

# DISAPPEARANCE ON ARAMAT



Approved for use with *Traveller*®

Science-Fiction Adventure in the Far Future



# Disappearance on Aramat

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**Disappearance On Aramat**

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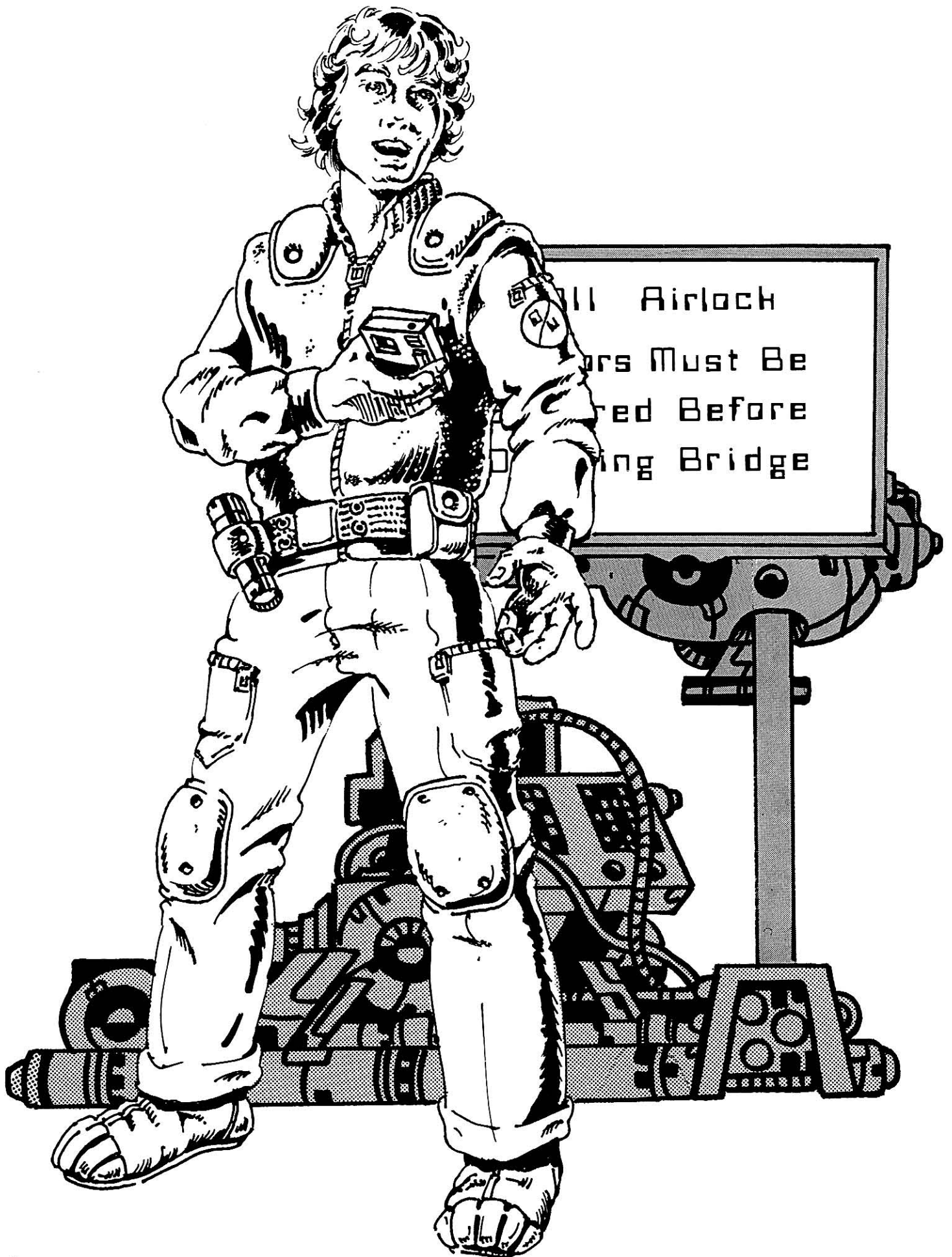
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Any resemblance of the names of persons within this adventure Module to persons either living or dead is purely coincidental.





This scenario, entitled "**The Disappearance on Aramat**", is an adventure for use with GDW's **Traveller**® rules for science fiction role-playing in the far future. It is set one-half sector coreward of the Imperial border in the Precipice subsector and concerns the search for a missing party of graduate student/archeologists doing field work on an uninhabited world.

