

TARSUS

World Beyond the Frontier



3 or more players,
ages 12 and older

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World Data: Tarsus

Introduction

The sprawling Third Imperium is a vast interstellar empire with nearly 11,000 worlds under its dominion. Those worlds depend on the strength of the Imperial Navy to keep the peace and to maintain order; a benefit of that peace and order is ongoing trade and commerce which is to everyone's benefit. Yet many worlds lie beyond the Imperium's borders, content to trade with the Imperium and live safely in its shadow, but without the formality of membership in the empire. One such world—an agricultural world named Tarsus—lies a mere four parsecs from the Imperial borders.

Years ago, a youth from Tarsus left to seek her fortune. She visited the Imperium, touching on the planets her ancestors had come from before they colonized Tarsus, calling at other worlds she had read or heard about, and finally joining the Imperial Navy in the hopes of seeing even more of the universe at little expense to herself. She did.

Now, however, the war that has raged in this sector is drawing to an end. Naturally, the armed forces that have fought the war are being reduced, and one person just mustered out is a 30-year-old Navy Lieutenant who had joined the navy to see the universe. In her last days in the Navy, however, she received an express boat message that had followed her from planet to planet, finally catching up with her at Rhyllanor, just weeks before her enlistment is up. The text is straightforward enough:

Dear Sharik,

I hope that this letter finds you well, and that the war has not turned against you in any way. It has been a long time since any of us have heard from you, and you know how your father sometimes worries.

Things are not going well here. Your father would be greatly disturbed if he knew that I was writing this, but he needs your help. The ranch has been a money-losing proposition for several years now, and I am afraid that he can't hold it much longer without some help.

Please come home. He needs you here.

Affectionately,



But Sharik is not the only one mustering out; all of the services are reducing their strength. Not everyone has a need to speed directly home; some have no homes. The friends that Sharik has made in her years of service see here an opportunity to see more of the universe before they too end their wanderings.

So the entire band has set out for Tarsus—to help solve a simple problem for Sharik and then be on their way. Or perhaps not. . .

THE TRAVELLER BOXED MODULE

The adventures that are possible with **Traveller** are virtually

infinite. This boxed module is merely one of them. But the format of this boxed module is specifically designed to allow certain features. The box allows extra components to be packaged with it, rather than bound into one book. So included in this module are maps for the players to refer to, separate scenarios for the referee to administer, and character cards to make playing the game a little easier.

More than components, however, this boxed module has a basic thesis that it is presenting, one that should provide value far beyond the several scenarios that are included. In a role-playing game which covers the entire universe as **Traveller** does, it is sometimes possible to forget that a single world can easily be the site for more than one situation or adventure. No world is just an ice-world, or a swamp-world, or a rain-world; all are capable of a great diversity (think of Earth!) and of supporting many different adventures and scenarios. Tarsus is no different.

Once the adventures in this module have been run, there remains the basic material which describes Tarsus, and which makes the world a three-dimensional object in the minds of the players and the referee. Tarsus is the potential site for dozens of situations.

Usability: Tarsus requires a **Traveller** rules set in order to be played. There are several kinds, and any one will do.

This module is designed as a companion to **Starter Traveller**, and specifically oriented to the information, rules, concepts, and background presented in **Starter Traveller**. It is consistent, however, with all **Traveller** rules sets, and can be used in conjunction with any of the sets—such as *The Traveller Book*, *Basic Traveller*, or *Deluxe Traveller*.

Compatibility: Tarsus is set in a region of space called the Spinward Marches, where many other **Traveller** adventures have also been located. Any **Traveller** materials which deal with the Spinward Marches are compatible with this module.

If this module is to be used with an existing **Traveller** campaign which is not set in the Spinward Marches, it is possible to use it with only slight modification. The essential details are only that Tarsus be placed at the edge of a large, long-established interstellar empire. The details can easily be converted as they occur.

Contents: This module has the following components.

World Reference Book: Materials concerning the history, physical details, life forms, society, government, military, and commerce of Tarsus are presented as basic information for the referee and the players. This booklet includes all of the information that a native of the world would normally know or be able to know. While usable as a player reference manual, it is normally held by the referee, and occasionally shown to the players when its information is called for.

Referee's Scenario Sheets: Five four-page sheets present basic scenario information for the referee with emphasis on situations to deal with, their consequences, and special rules to cover matters not dealt with by the basic rules set. These sheets are generally not seen by the players, although the front page of each contains materials which are to be read by the

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Tarsus was designed by Marc W Miller and Loren K. Wiseman. Box illustration by David R. Deitrick.

players when a scenario begins.

Tarsus World Map: The large map of the world surface of Tarsus shows the world the characters are on and indicates major locations and their importance. Smaller maps in the world reference book further elaborate on this large map. The map of Tarsus is generally available to the players as they require it.

Detail Map of the Tanglewald: The smaller map of the forested region east of the starport is the result of satellite mapping and reveals more details of the region. The map becomes available in certain scenarios on Tarsus, and is presented to the players in those circumstances.

Subsector Map of District 268: The map of the subsector in which the Tarsus system lies is an item of general reference. It can provide an understanding of interstellar relationships, trade routes, and other matters which affect worlds. All of the players who are interested in the map should see it even before they arrive on Tarsus.

Character Cards: In the interests of speeding up preparation, and in order to provide characters which follow the basic story line of this module, twelve character cards are included. Each card describes one pre-generated character's attributes and characteristics. The Referee's Instructions detail how to use the cards.

BASIC FACTS

The following basic facts are assumed to be in force in this module.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire over 700 parsecs across. The empire is a major force for stability within and along its borders, although the sheer size of the Imperium makes communications slow and any sort of coordination between the capital and the fringes nebulous.

The Spinward Marches: At the very edge of the Imperium is a frontier sector only partly within the empire. Taking its name because it is the on the extreme spinward border of the Imperium, the Spinward Marches has until very recently been the site of a war between the Imperium and several adversaries, including the Zhodani Consulate and the Sword Worlds Confederation.

District 268: Just beyond the border of the empire is a subsector containing 32 worlds. Enjoying a form of territorial status where the Imperium administers the region even though it is not formally part of the empire, District 268 is composed primarily of undeveloped worlds and planets settled by humans from the Imperium, the Sword Worlds, and the Darrian Confederation.

Tarsus: One of three agricultural worlds which support the high-population systems of Collace and Forine, Tarsus was settled centuries ago, and has slowly developed its agricultural markets. Self-sufficient for food and basic needs, the planet sells enough agricultural exports to pay for any imported technology and equipment it needs, since it has few industries of its own.

Tarsus is most notable, however, for its extreme axial tilt, which makes night on each polar cap some 45 standard days in length, followed by equally long days. It follows that the world experiences extremes of temperature and climate. Settlements are concentrated in the less severe weather zones, of the equatorial belt, and few ever venture into the inhospitable polar regions.

TIMEKEEPING

In any **Traveller** activities, there is a need to keep track of time and its passage.

Clocks: Timekeeping in the Imperium (and on Tarsus) is based on the standard day, composed of 24 standard hours. Clocks and watches count time using standard hours, minutes, and seconds.

The Imperial Calendar: Because of the differences between day lengths and year lengths on various worlds, a standard calendar has been adopted by the Imperium. It is in common use on many human worlds (such as Tarsus) neighboring the Imperium. The starting point for the calendar is the year zero—the year in which the Imperium was founded. The current year is 1110 (one thousand, one hundred and ten years after the Imperium began).

The Imperial year consists of 365 standard 24-hour days. Days within the year are numbered consecutively from 1. The first day of the current year is 001 -1110; the last day of the year will be 365-1110. The calendar divides the year into 52 seven-day weeks beginning with day 2 (day 1 is a holiday not contained within any week).

The Local, or Tarsan, Calendar: Weather and climate on Tarsus depend on the world's local day and year, and information about weather and climate are especially important for an agricultural world. Thus, the local calendar for Tarsus has been developed to note seasons and daylight available.

Tarsus' year is 21 90 standard hours (91.25 standard days) long; Tarsus' day is 72.94 standard hours long. The Tarsan year is 30.03 Tarsan days long. Because the local year is used to determine favorable planting times, and because the local day is too long for humans to use for their own time rhythms, the Tarsan calendar has never been fully refined. Instead, computers at the central weather service indicate the local time, local season, and local date on demand. There is no correspondence between the local and Imperial calendars.

REFEREE'S NOTES

This module is intended to be as complete as possible. The materials in it supplement the basic **Traveller** rules, and no other rules or material is necessary in order for the scenarios to be played.

Other Necessary Materials: In addition to **Traveller** and this module, players and referee will require ordinary accessories such as paper, pens, pencils, dice, graph paper, and perhaps a calculator.

Other Desirable Materials: The entire line of **Traveller** products elaborates and expands on the universe of the future. Many of these products specifically deal with situations in the Spinward Marches. Especially useful items include:

Supplement 3, The Spinward Marches: Maps and details of the sixteen subsectors (including District 268) which form the Marches.

Adventure 2, Research Station Gamma: A situation involving one of the Imperium's research stations (similar to the one on Judice).

Book 4, Mercenary: Details about the mercenary and his equipment.

When one of the optional rules sets are used with this module, the details of the scenarios and of the background may be changed to reflect the equipment and rules in those sets.

Administering This Module: Ultimately it falls on the **Traveller** referee to ensure that an adventure is exciting and enjoyable for the players. To achieve these results, he or she must work with the players without actually making their decisions for them. There are three tips that can help the referee do this.

First, guide the players in the directions they should go. Rather than tell them that they are to do a specific mission, allow them to discover that a mission exists, and then to set about accomplishing it themselves.

Second, let the players follow their own instincts, even if they are wrong. When players think that a lightning-fast raid with guns blazing is the answer, they should be allowed to try it. But that doesn't mean that they will succeed, and the referee can then show that there are guards present, and sensors to detect them. If they still insist, the players may encounter a force sufficient to stop or arrest them (even kill them). Perhaps the prison terms they serve will bring them closer to their ultimate goal, if only years later.

Third, be prepared to elaborate on what happens. If the rules make no provision for an overland trek after the air/raft breaks down, it falls on the referee to administer the activity. This ability to deal with the unexpected is an attribute of every good referee, and one to be cultivated.

What To Show The Players: Some of the information in this module must be treated as secret or it will give away the details of the scenarios.

This world data book contains basic information about Tarsus. It can be shown to the players whenever necessary to impart background or details. It is especially familiar to natives of Tarsus. In some instances, the referee may decide that the individual may have forgotten or overlooked some piece of information. In such a case, it may be advisable to throw to see if it is remembered. Throw 2D for the player-character's education (or less); if the throw is not made, then the data is unavailable. If the throw is successful, then the referee should remind him or her of the data and point out the reference in this book.

The maps are available as required for the players' information.

The Scenario sheets are generally restricted to the referee's eyes only. The front page of most sheets may be provided to the players when they first encounter the situation.

The referee's data sheet is definitely off-limits to the players in all situations.

THE ADVENTURE BEGINS

The world of Tarsus now awaits the adventurers. The events to come will be interesting and . . .

The Tarsus System

The planet Tarsus orbits its primary Note along with three other planets and thirteen satellites.

NOTE

The primary of the Tarsus system is Hote, a spectral type K9 star of approximately 0.6 solar masses. It has a diameter 1,165,000 kilometers and radiates at approximately 3400° Kelvin. It is an orange-red in color, and approximately one-tenth as bright as Sol.

Because Hote is dimmer and produces less heat than does

Sol, its life zone is closer in than that of the Solar system. In the Tarsus system, the life zone ranges from 34.5 million kilometers to 73.5 kilometers out, with the optimal position situated at 43.5 million kilometers. At the optimal position, radiation, heat, and light would be essentially equal to that received by Terra, and would produce an average temperature of about 25° C.

Hote is a relatively old star with a long lifetime ahead of it. Its age is approximately 8 billion years, and it can expect to live for nearly fifty billion years. As a result, there is little likelihood that the star will fail or change to any great extent in the near future.

Hote's color is most notable at dawn or dusk, when its rays must pass through the most atmosphere. At such times, it becomes virtually blood red. During most of the daylight hours, however, its light is perceptible as only slightly more colored than that of Sol.

Hote is commonly called "the Sun" by inhabitants of Tarsus.

THE PLANETARY SYSTEM

The planetary system orbiting Hote consists of four major planets and a total of thirteen minor satellites of varying sizes. In addition, the system boasts the usual array of planetoids, comets, and other space debris. None have any known value with the exception of the habitable Tarsus.

The Titius-Bode Relation: The planetary system roughly follows the Titius-Bode relation, with planets in predicted orbits 1,, 2, 4 and 5. There is no explanation why orbit 3 is empty, and the few (less than six) planetoids in roughly orbit 3 appear to be captured bodies rather than naturally occurring bodies. Tarsus itself does not fully meet the requirements of a natural planet for orbit 1 under the Titius-Bode relation, and may be a captured planet.

No planets have been discovered beyond orbit 5.

The Planets: The four planets of the system include two small worlds and two gas giants. The planets were named by computer bank for cities of the nation Turkey on Terra.

Tarsus: Tarsus is the innermost of the planets. It orbits Hote with a period of 91.25 standard days and at a distance of 50.0 million kilometers. Its axial tilt of 61 ° makes the planet subject to extremes of climate and weather, but its dense atmosphere and water make the world habitable and capable of supporting agriculture.

Cheyhan: Hote's second planet orbits the star with a period of 276 standard days at a distance of 104 million kilometers. Cheyhan is 2,000 kilometers in diameter, has no atmosphere, and is uninhabited. It is a dusty blue-grey in appearance, and is reported to have exploitable mineral deposits. The world has no satellites.

Urfa: The largest gas giant in the system orbits Hote with a period of 954 standard days at a distance of 420 million kilometers. It is approximately 108,000 kilometers in diameter. The giant has two major satellites (both about 1,700 kilometers in diameter): Urfa V and Urfa VI. Its six minor satellites are numbered I to VI, and VII to VIM. All of the satellites are airless with the exception of Urfa VI, which has a methane atmosphere and indications of frozen water.

Erdemli: Erdemli is a small gas giant which orbits Hote with a period of 2200 standard days at a distance of 780 million kilometers. The world has a diameter of 54,000 kilometers. There are three satellites, all airless and under 1,600 kilometers

in diameter, labelled Erdemli I, II, and III.

Asteroids: The system has no noticable planetoid belt, although ten planetoids have been cataloged in the system. Six are more or less in orbit 3 (about 1 50 million kilometers from Hote), while the other four have elongated orbits within the system. None of the planetoids are more than 100 kilometers in diameter.

TRAVEL TIMES

The travel times table (on page 24) indicates the required times for a ship travelling at 1-G or 2-G acceleration to move from any planet to any other planet within the Tarsus system. Times are given in hours, and the tables show the time required when the distance between the worlds is at its minimum and at its maximum. Travel times for higher accelerations can be computed using the travel formulae given in **Traveller**.

World Data

The basic physical details of the planet Tarsus make it possible to understand the many situations which can take place on the world. Such events may range from the simple fall of night, to the probability of storms or bad weather, to extremes of temperature, and to possible destinations on Tarsus' only continent.

The Imperium has conducted two surveys of its territory, and has made the information readily available. The surveys occurred 790 years apart, and their entries for Tarsus (shown at the bottom of the page) show the difference that 750 years of settlement can make for a world.

The First Survey's catalog entry for Tarsus in 450 was the tidbit of data that brought about its colonization. Calling up additional material in the Imperial data banks told the potential colonists greater details about their new home.

Tarsus is 8014 kilometers in diameter and blessed with a dense, breathable atmosphere. Water covers 42% of the planet's surface in two oceans—the Sea of Winds and the Great Polar Ocean.

At the time of the First Survey, no population was noted, and the world was undeveloped, but potentially agricultural.

The Second Survey shows the results of centuries of settlement and development. World population (as of 1110) is 2.2 million. Virtually all inhabitants are human of various antecedents—Solomani, Sword Worlders, Darrians, and Vilani. Tarsus is a participatory democracy with a Board of Commissioners in control. Elections are open to citizens who own votes originally established when the world was colonized. Local laws provide no effective restrictions on weaponry.

The tech level on Tarsus is slightly below the average level for the Imperium. Manufactured goods are imported from off-planet; some local industry exists and repairs are available for most tech 10 equipment.

Tarsus is an agricultural world, and derives most of its livelihood from farming and ranching.

PHYSICAL CHARACTERISTICS

Tarsus is situated slightly beyond the optimum distance from its central star, and has an average temperature of 4° C. This average temperature is the midpoint in a range which extends up to 70° C. in the polar summer and down to -70° C. in the polar summer. The only continually habitable region is Tarsus' equatorial belt.

Axial Tilt: Tarsus' extreme axial tilt of 61 ° (Terra's tilt, by comparison, is only 23.5°) grossly distorts the length of days and nights once one leaves the relative normalcy of the planet's narrow equatorial band. When the North is in summer, there is no night above 61 ° north latitude. As the day length table shows, even at 27°, the 73-hour day has nearly 67 hours of daylight at its longest. Conversely, in the dead of winter, the day is less than 10 hours long.

A major effect of Tarsus' axial tilt is the restriction of most permanent settlements to a band centered on the equator, some 2800 kilometers wide at its greatest extent. Within that region, days are relatively normal in length, and the inhabitants may indeed never be aware that just to the north or south, there is constant day or constant night.

A benefit of Tarsus' extreme axial tilt is its effects on world rotation. Normally, a world as close as Tarsus is to its primary would be tidally locked to the central star—its local day would equal its year, and one hemisphere would always be facing Hote. The fact that the axis is pointed toward the star has lessened the effects of Note's pull, and Tarsus retains a rotation independent of the sun's.

The Arctic and Antarctic Circles: Tarsus has an arctic circle at 29° north latitude, and an antarctic circle at 29° south latitude. Poleward of each circle, the sun is always above the horizon in summer and always below the horizon in winter. Below the arctic circle, the alternation of day and night is relatively normal (although near it, days are quite long in summer and nights are quite long in winter).

The term arctic circle should not be taken to mean that the area is covered with ice and snow; it merely means that the sun is above the horizon in the daytime—which lasts some 45 days—and below the horizon at night.

The surface of Tarsus is, for convenience, partitioned into three basic areas with the arctic and antarctic circles as dividing lines. The *Girdle* is the central or equatorial band between 29 north latitude and 29 south latitude; it contains most of the livable, usable terrain on the world. Above 29° north latitude is the *North*; below 29° south is the *South*.

The Girdle is centered on the equator, and is subject to seasons only insofar as the weather from the North and South spills over the arctic circle. Temperatures remain within a range of 25° to -5° C. throughout.

Atmosphere: The atmosphere on Tarsus is a dense envelope of typical gases, with nitrogen the major constituent at about 80%. Oxygen composes 18%. The remaining 2% is composed of trace amounts of argon, carbon dioxide, neon, helium,

Tarsus/Spinward Marches Subsector M 0308 E584000-0 Potentially agricultural. G

— *First Survey (450)*

Tarsus/District 268 0308 B584620-A Agricultural. Non-industrial. G

— *Second Survey (1042)*

hydrogen, krypton, xenon, water vapor, and methane.

The presence of a dense atmosphere on a small world such as Tarsus gives rise to a shallower density gradient. The density of the atmosphere lessens at a lower rate than on Terra, and it remains breathable to a higher altitude (approximately 20,000 meters). As a result, it is possible to scale even the highest peaks on Tarsus without the benefit of breathing equipment.

Seas and Water: Seas of water cover 42% of Tarsus' surface, and are divided into two major bodies: the northern Sea of Winds, and the southern Great Polar Ocean. Additional bodies include the Kinross and Ouloss Seas (more accurately lakes), and various rivers which provide drainage.

The greater atmospheric pressure on Tarsus (approximately 1.4 standard atmospheres) results in a greater percentage of dissolved oxygen in the water of Tarsus. This, in turn, supports a greater level of microscopic life in the seas. As a result, the seas of Tarsus teem with life in the equatorial band.

Unfortunately, most of the water on Tarsus lies above 29° north or below 29° south. Those seas are subject to the extremes of temperature caused by axial tilt, and the surface temperature can range from 50° to 60° C. in summer at the pole to 0° in winter.

Convection currents in the oceans prevent their freezing solid in winter, although scattered ice floes may be present, and the surface may be frozen solid within 100 kilometers of any surface feature such as an island or a shore.

Convection currents also keep the ocean surfaces from becoming too hot in summer, as water flowing from the depths keeps the surface temperature at less than the air temperature. Nevertheless, in summer, the oceans become steamy regions beset by local storms and rain as the humidity reaches 100% and returns the atmosphere's water to the sea.

Bodies of water smaller than 700 kilometers (one hex on the map) easily freeze over when the temperature reaches 0° (for standing water) to -5° C. (for moving water). Running rivers may freeze solid after five days at -30° C., but standing bodies will never freeze completely solid in the course of the Tarsan year.

Bodies of water smaller than 700 kilometers will completely evaporate in the Tarsan summer if the temperature reaches greater than 40° C. and rivers will dry up in such circumstances.

The Atok Swamps, located at the southern edge of Nob Plain, are fed by a river which originates in the North. As a result, the Big Dawn thaw is sending water to the swamps just as the Big Dusk freezes are beginning. The result is massive ice jams and flooding (followed by freezing) in the area of the swamps throughout the Tarsan winter.

The Shallows, located at the western edge of the Sea of Winds, have little depth, and in the heat of summer (after about three local days) the area dries up north of 29° north latitude, leaving a vast expanse of open plain. With the coming of Big Dusk, rains replenish the sea.

Land: The land area of Tarsus spans the entire range from summer sun baked desert to productive farmland, and includes everything inbetween. The highest point is Peak 342, a mountain in the Cilician Ranges with a height of 24,300 meters and it towers over its companions by at least 10,000 meters. The lowest point on land is the bottom of the Kinross Sea, which (when it dries in summer) is 730 meters below sea level.

Tarsus has only one continent, and it has no name, there being no need to distinguish it from any other. Several notable islands or archipelagos exist, including the Calendar Isles, and Raft.

Raft is a large island about 800 kilometers in length entirely overgrown by tangletrees, even to the point of extending into the ocean and across a twenty kilometer channel between the island and the mainland. The name was given by surveyors who found the island similar to a log raft floating in the ocean.

LAND FEATURES ON TARSUS

The landmass of Tarsus is a diverse continent with a wide variety of terrain features ranging from high mountains to fertile farmland, and includes many intermediate types.

The Cilician Ranges: Tarsus' continent is composed of three wandering plates which determine the boundaries of the oceans and the land. One plate is relatively stationary centered on the Desert Sulani An, while two smaller plates have jostled for position with each other. These smaller plates meet in the Cilician Ranges, the largest and most rugged mountains on the planet.

The peaks of the ranges have heights up to 25,000 meters, but generally 15,000 meters is a more typical altitude. Tarsus atmosphere allows scaling the peaks without auxiliary breathing equipment.

The Cilician Ranges are the site of many mines exploiting the mineral wealth of the region.

Between the many peaks are small valleys fed by snowmelt runoff, and many have been settled by the Red Banders who live in the mountains.

The Desert Sulani An: Half of the northern hemisphere is taken up by the Desert Sulani An, situated surrounding the Mountains of Dreams. Weather patterns and geography prevent any appreciable water from reaching the region, and it is almost entirely devoid of life. When a freak weather pattern does occur and creates a brief shower, the area comes to life until the water dries up.

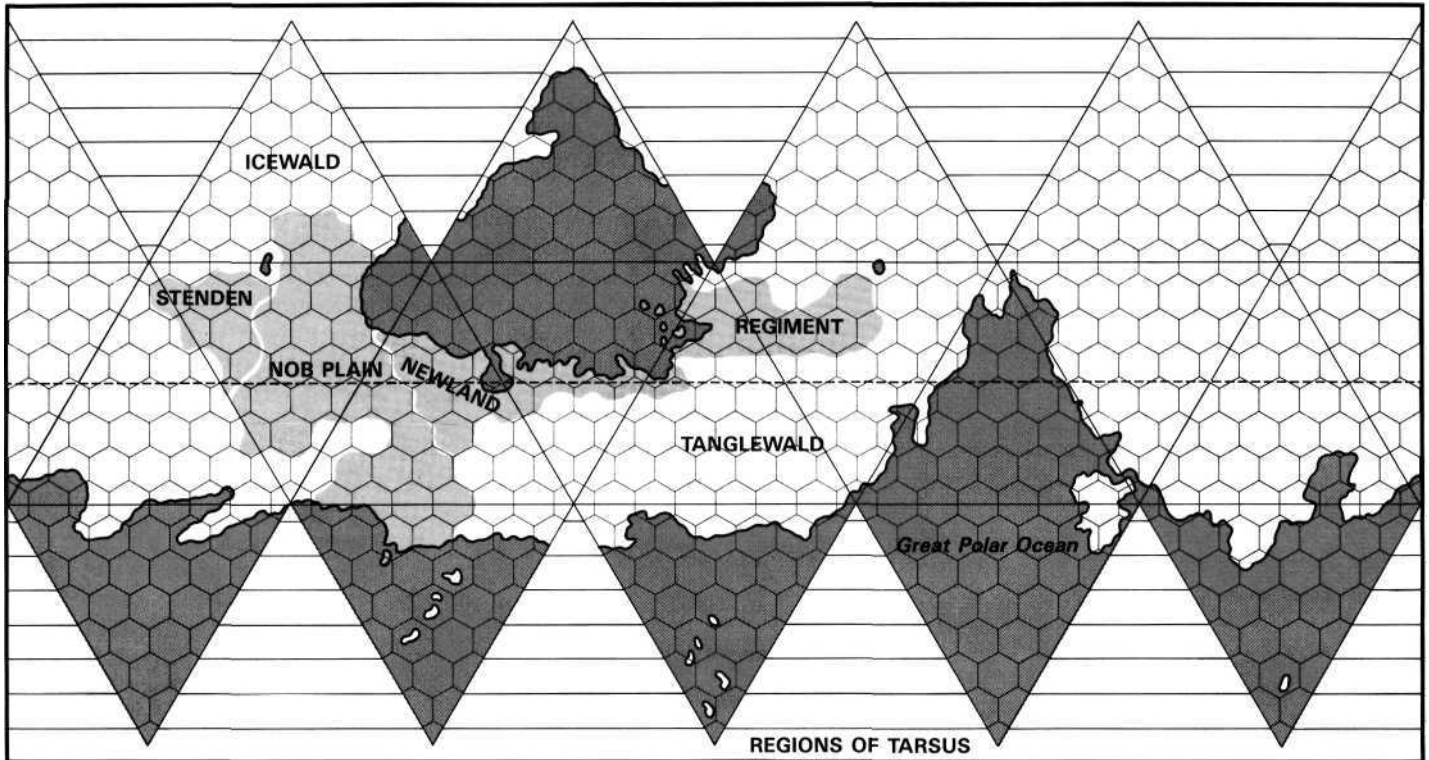
Nob Plains: Two great plains exist on Tarsus. One lies west of the Sea of Winds, the other is between the Great Polar Ocean and the Desert Sulani An. Each is the natural habitat of the noble— a native herbivore highly prized by Tarsans for their meat and hides. One nob plain is actually called Nob Plain, and is the site of ranching and controlled harvesting of the animals. The other plain is unnamed and its nobbles run wild and unharvested.

Walds: The forests of Tarsus are vast growths of native vegetation - thick, entwined walds of tangletrees forming a near jungle of almost impenetrable thickness. Such walds are totally impassable to land vehicles, and require grav vehicles to pass over them.

There are many walds, but two major ones have been named: the Tangle Wald and the Ice Wald.

Tangle Wald is a vast forest in the Girdle south of Regiment. Its area has never been explored except for brief expeditions into its fringes.

Ice Wald is an especially hardy wald in the North. It has proven itself capable of withstanding the heat of summer and the cold of winter and still slowly expands each year to cover additional territory. The Ice Wald is currently advancing at the rate of 500 meters per local year, and authorities have expressed concern that it will eventually encroach on the Nob Plain and its noble herds.



CLIMATE AND WEATHER

Climate and weather on Tarsus are primarily influenced by the world's extreme axial tilt. Temperatures may range from 70° C. at the pole in summer to -55° C. in winter. Because of Tarsus' short year, the progress of the seasons and the changes in temperature can be extremely rapid.

The North and the South are subject to strong, violent seasons which correspond to day and night. Day is summer, when temperatures can reach 70° C. at the pole, while night is winter with temperatures of -50° C. at the pole. Seasons are opposite at opposite poles; when the North is in summer, the South is in winter.

The transition times between the seasons is a time of violent storms as temperatures change rapidly. Fall and spring are not used in the brief changes when temperatures rise about 5° C. per day. Instead, locals call them Big Dawn (which is like spring, with the transition from winter to summer, or night to day), and Big Dusk.

