in the area of the encounter, and therefore may not be encountered in their own areas. After 15 minutes, all patrols return to their normal search patterns. The referee must determine the locations of troops not assigned to a specific area (for example, the riverbank patrols) during a battle.

Shooting to Wound: K'tring, assuming they recognize the adventurers, will shoot to wound rather than kill. The basic roll to hit becomes 10+, and damage inflicted is 1D less than normal.

J'AADJE

Whenever a J'aadje encounter occurs, the referee should roll on the table on page 22 to determine its exact nature. The various encounters are explained below.

Councillor Rijajyadje: One of the leaders of the J'aadje in Rijudjya, the Councillor (69587C) has contacts in the waterfront district who may be able to hide the adventurers or help them escape from the city. Rijajyadje's presence with the group gains them a DM+ 2 in reaction rolls when dealing with other J'aadje characters. He is automatically friendly to the adventurers, and gives one information roll when he joins.

Councillor J'ajajayar: A visitor from a neighboring city-state. When J'ajajayar (46676B) is encountered, his reaction should be rolled. On 10+, he offers a great

CITY ENCOUNTER TABLES

Old District

- 1 K'tring looters
- 2 J'aadje
- 3 Special
- 4 J'aadje
- 5-6 2nw: no encounter
3nw: K'tring looters

Waterfront District

- 1 - 2 No encounter
- 3 K'tring looters
- 4 2nw: K'tring looters
3nw: J'aadje
- 5-6 J'aadje

Artisans' District

- 1 2nw: no encounter
3nw: K'tring looters
- 2-3 K'tring looters
- 4-5 J'aadje
- 6 Special

Residential District

- 1 No encounter
- 2 2nw: no encounter
3nw: K'tring looters
- 3 K'tring looters
- 4-5 J'aadje
- 6 Special

Industrial District

- 1 - 2 J'aadje
- 3 2nw: No encounter
3nw: J'aadje
- 4-5 2nw: No encounter
3nw: K'tring looters
- 6 K'tring looters

Commercial District

- 1 No encounter
- 2-3 K'tring looters
- 4 2nw: No encounter
3nw: J'aadje
- 5 J'aadje
- 6 Special

Notes: Roll encounters on the tables at left. Some encounters change from the second nightwatch (2nw) to the third nightwatch (3nw); use the appropriate entry. For J'aadje and special encounters, roll again on one of the tables below.

J'aadje Encounter Table

- 2 Councillor Rijajyadje
- 3 2D fighters; reaction DM - 3
- 4 1 looter
- 5 1D looters
- 6-8 1D refugees
- 9 1D fighters; attack all non-J'aadje
- 10 1 looter
- 11 2D fighters; reaction DM -4
- 12 Councillor J'ajajayar

Special Encounter Table

- 1 1D dead K'tring are found in an alley, victims of a J'aadje ambush. Though their weapons are missing, their uniforms are fairly intact.
- 2 Two K'tring are questioning a local, speaking in the local trade language. They do not notice the adventurers. Make one information roll.
- 3 The party comes across a building being used as a K'tring command post with 2D K'tring present, including an officer and a radio operator. If a soldier can be forced to translate (roll 10 +), the radio allows one information roll every 15 minutes it is in operation. Use this encounter only once.
- 4 Some J'aadje are encountered driving a large wagon with plenty of room for the adventurers to hide. They may attempt to hijack it or persuade the J'aadje to help them.
- 5 The party encounters a gun battle in progress. 4D J'aadje with a motley assortment of tech level 4 weapons are engaged with 2D K'tring. The adventurers automatically receive surprise if they attack. J'aadje will fire upon them if they are seen (roll 8 +). If the adventurers help the J'aadje, the natives will join them on a roll of 7 + .
- 6 Several wagons captured by the K'tring are moving slowly down a street, heading toward the airship port. They are piled high with a variety of equipment, implements, and tools. There are 3D K'tring in the wagons and 2D more marching alongside. The lead wagon holds an officer.

River Encounter Table

- 1 3 No encounter
- 4 A rowboat (capacity 10 people) is tied to a dock on the east bank.
- 5 A thick mat of weed is floating down the river. One swimmer (roll randomly) is entangled; roll strength or less to get free, one attempt per minute. Each rower in a rowboat must roll strength or less to avoid losing an oar. A motorboat has its propeller fouled; unfouling takes half an hour. While trapped, everyone will float downstream with the current.
- 6 Shallow water. Boats run aground on 7 + ; freeing them takes 15 minutes. Swimmers may rest, recovering one endurance point per 2 minutes.

Information Table. Second Nightwatch

- 2 A glider landed at the old island fort.
- 3 A glider landed in the industrial district.
- 4 K'tring invaders have secured all bridges in the city.
- 5 K'tring looters have been ravaging the artisans' district.
- 6 K'tring looters have been ravaging the residential districts.
- 7 Two gliders landed at the airship port north of the city. The compound has been secured and is guarded.
- 8 K'tring looters have been ravaging the commercial districts.
- 9 All airship ports have been taken by the invaders.
- 1 0 Patrols have been set up along both banks of the river by the invaders.
- 1 1 The K'tring CO, General Thran, is the third son of the Warlord of the K'tring.
- 1 2 A glider has landed in the waterfront district, and heavy fighting continues there.