This adventure can be played using the **Basic Traveller**® rules and **Book 4, Mercenary**®. The use of other supplements such as **1001 Characters**, **Animal Encounters**®, and **Veterans**®, will enhance enjoyment considerably. The use of **Azhanti High Lightning**™ and/or **Striker**™ rules to resolve the various combat situations will also add considerable detail and enjoyment. Obviously, other **Traveller**® books and supplements may prove to be useful to both the referee and the players.

The adventure is designed to be played by from four, to no more than six players. (If you have less than four players, you may wish them to play more than one character). It is also designed to be used with **Mercenary**® generated characters. Weapons skills will prove very useful although, a single character with good computer and electronics skills could also be helpful.

All dates conform to the Imperial calendar and all conventions associated with the Imperium and neighborhood empires and client states are in effect. The referee may, however, elect to change some of these assumptions and dates to fit his or her ongoing campaign. **The start date of this scenario is 107-1109.**

## Player Characters

If your campaign or players have no **Mercenary**® generated characters, feel free to use one of the ones provided below:

1. **7859B7 Army Infantry**. Two terms. Final Rank -E2, Corporal.  
Special Assignments: Specialist school.  
Awards and Decorations: Combat service ribbon.  
Equipment Qualified on: ACR, Grav Vehicle.  
Skills: ACR-3, Recon-1, Computer-1, Vehicle-1.

2. **688593 Cavalry**. Four terms. Final Rank - 02, Lieutenant.

Special Assignments: Specialist school, cross training in artillery.

Awards and Decorations: Two Combat service ribbons, MCUF.

Equipment Qualified on: Gauss Rifle, Grav Vehicle, T-12 MRL-1.

Skills: Gauss Rifle-1, Grav Vehicle-3, Mechanical-1, Electronics-1, Recruiting-1, Tech-12, MRL-1.

3. **AC8E7C Marine**. Four terms transferred to Commandos after Third term.

Final Rank - 03, Captain.

Special Assignments: Staff college, Commando school.

Awards and Decorations: Two combat service ribbons, MCG, one combat command.

Equipment Qualified on: ACR, RAM-AGL.

Skills: ACR-3, Fwd. Obs.-1, Recon-2, Computer-1, RAM-AGL-1.

4. **469453 Army Infantry**. One term. Final Rank -E2, Lance Corporal.

Special Assignments: none.

Award and Decorations: none.

Equipment Qualified on: Gauss Rifle, VRF Gauss Gun.

Skills: Gauss Rifle-1, VRF Gauss Gun-1, Brawling-2.

2. **CA8597 Army Infantry**. Two terms. Transferred to Commandos after First term. Final Rank - E5, Sergeant.

Special Assignments: Specialist school, commando school.

Awards and Decorations: MCUF, Combat service ribbon.

Equipment Qualified on: ACR, Demolitions.

Skills: ACR-3, Medical-1, Recon-2, Demo-1, Instruction-1, Leader-1.

6. **754948 Army Support**. Two terms. Final Rank -E5, Sergeant.

Special Assignments: Specialist school.

Awards and Decorations: none.

Equipment Qualified on: ACR, ATV.

Skills: ACR-1, ATV-2, Electronics-3, Medical-2.



## REFeree's INFORMATION - Plot Summary

On Day 094 of the Imperial year 1109, Dr. Alandra Chadra arrived on Aramat. She is an archeologist from Dalaan University on Dalaan. Dr. Chadra has taken a group of graduate students to Aramat, so that they can learn the basics of setting up an archeological dig on an uninhabited world. Since Aramat is a primitive world with no intelligent life and two rather large deserts, it is almost perfect for this sort of field research. She will assist the students for one month and then return home with them.

When they arrived in the general area in which they were to conduct their activities, they were drawn to another site by a mysterious ultra-high frequency radio noise. What they found there was an alien base being guarded by robots. In the ensuing gun battle, five of Dr. Chadra's students were killed along with two of the robots. Dr. Chadra and the one remaining student were taken prisoner by the robots that were still functioning. This occurs on Day 098, one day before Dr. Chadra is to check in with Dalaan University and her father via X-Boat.

When no message arrives on Day 107, Alandra Chadra's father, Dr. Lonet Chadra, becomes extremely concerned. His daughter is usually very efficient and punctual, and he is certain something terrible has happened to her. He and her fiancé, Marck Keller, are hiring the players to assist them in a search for his daughter. Marck Keller is an ex-scout who suffered an unfortunate accident which caused the loss of his left arm. Dr. Lonet Chadra suffered a debilitating disease as a child which left him with two very weak and crippled legs. Consequently, neither of them is fully able to handle an investigation alone. They will, however, still insist on going along.