The temperature and weather tables are provided to allow a referee to determine the local weather conditions at any time and for any place on the surface of Tarsus. The required information for their use is the local latitude, the day number within the local year, and the terrain type within the hex on the Tarsus map.

Latitude: Latitude is a position between the pole and the equator and is expressed in degrees of latitude north or south of the equator. The equator is 0°; the pole is 90°. North of the equator is north latitude; south of the equator is south latitude. Thus, the Calendar Isles on the map are at about 65° south latitude.

Hexes on the map are in rows corresponding to latitude, and each hex is about 9° of latitude. By counting rows of hexes, it is possible to determine local latitude anywhere on the map.

Local Day Of The Year: Tarsus' 2165 hour year contains

slightly less than 30 local (73-hour) days or 91.25 standard (24-hour) days. The local year begins with Big Dawn in the North and counts consecutive days through the year starting with 1.

When characters are new arrivals on Tarsus, the referee should randomly determine the local day of the year. Roll 1D times 6 and subtract 1D from that for a number between 1 and 30.

Local Terrain: The type of local terrain involved in any weather may be determined by inspection of the Tarsus map.

Determining Temperature: The referee may determine local temperature using the tables and charts. The temperature table shows the base temperature for specified degrees of latitude. If the area is in summer (local day number 10 to 15) then the base temperature is positive; if the area is in winter (local day number 25 to 29) then base temperature is negative (below zero). During Big Dawn (local days 1 to 9), use a negative base temperature; during Big Dusk (local days 15 to 24), use a positive base temperature.

The terrain effects table shows modifications to the base temperature by reason of local latitude and terrain types. Generally, one latitude and one terrain type modification will be applied to a hex. Rugged mountain effects are in addition to all others.

Big Dawn temperatures should start with the coldest winter temperature possible for the hex and increase it by 10° C. for each day since Big Dawn began (with a limitation that it not exceed the hottest possible local temperature for the hex).

Big Dusk temperatures should start with the hottest summer temperature for the hex and decrease it by 10° C. for each day since Big Dusk began (with the limitation that it not go below the coldest possible local temperature for that hex).

In the edges of the Girdle (less than 27° latitude) the same temperature transition also takes place, but at a lesser pace:

temperature increases or decreases at the rate of one-half of a degree per degree of latitude per local day.

For example, the player-characters begin their situation at the starport at Newland. Local latitude is about 4.5° south (half of a 9° hexagon below the equator) and the terrain type is clear coastline. The referee has previously determined that the local day of the year is 4: this is the fourth day since Big Dusk. Consulting the temperature table shows that the base temperature is -2.5° C. Local high temperature for summer is -2.5° (base temperature) +5° (coast hex) +5° (latitude below 18°), or 7.5° C. Local low temperature for winter is -2.5° (base temperature) -5° (coast hex) -0° (latitude below 18°), or -2.5° C. Because this is the fourth day since Big Dusk, the temperature has decreased 9° C. (1/2 times 4 times 4.5°), and local temperature is -1.5° C., or slightly below freezing. At this latitude, the local low should be reached by day 5. The low temperatures of winter will last until Big Dawn in this hemisphere—day 15 of the local year.

Daily Variations: Local temperature varies with day and night as well as with weather effects within a hex. Within the Girdle, temperature can vary by plus or minus 5° C. in a day, with generally lower temperatures at night and higher temperatures during the day. Beyond the arctic circles, where there is constant day or constant night, temperature will be fairly constant.

Temperature Effects: Temperatures are given in degrees Celsius, where 0 is the freezing point of water, and water boils at 100. The temperature effects chart shows some other typical effects which may be of interest to adventurers.

Weather Effects: The weather table shows a variety of weather types which may occur—rain, flash floods, storms, and other effects of Tarsus' climate.

SETTLED REGIONS OF TARSUS

There are four settled regions on the surface of Tarsus: Stenden, Nob Plain, Newland, and Regiment.

Newland is the oldest region, a farming region originally settled by colonists from Fornice in 450. Newland has one major city (also called Newland, or sometimes Newland City), which is the capital of the planet as well as the largest and oldest settlement.

Newland is situated on the south shore of the Sea of Winds, and was selected by the original world survey as the most hospitable and exploitable location on Tarsus. It has scattered individual farms averaging about one square kilometer; individual rural towns contain support services and merchants which deal with the farm owners.

Total population of Newland is about 1,474,000, of which 700,000 live on high tech individual farms.

Nob Plain is a primarily ranching region concerned with the care and harvesting of wide-ranging nobbles. It was a natural expansion from Newland, and has been in existence for nearly as long.

Ranchers in Nob Plain generally have a small permanent base of operations at the edge of the Plain, and pursue the nobbles with wandering caravans of quarters and work buildings that follow the noble herds.

Nobble harvests are generally arranged to be sold before harvest, and pick-up of prepared meats and hides is made by ships descending directly from orbit.

Nob Plain has a population of 204,000.

Regiment is a farming region to the east of Newland. Original-

ly settled by members of the Tizonian (Sword Worlder) 3rd Regiment, it has since been integrated into the mainstream of Tarsan society. Farms in regiment tend to be larger than in Newland (up to 5 square kilometers) and more family operations.

The population of Regiment is 432,000, of which 102,000 lives in Kochstadt, the capital and only city in the region.

Stenden is the most recently settled region of Tarsus, located to the west of Nob Plain in a wide, fertile river valley. Pavabidian immigrants leaving their neighboring world for religious reasons established their farms in this area in 780, and their numbers have grown to 210,000. The major city in the area is Evander, with a population of 21,000.

Other settlements on Tarsus are small in size, and include the Red Bander settlements in the Cilician Ranges and a small SuSAG corporate village in Newland.

SATELLITES OF TARSUS

Tarsus has two natural, and several artificial, satellites.

Gloeh: Gloeh is the smaller of Tarsus' two natural satellites. It is 672 kilometers in diameter and orbits the planet at a distance of 55,480 kilometers (approximately .18 light-seconds). It is tidally locked to its parent, and completes only one revolution in one Tarsan day: 72.94 hours. As a result, it remains stationary over one meridian of the world below. Its orbit is inclined at an angle of 27000 to Tarsus' equator. As a result, the satellite appears to wander along a north-south line during the course of each Tarsan day. A line showing the position of Gloeh during the course of a day is marked on the map of Tarsus.

Because one face of Gloeh always faces Tarsus (and even more importantly, Gloeh is always above the same area of Tarsus) the moon has been established as the communications center for the world. Large antenna arrays monitor the world surface below, receiving and retransmitting communications, conversations, and data transmissions as part of the world-wide communications service.

In addition, the world computer banks are maintained on Gloeh and are on-line as part of the computer services available to communications subscribers.

Finally, sensors and monitors on Gloeh accumulate data about weather patterns, crop production, noble herd movements, and other activities onplanet, and make them available to computer users for forecasting, tracking, and analysis.

Gloeh is airless, and no exploitable deposits or features have been found in surveys of the satellite. Local gravity is slight (about .1 G).

Gloeh is a government-operated base, and has a population of about 1,000. Regular shuttle service is available from Newland Down Starport to Gloeh each local day at dusk for Cr100.

Rond: Rond is the larger of Tarsus' natural satellites. It has a diameter of 2,250 kilometers and orbits the planet at a distance of 333,150 kilometers (approximately 1.10 light-seconds). Rond completes one revolution about Tarsus in 1073 hours, or about one-half the local year. Its local day is 40 standard hours.

Rond is airless and of no apparent value. It is featureless except for a large black splotch covering one-quarter of a hemisphere. The deep black of the feature approximates that

of the night sky of Tarsus and makes it appear as if there is a hole in the moon. Appropriately, this marking is called the Tunnel by locals. Enhancing the effect are reflective rocks within the area which (if the sun is shining right) appear to be stars shining through the tunnel. The phenomenon is rare enough that it is considered good luck to "see a star through the tunnel of Rond".

Rond is used only as the site for a base maintained by SuSAG, an Imperial megacorporation. Agreements with the government of Tarsus in 860 established a lease for the north polar cap of Rond (to a distance of 200 kilometers from the pole) for a period of 1,000 standard years. SuSAG pays an annual lease fee of MCr2.5 for its landhold.

The SuSAG base is private, and fully marked with warnings and sensors against intrusion. No provision is made for landings at the base by non-SuSAG vessels. SuSAG maintains a shuttle service for its own personnel; the SuSAG shuttle leaves Newland Down Starport each standard day at 0800 for Rond, and returns to the Starport at 1600. The trip usually takes about two hours. If a stop is required at Gloeh (which happens about half the time), then the trip takes about four hours. The SuSAG shuttle is available only to SuSAG personnel and to specially authorized guests.

Other Satellites: In addition to its natural satellites. Tarsus has a variety of artificial satellites, of which three systems are important.

The Regiment Repeater: At the trailing trojan point of Gloeh, an artificial satellite capable of the same communications relays as on Gloeh repeats signals directed beyond the range of the main station. It represents an expansion of the communications system to serve the region known as Regiment. This satellite station is 55,500 kilometers from the surface of Tarsus, and 55,500 kilometers behind Gloeh in its orbit.

The position occupied by the repeater is marked on the Tarsus map.

The station is fully automatic and unmanned; it is subject to service calls on a regular basis, generally once per forty days.

Because of the distances involved, the Regiment Repeater retransmits communications to the surface of Tarsus if possible (the distance for the signal from the surface to the repeater and back to the surface is about 0.36 light-seconds). If required, the Repeater sends the signal on to Gloeh for retransmission, in which case the one-way distance involved is 0.54 light-seconds.

The Navigation System: A group of ten navigation satellites orbit Tarsus at an altitude of 200 kilometers. The individual satellites have orbits which form a pattern allowing navigational trackers on the surface to determine an exact location anywhere on Tarsus. Special instruments are required to receive and use the navigation satellite data. Some personal communicators are capable of using this system to enter the normal communications networks as well.

The navigation system also collects weather information from parts of Tarsus not visible from the Regiment Repeater or from Gloeh. That data is relayed to Gloeh regularly for processing and inclusion in the data banks.

The Military System: The Tarsus Defense Force maintains a set of six satellites at varying altitudes and with varying orbits. They serve a variety of functions, including monitoring movements of spacecraft around Tarsus, and relaying military communications.

VISIBLE DISKS

Distance and world diameter determine the size that a world appears to be in the sky. In the sky of Terra, both Sol and Luna appear to be about 0.50° in size. In the Tarsus system, the visible disk table (page 24) shows the relative sizes of the various bodies as seen from Tarsus, Gloeh, and Rond.

The range of sizes for Gloeh as seen from Rond and Rond as seen from Gloeh reflect the apparent change in size as the moons move from farthest to closest approach to each other.

Life Forms of Tarsus

In spite of the climatic extremes of the world, the various life forms on Tarsus were not totally alien to the first settlers. Everywhere in the universe, life forms seem to share certain basic characteristics. Those indigenous to Tarsus are no exception.

The fact that even ecological niches in the most extreme climatic conditions of Tarsus have been filled is a testimony to the inherent ruggedness of life in general.

EVOLUTION

The evolution of life on Tarsus was unremarkable in most respects, and seems to have followed along standard lines of development. Because of its location, only a few cursory paleobiological studies have been carried out since the world was settled. Most of these were botanical surveys done by SuSAG, although studies have been mounted by the University of Rhylanor (financed through grant from the Imperial Interstellar Scout Service) and the zoology department of the University of Tarsus. Some of these are still in progress, and new discoveries are made regularly.

The earliest fossil evidence of life on Tarsus (dating from about 3-3.5 billion years ago) is a number of cell-like structures preserved in the Mersin chert formations of the Cilician range. Although by no means fully-developed cells, these microscopic structures are quite well-developed and are thought by most experts to represent about 750 million years of cellular evolution on the world. This makes the origin of life on Tarsus about 4 billion years ago.

Other fossil finds indicate that, not surprisingly, life on Tarsus originated in its oceans and spread from there to the land. Few of the imported life forms were aquatic, and the oceans of Tarsus are largely filled with native life forms.

Most large land animals on Tarsus are descended from free-swimming chordate-like creatures, and therefore are similar in outward appearance to Terran animals (most are quadrepedal, for instance). Smaller creatures are descended from various other forms of marine life, particularly mollusc-, arthropod-, and annellid-like creatures, as well as other types for which simple Terran analogues do not exist.

The biochemistry of Tarsus is, of course, unique to the world, resulting as it does from the independent evolution of life there. The basic chemical building blocks of life, however, are basically the same throughout the universe.

Some of the proteins of which Tarsus' life forms are constructed are made up of amino acids which can be digested by off-world life-forms. The soil of most regions contains the proper nutrients to support many off-world types of plants.

The first colonists discovered that although they could eat

most of the local flora and fauna without ill-effects, they needed dietary supplements because several amino acids vital to human life are not present in any native life form. Subsequent colonists brought a number of animals with them to Tarsus (mostly of Terran stock). These had been geneered to enable them to survive and prosper under the extreme conditions on Tarsus. In animals, this consisted largely of adapting their digestive tracts to the local fauna. In plants, this involved adapting them physically to better withstand the climate. Some experiments were begun, attempting to adapt Terran animals to the more extreme ranges of temperature found away from the equatorial belt, but these were not very successful, and were eventually abandoned.

Terran animal genera which were imported include *Sus* (swine), *Bos* (cattle), *Ovis* (sheep), *Gallus* (chickens), and *Equus* (horses), among others. Terran plant genera include *Quercus* (oaks), *Pinus* (pines), *Acer* (maples), *Triticum* (wheat), et al.

These imports, unaffected by local diseases and parasites, thrived on Tarsus and quickly forced many local life forms away from the settlements. Many of the imported plants and animals spread into the wild after a few years, and off-world life can be found almost everywhere on the planet, intermingled with native life.

ADAPTATION

Life forms on Tarsus have adapted to the extreme climate in a number of ways. In the polar regions, two ways are predominant:

—By hibernating or going dormant during the extreme seasons, coming to life to breed during the two relatively temperate periods of transition. The snow shrew and the Burrow Tree are two examples.

—By migrating out of the polar regions during the extreme seasons, and returning during spring/fall. The Nobble and various forms of Icemoos of the northern hemisphere are two examples.

Other forms of adaptation can be observed, such as external insulating coverings, or means of internal heat regulation. The subject is much too complex to be covered in the space available here.

DESCRIPTIONS

Life on Tarsus is lush and varied. Authorities differ on the exact number, but between twelve and sixteen local phyla of plants and animals have been identified (not counting the many off-world phyla imported with the colonists). Approximately 1.2 million species of indigenous life have been described and classified. Experts believe that this represents only about 20% of the total number. A complete description of the biosphere of Tarsus would fill hundreds of volumes. What follows, therefore, is a series of capsule descriptions of the most interesting life forms.

Tangletrees (*Nefericia* var.): Tangletrees are tree-like plants, but they have many thin trunks instead of a single thick one. They are propagated both by seed and by rhizomes. Taproots off the plant bury themselves deep into the soil, but other roots travel outward from the main stem, just under the surface. At intervals, these roots send up other stalks. In addition, the branches off the stems send runners down to the soil, and send out roots from there. These runners sprout stalks, and the whole plant spreads.

A single plant may, in this fashion, cover several square kilometers, interwoven with several other plants in a complex fashion. The tanglewolds are extremely difficult to eradicate for this reason, since cutting a single trunk (or even a hundred trunks) has no major effect on the plant as a whole.

In northern species (those between 27° and 60° north or south), the leaves are thick, long, and narrow, in order to minimize damage by extremes of temperature. These plants are seldom more than 3 to 5 meters in height. In more temperate regions, the leaves are broader, and the trees may reach heights of 10 to 25 meters.

Leaves in the upper third of a tanglewood forest are very dense, making the lower two-thirds very dark, and thus free of undergrowth except in occasional clearings. The upper canopy is inhabited by many small creatures, with analogues to birds, insects, and small tree-dwelling mammals and reptiles. A few large animals feed on the young shoots at ground level.

The dense network of sprouting shoots and thicker trunks and branches totally prevents travel by ground vehicles, and slows foot travel in the tanglewald to a crawl. It is very easy to get lost, especially for those with little wilderness experience.

Flying over a Tanglewald is risky. In case of accident, finding a space to land without major disaster is largely a matter of luck. Searching for a downed craft is difficult, and clearing a space to land is a major undertaking without explosives (and requires constant vigilance to maintain, as the tanglewolds grow very fast).

There are numerous legends told about the tanglewolds. Some inhabitants of Tarsus still believe that the whole forest consists of a single plant, which has achieved a rudimentary intelligence, and will trap and consume unwary travellers. Others tell stories of murderous humanoid creatures living in its dank, depressing depths. In any case, few people will enter the tanglewald without some small feelings of uneasiness.

Burrow Trees (*Dysptera* et al.): These are descended from the same ancestral stock as the tangletree, and have adapted to the extreme conditions of Tarsus' polar regions. The huge Icwald consists of Burrow trees. These plants have extremely deep, widespread root systems, portions of which form large "trunks" a meter or two under the surface of the ground. These trunks store vital nutrients in a place where they are well insulated from extremes of temperature. During the two seasons of the year (fall and spring) when temperatures moderate themselves somewhat, the root systems of the burrow trees send up thousands of shoots, which branch out, form leaves, and produce nutrients from soil and sunlight for the duration of the short growth season. This growth is extremely rapid, and a seemingly empty field can be covered with dense undergrowth in less than 48 standard hours.

At the end of the growing season, the shoots wither and drop off, and the burrow tree goes dormant for another 10 local days, until the next growing season.

Fog Flower (*Nebelifera sterni*, *N. diangus*): So-called because of the "fog" of pollen it emits during certain seasons. Dormant through most of the year, during spring and fall the plant shoots up thin stalks with flowers and seed pods. Within 24 hours the plant will have put out massive clouds of pollen, formed seeds with pollen received from other plants, spread its seeds on the wind using winglike structures on the seeds, and gone dormant again. During this time, all sorts of small animal life

comes alive (i.e., out of hibernation or estivation) to eat the seeds, plants, and pollen. Fog flowers are found throughout the Sulani An.

Skimmer (*Anavolans cilicia*): A 1 gram desert flying filter feeder, which skims fog flower pollen from the air during the spring and fall. When it has eaten its fill, it breeds, lays its eggs in its burrow and dies. The eggs remain dormant until the next breeding season, when they hatch.

Snow Shrew (*Boretupia* var.): A small mammal-like creature inhabiting the shores of the Sea of Winds. They live together in colonies of 10 to 20 individuals, digging burrows deep under the ground to escape the extremes of temperature. During the spring and fall growing seasons, they gather seeds and plant material for storage in their burrows, in which they sleep through the winter and summer seasons, awakening every few weeks to feed off their stored food.

Ice Moss (*Mastiri*, et al.): A primitive plant-like growth which covers much of the polar regions to a depth of several centimeters during the spring and fall. Ice moss grows with lightning speed, producing clouds of spores in the final days of the season. These spores are carried on the wind, and enter a dormant period until the next growing season. The inhabitants of Tarsus tell tales of travellers being trapped in the stuff and overgrown before they could call for help. These are, of course, extreme exaggerations, but ice moss will clog radiators, air vents, and so on within a few hours if not cleaned out.

Nobbles (*Momagikenyatta*, *M. planus*): This animal is a large herbivore grazer, indigenous to Tarsus. It has a stocky body and short stubby legs as an adaptation to the climatic extremes. The popular nickname for these beasts comes from the knobby projections on the end of their 1.5 meter-long tail. Wild nobbles mass about 3 tons, ranched (semi-domesticated) nobbles about 4 tons.

Nobbles are covered all over with small, feather-like structures, in several lengths. The inner layer is short and thin filaments, an excellent insulating material. The outer layer consists of long, wide filaments, which trap air in the inner layer.

The head is short and wide, with the eyes set far apart. The large mouth is filled with large batteries of teeth-like grinding structures.

Nobbles are extremely defensive of their herds, although ranched ones will tolerate people and machines at a closer range than wild ones. When threatened, they will form tight circles around their young, with their thrashing tails outside.

World History

Reconstructed events and some studied scientific guessing postulates that Tarsus was sighted by Terran traders as long ago as - 1 51 5. They may have refueled their ships at one of the gas giants in the Tarsus system, but it is doubtful they ever landed on the planet. History does record that these Terrans, wandering through the unexplored territory of the Spinward Marches, did discover the tech level 3 culture of the Darrians, some 13 parsecs coreward, in -1511, and, weary from their travels, settled there.

EARLY HISTORY

With the arrival of the Terrans, Darrian culture underwent explosive growth and by - 1137 had achieved the capability of building jump drives for themselves. Expansion to neighbor-

ing worlds was a natural course of action: colonies on several planets were established and Darrian ships travelled far and wide in search of resources and novelties. It is relatively certain that Darrian ships visited Tarsus during this period (tanglewolds native to Tarsus grow on the Darrian colony worlds of Cunnonic and Roget) but any records of such a landing were lost in the catastrophic stellar flare which virtually destroyed Darrian civilization in -924. The various colonies, cut off from their mother world, struggled along for 650 years before one finally re-invented the jump drive and re-established interstellar trade and communication in -271.

When they did, they found that they now had neighbors.

In -399, the world of Gram (seven parsecs from Darrian) was settled by Solomani exiles, and by -271 several other worlds around Gram had also been colonized. The Sword Worlds (as this group of systems was called) developed in parallel with the Darrian Confederation and the two cultures existed in relative harmony for nearly three centuries.

It was during this period of peace that a Sword Worlds naval vessel exploring outlying systems visited Tarsus' region. Its report noted the presence of four potential agricultural worlds in a small cluster about 14 parsecs rimward: worlds now known as Tarsus, Pavabid, Trexalon, and Motmos. The Sword World archives on Sacnoth indicate that this survey occurred in -140, and that several follow-up expeditions were undertaken. The last expedition established an oil mining site in - 104 and sent home at least one tanker full of very high grade petrochemicals. Unfortunately, the ship returned just as the Tyrffing Incident provoked a Civil War, and it was destroyed by local system defense ships taking no chances. In the confusion of the ensuing rebellion, the Tarsus base was forgotten or ignored. Without relief or evacuation, the base personnel were marooned on Tarsus and all probably died there by - 60.

THE RISE OF THE IMPERIUM

The Imperium, established in the year zero to recapture the lost glory of the interstellar empires of centuries past, immediately began programs of exploration and absorption for suitable regions of space. Although its capital lay 120 parsecs distant, it had reached and settled at least one system in the Spinward Marches by the year 60, and had made its first contacts with the Sword Worlds by 73. Formal contact with the Darrians did not take place until 143.

The Imperium, however, did not restrict itself to contacting already established cultures. It encouraged settlers, and it encouraged merchants in commerce with those settlers. As a result, many of the worlds of the Spinward Marches were colonized quickly by excess population, by splinter groups and malcontents, and simply by individuals with restless or adventurous hearts. By 400, the Imperial border actually touched the Sword Worlds.

In about 300, the Imperial Interstellar Scout Service began the First Survey: a comprehensive astrographic and demographic mapping of the worlds of the Imperium. Over 100 years in the compilation, it detailed the planets of the Imperium, their populations, and their resources. Further, it was not limited to just the borders of the empire; it contained in its many appendices details of the rich and hitherto unsettled worlds beyond the frontier.

In about 352, a scout service survey ship working on this First Survey, called briefly at Tarsus. Its crew of ten devoted

ANIMAL ENCOUNTER TABLES

The eleven animal encounter tables on this page provide the players and referee with an indication of the animal life and basic events which can be routinely expected on the surface of Tarsus. These encounter tables are utilized in accordance with the rules in **Traveller**. They need not be kept from players; examining the tables is a form of learning about the types of animals and habitats on Tarsus. The tables can be considered to represent the basic knowledge of the players.

Known Animal Types: Most animals in the tables are identified by their types (carrion-eater, hunter, etc), rather than by a specific name. In the case of certain known animals (such as Nobbles) they are specifically identified for the referee and players.

Animal Responses: Note that a zero given as an animal response for attack or flee may represent a dependent response such as flee if suprised, and the appropriate animal tables in Traveller should be consulted.

CLEAR Terrain

Tarsus B584620-A (9+)

Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons
2	4	Intimidators	400kg	27/12	none	28 thrasher A3 F7 S1
3	1	Hunter	50kg	10/ 6	none	10 claws A2 F3 S1
4	5	Intimidators	12kg	9/ 5	jack	8 claws A7 F5 S1
5	5	Flying Eaters	6kg	4/ 8	none	4 teeth A4 F9 S3
6	6	Nobbles	6000kg	20/14	jack	20 thrasher F5 A4 S2
7	10	Nobbles	6000kg	20/13	jack	21 thrasher F6 A5 S2
8	10	Grazers	800kg	28/13	none	17 hooves F2 A6 S3
9	6	Chasers	25kg	9/ 9	none	4 teeth A0 F7 S4
10	<i>Event</i> — Howling Carnivores. Out of sight, unknown and unseen animals begin howling continuously. The howling continues for 1D hours, and then ends just as mysteriously. The animals cannot be located.					
11	1	Killer	50kg	15/ 8	mesh	10 claws A0 F9 S4
12	1	Chaser	12kg	9/ 6	none	6 teeth A0 F7 S2

NOB PLAIN Terrain

Tarsus B584620-A (9+)

Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons
2	4	Reducers	100kg	18/ 8	none	9 teeth A8 F5 S1
3	1	Gatherer	200kg	17/ 9	jack	17 claws A5 F7 S1
4	2	Reducers	100kg	14/ 7	none	6 teeth A9 F8 S3
5	1	Hunter	200kg	18/ 4	none	16 claws A3 F5 S1
6	26	Nobbles	6000kg	20/14	jack	19 thrasher F5 A7 S2
7	22	Nobbles	6000kg	18/18	jack	18 thrasher F4 A8 S2
8	18	Nobbles	6000kg	21/13	jack	18 thrasher F6 A7 S2
9	1	Pouncer	400kg	19/10	none	16 stinger A0 F0 S2
10	<i>Event</i> — Recent Lava Flow. The ground is hot from a recent volcanic eruption, and the heat will cause tires or tracks to fail on a throw of 8+ per hour; DM +1 per level of driver skill. Walking is impossible.					
11	1	Chaser	25kg	8/ 9	none	11 stinger A0 F6 S3
12	1	Siren	200kg	10/ 6	jack	8 claws A0 F6 S1

FARMLAND (Clear parts of Stenden, Newland, Regiment)

Tarsus B584620-A (9+)

Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons
2	1	Hijacker	12kg	8/ 4	none	7 claws A6 F7 S1
3	1	Gatherer	50kg	18/ 7	none	9 teeth A6 F8 S3
4	1	Flying Reducer	25kg	9/ 4	none	8 horns A8 F4 S2
5	1	Hunter	50kg	10/ 8	none	11 teeth A3 F5 S1
6	18	Nobbles	6000kg	22/ 8	jack	16 thrasher F4 A8 S2
7	40	Nobbles	6000kg	20/ 8	jack	18 thrasher F4 A8 S2
8	8	Grazers	800kg	27/ 9	jack	18 hooves F1 A6 S2
9	1	Chaser	25kg	12/ 7	none	9 claws A0 F9 S4
10	<i>Event</i> — Irate Farmer. The party has infringed on the territory of a local farmer, and he approaches with a shotgun and several companions. Roll for reaction, and resolve the encounter.					
11	5	Chasers	100kg	23/ 4	cloth	10 as blade A0 F5 S2
12	1	Pouncer	50kg	8/ 9	mesh	16 aspike A0 F0 S2

WALD Terrain						Tarsus B584620-A (6+)			
Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons			
2	4	Flying Reducers	50kg	16/ 6	none	8	claws	A8 F4	S1
3	3	Hunters	800kg	20/11	none	22	thrasher	A6 F6	S2
4	9	Carrion-Eater	12kg	7/ 9	jack	3	claws+1	A8 F3	S2
5	3	Flying Eaters	50kg	14/ 8	none	6	claws	A1 F5	S1
6	1	Intermittent	100kg	18/ 4	none	8	horns	F8 A7	S2
7	1	Grazer	200kg	28/ 8	mesh	9	horns	F3 A8	S2
8	1	Intermittent	100kg	9/ 8	none	9	teeth	F5 A8	S2
9	1	Pouncer	50kg	16/ 6	none	15	as pike	A0 F0	S2
10	<i>Event</i> — Eaters. A mass of thousands of 10-gram eaters is crossing the adventurers' path. A totally sealed vehicle will be impervious; any other will be subject to attack.								
			1/	0	none	1	teeth	A0 F0	S1
11	1	Trapper	1600kg	39/10	cloth	28	as pike	A0 F5	S0
12	1	Siren	800kg	34/ 6	none	22	as pike	A0 F7	S0