Information Table, Third Nightwatch

- 2 One dirigible has landed K'tring reinforcements at the palace.
- 3 J'aadje resistance remains strong in the industrial district.
- 4 K'tring in captured boats are patrolling the river.
- 5 There are looters reported in the residential districts.
- 6 The palace has been established as the K'tring headquarters.
- 7 Four dirigibles have reinforced the K'tring at the airship port.
- 8 The K'tring CO, General Thran, is the third son of the Warlord of the K'tring.
- 9 K'tring looters have been seen in the artisans' district.
- 1 0 The K'tring have at least 200 men at the airship port.
- 1 1 The K'tring are advancing en masse from the airship port into the city.
- 1 2 One dirigible has reinforced the K'tring at the island fort.

deal of his personal treasure (amount unspecified) if the adventurers will help him leave the city (preferably by way of their ship). On 6-9, the offer is similar, but he does not wish to accompany them to the ship, only to the nearest way out. Finally, on 5 - , he makes an offer as above, but is actually seeking to turn the adventurers in to the K'tring at the first possible opportunity in order to win his freedom.

Regardless of his goals, J'ajajayar will be a considerable encumbrance, lagging behind, making too much noise, and attracting attention during any dangerous situation on a roll of 8 + .

Looters: When J'aadje looters are encountered, their reactions should be rolled. On 5 - they are hostile, and may attack the party. On 6-9 they will panic and flee, leaving valuable goods behind (worth 2D x Cr100,000). On 10+ , players may make a roll for information.

Refugees: J'aadje refugees make reaction rolls as above, but never attack. They flee instead. Refugees do not have valuables.

Fighters: Fighters are bands of J'aadje resisting the K'tring attack. Their reactions should be rolled, using the DM given on the table. Hostile fighters may take the adventurers for K'tring, and attack. If they are friendly, they may join the adventurers or offer them a place of refuge. Friendly J'aadje give one information roll.

K'TRING LOOTERS

3D K'tring from the K'tring quarter are encountered pillaging, starting fires, and otherwise enjoying their newfound power over the J'aadje. A reaction roll is required; a favorable reaction indicates that they mistake the adventures for fellow K'tring. A DM of - 3 is applied if the adventurers are in the company of J'aadje, unless the group makes an effort to treat the natives as badly as the K'tring are treating them. Friendly K'tring looters give one information roll. Unfriendly K'tring looters will attack, seeking to earn a reward by capturing the offworlders for their invading cousins.

SPECIAL ENCOUNTERS

Special encounters are unusual events which may help or hinder the adventurers as they move through the city. Use the table on the next page, or choose an appropriate event as desired.

One important use for a special event is to give the adventurers some advantage that will help them to regain their ship when they finally reach the airship port. For example, if the adventurers have not yet encountered General Thran, or if they failed to take advantage of that encounter, he could be introduced in a special encounter (perhaps as part of die rolls 5 or 6 on the table).

INFORMATION

As a result of encounters, players may gain information which may make them better able to deal with encounters that take place later or aid them in forming a plan of action. Information may be acquired any time the party comes across a friendly local (including K'tring looters who mistake the party for fellow K'tring), capture a K'tring prisoner, or eavesdrop on a conversation.

Whenever the adventurers gain information, roll on the appropriate information table (for the second or third nightwatch) on page 23 to determine what they learn.

Options and Opportunities

Many different solutions to the general situation will occur to players. Some of the most obvious are discussed below.

DISGUISES

Adventurers may disguise themselves as K'tring soldiers. K'tring at a distance will be fooled on 5+ . If within speaking range, however, the group will have difficulty maintaining their cover since they have no knowledge of the K'tring language.

If the adventurers overhear enough K'tring conversations, they may determine that the K'tring have a challenge ("J'rack") and a reply ("Rojar") which may be enough to get them through some encounters.

Adventurers may disguise themselves as looters; this allows freedom of movement among the looters, but K'tring soldiers may still be wary. However, the language problem is not as great, since many local K'tring speak only the J'aadje trade language, which the adventurers have learned to speak.

THE GENERAL

General Thran, if captured, is a valuable prize. Although high-level negotiators will be unwilling to exchange the general for the ship, concern for his safety will force them to make some sort of agreement with the adventurers. On the other hand, the troops actually guarding the ship *will* exchange it for the general's safety, without consulting higher command, if the adventurers act fast enough.

J'AADJE AID

By contacting the partially organized J'aadje resistance, the adventurers may be able to find a secure hiding place inside the city. Their later operations will depend on player initiative and referee input, but will probably still be centered around recapture of their ship. The party might also flee the city, making a journey cross-country to another city-state in an attempt to enlist aid. Whether from inside or outside the city, serious J'aadje retaliation against the K'tring invasion will be slow in coming: at least two weeks will pass before any move is made. Another 5000 K'tring troops will arrive by ship two days after the invasion. For each passing week, roll 2D; on 12+ the *Huntress* is removed, and on 14+ all K'tring withdraw as well; DM + 1 for each week after the first. K'tring attempts to gain entry to the ship will probably prove fruitless while it remains in Rijudjya, but researchers in the K'tring homeland will eventually open the ship. The referee may regulate attempts to carry out a counter-thrust, possibly launching a whole new adventure.

THE SHIP

If the adventurers can win through to the *Scotian Huntress* their problems are over. The ship's armament is powerful enough to defeat any force of K'tring, and the mere threat of action, together with a suitable demonstration, should force a surrender. If successful, the adventurers can look forward to rich rewards (complete with greater and more magnificent epic recitations and feasts) from the J'aadje.