This seems like a straight forward enough job, but there is one more complicating factor. Jarod Matusu, the Chairman of the Board of Dresden Chemicals Ltd., has heard the news of the disappearance of Dr. Chadra on Aramat. He is highly concerned for two reasons. Dresden Chemicals has been using Aramat as a "warehouse" for biochemical agents. Not only are these materials highly destructive biochemical warfare agents, they are also highly illegal. (Their use was outlawed by Imperial decree almost two hundred years ago). They are being purchased by one of Dresden Chemical's subsidiary companies. They intend to use them against the native population on a planet the subsidiary is attempting

to exploit for its natural resources (obviously, the natives are not co-operating). Matusu now fears that Alandra Chadra has stumbled across the biochemical agents and was either killed by them, or is using her "disappearance" as a clever ploy to draw Imperial authorities to the planet to expose Dresden Chemical's illegal operations.

To this end, Matusu has sent a team of eight men in a borrowed ship (it belongs to Laerton LeDenier, V.P. of Tappon Synthifoods, a subsidiary of Dresden Chemicals Ltd.) to Aramat. They are to take stock of the situation there. If it appears that Dr. Chadra has found the biochemical stock pile, she and her party are to be killed. If she has not found it, she is to be kept away from it. The Matusu/Dresden Chemicals team will cover its presence on Aramat by presenting themselves as a group of hunters (this will also explain their weapons).

Matusu will inform the team he has hired of the location of the biochemicals (see Map, Page 18). They are to check on their condition before setting out to look for Dr. Chadra's party. Due to the deadly effects of the chemicals, the Dresden Chemical team has been equipped with special environment suits, so that they may safely handle the biochemical agents.

Matusu's plan would have gone off without a hitch except that the starship the Dresden Chemicals team was using had maneuver drive problems. It was forced to lay over at Palmyra for repairs. This put them behind schedule, but didn't ruin the plan completely.

Matusu doesn't care what has happened to Dr. Chadra and her students, he only wants the presence of the biochemicals kept secret. He is also concerned for another equally important reason. Alandra Chadra is the daughter of the niece of the Duke of Dalaan. An investigation by the Duke could possibly ruin Dresden Chemicals. Dr. Chadra has to be found, dead or alive, and what she knows about the chemicals must be determined exactly.

More details will be included in relevant sections of the scenario.



## PLAYERS INTRODUCTION

This can either be read to the players, or it can be paraphrased by the referee to suit conditions within his or her campaign. The meeting takes place on Dalaan, Day 107. "The reason I want to hire you is so that you will assist me in the search for my daughter, Dr. Alandra Chadra. I am Dr. Lonet Chadra and this gentleman seated to my right is Marck Keller, my daughter's fiance. She disappeared just over one week ago (099-1109) on Aramat. She is an archeologist, and was there to conduct research into desert ruins near the center of a large desert on that planet's surface. She was to radio her status and alert us to any problems she may have been encountering. The message was never sent. Since it isn't like my daughter to forget about such things, I now fear for her safety.

"Alanda is a teaching professor of archeology at Dalaan University. She had taken a group of graduate students to Aramat to instruct them in the proper methods of archeological research under primitive conditions. They used a research ship, actually a converted free trader, owned by Dalaan University. It is called the **Fidei Defensor** and was in sound condition, just having had an overhaul last month. They had taken enough provisions to last for two months, even though they only expected to stay for one month. My daughter is experienced in this sort of thing and isn't likely to have an accident on that planet's surface. I suspect she has encountered a problem which was totally unforeseen.

"I own a converted 200 ton free trader with an Operrand Industries ATV in the cargo hold. Mr. Keller and myself are both qualified pilots and navigators. We should have no difficulties getting to Aramat. The surface of that planet may prove more difficult though. While the climate and temperature are generally hospitable, we may have to journey into some areas which are not so favorable. This is where you individuals (players) come in. I am a scientist who is intelligent enough to know his limitations. I know nothing about firearms and due to my crippled legs would be useless in any violent confrontations. Mr. Keller is a former scout who was invalided out with an amputated arm. I am relying on your expertise and skills to find my daughter. Mr. Keller and I will accompany you although our help may be limited to support rather than action.

"As for the terms of employment, you will be paid 8,000 cr. each with a 2,000 cr. bonus for successfully determining my daughter's fate. If you feel you need to hire someone whose skills may prove advantageous, I will pay them 5,000 cr. with **no** bonus. (**Note to the referee:** use this option if you have four or less players). Meet me tomorrow noon, at Dalaan Downport. Thank you."