SWAMP Terrain						Tarsus B584620-A (8+)			
Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons			
2	3	Carrion-Eaters	800kg	26/ 9	none	21	horns	A7 F4	S3
3	1	Gatherer	3200kg	27/11	jack	23	teeth+1	A5 F7	S2
4	15	Amphibian Reducers	1600kg	24/ 5	none	17	claws	A5 F5	S2
5	1	Hunter	400kg	20/18	none	16	thrasher	A2 F3	S1
6	1	Intermittent	800kg	22/10	jack	26	horns	F1 A6	S2
7	12	Flying Grazers	100kg	15/ 6	none	9	hooves	F4 A8	S3
8	4	Grazer	400kg	17/12	none	22	horns	F2 A5	S2
9	1	Pouncer	400kg	17/ 9	none	11	claws+1	A0 F0	S2
10	<i>Event</i> — Bayou. The swamp turns from moist ground and shallow water to deep water. Further progress on foot or by ground vehicle is impossible.								
11	5	Killers	400kg	19/12	none	20	teeth+1	A4 F9	S1
12	10	Chasers	100kg	17/14	mesh	8	as blade	A0 F7	S4

MOUNTAIN Terrain						Tarsus B584620-A (9+)			
Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons			
2	4	Intimidators	50kg	14/ 6	none	9	teeth	A3 F5	S2
3	6	Flying Hunters	50kg	11/ 3	jack	8	claws	A5 F3	S1
4	1	Reducer	25kg	11/ 6	none	6	claws	A7 F7	S1
5	4	Hunters	400kg	24/12	jack	12	teeth	A6 F6	S1
6	4	Flying Grazers	50kg	11/ 7	none	11	horns	F3 A3	S2
7	8	Grazers	1600kg	28/14	none	30	horns	F3 A0	S2
8	1	Flying Intermittent	25kg	12/ 8	none	4	claws	F7 A5	S3
9	1	Killer	100kg	17/ 8	none	7	claws+1	A5 F7	S1
10	<i>Event</i> — Violent Electrical Storm. Heavy winds and lightning force the party to halt for 2D hours. Throw 8+ for a cave or shelter to be found; otherwise, throw 6+ for lightning to hit a piece of equipment and disable it.								
11	12	Chasers	200kg	15/ 6	none	15	as blade	A0 F8	S2
12	8	Chasers	3kg	5/ 5	none	7	claws	A0 F6	S2

DESERT Terrain						Tarsus B584620-A (9+)			
Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons			
2	13	Flying Reducers	1kg	2/ 0	none	6	claws	A5 F8	S2
3	1	Gatherer	100kg	15/12	none	7	claws	A8 F4	S1
4	4	Flying Intimidators	12kg	10/ 7	none	2	horns	A7 F5	S1
5	1	Gatherer	100kg	18/10	none	5	claws	A8 F7	S1
6	12	Grazers	50kg	14/ 6	jack	6	horns	F2 A3	S2
7	11	Flying Grazers	1kg	3/ 0	jack	4	horns	F1 A6	S2
8	9	Grazers	25kg	9/11	none	4	horns	F4 A8	S2
9	1	Siren	100kg	18/ 5	none	3	teeth+1	A0 F9	S1
10	<i>Event</i> — Recent Lava Flow. The ground is hot from a recent volcanic eruption, and the heat will cause tires or tracks to fail on a throw of 8+ per hour; DM +1 per level of driver skill. Walking is impossible.								
11	1	Chaser	25kg	8/ 9	none	11	stinger	A0 F6	S3
12	1	Siren	200kg	10/ 6	jack	8	claws	A0 F6	S1

COAST Terrain

<i>Die</i>	<i>Qty</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	Tarsus B584620-A (8+)		
							<i>Wounds &</i>	<i>Weapons</i>	
2	8	Amphibian Reducer		12kg	3/ 8	none	8	horns	A7 F6 S1
3	6	Eater		50kg	12/ 7	none	13	stinger	A2 F9 S1
4	4	Reducer		200kg	19/ 8	ablat	13	claws	A7 F5 S2
5	5	Hunter		100kg	20/ 5	none	10	teeth	A6 F6 S2
6	8	Grazer		00kg	22/ 8	none	14	hooves	F4 A5 S2
7	13	Swimming Grazers		800kg	27/ 8	none	7	teeth	F3 A6 S2
8	1	Filter		50kg	12/ 6	cloth	9	teeth	F0 A0 S0
9	1	Chaser		200kg	19/ 9	jack	11	aspike	A0 F7 S2
10		<i>Event</i> — Swimming Electric Pouncer. This animal administers an electric shock of high intensity whenever it actually contacts a victim.							
				25kg	7/ 3	none	20	aspike	A0 F0 S2
11	1	Flying Pouncer		25kg	18/ 4	none	21	asblade	A0 F0 S2
12	1	Swimming Killer		1600kg	26/11	mesh	23	as blade	A2 F9 S3

OCEANSURFACETerrain

<i>Die</i>	<i>Qty</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	Tarsus B584620-A (8+)		
							<i>Wounds &</i>	<i>Weapons</i>	
2	14	Swimming Reducers		1kg	3/ 0	none	1	teeth	A9 F3 S2
3	5	Awimming Hunters		25kg	9/ 0	none	3	teeth	A7 F8 S1
4	1	Amphibious Hijacker		100kg	14/ 2	jack	4	claws	A8 F4 S2
5	1	Swimming Gatherer		50kg	9/ 3	mesh	4	teeth	A4 F9 S2
6	14	Swimming Grazers		6kg	5/ 3	jack	3	teeth	F9 A5 S2
7	9	Swimming Grazers		25kg	10/ 0	none	2	teeth	F5 A8 S1
8	5	Amphib Intermittents		100kg	12/ 5	jack	6	claws	A5 F8 S3
9	4	Swimming Chasers		100kg	12/ 8	none	8	teeth	A5 F5 S3
10		<i>Event</i> — Rough Water. The surface interface on the water becomes turbulent, making any persons swimming subject to 1D injury of 7+ per ten minutes. Turbulence lasts for 1D times ten minutes.							
11	4	Swimming Killers		100kg	17/ 2	jack	7	teeth	A5 F8 S2
12	1	Swimming Pouncer		50kg	9/ 4	jack	5	teeth	A0 F0 S4

SPECIAL ENCOUNTERS

The following special encounters occur during the growing seasons (Big Dawn and Big Dusk) in the North and the South. Roll on this table when in the North or the South during Big Dawn or Big Dusk, regardless of other encounters.

ANY LAND Terrain

<i>Die</i>	<i>Qty</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	Tarsus B584620-A (Special)		
							<i>Wounds &</i>	<i>Weapons</i>	
1	10	Skimmers		1g	1/ 0	none	1	teeth	A4 F9 S3
2	5	SnowShrews		1kg	1/ 1	none	3	teeth+1	A5 F4 S2
3	40	Skimmers		1g	1/ 0	none	1	teeth	A5 F8 S3
4		cloud of pollen. Throw 8+ to avoid a mouthful. If the pollen is breathed or swallowed, throw 1D for hits received.							
5	80	Skimmers		1g	1/ 0	none	1	teeth	A5 F8 S3
6		<i>Event</i> — Ice Moss. Rapidly growing ice moss has completely covered the ground in all directions. A person standing on the ground must check carefully or throw 9+ to fall into a depression hidden by the ice moss. After a fall, throw strength or less to avoid injury of 2D hits. Throw 4+ per minute to avoid 1D hits due to breathing difficulty if without breathing equipment.							

CHANCES OF AN ENCOUNTER

The number given in parentheses on the first line of each table is the throw to determine if an encounter is to occur. Throw once every eight hours with modifications shown below. Also throw once whenever a storm occurs.

DM -3 if temperature is below 0°.

DM -3 if temperature is above 37°.

DM -6 if temperature is above 45°.

DM -1 if local night.

three weeks to a preliminary report before moving on to the next system. The report they filed was duly entered into the Imperial data banks, processed and noted, and ultimately included in the published survey.

FORNICE

When the complete First Survey was released in 420, its data on worlds became easily available for governments, corporations, and individuals who would undertake the exploitation or development of new worlds. The data on Tarsus was just what the civil service bureaucracy on Fornice needed. Settled early (about 85), Fornice was by this time suffering from intense population pressure. At the same time, the major landowners were resisting pressure to surrender their lands for more efficient development. Further, legalisms hampered the government to the point that it could satisfy neither the landowners nor those clamoring for more development.

In desperation, the Fornicite government proposed to establish a colony at Tarsus, which had a better atmosphere and greater potential for agriculture. In return for the surrender of their lands, the landowners would be transported to the new world, established as a functioning colony, and given their independence. Tarsus was to have its first real settlers.

The Fornicite colony on Tarsus was formally established in 450, and its entire complement of settlers was onplanet by 462. During that time, a relatively detailed survey of the world was conducted, settlement sites were selected, a basic starport built, and, in general, the world readied for its new citizens.

TARSUS

Tarsus offered great potential. Already possessed of local life forms, its chemical balance and atmosphere were reasonably hospitable to human life as well. The two types of life (locally evolved and Terran evolved) could even interact to a great degree—people could eat some forms of local meat and vegetation (and local life forms could eat Terran-originated life).

Climatic hospitality, however, was a different matter. Tarsus is possessed of an extreme axial tilt (61°), which coupled with its short year makes for a swift change of extreme seasons. Only in the narrow equatorial band is the climate relatively mild and constant.

Narrow, however, is a relative term. On Tarsus, the narrow band is 1400 kilometers wide; enough for thousands of farms and hundreds of towns. The colonists were well aware of this aspect of the world before they arrived. Careful planning sited the starport, Newland (the major city and capital) and the initial settlements on a stretch of sea coasts on the southern shore of the Sea of Winds, where the ocean further moderated the local climate.

With assistance from Fornice, the world quickly became self-sufficient. In less than 40 years, Tarsus had its own functioning government independent of Fornice. During this same period, other neighboring worlds in District 268 were also settled. The agricultural worlds of Trexalon, Pavabid, and Motmos were surveyed and their resources exploited. As interstellar traffic grew, markets also developed for the produce of these worlds, especially at the industrial world of Collace, just one parsec away.

Although the subsector was not formally part of the Imperium, the region had been colonized primarily by citizens of the empire, and where necessary, Imperial peace-keeping

forces were deployed to help maintain order in disputes on or between worlds. In addition, a special trade relationship allows free access to the Imperium by traders and goods from this area without tariffs or duties.

THE WAR PERIOD

Tarsus was not involved to any great extent in the wars which raged between 589 and 623. The commerce raiding by the Zhodani took place within the Imperium, rather than in subsectors beyond the frontier. Likewise, the actions of the Imperial Civil War were concentrated at the seats of power, rather than at the fringes of the Imperium. Although a belligerent state existed between the Sword Worlds and the Darrian Confederation, the fighting did not spill over into the region of Tarsus.

One event of importance to Tarsus occurred in the latter days of the Second Frontier War at the Imperial subsector capital of Vilis (19 parsecs coreward). The world was temporarily occupied by Sword World forces, including the Tizonian elite 3rd Lift Regiment. When the tide of the war reversed, the 3rd Lift fought a fierce delaying action—one which Imperial forces felt was criminal in its ferocity. War crimes charges were levelled; vows of retribution after the war were made. When the war did end, certain of the Sword Worlds were forced to submit to occupation, including Tizon. Rather than face an Imperial justice they did not believe in and could not trust, the 3rd Lift Regiment commandeered transports from the Tizonian Navy and loaded up its troop complements, their families, and mountains of military stores and set out to find a new home. Through careful coordination and complicity by other Sword World forces, the ships escaped. Their new home would be Tarsus.

Upon arrival at Tarsus, the ships concealed themselves in the outer system while a thorough reconnaissance was made of the world. For a while, a temporary base was established on an airless outlying moon (Erdemli II). At this base, the military transports were re-worked to conceal their identities and even their basic lines. During this period, some officers visited Tarsus, negotiated with local officials, and arranged for the establishment of a settlement area for their forces; they claimed to be a de-activated mercenary regiment from Huderu, formerly in the service of the Imperium. By carefully dropped hints, the officers let it be known that they had fought for a losing faction in the Civil War, and that their homeworld now had too high a radiation level for them to remain. The story was accepted, money changed hands, and the group acquired marginal plains which had not been previously cultivated. It was, however, sufficient to support the regiment and establish a settlement. Using the disguised transports, the troops and their families were shuttled to Tarsus' surface and to their new homes.

After several years of labor, the Sword Worlders succeeded in creating a self-sufficient colony for themselves. They remained apart from the existing Fornicite settlements and tensions naturally arose in the relationships between the original settlers and the newcomers.

POST-WAR DEVELOPMENTS

In the years following the wars. Tarsus benefitted from the general affluence of a post-war Imperial economy, as surplus ships were turned to increased trade activity, and even agricultural produce from Tarsus was a commodity to be

shipped for profits.

Trade agreements with worlds as far away as the Darrian Confederation and the Sword Worlds, not to mention with Fornice and with other worlds in the Imperium, provided lucrative markets for both the protein staples of nubble meat, and the special pharmaceutical properties of certain plants which grow in the tanglewald.

The Long Winter: Tarsus' Cilician mountain ranges were subject to extreme volcanic disturbances beginning in 716, and by 718 the amount of volcanic dust and ash in the atmosphere was sufficient to reduce radiation received from Hote—for a period of four local years, summer temperatures were never reached, and crop failures were epidemic. In addition, the severe weather resulted in decimation of the nubble herds.

At this point, the settlers in Regiment, until then kept out of Tarsan society by prejudice and tradition on the part of the original colonists, proposed and executed a chemical solution to the problem—a simple, easy-to-produce aerosol that naturally binds ash in the air and forces it to settle to the surface. Within a local year, the problem was resolved, and the local seasons were again normal.

The production of a solution to the problem by the Regimentals was an unexpected development. The original settlers had enlisted the aid of the Imperial government, and had appealed to Fornice as well, but as yet no solution had arrived. When the solicited solutions did arrive, they proved to be less practical and less timely than the one already proven successful. They would also have cost more.

The Regimentals, careful not to press too hard, and careful to ignore the fact that the solution saved their farms as well, accepted the gratitude of the original colonists. This gratitude included provisions to integrate the Regimentals into Tarsan society by according them votes, and incorporating them into the Electorate (in 722).

The Ag Worlds Combine: In 780, the agricultural worlds of the subsector concluded discussions and created the Ag World Combine, to include Tarsus, Motmos, and Tarkine. The three worlds attempted to create an agricultural monopoly that would serve Collace and Forine, both high population worlds in the subsector. Heavy-handed tactics did not work, but eventually a working relationship was established whereby the agricultural worlds would provide a steady supply of produce, and the high-population worlds would provide a steady market at reasonable prices. Since reasonable prices were better than the sometimes poor prices received previously, the Ag Worlds accepted with pleasure. The high-population worlds were also pleased to have steady food supplies available.

In 780, the establishment of a religious dictatorship on neighboring Pavabid resulted in the flight of many families from that world, and many settled in the previously vacant region of Stenden to take up farming.

The banning of psionics within the Imperium in 800, and the subsequent campaigns to suppress psionics everywhere under Imperial rule came as somewhat of a surprise to Tarsus. Being outside of the Imperium, there was no direct effect. Indirectly, it was necessary for Tarsus to adopt strict psionics controls or risk being branded pro-psionic by Imperial authorities. If that had happened, it would have affected exports to the Imperium, as well as travel by Tarsans within the empire.

During the period of the PsionicSuppressions, the subsector was established as a protectorate of the Imperium (810)

with the designation District 268; it was not fully a member of the empire, but able to claim its protection in the event of outside interference. The act effectively forestalled expansion by the Sword Worlds into the area, without forcing the individual worlds to accept membership in the Imperium either.

In 832, the Imperial megacorporation SuSAG arrived at Tarsus. Initially, rumors said that the company was establishing a psionic drug factory, but this turned out to be false, as the company merely gathered raw plants from Tarsus for the production of various drugs, and processed them at a local factory. However, in 860, SuSAG concluded an arrangement with the Tarsus government (and ratified by the Electorate) giving it a lease on part of Rond. SuSAG then established a drug processing plant there and supplied it with raw plant products gathered from Tarsus surface.

THE RED BANDERS

In 843, Tarsus contracted for the development of certain readily available resources in the Cilician Ranges by Central Resources, LIC, a mining concern from Trin in the Trin's Veil subsector. The activity, which lasted forty years, strip mined several valley deposits of petrochemicals and returned a healthy profit in royalties to the Tarsus government, which in turn reduced local taxes.

In 883, when Central Resources left Tarsus, many of its workers remained to continue mining as independents. The group as a whole are called Red Banders, after a trademark on the uniforms of Central Resources employees.

While most of the Red Banders continue mining as their primary occupation, the acquisition of families and homes has resulted in the settlement of many of the mountain valleys by the miners as well. Red Banders remain physically isolated by the mountains they live in, but they have made use of the local communications networks to join into society.

THE FRONTIER WARS

Beginning in 979, three Frontier Wars between the Imperium and the Zhodani have ravaged the Spinward Marches. Most of the belligerent action has taken place in the coreward subsectors, and the fighting has spared District 268.

Other activities, however, have taken place in the District. Because the District is under Imperial protection without being formally part of the empire, passage into the Imperium is relatively easy. Enemy agents (Zhodani and Sword Worlder) have used the District as an espionage and sabotage base, and Imperials have maintained counter-espionage operations in the subsector. In addition, profiteers have smuggled Imperial war material into the District, and then beyond to the industries of the enemies.

The Imperium, in dealing with such activities, has maintained limited military and mercenary forces charged with stopping Zhodani and Sword Worlder agents from succeeding in their missions.

On Tarsus, this has resulted in an occasional Imperial presence, at various times including an Imperial naval squadron searching ships entering and leaving the system, and a small, temporary garrison of Imperial combat troops stationed at the Starport.

In neighboring systems (although not on Tarsus), the Imperium has resorted to lightning strike raids to eliminate covert Sword Worlder bases.

IMPERIAL OVERTURES

Imperial policy has always been to encourage membership in the Imperium, but to avoid coercing it unless absolutely vital to Imperial interests. Since the creation of District 268, the Imperium has integrated only two worlds into the empire: Mer-tactor and Mille Falcs. The remaining worlds have been either insufficiently developed to merit membership, or have not been willing enough to join the empire.

With the end of the Fourth Frontier War, however, the Imperium began a gradual campaign to encourage the worlds of the subsector to join the empire. At the same time, the need to provide services such as express boat links, a governing hierarchy, and other Imperial perquisites has stalled the process.

The onset of the Fifth Frontier War spurred some action, and Imperial overtures to Tarsus (as well as other worlds in the subsector) have increased.

A measure before the Electorate of Tarsus calling for a petition requesting membership in the Imperium has been under consideration, but has been voted on by only 20% of the eligible electorate—with their votes about evenly split for and against. When the measure receives 50% of the eligible electorate's votes one way or the other, then the measure will be decided.

CHRONOLOGY

This chronology provides a brief overview of the events that have occurred over the past 2600 years. Events directly affecting Tarsus are shown *in italics*.

Ca. -1515	<i>Probable first sighting of Tarsus (by exploring Terran traders).</i>
-1511	Darrian culture discovered by Terran traders.
-1137	Darrian achieves local construction of jump drive and begins expansion.
-980?	<i>Tarsus probably visited by exploring Darrians.</i>
-927	Darrian civilization destroyed by stellar flare.
-399	Gram settled by Solomani exiles.
-300	Sword Worlds settlement substantially completed.
-271	Darrian colonies re-discover jump drive and re-establish communications with Darrian.
-140	<i>Sword World survey ships discover and survey Tarsus and neighboring worlds.</i>
-104	<i>Oil mining colony established on Tarsus by Sword World corporation.</i>
-102	<i>Tyring Incident triggers widespread rebellion in Sword Worlds. Oil mining colony abandoned.</i>
-60?	<i>Last remnants of Sword World colony on Tarsus die out.</i>
0	Third Imperium established.
60	First Imperial settlement in Spinward Marches established.
73	First Imperial contact with Sword Worlds.

143	First Imperial contact with Darrian Confederation.
300	Imperial First Survey begun.
352	<i>Scout ships of First Survey land on Tarsus.</i>
420	First Survey published.
450	<i>Initial Fornicate colony established on Tarsus.</i>
460	<i>Final complement of settlers arrives on Tarsus.</i>
502	<i>Tarsus achieves independence from Fornice.</i>
588	Terra re-integrated into Imperium by Empress Jacqueline.
589	First Frontier War (Imperium vs. Zhodani) begins. Extensive Zhodani commerce raiding until 597.
604	First Frontier War ends in Imperial victory.
604	Olav hault-Plankwell (Grand Admiral of the Marches) and fleet seize Capital, killing the Empress and beginning the Civil War.
615	Zhodani and allies again attack Imperial territory, beginning the Second Frontier War.
620	Second Frontier War ends in Imperial victory.
621	Imperial troops occupy selected Sword Worlds. Tizonian 3rd Regiment flees.
622	Civil War ends. <i>Tizonian 3rd Regiment arrives at Tarsus.</i>
670	<i>Tarsus electorate splits votes 1000 for 1.</i>
718	<i>The Long Winter.</i>
722	<i>Regiment integrated into Tarsus society.</i>
780	<i>Pavabidians arrive.</i>
800	Psionics Suppressions begin in the Imperium. <i>Minor refugee flow through Tarsus.</i>
810	<i>Creation of District 268.</i>
814	<i>SuSAG arrives and establishes operations in District 268. SuSAG products become available on Tarsus.</i>
843	<i>Red Banders arrive from Tr/n.</i>
860	<i>SuSAG establishes operations on Tarsus.</i>
979 to 986	Third Frontier War.
990 to 1002	Solomani Rim War.
1082 to 1084	Fourth Frontier War.
1107 to ?	Fifth Frontier War.
1108	<i>Imperial overtures to Tarsus to join the empire increase.</i>

Government on Tarsus

The original colonists from Fornice organized their efforts under a cooperative bureaucracy similar in nature to the civil service bureaucracy which ruled their homeworld. Arbaute, the Tarsus Colonization Commission, was responsible for execution of the project with funding from the government of For-

nice. The commission formed the rudiments of the current Tarsan government.

Once the colony had established itself, an orderly transition to self-rule took place. Coordination between ruling officials, representatives of the Fornicite government, and selected colonists allowed the establishment of participatory democracy as a basic principle of the colony's new government. On that basic principle the details of a fair and equitable government were hung.

Basic Structure: The electorate is the basis for government on Tarsus. Composed of all individuals allowed to vote, the electorate, through its voting powers, performs three functions. First, it elects the Board of Commissioners. The Board serves as an executive agency—providing day-to-day control of the government, appointing various officials, and setting the agenda of issues for the electorate to consider. Second, the electorate selects an independent judiciary to arbitrate disputes and violations of the legal system. Third, the electorate votes on matters of policy which are brought up for its consideration.

The Board of Commissioners (consisting of nine members) is elected every three standard years, or whenever dissolved by vote of the electorate (usually if the Board is not performing satisfactorily in the majority opinion). During its term, the Board is responsible for the normal routine of governing the world. They elect a chairman who conducts meetings and supervises board activities. Answering to the Board is an appointed Executive who handles the details of Board policy.

The Board of Commissioners maintains offices in the world capital city of Newland.

The hiring power of the Board enables it to fill positions in the government; selection of individuals to fill these government positions is a powerful instrument of policy. Positions which are not important to policy are filled through ordinary civil service hiring.

The Judiciary is an independent legal and arbitration system with the Tarsus government. Its judges are charged with deciding guilt or innocence in criminal matters, and for fixing responsibility in civil matters. Tarsan courts are extremely informal, and meet when and where required.

Matters of Policy: The basic direction which government should take, the basic matters which government should address, and the decisions made on such matters constitute the government's policy. Policy can include the definition of actions as crimes, or the decision to encourage or discourage certain activities. Tarsan policy currently includes the encouragement of agriculture and agricultural exports, an active weather prediction program, and compulsory basic education. All of these programs have been approved by prior vote of the electorate.

Regional Governments: While the Board of Commissioners is established at the world government level, local governments are also necessary in order to deal with purely local problems such as education, urban and suburban planning, erosion control, and health maintenance. Such governments are in effect regional miniatures of the world government.

Settled territory on Tarsus is divided into four regions: Newland, Nob Plain, Regiment, and Stenden. The Cilician Ranges are generally administered by Newland.

Local Governments: Communities may also establish local governments to deal with their needs.

Voting: Tarsus has always had the benefit of relatively high

technology. As a result, its voting system could be (and was) designed to allow all voters to participate in decisions as they came up, rather than just at special election dates. Voting is accomplished through the planet's ordinary communicator system.

Tarsus has a communications satellite system, and each individual has (or can have) a personal communicator which serves as a broadcast receiver, a computer terminal linked to central data banks, and as a telephone. A personal call number identifies the individual to the communications network for billing and access. Those who are eligible to vote are automatically accessed by the central communications system and given the opportunity to express a preference. Typically, voting on a specific issue continues until a majority is established on one side or another. For urgent or special matters, a limited voting time (usually one day) is established, and a majority of those voting decides the matter.

When the world government was established, each person on Tarsus was given one vote. Votes were to be centrally registered; they could be sold, given away, or, on the holder's death, a vote could be bequeathed (rules of inheritance governed in the event no will had been made). It was even permissible to vote in a certain way in return for money or other rewards. The original population numbered 19,175 and so 19,175 votes were established.

It was originally intended that votes be transferred in unit lots. But as the world's population increased, many families had more children than votes and passed them on in fractional lots. The custom achieved widespread acceptance.

In 670, fractional votes were commonplace enough that some voters held less than one-hundredth of a vote. The judiciary had previously held that fractional votes were legal. In a world-wide policy vote, it was decided that each original vote would be split into 1,000 new votes. Fractional votes would receive their requisite number of new votes. Any individual fractional vote of less than 1 /1,000 was transformed into one new vote. Additionally, fractional votes were henceforth outlawed.

The arrival of the Tizonian 3rd Regiment in 625 marked the beginning of a period of political strife on Tarsus. The regiment bought (cheaply) land in undeveloped areas of the planet, and settled its troops and their families on it. Some of these new settlers bought votes and became part of the political system, but most were effectively denied enfranchisement. The original colonists found it in their own interest to keep the Regimentals out of the electorate.

In the following century, the Long Winter proved a time when the many different people of Tarsus could pull together, and through their joint efforts they were able to eliminate volcanic ash in the atmosphere which had been causing crop failures. As a result, the Electorate voted to extend a limited number of votes to the citizens of Regiment. Eight million new votes were established and distributed to the citizens of Regiment, and the holders were henceforth members of the electorate.

The total number of votes as of 720 then stood at 27,175,000. This number has not changed in the years since. Two-thirds of the population of Tarsus hold at least one vote, and the average number of votes held by an individual is 12. By law, only individuals may hold votes; companies and corporations are prohibited from owning votes although they may buy the use of the votes as may anyone else.

There is no residence requirement for membership in the electorate; any individual may purchase votes as soon as he or she arrives on Tarsus. As a safeguard, however, no non-native person (not born on Tarsus) may own more than 27,175,000 votes (roughly 0.1% of the total).

Because votes can be bought, they have value, and a market exists for them. Any commodity broker can serve as an intermediary in the purchase or sale of such votes. Their value remains relatively constant at Cr2,000 each. Generally, however, any purchase of more than one or two votes per day will drive the market up by at least Cr100 over the previous price, and such upward pressure will continue as long as buying continues.

The Authorities: Because votes are the key to the government of Tarsus, there is an intense interest in the identities of vote owners and in any irregularities in dealings in them. By monitoring the registrations of votes, the authorities constantly ensure that they are not being accumulated by corporations, or by fronts for corporations. If they suspect that irregularities are taking place, they have the power to investigate and report to the courts.

The Military on Tarsus

Like most worlds with a population over one million, Tarsus maintains an army, called the *Tarsus Defense Force*. Because of the world's population base, however, the defense force is rather small in size, and must assume additional duties beyond that of war and preparation for war. Indeed, the Tarsan army has never fought a war off-world, and even on Tarsus, its fighting has been restricted to a few small police actions centuries ago.

The Army on Tarsus began with the original plans for the colony. The extensive preparations by the Colonization Commission indicated that an army could not be supported by the relatively small initial population; only later would a standing army be possible. Instead, every colonist was automatically a part of the militia—the reserve armed forces subject to call-up if circumstances warranted. The remote possibility of an invasion of the world by another power, and the desire of the colonists to protect their new found homes made the system entirely workable. Each member of the militia was required to possess a suitable weapon and ammunition, and to undergo basic military training.