The players should have at least 24 hours with which to gather information and equip themselves. Dr. Lonet Chadra will provide them with a map of Aramat that marks the intended dig site (see page C5), as well as a list of equipment in his ship's locker.

### **Ship's locker:** 200 ton free trader J-1 1-G

- 1 - Operrand Industries tracked ATV
- 1 - Pre-Fab Cabin
- 1 - Mechanical Tool Set
- 1 - Electronic Tool Set
- 6 - Combination Respirators
- 6 - O<sub>2</sub> Tanks
- 6 - Vacc Suits
- 6 - Cold weather ponchos (TL-10)
- Compass, inertial locator, rad counter, hand computer
- 2 - IR goggles (passive)/binoculars

Any other equipment the players may desire may be purchased by obtaining an advance on their salary from Dr. Chadra. The referee may also attempt to let the player-characters convince Dr. Chadra of the necessity of certain pieces of equipment. No matter how persuasive their argument, they should **not** be allowed to purchase equipment in which the characters have no skill level, or which the referee feels would unbalance the scenario!

### **LIBRARY COMPUTER - Information obtainable by the players.**

Anyone can use a library computer to find out the UPP and a brief description of Aramat.

**ARAMAT - E-484000-0.** The fourth planet circling a G2 star at .98 AU's. Its rotational period is 20 hours (standard) with a revolution of 342 days (Imperial), mean temperature 25° C, axial tilt 19.5°. Its most notable features are two large deserts straddling the equator. Temperature in those areas can climb beyond 40° C. There are two major bodies of water; average temperature 15° C.

There are no human or humanoid inhabitants. There is, however, a fair amount of indigenous wildlife. Insect, reptile, bird and mammal like creatures have all been observed. No detailed studies have yet been done. Surveys indicate a low level of radiation in both equatorial desert regions. Prolonged exposure is not considered harmful. Surveys also revealed little or no concentrations of any useful mineral or biological raw materials.

Aramat is located in the Precipice subsector, one parsec spinward of Palmyra. It's current star port facilities are Class E. It is equipped with a navigation beacon, lights, and two service 'bots.

### Catalog of Worlds rev. ed. 206-1107

To obtain information on Dr. Lonet Chadra, the player must have at least Computer-1 and make a skill roll of 8+.

**Dr. Lonet Chadra:** b. 125-1054 Place of birth - Archeron in the Imperial subsector. He is currently a professor emeritus of electronic engineering at Dalaan University on Dalaan. He holds the Imperial Nebula for outstanding scientific achievement and the Tritarten Award for excellence in the field of electronics. Last published paper: **The Use of Superconductors in Tricipetal Memory Storage.** (198-1107).

Dr. Lonet Chadra is also related by marriage to the Duke of Dalaan. He has a daughter, Alandra, who is presently a teaching professor of archeology at Dalaan University.

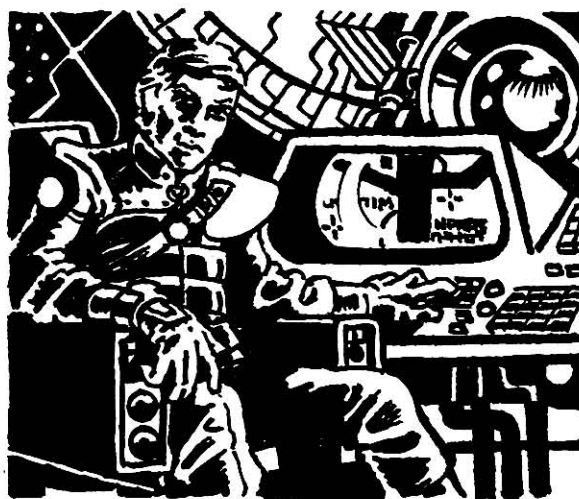
To obtain information on Dr. Alandra Chadra, a Computer skill roll of 8+ is necessary.

**Dr. Alandra Chadra:** b. 232-1080 Dalaan University Hospital, Dalaan in the Precipice subsector. She is the daughter of Dr. Lonet Chadra and Kelana deVessier Chadra (Kelana deVessier is the niece of the Duke of Dalaan). Dr. Chadra is currently a teaching professor of archeology at the University of Dalaan. Last published paper: **Intra-Galactic Patterns of Pre-History Settlement.** (032-1108).