In the early years of the First Frontier War, the potential for raids on Tarsus by either the Sword Worlds or the Zhodani was high enough for a standing army to be activated. Although its size was small (barely more than a regiment of 2,000 troops), it was sufficient to defend the starport and the surrounding territory from quick invasion.

Following the war, most of the army was deactivated; one battalion remained on duty to retain the skills and expertise which the army had developed. The remaining battalions were placed on reserve status, subject to recall if the need arose. As the population on Tarsus grew, the size of the army was gradually increased in proportion. At the present time, the army numbers some 8,000 troops, assigned to four active and eleven reserve battalions. In addition, virtually the entire population of Tarsus over the age of 16 is part of the militia.

The law of Tarsus provides for universal military training for its citizenry. The training provided, however, deals only with

simple military discipline, marksmanship, and elementary military organization as a part of every child's basic education. Out of that group, a suitable percentage finds the pursuit an interesting one, and joins the militia.

The militia is a reserve system which provides more training in a wider variety of military subjects. Members of the militia are soldiers, subject to call-up in the event of war or disaster. On a regular basis, the militia receives training on a wide variety of military subjects, generally in their spare time, or off hours.

Selected members of the militia make the military their full time occupation. As with any military organization, there is a need for a full time staff and command structure to plan for contingencies, to research and implement doctrine and policy, and to train the militia. Career soldiers are commissioned and non-commissioned officers in key positions (the central staff, the commanders of standing military units, and certain training positions) throughout the world.

THE STANDING ARMY

Originally, all of the colonists on Tarsus were members of the militia. Each was expected by a basic covenant which established the colony, to aid his or her neighbors in time of need, whether it be natural disaster or an external foe. From this background arises the universal military training practiced today.

As time passed, and settlers found enough land for all, the distances separating families and homesteads made a dependence on neighbors impractical. Further, the types of problems that were to be faced were not those to be solved by a few neighbors. In the early days of Tarsus, storm damage in Newland was a continuing problem.

The Tarsus Defense Force consists of fifteen battalions of troops, each containing approximately 500 soldiers. Each battalion has its own individual armory situated in the area where the unit's troops are located.

Most of the battalions are militia units; they are activated only when necessary due to war or disorder. Three battalions, however, are active on a permanent basis.

Active Units: One active battalion is located in each of three regions of Tarsus—Newland, Regiment, and Nob Plain.

Militia Units: Each active battalion has attached to it for training and administration four militia battalions. These battalions are scattered throughout the region and serve as a focus for the militia.

Special Units: In addition to the combat arms battalions that form the bulk of the defense force, there are two special units which also come under the defense forces of Tarsus. These are an engineer company and a landing support company.

The engineer company is located in the Cicilian Ranges and draws its personnel from the various mining camps in those mountains. As an engineer company, the unit is responsible for construction projects, especially design and supervision.

The landing support company is located at the starport and includes personnel from the starport administration. The landing support company is capable of providing starport services to a military force in the event that the main starport is inoperative or unavailable.

TYPICAL EQUIPMENT

The typical Tarsan military unit is composed of five-person squads consisting of a sergeant and four troopers. One trooper

(generally with a strength of 10+) will be armed with a laser rifle; the other three troopers will be armed with rifles. The sergeant will be armed with a submachinegun and an automatic pistol.

Troopers in the defense force will have a minimum of 7 in each physical characteristic. The referee should determine the UPP of any troops encountered only when the encounter takes place.

Four squads form a platoon with a command section containing a lieutenant, a platoon sergeant, and a runner. The runner is armed with a carbine. The lieutenant and the platoon sergeant are armed with submachineguns and automatic pistols.

Four platoons form a company with a command section containing a captain, a lieutenant, a company sergeant (sometimes called a first sergeant), and two runners. Runners are armed with carbines. The company sergeant and the lieutenant carry submachineguns and automatic pistols. The captain carries only an automatic pistol.

Armor: All soldiers in the Tarsus Defense Force are issued reflex and mesh armor. Officers typically purchase their own better quality cloth armor and wear it.

Mission Equipment: Any military unit will have equipment according to its mission. This equipment may vary but can include communicators (capable of relay through the military satellite or navigation satellite systems), light intensifier goggles for night vision, and cold weather clothing (tech level 10).

Vehicles: The Tarsan Defense Force theoretically provides one GCarrier for each squad. In actuality, the army has never procured enough GCarriers, and troops are issued one GCarrier for every two squads. A typical platoon will have two GCarriers, and each will carry two squads and a portion of the command section.

Tarsan GCarriers are armed with a laser weapon which fires as a laser rifle, but does 6D damage.

Troopers in the active battalions of the Tarsan Defense Force are trained with a weapon skill level of 2 in the weapon they use, and a vehicle skill level of 2 in the vehicle they use. Troopers in the militia battalions have skill levels one lower.

THE MERCENARIES

One unit of the Tarsan Defense Force consists of a battalion of mercenary troops which makes its living hiring out to governments, companies, or individuals which have need of military force. Typically, the unit is hired to defend an area against insurgents or saboteurs, to attack and take a target, or to train and advise a new force being established.

The battalion—the 3rd of the 3rd Regiment—retains a designation of an old Sword Worlds unit, although there is no formal connection. Likewise, it is the 3rd Battalion, although there is no 1st or 2nd in the mercenary unit. It is available for local operations in the event of need, but maintains its equipment at its own expense in order to avoid problems in using Tarsan equipment for private profit.

The mercenary battalion is equipped with the same vehicles and weapons as the Tarsan Defense Force, but has more of them. Each squad has a GCarrier with an independent driver and gunner, and each command section also has its own GCarrier, driver, and gunner.

Skill levels in the mercenary battalion tend to be one level higher than in the active battalions.

POLICE

There is no formal police force on Tarsus, and encounters with law enforcement agents are rare. When they do happen, the encounters take place between individuals and members of the Tarsan Defense Force.

When the Tarsan Defense Force operates as police, it fields squads of five (four troopers and a sergeant) operating out of a GCarrier. Two members will remain with the vehicle (as driver and gunner), while the sergeant and two troopers will emerge to deal with the problem.

If the problem is unclear, roll on the **Traveller** reaction table to determine how the sergeant will respond.

Throw 8 + for the troops to be from an active battalion (with weapon skill level-2); otherwise, the troops are from a militia battalion with weapon skill level-1. The mercenary battalion does not take part in enforcer activity.

Police Encounters: The law level on Tarsus is 0, which indicates that there will be no idle harassment of off-worlders in the course of ordinary events. Illegal activity which comes to the attention of any local citizen will result in a call (on an emergency communicator channel) for assistance. A unit of the local militia will arrive as soon as possible, depending on the distance to a defense force armory.

If the armory is in the same hex, the response will take place within 2D times 5 minutes. If the closest armory is in a different hex, the response will take place in 7 hours times the number of hexes distance. Minor problems will be ignored in such cases.

Available Equipment

The following items of equipment are available for purchase on Tarsus, and they are items naturally useful on the planet. Other equipment may also be available, provided it is no higher than tech level 10.

COLD WEATHER CLOTHING

Tarsus' wide range of temperatures has made citizens and merchants aware of the requirements for good quality cold weather clothing. Most individuals simply choose ordinary cold weather clothing (see personal equipment lists in **Traveller**) and it is sufficient to meet their needs.

For the individual who wants more, the following military items manage heat exhaust and are therefore effectively insulated. They are light in weight and serve well in a wide range of temperatures.

Chameleon Suit: Sophisticated version of the Combat Environment Suit capable of selectively bleeding heat to match background infrared levels, effectively rendering the wearer invisible to infrared sensors. Other characteristics are identical to the Combat Environment Suit.

This particular type of chameleon suit is Imperial Army surplus, and has been altered slightly to prevent its wearer being mistaken as a member of the Imperial Army. Tech level: 12. Price: Cr1,500.

Chill Can: Accessory for the Combat Environment Suit or the Chameleon Suit. Tech level: 10. Price: Cr20.

Combat Environment Suit: Neck-to-toe air-tight suit constructed of ballistic cloth. Generally worn open at the neck and wrists, the combat environment suit can be sealed by donning

gauntlets and a clear, flexible plastic headpiece. The suit is a military uniform, giving complete protection against most chemical and biological warfare agents, tainted atmospheres, and even a moderate degree of protection against radiation. Heat build-up in the suit is handled by a simple solid state cooling system woven into the garment; it eliminates all infrared signature except on exposed face, hands, and heat exhaust. The heat exhaust is very pronounced to infrared detectors, but can be dampened by a chill can, easily inserted by the wearer into the cooling system. The chill can eliminates heat exhaust signature for one-half hour plus 1D times fifteen minutes. At the end of that time, the chill can is disposable. The suit is treated as cloth - 1 (cloth column of the combat table plus DM -1) in combat.

As clothing, this suit has no effective weight for the wearer.

This combat environment suit is Sword Worlds Army obsolete surplus (and dates prior to the current war). It has not been altered, and can be mistaken for the current uniform of the Sword Worlds Army unless certain changes in its cut are made (at a cost of about Cr75). Tech Level: 10. Price: Cr1,000.

Heatsuit: Skin-tight, head-to-toe covering (complete with gloves and transparent faceplate) providing adequate protection against extreme cold. The heatsuit requires a battery to power the fine network of heating filaments woven into the fabric. The heatsuit has negligible weight; it is treated as no armor in combat. Tech Level: 8. Price: Cr300.

Heatsuit Battery: Disposable battery capable of powering a heatsuit's filaments for a period of 72 hours. Each weighs 500 grams. Tech Level: 8. Price: Cr40.

Heatsuit Powerpack: Energy source designed to replace the battery for a heatsuit. Powers the heatsuit for up to 144 hours without recharging. Recharges in one hour from any standard power source. Weighs 2 kilograms. Tech Level: 10. Price: Cr500.

COMMUNICATORS

The communications system on Tarsus requires special equipment in order to tap into the network. Such equipment is available in most merchandise stores in cities on Tarsus.

Personal Communicator, Tarsus Basic Model: Basic component of the Tarsus communications system, with features which allow instant contact with any other communicator in a settled region of Tarsus, or on Gloeh. User must know the communications code for the recipient instrument. Other features include voice-actuated computer service, voting (if the holder is authorized), and an emergency locator service. Weighs 400 grams, and is easily carried on a belt.

Operation of the communicator is limited to locations which are under either Gloeh or the Regiment Repeater as marked on the Tarsus map.

The basic model communicator is subject to a usage fee of Cr300 per local year, payable in advance, in addition to the cost of the instrument. Tech Level: 10. Price: Cr150.

Personal Communicator, Tarsus Special Model: Similar to the Tarsus basic model, the special model includes several added features. It may communicate from any location on the world, with its signals relayed through a network of navigation satellites. It can call line-of-sight to any other communicator within range (without knowing the communications code of the recipient). It weighs 500 grams and is easily carried on a belt.

Special model communicators are available on special order only, and delivery is two local years later. The special model communicator is subject to a flat usage fee of Cr400 per local year, payable in advance. Tech Level: 10. Price: Cr300.

Communicator Service: Any individual who buys a communicator and signs up for service may select a unique communicator code (comm code) of up to eleven letters and numbers. Individuals who are not part of the Electorate must begin their comm code with an asterisk (*) which is not pronounced.

Selecting a comm code is subject to prior selection of that specific code by someone else. The individual makes a choice, indicating the comm code desired. To see if that particular comm code is available, throw 16+ and apply DM + 1 for each letter in the choice (no combination of less than four letters is allowed because they have all been taken). The computer operating the communications network will respond to spoken comm codes which are unambiguous, but require spelling of ambiguous codes. For example, *STASHU would be recognized as a unique comm code when spoken, while *REED and *READ would be ambiguous, and the computer would ask for a spelling.

Keyboard/Viewscreen: Rapid access to the computer capabilities of the world communications net is made possible by this keyboard/viewscreen combination. It connects to a Tarsus communicator, and can retrieve data, film, images, or sound recorded in the data banks, as well as access computers on a time sharing basis. The device weighs one kilogram and is typically used at a desk, although it is easily portable and self-powered.

The instrument requires a usage fee (in addition to its cost) of Cr400 per local year, payable in advance. Tech Level: 10. Price: Cr500.

Hardcopy Device: A printer capable of reproducing text, images, or graphics which have been called up on the keyboard/viewscreen. Requires a keyboard/viewscreen before it will function. Weighs 1.5 kilograms and is typically used at a desk.

Paper for the device costs Cr10 for 1,000 sheets. Tech Level: 10. Price: Cr400.

Library Data

Library data entries represent information that is readily available from ship's computers (using the Library program) or from local data banks on Tarsus, in response to the proper keywords. The information is useful as background material, information that individuals may already know and need to be reminded of, or information that player characters wish to know and need to be supplied with.

Some of the information in this library data section is merely nice to know and has no real applicability to the adventures provided. Other data is genuinely useful in understanding the events in scenarios. Finally, the information itself may be used by the referee in generating and administering additional scenarios and adventures on Tarsus.

Dates: All dates in the library data are given according to the Imperial calendar using standard 365-day years. Positive dates count from the year zero when the Imperium was founded. Negative dates are prior to that year. The current year is 1110, and all information is current as of the beginning of that year.

LIBRARY DATA ENTRIES

Ancients: Race of intelligent non-humans who exercised control (approximately 300,000 years ago)-over the territory now ruled by the Imperium. The Ancients remain a puzzle with little actually known about their culture. Their technology has been proven (by recovered artifacts) to be far superior to current Imperial technology.

Archeological evidence suggests that the Ancients destroyed themselves in a 2,000-year-long war which effectively destroyed their cities (and in some cases their planets as well) with surprising efficiency.

The Ancients are considered responsible for the dissemination of humans from Terra to their various worlds. At the same time, evidence suggests that they manipulated the genes of Terran dogs to create the Vargr (see Vargr).

Barrier Fence: Electronic barrier between the provinces of Newland and Nob Plain on Tarsus. The purpose of the fence is to prevent migrating nobbles from leaving their open ranges and entering the cultivated fields of Newland.

Using sonic emitters at closely spaced intervals, the fence creates a field of irritating sounds which divert nobble herds moving toward it. The fence is barely noticeable to humans.

Calendar Isles: Archipelago in the Great Polar Ocean on Tarsus. The Calendar Isles range from the south pole to the Antarctic Circle. Their name comes from early explorers who noted that the position of the sun over successive islands shows the days of the local year.

Capital (Core Sector 0508 A586A98-F): Central and capital world of the Imperium and seat of government since its founding. Capital is the site of the Imperial Palace and of major headquarters for the various Imperial bureaucratic agencies. It is a cultural and an industrial center as well, with many megacorporations maintaining home offices on the world.

Civil War (604 to 622): Struggle for control of the Imperium fought between various factions in the Imperial power structure. The struggle had its origins in the long communications lag times commonplace in the sprawling Imperium, and was furthered by inter-service rivalries between military and naval commanders.

The Civil War began with the end of the First Frontier War (589 to 604); the Spinward Marches had been left responsible for the war with little direct assistance from the central government. With the end of the war, the Grand Admiral of the Marches led his victorious Grand Fleet to Capital and seized the throne, murdering the Empress in the process. The ensuing power struggle involved the entire empire, and lasted for eighteen years. At its end, the current (Alkhalikoi) dynasty emerged with the reins of power.

In the aftermath of the Civil War, the Imperium took steps to remedy many of the problems which had led to the struggle, most important of which was the establishment of the express boat network in order to reduce communications lag.

Client-State: Independent political unit which has elected (or has had forced upon it) the patronage of a larger political unit. The client-state relationship is generally mutually beneficial and

is essentially commercial in nature; political or defence ties between the two are intended to ultimately promote trade between the two parties.

The Darrian Confederation is a client-state of the Imperium.

Collace (District 268 0407 B628943-D): Highest population world in District 268, and major industrial center. Collace was one of the first worlds settled in the District and is the primary candidate for its capital when or if it is integrated into the Imperium.

Darrian Confederation: Group of Worlds (in the Darrian subsector) settled by humans from Darrian (Darrian subsector 0607 A463955-G) during the period - 1137 to -927. The current capital is Mire (Darrian subsector 0507 A665A95-B).

The Darrian Confederation contains 18 worlds, all within the same subsector, and has a population 17.19 billion. Darrians are humans who have developed independently on Darrian (see Humans). Some Solomani blood is evident as Solomani traders encountered Darrian in -1511 and provided them with sufficient technology to explore their subsector.

The Darrian Confederation is a client-state of the Imperium. It has had long-standing conflicts with its neighboring Sword Worlds.

Directions. Galactic: Conventions which express galactic direction are based on the core of the galaxy and the direction of its rotation. Toward the galactic core is coreward; away from it is rimward. The direction of galactic rotation is spinward; the opposite direction is trailing.

Express Boat: Interstellar message or data carrier. Express boats attempt to reduce the information lag time between systems by relaying messages to succeeding boats with a minimal delay between jumps, much like the Pony Express.

The use of express boats becomes important as the interstellar community becomes larger and the delay between jumps further delays transmission of messages. The Imperial express boat system is typical of the approach to the problem. Selected locations along major trade routes are established as express stations: their orbital facilities service and refuel the boats on their communications runs. When an express boat arrives insystem, it beams its recorded messages to the express station, which then retransmits them to a boat waiting to make its jump. Time between arrival of one boat and departure of the next ranges from a few minutes to a few hours, and is considerably less than the days most ships would spend refuelling and preparing to leave again. Messages received from the express boat system are processed and those intended for the current system are forwarded to local addressees on planet. Messages addressed to worlds which are not directly served by express boats are accumulated and forwarded by the next available ship.

The express boat system is available for use by government, business and private individuals.

Express boats within the Imperium are commonly called xboats.

Forine (District 268 0703 D312988-A): High population industrialized world in District 268. Forine is the primary producer of processed and refined metals and minerals for the subsector.

Fornice (Mora subsector 0605 A354A87-C): High population world which was the original source of colonists for Tarsus.

Frontier Wars: A series of interstellar wars fought between the Imperium and the Zhodani Consulate for control of the Spinward Marches.

The First Frontier war (589 to 604) was the initial clash between the Imperials and the Zhodani and expelled Imperial settlers from regions spinward of the Spinward Marches. The armistice in 604 gave the Imperium much of Vilis and Querion subsectors while the Zhodani receive Chronor subsector, formerly Imperial territory.

The Second Frontier War (615 to 620) resulted when the Zhodani saw the Imperium paralyzed by its Civil War; and seized the opportunity to profit by its diversion. The Imperium fought holding actions until local shipyards could complete a battle fleet, which then forced an armistice, but only by ceding more Imperial territory to the Zhodani.

The Third Frontier War (979 to 986) saw surprise Zhodani attacks followed by years of deep penetration attacks against high population worlds, and commerce raiding by both sides. It resulted in the creation of a demilitarized zone between the two sides, and the loss of several more Imperial worlds to the Zhodani.

The Fourth Frontier War (1082 to 1084) has been called the false War because of its brevity and lack of conclusion. Apparently started by accident (in a meeting between Imperial and Zhodani fleet elements) its conclusion saw the exchange of several worlds and little else.

The Fifth Frontier War (1107 to the present) began with widespread Zhodani attacks along the Imperial border and a siege of Efate in the Regina subsector. Deep raids along the border struck as far into the interior as Rhyllanor subsector. The war remains unresolved, although recently the tide apparently has turned in favor of the Imperium.

Humaniti (former spelling Humanity): Collective name for all human races, including Solomani, Vilani, Zhodani, and others.

Long Night (-1776 to 0): The period of interstellar decline and anarchy between the fall of the Rule of Man (also known as the Second Imperium) and the establishment of the Third Imperium.

Megacorporation: An extremely large interstellar corporation. When a corporation is truly Imperial in scope, and can provide services to all regions of the Empire, it earns the term megacorporation. Only thirteen companies are acknowledged to be megacorporations.

Because of their size, megacorporations have truly astronomical numbers of employees, shareholders, and profits. Their upper level executives labor at broad policy questions, and are largely out of contact with day-to-day (and even year-to-year) activities of the corporation. The real power in the company lies in the hands of the regional managers (under whatever title they have) who control the actual operations of the business. While they may control only a small fraction of the megacorporation's assets, they wield more power in some areas than do the representatives of the Imperial government.

A small number of Imperial regulatory agencies have power over the megacorporations, and the companies are subject to

any applicable local taxes as well. Nevertheless, if Imperial sovereignty is not blatantly violated, regional managers can usually conduct their company's business as they see fit. Because a direct confrontation with the Imperium would be bad for business, intentional violations of Imperial laws occur on a covert basis only.

Pavabid (District 268 0408 C6678D8-6): Neighbor world to Tarsus ruled by a religious dictatorship.

Psionics: The use of the powers of the mind to achieve the manipulation of matter and space. Psionics are perceived and dealt with differently by different races or cultures. The Imperium and the Zhodani represent different extremes; other cultures take other stands somewhere between the two positions.

The Imperium considers psionics an invasion of the privacy of the mind, and an unfair or inordinate advantage for one individual over another. Public opinion and official policy has forced all psionic activity into secrecy. In addition, psionics is considered a sin or a moral crime which can prompt instant retaliation by the public (usually in the form of a lynch mob).

The Zhodani have institutionalized psionics into their society, and the ruling class (social standing A +) automatically receives psionics testing and training. Selected individuals of the lower classes who show potential are elevated in social standing and integrated into the ruling classes. The lower classes are not psionic, but accept psionics as a natural part of their society.

The Darrian Confederation, being a client-state of the Imperium, generally avoids psionics, and it is outlawed in their territory.

The Sword Worlds Confederation, which often allies itself with the Zhodani Consulate, accepts psionics as a natural aspect of human nature, but has been slow to integrate it into its culture. Few Sword Worlders are psionically trained.

Tarsus has not formally banned psionics, but discourages its use. Registration of individuals who are psionically trained is mandatory, and few people comply, making the knowledge of psionics a covert talent. Psionic drugs are available on Tarsus, but their purchase requires an end-user certificate indicating who is buying and where the goods are to be sold, in order to discourage smuggling into the Imperium. As a result, most purchases are for offworld export by known, reputable companies.

Sector: Mapping unit in astrography consisting of sixteen subsectors arranged in a pattern of four across and four deep. Sectors are broad measures of area and have an average of 480 to 640 worlds in each.

Solomani: One of three major human races within the known galaxy. Solomani originated on Terra, and are concentrated in the rimward regions of the Imperium. The term Solomani is of unknown origin, but has variously been translated as men of Sol, only men, or true men.

Solomani Hypothesis: The generally accepted theory that all Humans originated on Terra and that all other human races known arose from Terran humans (Solomani) transported off Terra by the Ancients. The theory explains the large number

of human races which inhabit the known galaxy, and does not require the farfetched concept of parallel evolution as had been previously advanced.

Spinward Main: Trail of worlds and systems, each within jump-1 of the next, winding its way through the Spinward Marches. The Spinward Main is a common interstellar trade route for the jump-1 free traders which commonly operate in the Spinward Marches. Tarsus is situated on the Spinward Main.

Strephon (1049 to the present): Current reigning emperor of the Third Imperium; eldest son of Emperor Paulo III (981 to 1071). Forty-third emperor to sit on the Iridium Throne, and twelfth in the Alkhalikoi Dynasty.

SuSAG (Schunamann und Sohn, AG, LIC): One of thirteen megacorporations operating inside and outside the Imperium. SuSAG engages in a wide range of chemical, pharmaceutical, and geneering activities. SuSAG is the primary manufacturer of anagathics (life extending drugs) for the Imperium, and maintains psi drug manufacturing plants in certain client-states outside the Imperium.

SuSAG was founded in 252 by Gustav Schunamann, financed through royalties from his purification processes for various psionic drugs. Using the shell of a bankrupt company dating from before the Imperium (hence the archaic AG suffix in its name), he built it into an Imperium-wide operation and a household name in Pharmaceuticals. In 800, when the Imperium declared psionics illegal, all plants for the manufacture of psi drugs were closed and all stocks of the drugs confiscated. SuSAG, however, had sufficiently diversified to weather the crisis.

In the past, SuSAG's chemical/biological warfare division has suffered from a poor reputation for safety, especially after several near disasters, and local opinion has forced curtailment of such activities in some regions of the Imperium. In addition, sabotage has been a problem at many installations. As a result, SuSAG maintains a large paramilitary force to protect its operations.

SuSAG has established several operating plants in the Spinward Marches, including factories on Fornice, Trin, and Tarsus.

Sword Worlds Confederation: A loose confederation of worlds in the Spinward Marches, located between the Imperium and the Darrians. Total population of the Confederation is about 33.832 billion, not counting 12 billion in territories held but also claimed by the Darrian Confederation. Fugitive Solomani first settled at Gram in - 399, and expanded to the surrounding worlds over the next 200 years. In times of peace, the confederation tends to fragment, with the various worlds forming trade or political alliances for their own profit. In times of crisis, differences are put aside, and the worlds form an overall confederation for the common defense.

Terra (Sol subsector 0207 A867A69-F): Also known as Earth. Origin world of the genetic stock from which all races of Humaniti are descended, former capital of the Terran Confederation, former capital of the Old Earth Union, and former capital of the Solomani Autonomous Region.

Although the Solomani Confederation claims Terra, the world is a part of the Imperium and is administered by the empire under military rule.

Third Imperium (0 to present): Founded in the year 0 by Cleon, first Emperor, as the successor to the Sylean Federation, a growing, expanding government centered in territory formerly part of the First and Second Imperiums. The rise of the Third Imperium marked the end of the Long Night and the beginning of present day interstellar government.

The Third Imperium contains more than 11,000 worlds in an area more than 700 parsecs across.

Trin (Trin's Veil subsector 0805 A894A96-F): Industrial world and capital of Trin's Veil subsector.

Tyrfing Incident (-104): Clash between naval vessels of Gram and Sacnoth in orbit above Tyrfing (Sword Worlds 0504 B637735-A) which resulted in the War of the First Rebellion (-104 to - 88). As a result, the Sword Worlds Confederation dissolved into several separate states and conflict between them continued for the next century.

Vargr: Intelligent major race inhabiting regions generally coreward of the Imperium. Vargr are derived from Terran canine stock which was genetically altered to allow an upright stance, an opposable thumb, and intelligence

Vilani: One of three major human races within the known galaxy. Responsible for the First Imperium, a predecessor to the current Imperium, which had its capital at Viand for several thousand years. Vilani are the most widespread of human races.

Zhodani: One of three major human races within the known galaxy. Zhodani inhabit the empire known as the Zhodani Consulate, with its capital at Zhodane. More than 90% of all racial Zhodani live under the Consulate.

The major distinction of the Zhodani race is its routine acceptance of psionics; all Zhodani of noble birth (social standing of A +) receive psionic testing and training in the normal course of their education.

SYSTEM STATISTICS

Name	Diameter	Distance		Period	Comments
		From Hote			
Hote	1,165,000	—	—	—	K9 type star.
Tarsus	8,014	50,000,000	90	—	Inhabited.
Cheyhan	2,000	104,000,000	276	—	—
Urfa	108,000	420,000,000	954	—	Large gas giant.
Erdemli	54,000	720,000,000	2,200	—	Small gas giant.

Note: Distances in kilometers. Period in 24 hour days.

1-G TRAVEL TIMES BETWEEN PLANETS

At Farthest	At Closest Approach			
Separation	Tarsus	Cheyhan	Urfa	Erdemli
Tarsus	—	40	106	150
Cheyhan	68	—	98	144
Urfa	120	127	—	105
Erdemli	160	165	192	—

2-G TRAVEL TIMES BETWEEN PLANETS

At Farthest	At Closest Approach			
Separation	Tarsus	Cheyhan	Urfa	Erdemli
Tarsus	—	28	75	101
Cheyhan	48	—	69	97
Urfa	85	89	—	68
Erdemli	109	112	132	—

Note: Times are in hours. Times at upper right of the tables are for closest approach, and represent the shortest possible time; times at the lower left are for farthest separation, and represent the longest normally required time.

VISIBLE DISKS

From	Visible Disks			
	Hote	Tarsus	Gloeh	Rond
Tarsus	1.33	—	0.39	0.69
Gloeh	1.33	8.31	—	0.38 to 0.46
Rond	1.33	1.39	0.10 to 0.14	—

Note: Size is apparent size, in degrees.

POPULATIONS

Region	Population	Major City	Population
Stenden	210,000	Evander	21,450
Nob Plain	204,000	—	—
Newland	1,474,000	Newland City	398,000
Regiment	432,000	Kochstadt	102,000
Cilician Ranges	12,000	—	—

WEATHER TABLE

Die	Season			
Roll	Big Dawn	Summer	Big Dusk	Winter
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	Short	Heavy	—	Short
5	Short	Short	Heavy	Heavy
6	Special	Special	Special	Special
7	Heavy	Short	Heavy	Heavy

Note: If ocean or coast hex, DM +1. If temperature is greater than 37°, DM -1.

DAY LENGTHS

Latitude	Longest Day	Shortest Day	Note: Day lengths are in standard hours, and show the period of daylight available in a local day (72.9 hours). The length of the local night can be determined by subtracting local day length from 72.9.
	Day	Day	
0	36.5	36.5	—
9	40.8	32.2	—
18	47.7	25.3	—
27	62.7	10.3	—
29	72.9	0.0	—

TEMPERATURE EFFECTS (Degrees Celsius)

Temperature	Effects
-78	Carbon dioxide solidifies to form dry ice.
-45	Tarsan Walds killed.
-36	Terran hardy trees killed.
-10	Exposed human flesh frozen, especially in high winds.
-5	Killing frost destroys crops not protected by snow cover.
0	Water freezes.
6	Minimum temperature for growing season.
18	Supplementary heating required for buildings below this temperature.
25	Room temperature.
30	Human physical activity curtailed if humidity is high.
37	Physical strain on human body.
100	Water boils.

TEMPERATURE DETERMINATION

Latitude	0	9	18	27	36	45	54	63	72	81	90
Temperature	0	5	10	15	20	25	30	35	40	45	50

Read base temperature for any latitude below the latitude in degrees; Interpolate if necessary. For example, 4.5 degrees north latitude is midway between 0 and 9 degrees— and has a base temperature midway between 0 and 5 degrees, or 2.5 degrees C.

In summer, temperature is positive (above 0 degrees C.).

In winter, temperature is negative (below 0 degrees C.).

Terrain Effects On Temperature

Condition	Summer	Winter
if latitude above 29°	+10	-10
if latitude 18° to 29°	+5	-5
if latitude 0° to 18°	+5	0
if coast, island, or lake	+5	-5
if full land	+10	-10
if ocean, and above 18°	-5	+5
if rugged mountain	-5	-10

Note: Terrain effects on temperature are cumulative, and all applicable effects are to be used.

SEASONAL TRANSITIONS

Local	Northern	Southern
Day No.	Hemisphere	Hemisphere
01	Begin Big Dawn.	Begin Big Dusk.
10	Latest start of summer.	Latest start of winter.
15	Begin Big Dusk.	Begin Big Dawn.
25	Latest start of winter.	Latest start of summer.

Tarsus

1. Openings

Tarsus is an adventure module for *Starter Traveller*. It provides detailed descriptions of an entire world in the **Traveller** universe, and accompanies that data with scenarios calling for utilization of that information. The module is based on the role-playing **Traveller** system, and requires those rules before it may be used.

In playing Tarsus, the system calls for a referee who is familiar with the game system and the module and who then administers the adventures. Two or more other players actually participate in the game and undertake to resolve the scenarios and adventures. Players should also be familiar with the **Traveller** rules, but may learn more intricate details of the system as they play under the supervision of the referee.

PLAYER CHARACTERS

When the adventures on Tarsus begin, the referee must make sure that each player has an appropriate character. Such characters may be player-characters already in use by the players, or they may be characters generated at the beginning of the adventure. Finally they may be the special pre-generated characters which accompany this game.

Campaign Characters or Generated Characters: If players already have characters which they are happy with, and which they wish to continue using, then that should be allowed. In such a case, the referee must select an appropriate player character as a native of Tarsus, who has received a letter calling him or her home. That character then fulfills all of the requirements placed on the pre-generated character Sharik Resteff.

Any other characters may have a variety of qualities or attributes, but the referee should keep in mind that the characters are relatively ordinary veterans of a recent war, and are without great wealth or power.

Pre-generated characters: The twelve character cards provide a variety of player-characters for use by an adventuring band. Three of the cards should always be used: Sharik Resteff, Gaz Donnerkindt, and Trow Bucket. These three individuals are the core of the party, and provide the basic party. Their cards are marked with an open (rather than solid) black border. If there are other player-characters needed, they should be drawn from the remaining nine character cards.

Each character has been pre-generated in accordance with the **Traveller** character generation rules. In addition, a few details have been added to provide some background and other information.

Under *Service*, each character's former service is shown, along with the number of terms which were served, and the date on which the individual mustered out.

Under *Birthdate*, the date the character was born is shown.

Under *Birthworld*, the actual world on which the individual was born is noted. Following the slash is the subsector the birth world is in. After the subsector, the Universal Planetary Profile for the world is given. All birthworlds (except Stashu

Nagoya's) are located in the Spinward Marches. All characters except Renard Ruche are Imperial citizens (honorable service in the Imperial armed forces is sufficient to allow acquisition of Imperial citizenship).

Under *Comments*, the individual's brief service history is recounted to show where he or she has been for the past several years. If characters compare notes, they may find that they know each other, have served on the same worlds, same ships, or in the same areas. Proper role-playing can (and should) easily allow the existence of prior acquaintances.

Players should retain their character cards during the adventures on Tarsus. If they wish, they should be allowed to keep the character and use him or her in future campaigns as well.

THE SCOUT SHIP

One of the scout characters may have a type S scout/courier available for use in the adventure. If a player has one of these characters, then roll 2D for 9+ to determine if the scout ship is available. Only one ship may be available, and if necessary, the two scout characters must throw dice to determine whose it is.

If the scout ship is available, it is a standard ship as described in **Traveller**.

ARRIVAL IN SYSTEM

Any ship arriving in the Tarsus system goes through the same essential process, regardless of whether it is privately owned or commercially operated. It breaks out of jump space at some distance from the bodies of the system, and then proceeds to the destination world.

Break Out From Jump Space: The ship has just emerged from jump space, and lies about 120 million kilometers from Hote (the central star). This distance is necessary because the ship cannot emerge closer than 100 diameters to any astronomical body. Since Hote has a diameter of about 1.16 million kilometers, 120 million kilometers is a safe distance. Good navigation has placed the ship as close as possible to Tarsus (Tarsus is about 50 million kilometers from Hote), about 70 million kilometers distance.

A mistake in navigation could place the ship farther from their desired location (but never closer in). Commercial ships rarely make such mistakes, but they may occur in private vessels. Throw 10+ for a slip in computations to cause a mistake in navigation; DM -navigation skill. If such a mishap does occur, the ship will be 2D times 10 million kilometers farther from Tarsus.

Moving to Tarsus: The trip to Tarsus takes about 32 hours at 2-g, or 47 hours at 1-G. (The formula for this computation is in **Traveller**.)

ARRIVAL BY PASSENGER CARRIER

If the adventurers are arriving in the Tarsus system by a passenger carrier (passenger liner, merchant ship), then they were probably notified of arrival in system by the crew once the ship emerged from jump space.

High passengers are entertained by the crew, given briefings about the system (number of planets, arrival time, procedures to be followed, etc.) as the ship approaches Tarsus.

Middle passengers are left to shift for themselves, and will need to consult library data in the ship's computer for any information they would like. Even then, not all of the data will be available.

Low passengers, of course, are not even aware that they have arrived until awakened by the crew after planetfall.

The passenger ship will proceed directly to Newland Down Starport. The details of traffic control remain a concern of the pilot, and the passengers will simply have their own preparations to consider during this last part of the journey.

Once on planet, the ship will unload passengers and cargo in accordance with the arrival onplanet section of the typical activities checklist in Traveller. Procedures for passing customs are minimal: an arriving passenger need merely register name and identification with an official at the starport.

ARRIVAL BY PRIVATE SHIP

Arrival by private ship probably means that the adventurers are crew or at least helping the crew in the operation of the vessel. As a result, they are more fully involved in the encounter with the Tarsus system.

The typical activities checklist in Traveller governs the progress of the journey inward to Tarsus.

Private ships have an advantage in that they can travel; about with fewer hindrances (such as schedules) than commercial vessels. They can investigate the various bodies of the Tarsus system if that is desired.

In this system, the closest gas giant orbits Hote at 240 million kilometers; detouring to the gas giant would take more than 106 hours at 1G or 72 hours at 2G. Since fuel is available (including free water if unrefined fuel is acceptable) on Tarsus, the best course would be moving directly there.

VISITING THE GAS GIANT

In this system, Urfa (the closest gas giant) orbits Hote at a distance of 240 million kilometers. Erdemli (the other gas giant) lies farther out.

If the ship does visit the gas giant, the detour takes about four days in transit there, and four days in transit coming back (see the travel times tables in the World Data book). Refuelling while there (a good idea once the ship is there) takes about eight hours.

Roll for an encounter while travelling to the gas giant and again while coming from the gas giant. In each case, apply a DM of -4. In addition to the regular starship encounters on the starship encounters table in Traveller, treat a roll of 2 as the following:

95-ton Shuttle: Operated by SuSAG pilot and technician *en route* to the vicinity of the gas giant. Armed with one laser and Model/3 computer.

When the encounter occurs, roll the reactions table in Traveller to determine what actions the shuttle pilot takes. Convert any attack result to *flee*. Appropriate circumstances for the situation include the following: If the ship flees, the pilot has been involved with the secret SuSAG psi pharmaceutical factory and is under orders not to be stopped or diverted. If the pilot is friendly, he (or she) and the rest of the shuttle occupants are returning from their on-planet leave, and are feel-

ing happy.

Although the shuttle's crew knows of the secret factory's existence and its location, in no case will they reveal either. In any case, friendships could be formed, or hostilities started as a result of this encounter.

THE MOONS

Once a private ship approaches Tarsus, it may elect to visit either or both of the moons orbiting the planet. Rond is the larger and is more distant. Gloeh is the smaller and closer in.

VISITING ROND

Rond is airless and uninhabited with the exception of a single base maintained by SuSAG. It has clearly marked a large area around the facility as off-limits to casual visitors. Radio-communications warnings, as well as sensors and detectors are constantly alert to possible intrusions.

Ships which attempt to land without authorization are warned off. Emergency landings are allowed, but in such case, the ship is immediately occupied by a SuSAG squad (ten troops armed with laser rifles and in vacc suits) until the exact situation can be determined.

SuSAG is careful with this site, but not overtly nasty. Repairs are provided for the limited numbers of genuinely distressed ships that call here (perhaps one or two per standard year). Likewise, the resident doctor is happy to help in a medical emergency. However, open tours of the facility are not provided, and inquiries are directed to SuSAG's local headquarters on Tarsus.

An individual who is properly observant (by being in this situation and telling the referee that he or she is watching closely to see any possible clues) may notice the following facts. Throw intelligence or less for each fact. DMs are noted for the individual facts.

1. (DM - 1 if scout or naval character). Landing pads at this base will accommodate eight ships, and all eight pads look used. Only three ships are present here, however. (Referee: The other ships are at, or *en route* to or from, the SuSAG secret psi drug factory.)

2. (DM - 1 if merchant). A rough estimate of the cost to build and maintain this base means that the operation is yielding nearly half a billion credits per standard year. That's a guess, mind you.

3. (DM - 1 if education 10+). This base is on the polar cap of Rond. Although Tarsus is visible from here, it is possible to launch and land ships from this base without them being detected from the planet below.

Local Attractions: In addition to the SuSAG base, Rond has one item of interest; called the Tunnel.

A large crater is situated on the moon's equator. Ages ago, when the meteorite hit and created this crater, it exposed a dark bedrock which matches the black of space. From Tarsus, this crater looks like a hole right through the moon. Prospecting in this crater (its probably not worth looking for more than an hour or so) can yield a black volcanic glass flecked with metal grains. Throw 8+ for each person looking around in the first hour to find a small piece massing about 20 grams. If a piece is found, throw 6+ for more pieces to be in the immediate vicinity, with a total mass of perhaps 150 grams (in 1D pieces). If the looking continues, throw 12+ in each subsequent hour, but allow a find of no more than one kilogram total. The adven-

turers should lose interest and quit looking after four hours unsuccessful search.

Referee's notes: This Rondglass (as a jeweller or trader on Tarsus will tell the group) is a rarity, not often found. It appears to bloom up from the core of Rond in the Tunnel, but only occasionally. (A companion trader argues that the stones are the result of a meteorite fall rather than from a core bloom, but their discussion is inconclusive.) Here on Tarsus, Rondglass is considered lucky. He offers Cr100 per gram for the stones, and if pressed (and has reacted well to the group) offers up to Cr200 per gram. This is a reasonably good deal; the stones, once set and polished, will sell for Cr300 per gram to a retail customer.

These stones are of little interest otherwise, and they play no important part in the adventure.

More Information: The world data book includes details of Rond for presentation to the players. SuSAG is covered in the SuSAG scenario sheet.

VISITING GLOEH

Gloeh is an airless moon relatively close in to Tarsus. Tidal forces have locked its rotation to that of Tarsus, and one hemisphere continually faces the planet below.

On that face, a Tarsus' government has established a communications center. Because of the tidal locking, this moon and its commo center are stationary over one specific meridian above Tarsus (approximately 2500 kilometers west of the Newland Down Starport). A large array of antennae are clustered around a central structure; radio warnings divert craft from passing directly between the antenna and Tarsus.

The landing area is several kilometers distant, and a monorail transport line connects it with the main base and its facilities. No ship repair or maintenance operations are carried on here, and fuel is not available.

The base itself is open and accessible to visitors. It serves two basic purposes: it provides communications relays between points on the surface of Tarsus, and it provides computer services for customers.

The communications network allows anyone with a Tarsus official communicator to contact anyone else with a similar communicator within the service area of this base. A repeater in orbit ahead of this moon extended service to include the region known as Regiment some centuries ago.

A radio signal from Tarsus to Gloeh is subject to a lag, due to light speed, of about one-fifth of a second; the round trip is about two-fifths of a second. If a signal originated under Gloeh and is repeated to a location under the repeater (over Regiment), the delay is three-fifths of a second each way.

Local communicator users are accustomed to these delays and accept them as inevitable.

The Computer Center: To eliminate some of this delay when using the computer services of the communications system, the computer has been located on Gloeh, in large subsurface caverns. Nearly all of the centralized computer needs of Tarsus are filled from Gloeh, although some back-up systems are maintained in the capital and in major cities.

Placement of the computer system on Gloeh reduces the communications lag time by nearly half.

Local Attractions: Visitors to Gloeh will find that the computer and communications centers are the primary attractions of the moon. The only other item of interest may be the traffic

control station.

If the group has not yet landed on Tarsus, they have not yet purchased local mode communications which can access the computer and comm system. Better quality communicators are available here, and a salesperson can demonstrate their use. Both the Tarsus Personal Communicator and the Advanced Model are available.

The Computer Center: The services of the computer center are many and varied. Although many individuals own and use their own computers, nearly all can be hooked into the central network for access to data banks and to processing programs. The computer center holds data on the world, its history, and its geography, as well as the legal codes, economic data, and other details accumulated over the ages. It is also possible to access library data for the subsector and sector if desired. A curious individual could spend hours here, but the same data is also available through the communicators.

Lying on the floor of the computer center is a sheaf of print-out paper. It is dirty and wrinkled, and has been walked on. Checking the sheets out reveals that it is a comm code list for all individuals and offices on Gloeh and Rond. The item appears to be wastepaper, and an unobtrusive person could take it. If one of the group asks about it, the clerk will recognize it, grab it quickly, and thank them for returning it.

The comm code list can later be checked: directory service on the computer provides data on Gloeh, but refers all inquiries about Rond to SuSAG (comm code SUSAG) at Newland. The list indicates about 100 comm codes on Rond. Forty are personal listings without * preceding them; ten are personal listings beginning with *, and the other fifty begin with SUSR (apparently for SuSAG Rond) and look like they are offices or departments.

Referee: This directory serves to alert the players to the existence of Susag and its base on Rond. It further gives an indication of the names of the people on the base.

Traffic Control: A visit to this location introduces the group to the controller who guided the ship into controlled Tarsus space. A friendly conversation may follow, as the group sees how procedures are handled here at Tarsus.

During the visit, the controller must excuse himself and handle a shuttle moving from Tarsus to Rond. If questioned, he states that SuSAG runs a shuttle to Rond daily (if asked, that is once per local day).

TOUCHDOWN ON TARSUS

Ultimately, the ship must proceed to the starport on Tarsus, and there go through normal arrival procedures.

Newland Down Starport: The starport on Tarsus is a type B facility with refined fuel available and a shipyard capable of repairs and of constructing non-starships. There are no bases present. For unstreamlined ships calling at Tarsus, a shuttle service is available to transport cargo and personnel between orbit and planet surface, and to provide refuelling.

Unrefined fuel is available within a short distance at the Sea of Winds (to the north); upon application to the starport authorities, a ship can make the short trip to the sea, and there fill its tanks with unrefined fuel (water) without charge.

The formalities of entry to Tarsus are few. A registration of the individual's name, occupation, and a few details required for identification is all that is necessary. The starport has a display (for the benefit of incoming passengers) which indicates

a variety of local hotels, vehicle rental agencies, and other local establishments, and it can be depended on to direct the group to quality (but about 10% overpriced) vendors.

Communicators: One service which is sold right in the starport is the local communicator service. A shop right in the terminal can sell personal communicators (but not the advanced model), keyboard/viewscreens, and hardcopy devices, as well as the service for the communicators. Commcodes can be assigned right on the site.

Transportation: Local rental agencies can provide air/rafts and ATVs for rental by the 24 standard hour day at approximately 1/600th of their base price. Thus air/rafts rent for CM 000 per day, and ATVs rent for Cr50 per day. Other civilian vehicles rent for similar prices. None are armed.

All rented vehicles are insured against loss for ordinary activity, but certain restrictions apply. The first deals with illegal activity. The second prohibition restricts vehicles from travelling above 29° north or below 29° south, or beyond the limits of the communications system. Violation of a restriction renders the individual liable for any damage to a vehicle, regardless of cause.

Refuelling for any rental vehicles is free (actually, it is included in the rental), but requires that the vehicle return to its rental station (this is a protection against theft of the vehicle). There are rental stations in each of the three major cities of Tarsus.

BEGINNING THE ADVENTURE

Once the group has arrived on Tarsus, the first item of business on their schedule should be to travel to Sharik Resteff's father's ranch, which is situated on the edge of Nob Plain between the Atok Swamps and the Lersion Mountain range. The ranch is about 4,000 kilometers from Newland.

Preparations: The city of Newland provides the amenities to be expected of a tech level 10 community. Prices for goods and services average about 10% more than the standard base price cited in **Traveller**. Food on a daily basis, and food and lodging on a monthly basis, (per the **Traveller** rules) are available at 10% more than shown. Individuals may stay in their ship if they have one, without costs except for the berthing fee which must be paid anyway. A single night's hotel lodging at a safe hotel for two persons is Cr25.

The Local Comm System: Checking the local comm code directory shows that Sharik Resteff's father's ranch retains its old comm code—RESTRANCH. Calling the code connects her with Hyrm, the ranch manager who says that her father has been gone for four days (standard) and is expected back momentarily. Hyrm can send a ranch air/raft (two if necessary) into the city on auto-pilot for their use if they need them. In such case, they will be available in 45 hours at the main starport.

NEXT:

Now that the players have been introduced to the world of Tarsus, they can begin the next adventure— 2. Nobble Ranch.

Tarsus

2. Nobble Ranch

The referee should allow the players to read only the first page of this module, which contains information generally available to the player-characters. Subsequent pages should be kept secret and revealed only as the circumstances of the adventure dictate.

This module deals with the Resteff family nobble ranch at the south edge of Nob Plain. It provides background on nobble ranching, and details for a scenario concerning the ranch.

NOBBLES

The nobble is an interesting beast. Looking somewhat like a stumpy-legged rhinoceros with a large mace for a tail, it is peculiar to Tarsus, and indigenous to only two areas of the planet. Those two areas are very large, however, in order to support the animal's migratory habits. Nob Plain, site of Tarsus' many nobble ranches is one; the region between the Desert Sulani An and the Great Polar Ocean is the other.

Migrations: The key to ranching and harvesting the nobbles is their constant migration. Understanding when and how the animals migrate is basic to the entire ranching enterprise on Tarsus.

Typically, the yearly cycle of overland nobble migrations begins in their grazing grounds on the Arctic Circle at the start of Big Dusk. The herds have been grazing in the long local night (night is their favored time for feeding) on grasses which have grown up through the preceding summer. The herd itself has been in the grazing grounds for several local days. With the approach of Big Dusk, the herds become restless, and when it begins, they begin their long trek.

The nobble migration begins with the the herd moving south at about 20 kilometers per hour for all of the daylight hours. The animals travel all day; at night they forage about half the time and rest the other half. The herd averages about 700 kilometers per day, and reaches the equator within about four days. In another four days, the herd has reached its southern grazing areas (27° to 29° south). In these southern areas, where it is summer, the animals forage for perhaps eight local days until the coming of Big Dusk. During this grazing period, the animals replenish the stores of energy they have lost in their trek, and gather strength for the coming migration back north. When Big Dusk comes, the nobbles start north, retracing their previous path and returning to their northern grazing areas. In their migrations, the nobbles make a complete round trip from arctic circle to antarctic circle and back in the course of one local year.

There are many nobble herds. The nobble is a gregarious animal and is rarely (if ever) apart from its companions. Each herd migrates separately, and a form of precedence among herds makes the lesser herds defer to the larger ones. Herds may have from 100,000 to several million animals in them.

The Ecology of Nob Plain: The complex ecology of Nob Plain is centered on the nobbles and their migrations. Over the millenia, the nobbles have evolved to take advantage of the

rapidly changing seasons and the constant new growth of grasses and plants on the plain. Without their constant migration, the nobbles would place too great a strain on the flora of the area, and could never have grown to the numbers they now have.

In addition, many of the ecological niches of the plains are filled by animals which live off the nobbles. Various species of chasers trail the nobble herds, picking off the old, the weak, or the young animals. Pouncers live off other animals much of the time, but gorge themselves when the nobble herds pass them every fifteen local days or so. Carrion-eaters and scavengers live off the leavings of the carnivores, and off the natural deaths within the herd.

Many plants of Nob Plain depend on the nobbles to help spread their kind, either as undigested seeds dropped along the trek, or as burrs caught in the nobble's feather-like coats.

People and Nobbles: The nobble herds were soon recognized by the colonists of Tarsus as a prime source of protein for human consumption. In addition, the nobble hide produces a quality leather quite useful for clothing and other purposes such as decoration and upholstery.

Original efforts to capture and breed nobbles proved fruitless. The basic nature of the nobble, conditioned by hundreds of thousands of years of evolution, requires the frequent migrations. Attempts at domestication were met with failure.

Alternative methods of nobble harvesting were developed. By tracking the nobble harvests, it proved possible to stake out a location ahead of the herd, and to kill a limited number of the animals as they passed. The frequency of the migrations meant that two nobble harvests are possible in each local year. Careful planning means that any ranch can harvest enough nobble for its immediate needs each time a migratory herd passes by, and additional nobble meat can be sent to market.

Marketing: Uncontrolled killing of nobbles could ruin the herds, and destroy the ecology of Nob Plain. As a result, a market system has been established to buy nobble meat and hides. The official Ag Market, an extension of the Ag Worlds Combine, controls all sales of nobble meat and hides. While individuals are permitted to harvest nobbles for their own use, they must have valid contracts for the harvesting of nobbles before they may take nobbles for resale.

The Ag Market issues such contracts on a bidding basis to ranchers on Nob Plain. After careful study, the Ag Market makes available a certain number of contracts (each for 100 animals) for nobble harvests based on the available market for nobble meat off world, and on a specific time of harvest. Also taken into account is the current size of the wild herds, and the anticipated effects of various harvest sizes on those herds. Ranchers bid by indicating the minimum price they will take for the nobbles they kill; while underbidding is possible, individual ranches are also restricted in the number of contracts that they may take per year.

The costs involved in harvesting nobbles are primarily based on labor (to kill and then preserve the nobble carcasses) and on equipment (to refrigerate or freeze-dry the meat). The bid

ding system keeps income at a reasonable level above costs, but the net return is not enough for a rancher to get rich on.

RANCHES

Nobble ranches on Tarsus are unlike the traditional ranches on other worlds. Each ranch consists of two parts—a permanent compound with the ranch house, and a mobile component to actually intercept the herd and harvest nobbles.

The Permanent Compound: Almost a farm in style and layout, the permanent compound is the base of operations for any rancher. In order to avoid diverting or disrupting the nobble migrations, permanent compounds are not permitted on Nob Plain; they must be placed at the edges of the plain in marginal territory. Many are on the shores of the Sea of Winds, while others are situated in the Lersion mountain range.

The permanent compound usually has a ranch house, several outbuildings that serve as repair and storage sheds, and some surrounding cropland. Typically, the total area is about one square kilometer. An large family and several hired hands live almost permanently in the compound. Compounds are only infrequently adjacent to each other; usually at least fifty kilometers separates ranch houses.

The Mobile Component: The mobile component of the ranch is a group of grav vehicles whose purpose is to harvest nobbles and prepare them for market. The vehicles include mobile quarters vehicles for the crews to live in, basic air/rafts for utility work, and a few large refrigeration vans to prepare and hold the nobble carcasses. Once a harvest has been made and prepared, cargo ships (or cargo shuttles) descend directly from orbit to pick up the cargoes and carry them outsystem to market. Payment for the harvest is automatically credited to the rancher's account upon pickup.

Referee's Information

Ranching is a profession that nearly 10% of the population of Tarsus pursues, either as owners or as laborers. Sharik Resteff comes from a ranching family, and now her father is in trouble. Unfortunately, what kind of trouble is unclear. It falls on her and her companions to find out, and then remedy the situation.

THE HOMECOMING

The Resteff Ranch permanent compound is located on the southern edge of Nob Plain along the edge of the Atok Swamp. It occupies a stretch of high ground safe from flooding, but separated from the plain by about ten kilometers of swampy low land. The closest neighbor ranch compound lies at least 100 kilometers away.

The Atok Swamp area is not an especially desirable area for ranch compounds. It is relatively distant from the main nobble migration routes, which means the harvesters must spend more time away from the ranch.

The Ranch Foreman: Hyrm, the writer of the letter to Sharik, is present at the ranch when the group arrives. Understandably, he is worried—Sharik's father has not yet returned, although he should have been back several standard days ago.

The referee should determine the precise local day and time of day when the adventurers arrive. If it is night, then all should settle in until dawn. It would be impossible to search for the father at night.

Trying the father's communicator obtains only the message (from the central computer) that it appears to not be functioning. It may have been turned off, or it may be broken. Persisting will be to no avail. An attempt to trace the location of the communicator will also produce no results.

Meanwhile, Hyrm is more than happy to share his concerns with Sharik. His story is brief, but he tells her the details with a feeling of relief.

Over the past several years (he says), the ranch has been losing money. It started with an accident which prevented the harvesting vehicles from reaching the nobble herd in time to make a harvest. As a result, the ranch had to make a penalty payment for failure to perform. It made the ranch somewhat short of cash for almost a year, and they were also at a disadvantage in bidding for future contracts.

Sharik's father was convinced that the mishap (failure of several grav units simultaneously) was a case of deliberate sabotage. Hyrm did not think so at the time, but then there were other problems. Hyrm says he has been getting more and more worried.

The ranch's power generator failed and had to be replaced. Several types of predators from the swamps began marauding the livestock on the permanent compound. At that time, he wrote Sharik the letter. Later, the main barn caught fire and burned to the ground. It hasn't been replaced because it would cost too much. Strangers in air/rafts have been seen just about every local day, but have proven impossible to stop or talk to. All of these events have made Hyrm feel that there is something going on, and he is worried.

Recently, however, Sharik's father has been acting strangely. He said he was on to something, and as soon as he had more proof, he could straighten out the ranch's problems and everything would be all right. He left with a grav belt and a supply of provisions two local days ago, and hasn't called in since. Now Hyrm isn't sure what's going on.

The Search: By now, the failure of Sharik's father to return should be a matter of great concern. Hyrm's story should be enough to make Sharik curious, and probably worried herself. It is time to organize a search party.

Hyrm says that Sharik's father left the ranch house and headed into the mountains. He had indicated that he would be gone for quite a while, and not to worry. Close questioning of Hyrm will make him remember that the swamps were also mentioned.

The search party must look rather closely, and searching is a time consuming task. Each hex on the Tarsus map contains about 50,000 square kilometers; if searching each one took an hour, the search could take twelve standard years for one hex. Instead, the group can set out in air/rafts and search from the air.

For each air/raft and group of two searchers, they must specify a hex to be searched. Throw 12+ per hour to find Sharik's father. Allow DMs for various skills, but do not allow the father to be found unless a swamp hex is being searched. The search must be stopped when darkness falls, to be begun again the next day.

If the search lasts longer than three local days, then the referee should impose a solution and indicate that the group sees something in the swamps.

In The Swamp Forest: Zeroing in on the sighting, the air/raft and its passengers dips low into a patch of forest to find several 50 kilogram carrion-eaters clustered around one particularly

large tree.

Tangled in the upper limbs of the tree, suspended from the harness of a grav belt which is still on, is the dead body of Sharik's father.

He looks like he has been dead for several hours, perhaps as long as 24 hours. One shot through the left shoulder and one shot through the leg have resulted in enough blood loss to cause death, but it was not immediate.

Various clues are present as individuals look hard enough.

Any Army or Marine veteran can tell that the wound was caused by a laser rifle or laser carbine. Further, he can identify the weapon—a special model laser designator which is quite efficient but also quite expensive. This particular model is identifiable by the shape of the laser burn (oval rather than circular); if he sees one of these weapons, he will be able to recognize it. Later, this character can show the others a picture (calling it up from the computer banks) of the weapon so that they can recognize it as well.

On the ground below the body is a single *sonic stake* similar to that used in barrier fences to divert nobbles. Sharik or Hyrm can recognize that the stake is non-standard, and that it appears to emit sonics in a range which would not affect nobbles. Experimentation (throw 10+ per hour until successful) shows that the stake affects various carnivores from the swamp.

Careful examination of the body shows bruises on the arms, legs, and torso. They are of a shape and size to suggest a high-speed run through the swamp forest, such as he were being pursued. Obviously, the man got away, although he then died.

A trail of blood and grazed trees (detectable only after very close search; throw 10+ per hour to track it) leads for several kilometers to a series of sonic stakes driven carefully into the ground in a funnel pattern leading to the ranch compound.

Referee: The pattern of events, if correctly puzzled out, should show that the father was out in the swamp investigating the mysterious events which have occurred near the ranch. In that investigation, he found a group of sonic stakes which were directing local swamp carnivores toward the ranch. These stakes are non-standard, and must have been deliberately set to drive the carnivores toward the ranch. Further, he took a sample stake from the group, and probably was spotted by someone connected with them. At that point, he was shot by a laser rifle or laser carbine, but managed to stay conscious and flee. During the chase, at high speed through the forest, he glanced off several trees, further injuring himself in the rush to avoid capture (if he had gone above the trees, he most certainly would have been shot). In the course of the chase, he was shot again, this wound killing him. But by chance, his belt's lift took him into the branches of a tree, and his pursuers did not find him. When he died, he dropped the sonic stake he was carrying, and it lay on the ground beneath him.

The Authorities: After discovering the body, the authorities should be notified. Tarsus' low law level would impose no penalty if they had not been notified, but it seems common courtesy to do so.

Notification of the authorities allows an investigation to be made if the player-characters prove unsuccessful in locating all of the evidence. The Tarsus Defense Force will provide a GCarrier and squad to look into the matter and make a report. Throw 7 + for each fact which has not been previously noted, and if successful, have the squad leader point it out to the

group.

Since there is no direct evidence of who committed the crime, the squad will file a report listing the crime as unsolved and leave without doing anything further.

The Funeral: A simple funeral for Sharik's father is held almost immediately. Several neighbors and acquaintances attend, but they have little to say except that the entire matter is shocking and they cannot understand it. The group may consider several of the individuals present potential suspects, but noting suspicious happens.

Computers: There is always the chance that the computer network can be of some assistance in solving some of the questions before the player-characters. Most questions posed to the computer will produce either elementary answers, or will produce a response of "insufficient data." Of course, the computer cannot produce an answer to questions such as "Who committed the crime?" or even "Who is a suspect?"

The question the computer can answer is "Where are the air/rafts and people aboard them coming from?" The computer system can easily search its navigational tracking tapes and note general movements of vehicles. After a delay of several hours to analyse the data, the computer can report that, after filtering out standard patterns of traffic between cities, and between ranches, there are several traffic patterns which would bear investigation.

The first is between the city of Evander and the Atok Swamps. It appears that three air/rafts per local day travel from Evander to the swamps (at about 18° south) at around dawn, and return to Evander around dusk the next local day. The three vehicles travel separately at about one hour intervals.

The second pattern is less conclusive. The computer indicates that there are occasional air/raft flights from Evander to Newland Down Starport on an irregular basis. They have a slight, but statistically significant relationship to the air/raft flights to the Atok Swamps.

Other Lines Of Inquiry: Two significant pieces of evidence are also in the adventurers' hands—the sonic stakes and the information about the laser wound.

In checking out the sonic stakes, it can be established that they were produced by a small manufacturing plant in Newland City and that they were shipped to Evander for resale. There is no record of the ultimate purchaser.

The laser weapon can be checked on at the Tarsus Defense Force, which says that they once used such weapons, but that they were sold as surplus off planet long ago. The mercenary battalion is initially non-committal, but a personal visit to the units armory in the Recluse Islands will find a friendly face who realizes that the group are not spies; he says that his unit has never used this weapon.

Evander: Using all of the information gathered, it appears like Evander is the place to look. It is possible to establish an observation post outside Evander and monitor the comings and goings of air/rafts in the area. After several days of observations, the group can conclude that the air/rafts are based at a small company at the edge of town, and that a group of about twelve individuals rotate shifts and travel into the swamps. The company appears to be a farm machinery repair service, and it maintains a repair bay in part of the building. Repairs performed appear to be few, however, and the company does not look to be very successful.

Generate a throw to determine if the player-characters are

sufficiently careful to avoid detection. If they appear to be being careful, use 4+ to avoid detection. If there appears to be some lack of caution, use 8+. If the group is clearly open or brazen in its activities, use 11+. Throw each time an air/raft from the company passes by.

If the throw is not successful, then the air/raft flights will cease, and the individuals at the company will disappear. The company will close down, and the building will remain quiet for the next several months (although the repair activity will continue).

If the throw to avoid detection remains successful, air/raft flights will continue.

THE ASSAULT

The small repair shop appears to be the base of operations for the murderers of Sharik's father. A raid on the building should be able to capture them and find out what is happening. Or, the authorities may be called in.

If a raid on the shop is mounted by the adventurers or by police, the individuals inside will resist with laser rifles and laser carbines (the same kind that killed Sharik's father) while attempting to blast a hole in the roof and then escape in air/rafts. Ultimately, the building will be destroyed by a fire started in the fight.

Throw 10+ for each of the four individuals present to fight to the death in an attempt to escape. Wounded or unconscious individuals can be taken prisoner, but will refuse to cooperate when questioned.

Searching the ruins of the building, however, will produce one clue: a shipping label to a warehouse in Newland City.

Referee: The people in the repair shop have been harvesting a local fungus which grows in the swamps near the Resteff ranch. Why they do so is still unclear to the characters, but it appears to be worth quite a bit of money if it supports an operation like this one. Although the situation remains unclear (and the referee may choose to clear it up or not), it is probable that the murderers of Sharik's father were part of the group in the assault, and are now dead or going to prison.

TO NEWLAND CITY

The single clue now available is the warehouse label leading the group to Newland City. That warehouse can be placed under surveillance, and in the course of time, it becomes apparent that it receives shipments from locations all over Tarsus. These shipments arrive by air/raft about once every fifteen local days. Very little is shipped out of this warehouse.

A close examination (or perhaps a stealthy intrusion into the building at night) reveals the warehouse's secret. It shares a back wall with a SuSAG warehouse on the next block. A concealed door between the two allows crates to be transferred to the SuSAG warehouse without it being apparent to outside observers (until now). If the group does break into the warehouse, it will find that the only thing being transferred to SuSAG are crates of fungus like the one the murderers were gathering.

This information from the warehouse shows the key to the entire situation. SuSAG is harvesting a specific fungus from Tarsus, and wants no one to know about it. Even to the point of trying to drive off Sharik's father, and finally killing him when he stumbled onto their efforts. But the proof is not firm enough; the group of adventurers must find out more before it can act.

A NOBBLE HARVEST

During the course of events, it may prove useful for the player-characters to undertake a noble harvest in order to make some money. Such a harvest requires three things:

7. *A Contract.* Sharik (as heir, and thus owner of the ranch) must bid for a contract to harvest nobbles (bids by communicator are perfectly acceptable). Each contract is for 100 nobbles, and calls for their delivery at a certain date and time. The referee can specify these details to correspond to the movements of the noble herds.

Lowest bid on a contract wins, but prices are fairly standard at Cr1.2 per kilogram of meat. A noble provides about 1,800 kilograms of meat per 6,000 kilogram animal. A typical contract will call for Cr216,000 payment for 100 noble carcasses properly dressed and ready for delivery.

Throw 9+ for a bid of Cr216,000 to be accepted. Allow a DM of +1 for each Cr10,000 less the bid is.

Ranchers are permitted to bid on one contract per migration, which amounts to two contracts per local year.

2. *Harvester Equipment.* A caravan of vehicles to process the kills and to house the hunters is necessary. The Resteff ranch has these vehicles.

3. *Laborers.* Because the harvest works in a very short time frame, it is necessary for there to be a reasonable quantity of hunters to make the kills, and butchers to gather up and process the meat. Because the ranch has been having problems, the player-characters will need to fill in this role. Ordinarily, laborers are paid Cr4,000 each for their work. Ten nobbles can be killed and processed per laborer hired.

The Harvest: Once the herd appears, the hunters approach close to the ground in air/rafts and pick off individual nobbles of reasonable size which are along the edge of the herd (nobbles in the center of the herd would be trampled after they fell, and the meat would be ruined). All harvesting must take place within an hour and within 20 kilometers of the specified location. Thus, it is quite important that every shot count.

For harvest purposes, it is convenient to use a standard noble for hits and killing data. This standard noble takes 20 hits to make unconscious, and a total of 34 hits to kill.

Penalties: The harvest contract calls for a penalty of Cr1,000 for each animal contracted for and not provided (if only 90 animals are killed and delivered, then the rancher receives 90% of the contract price, and pays Cr10,000 penalty). Animals killed over the contract limit of 100 are confiscated, and not paid for.

NEXT:

With information about the involvement of SuSAG in the events at the ranch, the group should determine to find out about this megacorporation and what it is doing with this world. They will find out in the next adventure— 3. SuSAG.

3. SuSAG

The referee should allow the players to read only the first page of this module, which contains information generally available to the player-characters. The information contained on subsequent pages should be kept secret, and revealed to the players only as the circumstances of the adventure dictate.

This module deals with the megacorporation SuSAG. It gives some brief background data on the company (see the various *Library Data* entries in the *World Data Reference* booklet), outlines salient points of the firm's presence in the Tarsus system, and presents the data needed by a referee to properly administer adventures involving SuSAG and the player-characters.

SuSAG AND TARSUS

Schunamann und Sohn, AG (abbreviated SuSAG) is one of several extremely large business organizations operating both inside and outside the Imperium. These organizations, called megacorporations, are so large that no one person can know everything they are concerned with at a given moment. They are so large they actually rival the Imperium for power in some regions. A small number of Imperial regulatory agencies have power over the megacorporations, and they are subject to any applicable local taxes, but, provided they do not blatantly violate Imperial sovereignty, company officials can usually conduct their company's business as they see fit. However, because a direct confrontation with the Imperium would be bad for business, intentional violation of Imperial laws and policies is done only on a covert basis.

SuSAG is primarily a chemical and pharmaceutical manufacturing firm, although it engages in a wide variety of other activities. It is the largest manufacturer of anagathics in the Imperium, and is known to maintain psi drug manufacturing plants in certain states outside the Imperial borders. This is done because the manufacture and/or sale of psionic drugs is illegal within the Imperium. Psi drugs are not illegal on Tarsus, but because of the popular prejudice against psionics and those with psi powers, they must be purchased clandestinely. SuSAG is very cautious about those to whom it sells psi drugs, since smuggling psi drugs into the Imperium is a very lucrative trade and SuSAG is careful not to antagonize the Imperium.

Schunamann und Sohn, AG extended the range of its activities into District 268 in 814. Operations in district 268 are controlled by SuSAG's Extra-Imperial division (X-IMPDIV). District 268 is considered important enough to rate its own regional general manager (RGM), headquartered on Collace. SuSAG's activities in the Tarsus system are under the control of the X-IMPDIV Manager for Tarsus Operations, who reports to the RGM on Collace.

Although company representatives (mostly botanical survey teams) had passed through the system before, and SuSAG products had been available for years, it was not until 860, (when SuSAG acquired a controlling interest in a near-bankrupt chemical processing plant) that the company began full-scale operations on Tarsus. SuSAG scrapped the old facilities, and

moved the factory to Rond, one of Tarsus' two moons. This facility processes raw materials grown or collected on Tarsus into various drugs.

SuSAG maintains an office building in the starport, which houses the company's administrative and public relations personnel. Through the planetary network of communications satellites, this headquarters is in constant contact with the factory. One security section is assigned to protect this building.

SuSAG maintains several docking bays and refuelling facilities at the starport for company use. A security squad is assigned to protect these facilities.

Transport vessels shuttle back and forth from Rond regularly, ferrying personnel and bringing cargos to Tarsus for transshipment out of the system, sometimes on SuSAG's own vessels, but more often on those of other firms. Security troops accompany each vessel, the number depending upon the value of the shipment.

In recent months, SuSAG is rumored to have assigned one of its Covert Affairs Teams (CATs) to the Tarsus system. If the rumors are true, it is a sign that something very important to the company is occurring in the system, since SuSAG rarely engages in covert actions unless it is working at cross purposes to Imperial interests.

COMPANY ORGANIZATION

The Manager for Tarsus Operations is in charge of all SuSAG activities in the Tarsus system. The manager is assisted by five department heads (operations, security, public relations, marketing, and administration). The manager and the assistant manager and their respective administrative assistants are not part of any department.

The Operations Department: This department is in charge of the day-to-day functions of all manufacturing facilities in the system.

The Security Department: This department is responsible for the protection of all SuSAG's facilities, information, and employees in the system. Because of the extremely valuable nature of its products and facilities, SuSAG is often the subject of industrial espionage, terrorist attack, or burglary. Because of this, a good deal of corporate paranoia, and a lack of faith in the ability of the local military to adequately defend them, SuSAG maintains a large security force in the system.

The Public Relations Department: This department is responsible for maintaining a good image in the public eye. In addition to being a known manufacturer of psi drugs, SuSAG has an undeservedly poor reputation for manufacturing safety. The company spends a large amount each year counteracting this, mainly through advertising and charitable works.

The Marketing Department: This department is responsible for the sale of all SuSAG products on Tarsus (not just those manufactured locally). SuSAG has a virtual monopoly on the sale of Pharmaceuticals, industrial chemicals, agricultural chemicals, food additives and luxury textiles in the system. However, since Tarsus has a small population, this department is also small.

The Administrative Department: This department is responsible for all record-keeping and accounting duties. In addition, this department oversees payroll and purchasing, monitors the operation of all other divisions, hires and fires personnel, and coordinates the implementation of company policy.

COMPANY/GOVERNMENT RELATIONS

The taxes which SuSAG pays on its operations in the Tarsus system and its lease payment for Rond represent a significant portion of the planetary government's income. For this reason, the megacorporation has a great deal of clout with Tarsus' governing council. SuSAG ships are normally given only cursory customs inspections when they land, and SuSAG employees are seldom bothered by police or other government officials. For appearances sake, however, SuSAG never openly dictates to the council, and is careful to never blatantly violate local laws or customs.

SuSAG's public relations department has been fairly successful on Tarsus, and public opinion of the company is fairly high at the moment.

Referee's Information

SuSAG is engaged in a number of operations in the Tarsus system. Some of these operations are public knowledge and some are secret.

The facilities which the company maintains on the surface of Tarsus are common knowledge (although parts of them are not open to the public).

THE PHARMACEUTICALS FACTORY

SuSAG's Tarsus Pharmaceuticals plant is operated quite openly. It is constructed on Rond, one of the two moons of Tarsus. The plant has refuelling facilities for the transport and security ships assigned to the plant, but is not a public facility. As such, it is required by local law only to render assistance to vessels in distress, and provides no other services to non-company ships. Such vessels will be warned off by the security vessels attached to the Rond facility.

The Rond manufacturing facility employs 64 workers, plus security personnel. Employees at the plant do a 48 day tour of duty at the plant, and are then rotated to the starport for 8 days of rest and recreation before returning to work. This done according to a staggered schedule so everyone is not on R&R at the same time.

THE PSI DRUG FACTORY

Although the Rond manufacturing facility shows a profit, it would never have been acquired by SuSAG had the company not had another motive. The Rond facility is a blind to cover the operations of a secret psi drug factory located on a small planetoid in orbit around Erdemli.

It is not illegal to manufacture or sell psi drugs in the Tarsus system. In spite of this, SuSAG goes to great lengths to conceal the whereabouts of its psi drug factory. This done to help protect it from anti-psionic sabotage, and raids by smugglers seeking to steal psi drugs.

The psi drug factory itself employs 98 people and is protected by a security detachment and a number of armed spacecraft (see Security Forces Deployment, below). No local personnel are employed in the plant, and most of the workers do not know

the system they are in, only that it is located in the core/spinward quadrant of the Spinward Marches. Workers in SuSAG's secret plants are carefully screened, constantly monitored, and (to make up for this) highly paid.

Externally, the plant appears to be an ordinary nickel-iron planetoid, indistinguishable from thousands of others of similar size in the system. It is roughly spherical in shape, a little over 40 km in diameter, and has six concealed entry doors, large enough to admit starships of up to 1000 tons. Inside, spacious hangars can accommodate up to twelve such ships (or a larger number of smaller vessels). A wide-ranging network of patrol craft (patrol cruisers, shuttles, and fighters) combined with hundreds of automated passive sensor satellites surrounds the planetoid. This network is extremely difficult to penetrate without triggering an alarm.

In some cases, a ship may be allowed to approach the gas giant, refuel, and leave unmolested if it shows no sign of having discovered the secret facility. Vessels will be stopped and boarded only if they are deemed a threat to the factory's security.

Internal details: The planetoid is divided into three main sections.

The Factory: This is a remotely operated facility, with access from other sections restricted. Workers run their machines by remote control using two-way video systems. Maintenance workers repair machinery using remote-waldos. Only a few carefully selected employees are allowed direct access to the machinery of the plant in order to prevent theft and/or vandalism.

Living Quarters and Entertainment Facilities: For security reasons, employees of the factory spend their complete six-year hitch on the planetoid. Security personnel have their own quarters and facilities, separate from the other employees. Living quarters are spacious and well-appointed, in order to maintain high employee morale.

Starship Hangar and Maintenance Facilities: These service and refuel the variety of spacecraft that protect and service the plant. They are not equivalent to a starport, but they can carry out routine repair and preventative maintenance.

The installation is too extensive to be diagrammed in this module. In the event that the player-characters wish to carry out some action inside the facility, the referee should devise floor plans in as much detail as the situation requires.

TARSULINE

One of many substances which can be used as a base in the manufacture of the great variety of psi drugs is *tarsuline*, an extract of a rare plant fungus which grows only on certain regions of the Nob Plain under certain unique and short-lived conditions. Thus far, the fungus has resisted all efforts at cultivation and tarsuline has proven impossible to synthesize economically.

Tarsuline is located and harvested by a number of special teams of SuSAG employees. These teams search the Nob Plain for likely locations of stands of the host plant, and guard any they find until the tarsuline can be harvested. Sometimes these teams pose as locals (with various cover stories to explain their presence) and sometimes they pretend to be SuSAG exploratory teams, studying the local plants and animals for possible economic utility. The most common team consists of two people and an air/raft. SuSAG air/rafts are armed with laser

weapons similar to those used by the Tarsus Defense Force.

SECURITY EQUIPMENT AND PERSONNEL

In the Tarsus system SuSAG maintains three company-sized security detachments, a covert action team, and a number of armed spacecraft.

Security Forces Organization and Equipment: A security detachment contains three security platoons, an assault platoon and a headquarters section.

Each Headquarters section contains the detachment commander, the detachment vice-commander, the unit senior NCO, two communications specialists, and three security personnel.

Each security platoon contains a headquarters squad and four security squads organized into two two-squad sections. The leader of the first squad of a section is also the Section leader. Each security squad contains two fireteams of four each. The leader of the first fireteam of a squad is also the squad leader. Each headquarters squad contains the platoon leader, the assistant platoon leader, two communications specialists, and a fireteam of four security personnel. These troops are assigned the routine guard duties at SuSAG facilities, and protect shipments of finished products.

Assault platoons are organized identically to security platoons, but are more heavily armed and equipped. These troops guard exceptionally valuable installations and shipments. They are also used in situations which require heavily armed troops.

All personnel except those in the assault platoons are equipped with cloth/reflec combination armor, and are armed with laser rifles or laser carbines. Assault troops are equipped with combat armor and armed with laser rifles. All have a skill of laser rifle or laser carbine-2.

Officers and NCOs of all units have additional short range communications gear. Communications specialists have additional long-range communications gear mounted in backpack units.

Optional Note: Those referees using *Mercenary* or *Striker* should equip the security teams to complete tech level 13 standards as described in those works.

CATS: Covert action teams vary in size depending on their expected duties. CAT 4237, assigned to Tarsus, contains eighteen members. A CAT's equipment and weapons will vary greatly, depending on their assigned mission. Their only equipment limitation is the requirement to keep their mission within the assigned budget.

Spacecraft: Three sorts of armed spacecraft are assigned to the Tarsus branch of SuSAG; 95 ton shuttles, type T 400 ton patrol cruisers and type F 10 ton fighters.

Shuttles are as described in the **Traveller** starship rules. They are typically armed with two pulse lasers and a missile rack. Twelve of them are assigned to the system as a whole, nine committed to the run between Tarsus and Rond, and three making the run between Tarsus and the psi drug factory in orbit around Erdemli.

Fighters are as described in the **Traveller** starship rules. Half are armed with missile racks, the other half with pulse lasers. Four are assigned to each patrol cruiser in the system, nine are assigned to the Pharmaceuticals plant, and 18 are assigned to the psi drug factory (not counting those in the patrol cruisers).

Patrol cruisers are described in the **Traveller** starship rules. Each patrol cruiser normally carries four fighters (two of each armament type). The eight troops normally carried are replaced

with four fighter pilots and four fighter mechanics. The remaining ten tons of cargo space is usually taken up by spare parts for the fighters and supplies for the crew. On occasion, a patrol cruiser will be stripped of its fighter complement to act as a troop transport. In this case, the 50 tons of cargo space will be temporarily converted (using custom designed modular components) to house 16 troops (double occupancy). An additional eight troops occupy the staterooms vacated by the removal of the fighter pilots and fighter mechanics, making the total troop contingent 24.

A varying number of merchant starships belonging to SuSAG will be in system at any given moment, many of which are armed. These will consist of Type M, R, and A ships (see the **Traveller** starship rules). The exact number of such ships in system at any given time is up to the referee.

Security Forces Deployment: One detachment of SuSAG security troops is assigned to the Rond base. Troops from Rond are assigned on a rotating basis to guard facilities on Tarsus. Two detachments are permanently assigned to the secret psi drug facility orbiting Erdemli. These troops are also available for special assignments if necessary.

POLITICAL CONSIDERATIONS

If relations between Tarsus and the Imperium were to become closer (i.e., if an express boat station were to be established in the Tarsus system), there would very soon be increased agitation for the Council to petition for admission to the Imperium. If this were to come to pass, SuSAG would be required to close down their psi operation and move it to another system. Since this would make manufacture of tarsuline more expensive, and since no other system in District 268 is as well-suited to their needs as Tarsus, SuSAG opposes any expanded Imperial influence in the region.

THE SWORD WORLDS COLONY

SuSAG has known of the existence of the "lost" Sword Worlds for a number of years. If it can be proven that the current group is really the descendants of the oil colony, they will probably be granted sufferage, and a large enough block of voters could be created to swing any local votes toward Imperial membership. Since SuSAG cannot count on the Sword Worlds voting their way, part of the mission of CAT 4237 is to destroy the archeological evidence of the colony's presence on Tarsus before the Fornicite colony, and to keep the existence of the colony secret until this can be accomplished. A secondary plan provides for establishing sufficient economic and political control over the colony to be able to influence the vote in SuSAG's favor (in case the colony is discovered before the evidence of its history can be destroyed).

THE MEGACORPORATION'S SCHEMES

One major adventure has already begun concerning SuSAG.

The Scare Plan: Some of SuSAG's agents were trying to induce Sharik's father to move his ranch and set-up elsewhere. The fungus/plant from which tarsuline is extracted has been discovered growing regularly and in fair quantity on the territory ranches by Sharik's father. Several teams (disguised as noted above in the section on the tarsuline harvest) had undertaken many different actions in an effort to drive the rancher off. However, much of what the teams did went beyond their instructions, and as such were not working as agents of the

SuSAG.

The adventurers may decide for themselves how to go about dealing with SuSAG. They may investigate the organization of the company and then try to sabotage it as an act of revenge. They may choose to gather evidence and then publish the information in order to drive the company away from Tarsus. They may deal with the hierarchy of the company and demand reparations and punishment of the guilty parties. They may choose to try to steal a supply of psi drugs from the factory, or even ordinary drugs from the Rond base in order to get back at the megacorporation.

OTHER ADVENTURES

Other adventures concerning SuSAG are also possible. The following are just a few.

Smuggling: One of the first things to occur to most players is that a fortune could be made if they could obtain a quantity of psi drugs and smuggle them into the Imperium. Buying them over the counter is a risky proposition, however, because of the widespread anti-psi prejudice on Tarsus, SuSAG is forced to be circumspect about selling psi drugs.

To purchase psi drugs on Tarsus, it is necessary to obtain an *End User Certificate*. This is a document issued by the local government showing who is purchasing the drugs, where they are to be shipped, and who will ultimately receive them. It is normally issued on the basis of a purchase order from the end user, or upon presentation of a letter of credentials showing that the purchaser is an authorized agent of the end user. Violating any of these terms is cause for arrest and imprisonment.

End User Certificates are difficult to obtain (roll 15+, DMs: + 1 per level of admin skill, + 2 if evidence of association with a reputable firm can be shown). The referee should consider appropriate DMs for such things as forged letters from major companies, etc.

Employment: Player-characters who seek employment with SuSAG as a means of gaining inside information (or an opportunity to steal psi drugs) will find the going very difficult. While SuSAG hires a great many locals for its operations, only rarely are local workers employed in clandestine plants in the same system in which they are hired.

CATs: The players may become involved with the covert action team, either by being hired by the team, in which case they will be working directly with it, or in opposition to them. Additionally, the players might become involved with the CAT by accident, or through some small clue which catches their interest.

NEXT:

Upon conclusion of the involvement with SuSAG, the adventurers are now available to undertake a mission for a patron. The communicator is even now calling about the next adventure— 4. The People Of The Forest.

Tarsus

4. The People Of The Forest

The referee should allow the players to read only the first page of this module, which contains information generally available to the player-characters. Subsequent pages should be kept secret and revealed only as the circumstances of the adventure dictate.

This module deals with the Tangle Wald, the vast native forest south of Regiment, and with the rumors that a native intelligence lives within the forest. It provides background on the Tangle Wald and the possible intelligence in the forest, as well as details for a scenario to be played out while in search of the elusive *People of the Forest*.

AN IMPERIAL PATRON

The Imperium maintains a consular office on Tarsus, the office serves the needs of Imperial citizens and often intercedes with local authorities when a problem comes up. In addition, the consular office can help merchants in dealing with the Imperial bureaucracy, and local citizens who need information or assistance.

The Consul should not be confused with an ambassador. The Consul has limited powers and is primarily concerned with the fostering of trade, and with the implementation of Imperial policies.

The consular office on Tarsus is small, consisting of merely a suite of several rooms in an office building in Newland City and a staff of three. Of those three, two are clerks; the responsibility rests on the Consul—Yuri Gelren.

First contact from Consul Gelren takes place by communicator. He calls one of the group of adventurers and expresses a desire for a meeting. He insists that it take place at the consular office and sets a mutually agreeable time.

The Meeting: At the office, located in a well-kept office building, the adventurers are greeted a clerk and escorted directly in to see the Consul. He is an older man who appears genuinely delighted to see the group.

During the pleasantries which begin the meeting, the man mentions that he has the military service records of the group members, and these prompted him to make his call.

He begins a presentation. The lights are dimmed, and one wall becomes an illuminated map of Tarsus, then quickly zooms down to show only a portion of the world surface, centered on the Tangle Wald.

"This area of Tarsus is virtually unexplored. The Tangle Wald forest is one of the densest and darkest areas on this planet, and it is totally impassible to vehicles. Even flying over the Tangle Wald gives no clue to what is below the uppermost canopy of foliage.

"A recent computer survey of information from the past 600 years of settlement on Tarsus has produced a pattern of events which suggest that an intelligent race lives within this Tangle Wald. If that is true, I think that it is of the utmost importance that it be contacted for study. The Imperial Scout Service agrees, but unfortunately does not have the manpower at the

moment to provide a study team. I have also contacted the Board of Commissioners, and they have dismissed the pattern of events found by the computer study as a statistical variation only. Nevertheless, they have given me permission to undertake an expedition into the Tangle Wald if I desire.

"My proposition is to equip your group to make that expedition. I feel that we would be better served if I used Imperial citizens, and your names were listed by the starport registration banks as present on this world."

The Computer Survey: A simple synopsis of the computer is available. It states:

Evidence indicates a human-like culture may exist within the Tangle Wald. Consistent reports (average one per ten local years) from Red Banders in the Cilician Ranges and from Regiment have identified primitive humanoids who disappear into the depths of the Tangle Wald when approached. No tangible evidence has been recovered. Reports are routinely dismissed as children playing, hermits or loners who live in the fringes of the Wald, or wild animal sightings.

Supporting this synopsis is a large volume of data which attempts to find a pattern to the sightings, but is inconclusive. The data does note that sightings occur at widely separated locations, but that they all seem to come from a central point: north of the Plain of Blades.

Mounting An Expedition: The Imperial Consul is willing to provide equipment for a basic expedition into the Tangle Wald for an extended period in the hopes that on-site reconnaissance can provide clues to the solution of this puzzle.

He wants the group to begin with an investigation of the Plain Of Blades, and then a trek into the interior of the Tangle Wald on foot.

The Imperium will provide the use of a GCarrier for transport to the Plain of Blades, and as sleeping quarters while on the Plain.

To equip the expedition, each member may draw against a line of credit of up to Cr20,000. That equipment must be returned at the end of the mission.

Also available will be rations for 365 standard days for each person. Some may be carried on the GCarrier; the rest may be placed in caches in the Tangle Wald with radio beepers to note their locations.

Finally, each member will be issued a grav belt to assist in travels through the forest.

The expedition should ideally begin on local day 15, but could start a few days earlier or later if the circumstances warrant. On local day 15, it will be Big Dawn on the Plain of Blades with plenty of daylight for the initial investigations and for placing food caches. Later, when group moves into the interior of the Tangle Wald, they will be moving into areas of more equal day and night.

Remuneration: The Consul realizes that the group must be paid, and he offers each member Cr20,000 per local year as a salary.

The Interview Ends: The Consul assumes that the group will take the job. He recapitulates the basic mission—venture into the Tangle Wald in search of evidence of an intelligent race hitherto unknown. He finally asks "Any questions?"

Referee's Information

The Consul has presented a mission to be undertaken. The adventurers should probably accept, although they may wish to bargain for better pay.

Life in the Forest: Once the expedition begins, the group is looking for evidence of humanoids living in the Tangle Wald. The job looks simple enough, and the pay and benefits are good. The *People of the Forest* are the remnants of the abandoned Sword Worlder colony. The Tangle Wald is so thick that they could live in there forever and never be found. This expedition is going to change that. There is one problem though: once contacted, the forest people will appear to communicate over great distances with ease, and without electronics or other visible communications equipment. If their communications methods prove to be psionic, the Imperium will react extremely negatively, both to the forest people, and to Tarsus.

INITIAL PREPARATIONS

If the adventurers care to, they may begin bargaining with the Consul about their payment. He is willing to increase their expense allowance to Cr30,000 per person if it can be justified. On the question of increasing salaries, he is less willing. Finally, he agrees to a bonus if the expedition is successful.

He proposes the following: he will arrange for the Imperium to purchase a quantity of nubble meat from the Ag Market at an artificially inflated price. That purchase will stipulate that the contracts for harvesting the nobbles must be given to Sharik Resteff provided she bids no more than Cr300,000 for each one. Sharik can then actually harvest nobbles and earn the money, or she may sell the contract to another rancher for a premium—in effect making a profit off an Imperial purchase order for war rations. He explains that he is constrained by various budget considerations, and he cannot pay cash bonuses because of a lack of properly budgeted funds. He can use this device to make further funds available.

Timing: The referee should determine the local day and how much time is available for preparations. If the current day is greater than local day 12, then the group will not be able to get prepared in time, and the expedition will have to wait until the following local year.

Expenses: The expense allowances can be used to purchase almost any item which is tech level 10 or less. Prices for local purchase of items should run about 10% more than base price.

Grav Belts: The Imperium is providing one grav belt for each individual in the expedition. These can be issued immediately from a supply room at the Consulate. Because they are tech level 12 items, grav belts are scarce on Tarsus, being encountered only as imported equipment.

These grav belts are Imperial Army issue and come with a form-fitting harness capable of holding a person and up to 100 kilograms of equipment or supplies. Individuals wearing the grav belts are treated as encumbered if their load in kilograms exceeds their strength (because of their clumsiness which the load causes, rather than because of its weight).

Grav belts are capable of speeds up to 100 kilometers per

hour in open air; in closed areas, such speeds must be reduced to 20 kilometers or even 10 kilometers per hour. As a practical matter, grav belts need not be refuelled. Every ten weeks, they require a new charge of hydrogen which is easily obtained from available water.

Grav belts require grav vehicle skill or air/raft skill to operate. If individuals do not have these skills, the referee should assign grav vehicle-0 as a skill to each member of the group.

Researches: It is possible for the group to research their assignment before they start out. Such research may be through computer data banks or through personal interviews, or both.

Computer Data Banks: Scanning the Tarsus data banks can produce the same material which the Imperium used for its survey. Throw 9+ per eight hours spent scanning computer data in order to locate additional information; DM + computer skill. If successful, it can provide details of sightings of purported humanoids along the fringes of the Tangle Wald.

These sightings are of four types.

1. *Distant Sightings:* Most frequently, Tarsans report seeing man-like beings in the trees of the forest. No further details are available in such cases.

2. *Close Sightings:* Gathering teams looking into the botany of the Tangle Wald rarely go deeper than a few kilometers into the Wald. Some of those teams have reported finding paths on the ground, and at various levels in the trees. On some of them, they have reported being attacked by humanoids; on others, they have reported being saved when other animals have attacked them.

3. *Encounters:* Very rarely, there have been reports of theft from farms or compounds near the Wald, usually of clothing or small tools. The sighting associated with the theft indicates a barbarian human-like person who does not speak, and who flees the encounter.

4. *Surveillance Records:* The computer has some orbital data records which could be construed to be primitive construction, clearing of fields, or other signs of local habitation. Such signs are not proof of the humanoids, as they could easily be made by Tarsans. The computer indicates that prime locations between the Highlands and the Nether Range, and in the headwaters of the Gruen River.

Interviews: If computer data has been scanned, then comm codes and names of individuals making reports of this data are available. The referee may generate up to ten individuals (five in Regiment, and five in the Cilician Ranges) who are locatable. Interviews should be conducted in person. Roll for reaction for each individual: hostile reactions will not discuss the matter; friendly reactions will be happy to. Of those willing to discuss their experiences, roll 1D. On a result of 5+, their experiences will be wild and unbelievable (the referee should produce a fantastic story about high intelligences, or magic, or aliens, or Zhodani plots). Otherwise, their stories deal with reasonable encounters with human or semi-human beings.

Referee's Notes: This data should convey the idea that there are possibly humanoids living within the Wald, and that they avoid contact with Tarsans. When necessary, however, these natives can attack intruders or save them. They very rarely venture out of the Wald, and are probably more numerous deeper within it.

In addition, clues should direct the group to the headwaters of the Gruen River, and to the Highlands east of the Nether

Range. However, the mission should call for a trek through the Tangle Wald in an effort to locate the any intelligences, rather than to simply drop in on settlements by surprise. If such tactics were to be used, the group would probably find no evidence of the humanoids they seek.

SETTING OUT FOR THE WALD

Once fully prepared, the group begins its expedition. It should be in three basic steps:

1. *Travel to the Plain of Blades.* There, reconnoiter the area and look for information. This part of the expedition merely provides a starting point for the trek. It allows the group to become familiar with the Wald's edges.

The Plain of Blades is named for its high grasses which cover this river flood plain to a height of about two meters.

2. *Establish Food Caches.* These should be along the route planned by the group, placed at about 700 kilometer intervals. Doing this task serves a major purpose: showing the density of the upper canopy of the Wald. When the GCarrier selects a likely spot to place a food cache, roll 10+ for the vehicle to be able to break through the upper leaf structure of the Wald at that point. If unsuccessful, another location must be found. Individuals, however, cannot walk on the upper canopy—they sink to their necks in entangled branches and leaves. Grav belts will support weight and enable people to move over the top of the canopy, but not to actually stand on the leaves and branches.

3. *Set Out Through The Wald.* This is the basic process of the expedition, and calls for the group to travel through the forest in search of humanoids or signs of them.

Initially, the group may try to have their GCarrier shadow them above the canopy. This is possible, but the vehicle will be unable to get to them in any specific situation except where they make it to the upper canopy. Cutting through the canopy requires a throw of 10+ per hour to succeed even though the distance to cover is less than ten or fifteen meters.

Other plans may be equally acceptable. However, it is necessary that the travellers venture into the Wald. Merely flying above it in a GCarrier will not provide any information.

THE TANGLE WALD

The Tangle Wald is an imposing forest, especially when seen from the floor of the Plain of Blades. The wald begins rather abruptly, rising nearly 30 meters in height. Although green in color, its many shades approach black once the forest is entered. Walking would be impossible, as many small stems and branches are each too weak to support a human's weight, but strong enough to catch and hold a stray foot or leg.

Initially, the trek is very slow and difficult. Progress is less than one kilometer per hour for the first two hours.

Once the expedition is two thousand meters within the Tangle Wald, throw 9+ each half-hour to discover an animal run. This is an open path, much like a tunnel, which runs for some distance through the tree branches and limbs, and is large enough for a person to walk upright in, although it twists and turns to a great degree, and may not go in the direction the group wants to travel. The adventurers, in their grav belts, can travel at speeds up to 10 kilometers per hour for brief periods, and can make 5 kilometers per hour on a constant basis.

At a speed of 5 kph, the travellers will progress 40 to 60 kilometers before stopping to camp for the night. After eight

hours sleep and a few minutes preparation, the group can start out again.

The group should have lights (purchased with their equipment allowances) which will allow them to continue their progress even during local night.

Overall, the adventurers can expect to travel the 700 kilometers to their first food cache in 10 to 20 days, depending on how much time is spent moving, and how much time is spent investigating.

Animal Encounters: Frequent use of the animal encounter tables for the Wald is suggested. The presence of animal threats to the adventurers can keep them on their toes as they search for information.

THE PEOPLE OF THE FOREST

As the group gets deeper into the Wald, a few signs of the forest people may begin to show up. At first, they are subtle things which are easily dismissed: strange marks on the trees or limbs cut off where they block the path.

The First Piece of Evidence: Sitting in the pathway ahead is a small animal. It does not flee, and it appears to be friendly (Referee: present this initially as an animal encounter). Whether approached, captured, or killed, the animal will still present a basic piece of information—it is wearing a collar. Closer examination of the animal and its collar leads to the conclusion that it is a pet.

The Next Piece: Soon, the group will find additional items which can be taken as artifacts made by intelligence—primarily wood carvings and trimmed branches.

Face To Face: At the point, the referee must select one of three methods by which the adventurers and the people of the forest meet.

1. A cry of distress indicates that someone is being attacked by an animal. Select an animal from the encounter tables. The person being attacked is a child.

2. An animal makes an attack on the group (again, from the encounter tables), but it is called off by forest people, and turns out to be a domesticated guard animal.

3. The group is surprised by a large group of forest people who block all possible exits.

Once the meeting takes place, the group must begin communications with the forest people. Attempts to talk may be successful on a rudimentary level within a few hours. If anyone has a familiarity with the Sword Worlds, it should be possible to recognize their language as a dialect of Sword World. As time passes, it becomes possible for the group to learn more and more about these people.

Referee: These people are part of a widely scattered group of families which were once the Sword World oil mining colonists. They have established a basic agricultural society within the Tangle Wald, and it serves their needs well. The rich forest growth tempers the climate of Tarsus and makes it fairly easy to survive by using the fruits and wildlife of the Wald.

The major problem for the people has been the lack of certain amino acids in their diet. Native Tarsan life lacks these vital constituents, and human development is stunted without them. When the original colonists found that they were stranded on Tarsus, a nutritionist in the original expedition determined the basic requirements that could not be filled from native Tarsan life, and took steps to provide those items from plants and animals which the colony had brought along. In the first 200

years, the colony was always on the edge of extinction. Finally, in about 100, the families migrated to the Tangle Wald after an exploratory party found its interior habitable.

Just as fire was important to some developing cultures, the forest people were forced to carefully cultivate and maintain the few staple plants which would provide nutrients which they could not get from Tarsus.

The forest people have a verbal culture. While they have primitive facilities, they are not primitive as a culture. They have retained much of the memories of their origins. Indeed, their verbal culture has cultivated mnemonic ability, and they have verbal records of their many living sites, including ones hundreds of years old. These memories can provide evidence of who these forest people are, and also their approximate numbers at different points in time.

Communications: One major problem to present to the adventurers is one of communications. Casually, the referee should present to the characters the fact that over the course of several days, other forest people have arrived. Everyone is genuinely pleased to see these newcomers. The question becomes apparent; how did they know to come? When asked, the forest people defer to an old man, who says he sings to them, and they hear a far ways off.

If properly presented, the result can appear to be a psionic talent. If that were actually true, it would cause negative reactions from the Imperium.

Actually, the forest people have discovered a way of communicating using the long-range connections within and between the tangle trees. By cutting a notch in a trunk of the tangle tree, a connecting strand of the tree is laid bare. The old man then places a stick against it and strokes it with a bow. This vibration is carried by the tree itself for tens and even hundreds of kilometers. If another person has a rod placed in a notch on the trunk of a tree, that rod will vibrate. Simple codes are possible using the vibrations, and messages can be sent. Each family or settlement has some individual designated to monitor this communications system; the old man is in charge of it here.

FINAL REPORTS

Once the people have been studied and investigated, a final report can be made to the Imperial Consul. The characters themselves should decide whether to report in by communicator before they have all of the information.

Voting Rights: Inevitably, someone will think of the local voting situation on Tarsus. A judge or lawyer can provide basic counsel on the matter, but everyone will agree on the basics.

When Tarsus gained its independence, the wording of its charter gave one vote to each person living on the world. These votes were transferable, could be sold, and could be inherited. Specific rules of inheritance governed when there was no will, but these rules were simple and straightforward.

A strict interpretation of the charter was followed. In several court cases which came up in the years after independence, judges held that starship crew who were in Newland celebrating the Tarsus' independence were automatically accorded votes. Similarly, colonists who were off world at the time of independence were ruled not eligible for votes.

Even today, proof that an individual was living on Tarsus on that original independence day would be sufficient to accord that person's descendants the right to that vote. In addition, that vote would be worth 1,000 votes due to the 1,000 for

1 vote split.

A case presented to a judge for consideration would have to include proof of the claim, by whatever means possible. His ruling on the case would depend entirely on whether the proof was reasonable and believable.

Referee: Governments don't change quickly. Although the force of law and the interpretation of law is behind the forest people, as a practical matter, any judge trying this case would have to strike a compromise, especially because a large voting bloc simply cannot be created if that block is not aware of its responsibilities in a democracy.

Most likely, the judge will decide that the forest people do have proof that their ancestors were on this world when it became independent, and that they are eligible to hold votes. He will also decide, however, that they are not eligible to join the electorate until such time as each vote holder can demonstrate a basic knowledge of Tarsan society. This requirement is equivalent to a basic Tarsan education.

In the interim, the judge appoints a custodian for the forest people's votes, with instructions that they be delivered when his conditions are met.

The result is an upholding of the forest people's basic rights, while still safeguarding Tarsan society as a whole. His decision could only be overturned by a majority vote of the electorate.

NEXT:

More adventures are possible on the world of Tarsus. Many are suggested in— Endgames.

Tarsus

5. Endgames

The initial scenarios for Tarsus mark just a beginning for adventures on this planet. The *World Data Book* is filled with information which is intended to help a referee and players to more fully understand the workings of this single planet. From this point, any number of adventures can take place.

SEEDS OF ADVENTURES

The following are the beginnings of several adventures based on Tarsus.

The Barrier Fence: When bidding for an Ag Market contract for the nubble harvest, one of the group encounters a help wanted notice for workers on the Barrier Fence. Such work is hard, but it cannot be automated, so it pays well.

Fence riders must walk the line of barrier fence sonic stakes which run between Newland and Nob Plain, inspecting each one with a small hand-held computer to insure that it is functioning properly. The units have a self-diagnostic circuit, and should broadcast a signal if they fail, but this manual checking is a fail-safe protection.

If a nubble herd were to break through from Nob Plain into the farmland of Newland, they would wreak havoc on the agricultural economy of the area for years to come.

The Cilician Mines: Contact with the Red Banders in the Cilician Ranges brings an offer for hunters to deal with animals who infest a large abandoned mine only recently re-opened. Part of the job of re-opening the mine involves clearing out its many passages.

The Regiment's Ship: Discussions with citizens in Regiment, or examination of library data records, indicates that there may still be one or more ships still lying where they were abandoned by the Tizonian 3rd Regiment— somewhere in the outer system.

Running For Office: A position has become available with the retirement of one of the members of the Board of Commissioners. Anyone who owns a Tarsus vote may run for this office in the upcoming election.

Mercenary Operations: The mercenary battalion based in the Recluse Islands sometimes hires on troops or special personnel to assist in its operations. An application to the battalion may result in an offer of employment for a specific mission.

The Express Boat Station: Looking at the District 268 map, it is easy to see that the major trade route to connect the Imperium at Mertactor with the next subsector spinward is right past Tarsus. While the Imperium would tend to place an express boat station at Collace, because of its population, it has been known place them at smaller systems in the past. It would be nearly impossible for the group to influence the decision makers in the choice. But once such a decision is made, it might be possible for the group to find out about it before the general public. In such a situation, a great deal of money could be made in speculation as values for property go up. Actively searching out the information would require an ex-scout character who can call on scout bases in the subsector and try to gather the

information desired. This type of activity calls for admin and bribery skill rather than brawn and strength.

PROCEDURES TO REMEMBER

The following items are simple **Traveller** procedures which are sometimes forgotten.

World Diameters: The diameters of Hote and of the planets in the Tarsus system determine the minimum jump distance needed from the body to avoid misjump. It is important to take a starship fully 100 diameters away from every large body in the vicinity before attempting a jump, or the misjump rules will apply.

For small satellites which do not have diameters given, it is safe to assume a diameter of 1,600 kilometers.

Patrons: Whenever a group of individuals is in need of work or an assignment, they should seek out a patron with a mission to be performed.

The patron tables in **Traveller** provide basic ideas about missions and activities to be performed.

WEATHER

Weather situations which occur on Tarsus call for special rules. The following rules deal with hot weather, cold weather, and storms.

Cold Weather Situations: Individuals in cold weather may be subject to injury or death if they are exposed to the cold for too long.

For each hour spent in an area with an air temperature below 0°C., roll one die. Add or subtract the DMs given below. If the result is negative, subtract it from strength, dexterity, and endurance (the same number is subtracted from each of the characteristics) on a temporary basis. When any one of these characteristics is reduced to zero or below, the character becomes unconscious. When two characteristics have been reduced to zero, the character is severely frostbitten, and will require medical care prior to recovery. When all three characteristics have been reduced to zero, the character is dead. Note that this procedure is similar to the wounding procedure.

The following DMs apply: Without protective clothing, -15. With cold weather clothing (TL1), -9. With cold weather clothing (TL10), -6. With any cold weather clothing augmented with artificial heat (hot bricks, catalytic heaters, etc), +3.

With battle dress, -9. With combat armor, -7. With heat-suit, +4. With combat environment suit, +1. With vacc suit, -7. For each increment of 20°C. below 0°, -1. If the subject is immersed in water at any temperature below 20°C., -10.

Hot Weather Situations: Individuals in hot weather situations may suffer from heat stroke or exhaustion.

For each hour spent in an area with an air temperature above 37°C., roll one die. Add or subtract the appropriate DMs. If the result is negative, subtract it from the characters endurance. When endurance is reduced to zero or below, the in-

dividual has collapsed unconscious from heat prostration. Once unconscious, his or her strength and dexterity are reduced by future negative values for heat for the situation. If two characteristics are reduced to zero, the individual will require medical care and is considered seriously wounded. Reduction of all three physical characteristics to zero results in death.

The following DMs apply: Heavy or excess clothing not removed, -8. If encumbered (load in kilograms greater than individual's strength), -3. If triple load (load in kilograms greater than twice individual's strength), -6. If water (at least one-half liter per hour) is not available and used, -5. If in shade or shadow, +2. If not moving or exerting oneself, +3. If wearing combat environment suit of chameleon suit, +2. If subject to wind, breeze, or in moving vehicle, +3. For each additional 10° above 37° C., -8.

Storms: The weather table indicates three types of storms—short, heavy, and special. On Tarsus, storms are generally classified by their length. Short storms have rain or snow and last less than three hours, and result from minor imbalances in atmospheric conditions. Heavy storms last up to 48 hours and result from basic redistributions of temperature and humidity caused by seasonal changes. Special storms are unusual weather which may occur due to local conditions.

Short Storms: When a short storm occurs, a build-up of dark clouds takes place for about 2D+3 minutes before it starts. Once a storm begins, it will produce heavy rain (if the temperature is above 0°C.) or snow (if the temperature is below 0°C.) which lasts for 1D times 30 minutes.

Heavy Storms: When a heavy storm begins, it initially looks like a short storm, but is accompanied by strong winds. A heavy storm produces heavy rain or snow for 1D times 30 minutes, and then produces light rain for 2D times 4 hours.

Special Storms: Some storms are special in their violence, and must be dealt with separately. Special storms begin suddenly, with little (1D minutes) warning. High winds and heavy rain or snow begins immediately, and continues for 1D hours, after which the storm subsides as quickly as it began.

Following any storm, the local temperature will temporarily decrease by 1D+4° C.

Storms will not occur at temperatures above 40°C. When the temperature drops from 40° to any temperature below 40°, throw 10+ every fifteen minutes until achieved, and a short storm occurs.

Effects of Storms: In the initial stages of any storm, visibility is reduced to less than a kilometer and the intensity of rain or snow makes air travel impossible. Once the heavy rain or snow has subsided, air travel is possible at reduced speed (air/rafts are reduced to 50 kilometers per hour). Surface travel speed in ATVs is reduced to about 10kph by heavy rain or snow, but it is not halted. Note that after rain stops, ATVs may resume their normal speeds, but after snow stops, the snow remains and ATV speed remains reduced to 10 kilometers per hour until the snow melts.

SCENARIO EXTENSIONS

The following are extensions of the basic scenarios presented on page 1.

The Barrier Fence: Hiring on to check the barrier fence is an excellent opportunity for the group to become involved in animal encounters on Nob Plain. The work itself is tedious and involves manually checking each sonic stake in the line, which

are placed about ten meters apart.

However, the entire group could make a process of the operation. Using two air/rafts, the various members could be shuttled along the line with a minimum of effort. Or using grav belts, they could float along the fence line to check each stake.

At the rate of one sonic stake per two minutes, one person can check forty to fifty per hour, and can expect to examine four kilometers worth in an eight-hour work day. The checking continues through the local day and night.

Pay for this job is on a piece-work basis: Cr5 per stake inspected, with a bonus of Cr100 if a malfunctioning stake is located.

The job looks dull, and it is. But it has some potential for action—mostly local animal encounters and runaway nubble herds.

The Cilician Mines: The job of clearing out an abandoned mine can be a long, complex operation. Poison gas has already been tried, but it has not been totally effective. The owners need good people to go in and make sure the mine is clear.

The referee needs to diagram out a complex mine under the rugged mountains of the Cilician Ranges. Its tunnels should extend for kilometers, and twist and turn as they followed the old ore seams. These tunnels have cables laid on the floor to guide the grav mining hopper cars, and occasional intersections which lead in many different directions.

The map provided to the adventurers is necessarily an incomplete version of the referee's map, with the excuse that the final tunnel plans for the mine were never updated.

Several tunnels can lead out to the surface again, and these have been the source of the animals which now live in the mines.

The Regiment's Ship: When the 3rd Regiment came to this system, its stayed in the outer regions of the system until arrangements could be made to transfer the troops and their families to Tarsus. During that time, the fleet of ships stayed on Erdemli II, using their time to disguise their ships and prepare for the transfer. A small base was created by the regiment; careful attention hid it well, and there is no sign of it to the casual searcher. The world data book contains the information as to where the regiment's base was created, and the players should be required to find it themselves. Once the satellite to search has been decided upon, it must be searched.

A dedicated search, however, can find the base (nestled in the overhanging wall of a small crater); once per four hours, throw 11+ to find the base.

The base is old, but the vacuum of space has preserved it. All of the shelters have been emptied of air, but they have reserves in their tanks, and the air locks still work.

Best of all, there is indeed on ship still at the base (a Sword Worlds version of the patrol cruiser) which was an escort for the refugee unit.

Referee: This ship would be a great prize if it were in running condition. As a result, its great value should be tempered by a number of faults or problems which must be remedied.

But this ship can become a focus for a great deal of activity by the players. In order to bring the ship into repair and to enable them to utilize it, they must get funds to pay for new equipment and for refurbishment of old equipment.

Taking into account the abilities of the player characters to do much of the work themselves, it should cost between one million and six million credits to fix the ship up as an operating

vessel. However, once put into operating condition, it will have a resale value of 1D% of new cost (which was MCr221). The investment could then provide enough cash to acquire a free-trader for use in merchant operations.

Running For Office: Elections on Tarsus require that the candidate be sufficiently well known to be recognized by the voters. As a result, popular figures tend to get the most votes.

If the group has been successful in finding the People of the Forest, that may be enough popularity to achieve the votes needed. The players themselves must prepare an election campaign for their candidate. Based on their plans and how they carry them out, the referee should then determine the result of the election. As a basis, throw 2D for the percent of the vote cast for the candidate. Allow up to six 1D throws to modify that basic throw; each 1D is applied for a different activity. For example, 1D might be for campaign speeches; 1D for platform statements; 1D for campaign spending; 1D for personality; 1D for criticism of opponents; and 1D for personal appeal. If the overall percentage of the vote received is greater than 50%, then the candidate has won a position on the Board of Commissioners.

A Commissioner on the Board is probably able to have at least one acquaintance (throw 1D-4; minimum of 1) appointed to a position in the government. Those individuals can hire others in subordinate positions beneath them. In the course of time, a substantial position can be achieved in the governmental structure of the world.

While holding government positions may lead many characters to consider graft or personal power as the perquisites of such positions, the referee should remember that the local government is a participating democracy, and the electorate can easily throw out anyone who is too brazen or too corrupt in their actions in government.

Mercenary Operations: The mercenary battalion would be prepared to hire trained military personnel for its forces if it needed them, but generally the unit is up to full strength. What the unit often does need is intelligence.

The unit will keep applicants' names on file and contact them if necessary. Unusually, that happens if the mercenary unit is preparing for a mission to a planet which the applicant has lived on.

Typical candidates for hiring here would be Talia Calcidor (from Forine) or Renard Ruche (who has worked in the Sword Worlds). The referee may select any likely character for this sort of work.

The mercenary battalion may decide to hire on the group of adventurers as part of its force for a specific action. Once he has planned such an action, the referee can provide those plans to the player characters and hire them on for the mission.

Mercenary operations are best administered using **Traveller** Book 5, *Mercenary*, which more fully describes the equipment and weapons available.

The Express Boat Station: Ultimately, the Imperium will move into this subsector and integrate it into the Imperium. The only real unanswered questions are when will this take place, and will the express boat station be established at Collace or Tarsus.

It remains for the referee to decide where the express boat station will be placed. If necessary, throw 2D for 9+ for a positive decision to have been made, and then throw 8+ for the decision to be in favor of Tarsus.

Deep intrigue is possible on Tarsus. Inclusion in the Imperium

is a generally positive event, but it would drive SuSAG away from the system, resulting in the loss of some jobs and a good deal of tax income (SuSAG's legal pharmaceutical plants in the Imperium are more than enough to cover its needs; it doesn't need a marginal one in the Tarsus system if subject to Imperial laws).

NEXT:

After all of these scenarios, where does a group of adventuring characters go? Remember, there's a whole world out there on Tarsus. Look at the map and have them select a place. Perhaps the Mountains of Dreams?

Name		UPP	
Sharik Resteff		8A5CB9	
Service	ex-Navy	3 terms	220-1109
Rank		Lieutenant	
Birthdate	068-1079	Birthworld	Tarsus/District 268 B584620-A
Skills Pilot-2, Computer-1, Auto Pistol-1, Jack of all Trades-1, Navigation-1.			
Possessions		Money	
Travellers' Aid Society Member.		Cr20,000	
Auto Pistol.			
Comments Served as relief and fighter pilot aboard 60,000-ton frontier cruiser CF-6405 <i>Bard Refuge</i> .			

Name		UPP	
Gaz Donnerkindt		8C788A	
Service	ex-Marine	5 terms	220-1109
Rank			
Birthdate	291-1071	Birthworld	Thisbe/Trin's Veil E4305AD-5
Skills Cutlass-2, Grav Vehicle-1, Auto Rifle-3, Vacc Suit-1.			
Possessions		Money	
Cutlass.		2 High Passages.	
Comments Imperial Marine annual pension of Cr4,000. Served with 6127th Imperial Marine Regiment at Quopist and Rhylanor.			

Name		UPP	
Trow Bucket		C5B96A	
Service	ex-Merchant	3 terms	220-1109
Rank		1st Officer	
Birthdate	134-1079	Birthworld	Regina/Regina A788899-A
Skills Pilot-1, Carbine-2, Bribery-2, Grav Vehicle-1, Steward-1, Mechanical-2, Electronic-2.			
Possessions		Money	
Carbine.		Cr1,000	
		1 Low Passage.	
Comments Merchant experience with Tukera Lines Passenger Service between Regina and the Deneb sector.			

Name		UPP	
Dr. Amun Shimullu		4ABB88	
Service	ex-Navy	3 terms	221-1109
Rank		Lieutenant	
Birthdate	361-1075	Birthworld	Dinom/Lanth D100535-A
Skills Medical-3, Engineering-1, Computer-2, Dagger-1.			
Possessions		Money	
Dagger.		Cr50,000	
		1 High Passage.	
Comments Qualified as a doctor and as a surgeon. Served with Imperial Navy Medical Service at the Naval Base on Inthe.			

Name Ganidiirsi hault-Reitan		UPP 99489C
Service	ex-Army 1 term 220-1109	Rank Captain
Birthdate	318-1087	Birthworld Fornice/Mora A354A87-C
Skills Rifle-2, Submachinegun-1, Tactics-1, Computer-1, Administration-1.		
Possessions		Money Cr10,000
		1 High Passage.
Comments Duty as Imperial Army Aide on the staff of Admiral Stvi at his headquarters on Equus.		

Name Talia Calcidor		UPP 798B95
Service	ex-Marine 4 terms 223-1109	Rank Force Commander
Birthdate	040-1075	Birthworld Forine/District 268 D3129B8-A
Skills Cutlass-1, Revolver-2, Grav Vehicle-3, Tactics-2, Vacc Suit-1.		
Possessions	Travellers' Aid Society Member.	Money Cr30,000
Cutlass.		2 Low Passages.
Comments Ship's Troops commander aboard CL-10867 <i>Vilishu</i> in operations over Efate. Later involved in operations on Quopist.		

Name Larin Imuspress		UPP ACB885
Service	ex-Scout 5 terms 043-1109	Rank
Birthdate	004-1071	Birthworld Vilis/Vilis A593933-A
Skills Pilot-2, Laser Rifle-3, Navigation-1, Electronic-1, Air/Raft-1, Gunnery-2.		
Possessions	Laser Rifle.	Money Cr20,000
Comments Duty in the Imperial Scout Service Survey Office until the war; then duty as a forward scout. Marooned on Rangent until 290-1108.		

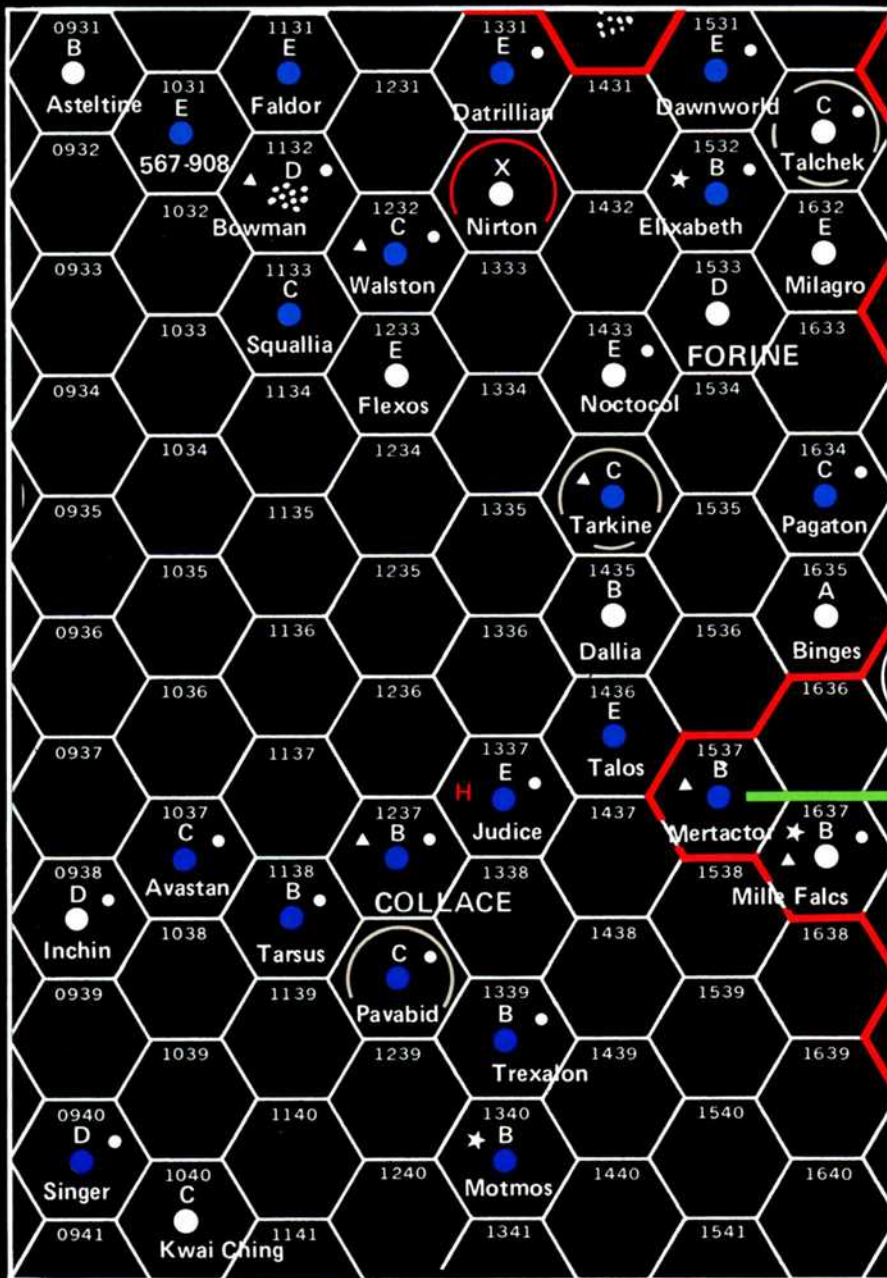
Name Orinde Windhoek		UPP BC7B75
Service	ex-Merchant 6 terms 103-1109	Rank 3rd Officer
Birthdate	284-1067	Birthworld Junidy/Aramis B434ABD-9
Skills Streetwise-1, Bribery-2, Vacc Suit-1, Electronic-1, Jack of all Trades-1, Auto Rifle-1.		
Possessions	Auto Rifle.	Money Cr60,000
		2 Low Passages.
Comments Areal Transport annual pension of Cr6,000. Worked for Areal Transport Lines in cargo haulage operations throughout Spinward Marches. Served on Navy requisitioned freighters ferrying goods to various besieged worlds in Vilis and Lanth subsectors.		

Name		UPP	
Renard Ruche		C38A85	
Service	ex-Other	5 terms	135-1108
Birthdate	202-1068	Birthworld	Mire/Darrian A665A95-B
Skills Forgery-3, Electronics-1, Streetwise-1, Computer-1, Shotgun-2.			
Possessions	Shotgun.		Money Cr10,000
Comments Darrian Confederation citizen. Until 1108 worked as an undercover agent for the Imperial Navy in the Sword Worlds, especially on Tizon and Joyeuse.			

Name		UPP	
Stashu Nagoya		4B5AA8	
Service	ex-Scout	7 terms	190-1109
Birthdate	226-1063	Birthworld	Terra/Sol A867A69-F
Skills Pilot-1, Mechanical-2, Electronic-2, Computer-5, Air/Raft-1, Dagger-1, Laser Carbine-2.			
Possessions	Laser Carbine, Dagger. Auto Pistol.		Money Cr50,000.
Comments Has wandered the Imperium and its borders on a variety of assignments for the Scouts. During the war served as System Defense Boat Advisor to the worlds of Tureded and later Equus.			

Name		UPP	
Sten Commarre		9989A6	
Service	ex-Army	2 terms	150-1109
Birthdate	048-1083	Birthworld	Iderati/Five Sisters A887798-C
Skills Rifle-1, Submachinegun-2, Air/Raft-1, Medical-1, Forward Observer-1, Leader-1.			
Possessions	Submachinegun.		Money Cr30,000
Comments Service with the Imperial 850th Lift Infantry Division at Efate and Menorb.			

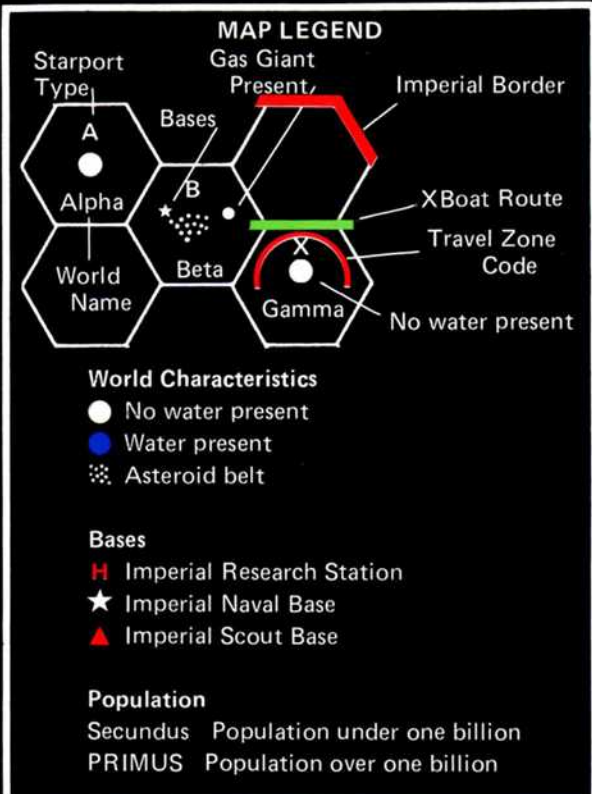
Name		UPP	
Anicia Pantabreve		7A8A89	
Service	ex-Navy	2 terms	217-1109
Birthdate	117-1083	Birthworld	Somem/Rhylanor C301340-B
Skills Ship's Boat-1, Navigation-1, Computer-1, Vacc Suit-1.			
Possessions	Travellers' Aid Society Member.		Money Cr5,000
Comments Served as boat pilot and assistant navigator aboard CL-10867 <i>Vilishu</i> in operations over Efate.			



DISTRICT 268

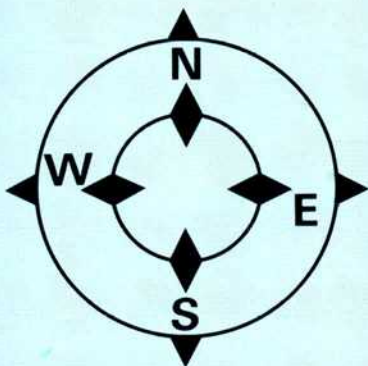
SUBSECTOR N OF THE SPINWARD MARCHES SECTOR

District 268 is an undeveloped region enjoying the protection of the Imperium without formal membership in the empire. Induction into the empire is pending, and development of the worlds of the district continues.



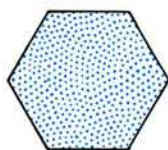
SUBSECTOR CONTENTS

World	Statistics	Remarks	World	Statistics	Remarks
Asteltine	0101 B7A7402 A	Non-industrial.	Judice	0507 E9B2000 0	Research Station. G
Inchin	0108 D12035C A	Poor. Desert world. G	Trexalon	0509 B361851 C	Rich. G
Singer	0110 D553774 6	Poor. G	Motmos	0510 B68468B 5	N Rich. Agricul. Non-indus. G
567-908	0201 E532000 0		Noctocol	0603 E7A5747 6	G
Avastan	0207 C433520 A	Poor. Non-industrial. G	Tarkine	0604 C466662 7	S Rich. Agricultural. A
Kwai Ching	0210 C503758 8	Ice-capped. Non-agricul.	Dallia	0605 B8B5883 9	
Faldor	0301 E5936A7 2	Non-industrial.	Talos	0606 E333532 9	Poor. Non-industrial. G
Bowman	0302 D000300 9	S Asteroid Belt. G	Dawnworld	0701 E885000 0	Non-industrial. G
Squallia	0303 C438679 9	Non-industrial.	Elixabeth	0702 B426467 8	N Non-industrial. G
Tarsus	0308 B584620 A	Agricultural. Non-indus. G	Forine	0703 D3129B8 A	Non-agricultural. Indus. G
Walston	0402 C544338 8	S Non-industrial. G	Mertactor	0707 B262732 B	S
Flexos	0403 E5A1422 6	Non-industrial.	Talchek	0801 C7B1462 5	Non-industrial. A G
Collace	0407 B628943 D	S Industrial. G	Milagro	0802 E21178A 7	Non-agricultural. G
Pavabid	0408 C6678D8 6	A G	Pagaton	0804 C769873 4	Rich. G
Datrillian	0501 E229633 8	Non-industrial. G	Binges	0805 A800231 A	Non-industrial. G
Nirton	0502 X600000 0	Non-industrial. R G	Mille Falcs	0807 B9A2469 C	2 Non-industrial. G

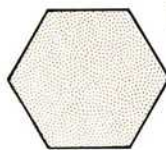


One hex equals 700 km
 One day equals 73 std hours.
 One year equals 30 local days.

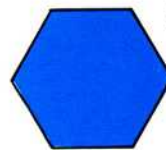
← Direction of Rotation



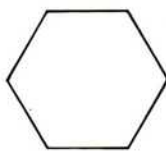
Ice Cap
 Heavy ice cover in winter.



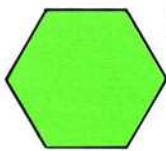
Desert
 Dry terrain with sparse vegetation.



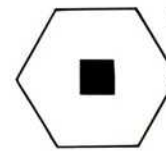
Ocean
 Large bodies of water.



Clear
 Ordinary open, unrestricted terrain.



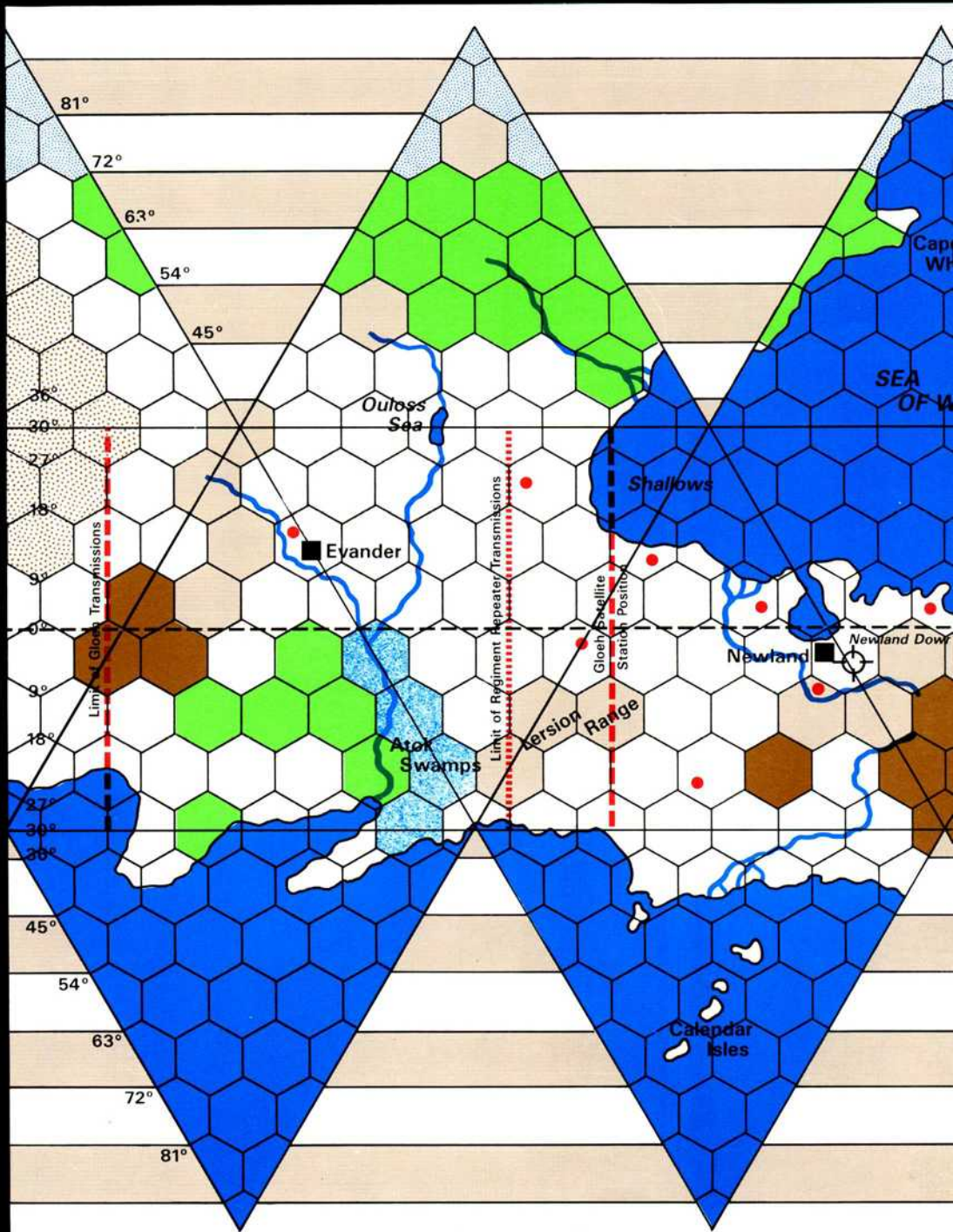
Forest
 Largely overgrown with great trees and underbrush.

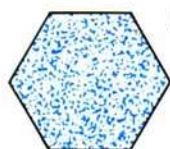


City
 Settled areas with clusters of living quarters, stores, and light industry.

TARSUS

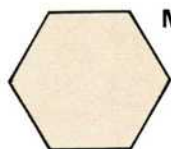
World Beyond the Frontier





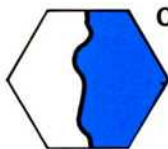
Swamp

Wet, marshy areas overgrown with vegetation.



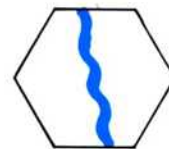
Mountains

Mountain peaks and surrounding foothills.



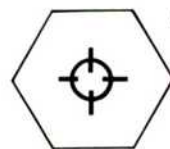
Coastline

Interface between land and ocean.



River

Flowing water.



Starport

Primary landing and contact point for extra-planetary commerce.



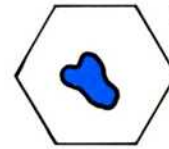
Rugged Mountains

High mountain peaks and steep slopes.



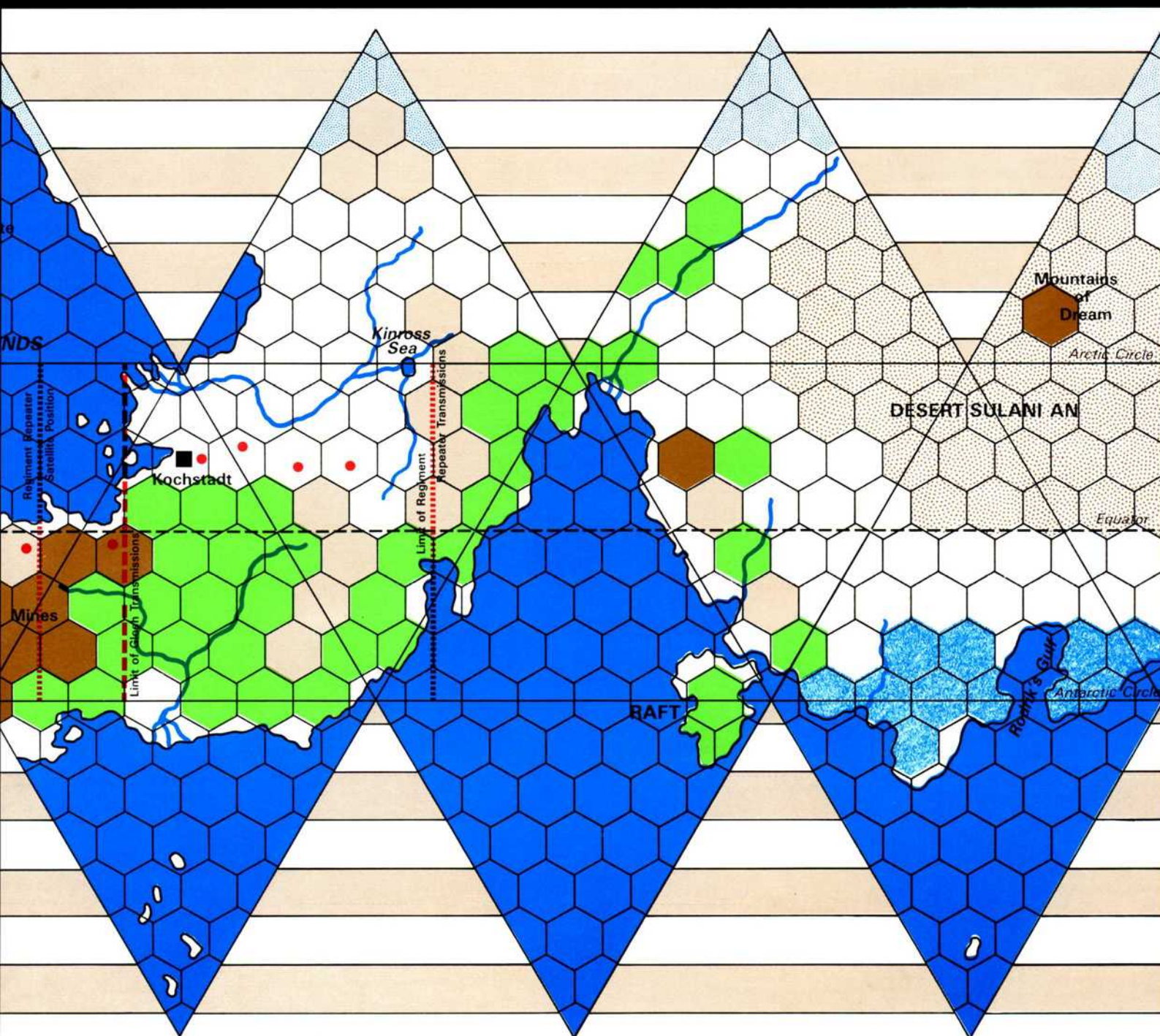
Islands

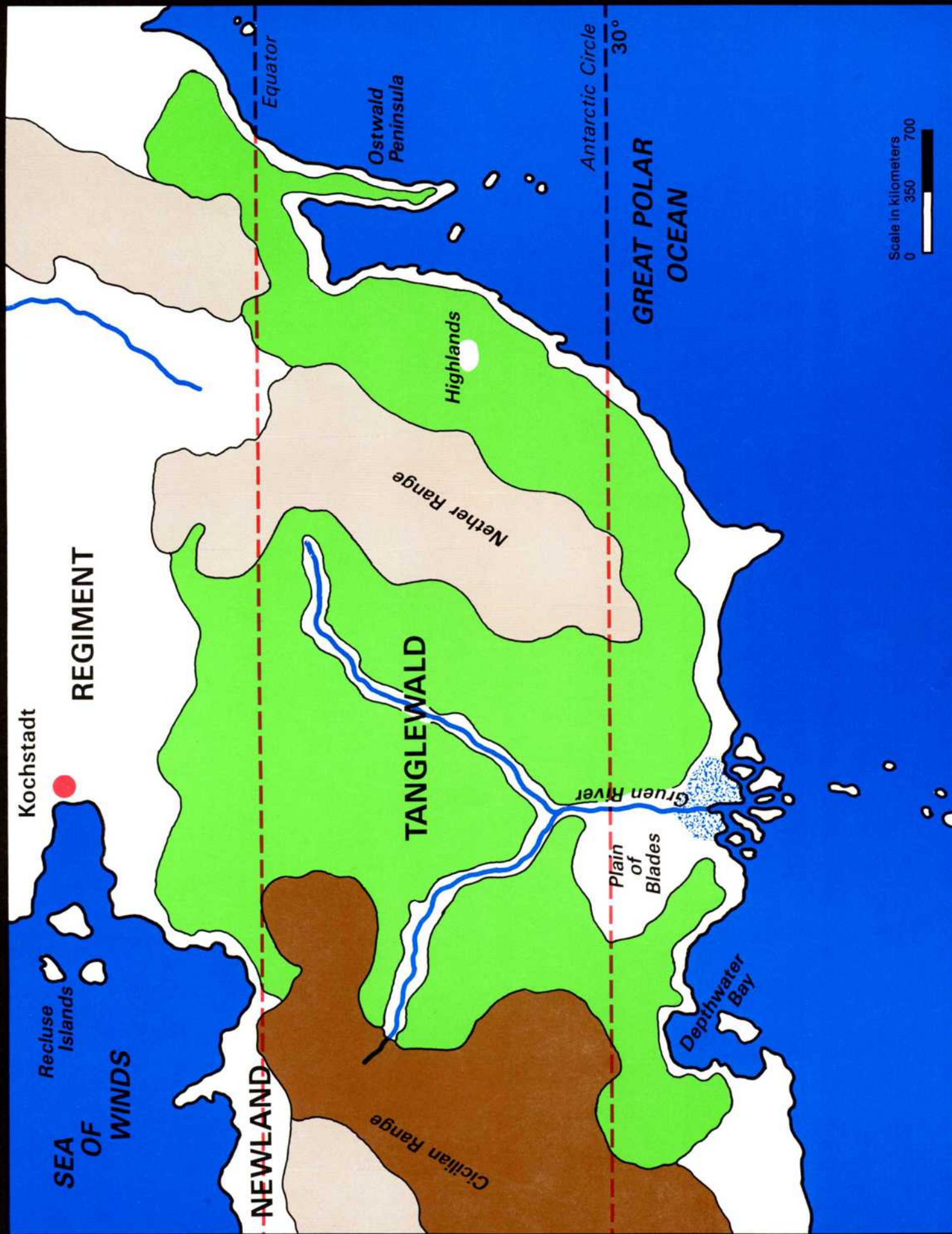
Small areas of dry land in the ocean.



Lake

Small areas of water in the land.





TARSUS

World Beyond the Frontier

**Take a science fiction odyssey to
Tarsus, World Beyond the Frontier . . .**



The xboat message finally caught up with you. After months in transit across the parsecs, the letter has arrived — to say that your father is in trouble, needs your help, needs you home.

Home is Tarsus, a colonial world beyond the frontiers of the Imperium. Its environment is tolerable enough around the equator; many locations are even suitable for agriculture. But toward the poles, temperatures range from -50° to $+75^{\circ}$ C. in the course of each local ninety-day year. No one visits those uninhabitable wastes. As you read the letter, memories of your homeworld's sprawling ranches, impassable tanglewolds, high mountain peaks, and scattered farms seem dim after your many years away. But the call of family is strong, and now you are homeward bound.

The fierce war which raged through this sector is now over, and troops are being mustered out. A band of loyal companions, veterans like yourself, has decided to accompany you. Some of them are in search of adventure, others seek wealth or power. You will need their skills and experience in your dealings with the unknown trouble you will face on **Tarsus**.

When a game takes in the entire universe it's easy to forget how large and complex even a single world can be. **Tarsus** is a demonstration of how much scope for adventure one planet, described in detail, can provide. Included in this Module for Starter **Traveller**, in addition to the descriptions and details, are adventures for player-characters to undertake, but they by no means exhaust the possibilities of the background contained in this module.

Tarsus, *World Beyond the Frontier*, is an adventure module for Starter Traveller. The module is usable with any Traveller rules set. Players must have a copy of the Traveller rules in order to use this module.

Design: Marc W. Miller and Loren K. Wiseman

Art Direction: Paul R. Banner and Chris A. Purcell

This box contains the following game components:

World Map of Tarsus
Subsector Map of District 268
Detail Map of the Tanglewald
Twelve Character Cards
World Data Reference Book
Referee Scenario Sheets

Game Designers' Workshop

P.O. Box 1646, Bloomington, Illinois 61701