If the players wish to get a more detailed look at Alandra's work they will have to use her own personal computer located in her office. Access to the terminal can be arranged by her father, but the

information is under a security "lock" in the computer's memory. It will require a Computer skill roll of 10+ with each level of computer skill acting as a DM. If the player rolls a "natural" 2, the system shuts down and he or she is unable to access the file. Her father **cannot** override the "lock". The memory file contains a set of notes and data to be used in a proposed book on the hill dwellers of Ling (Precipice subsector - 0210). It is very boring stuff to a non-archeologist, and should be of little use to the players.

This concludes the information available from the library computer network on Dalaan.

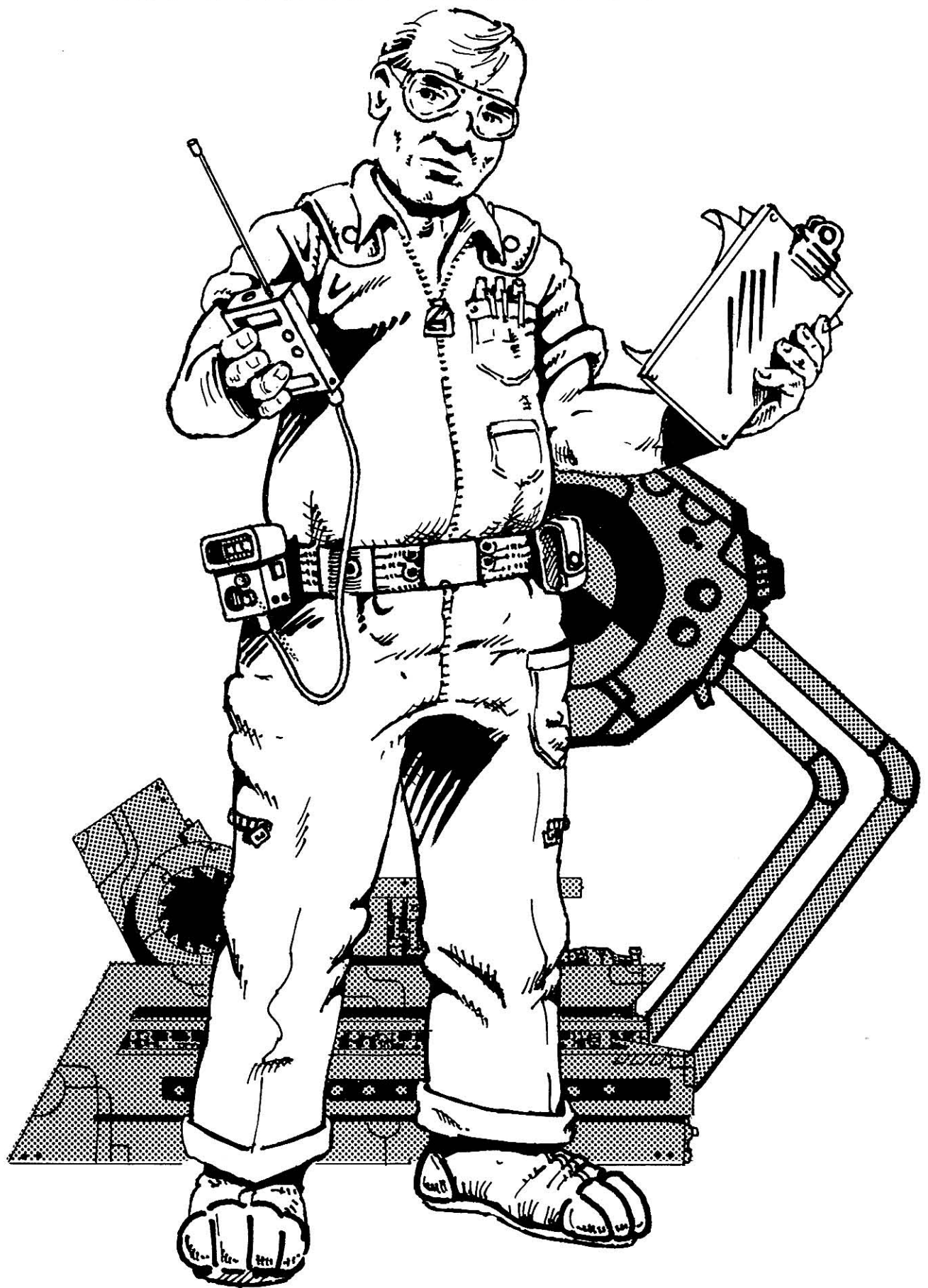


The players will meet Dr. Lonet Chadra at the Dalaan Downport at noon, Day 108. They will see for the first time his ship, the **Dame d'Honneur**. It is a 200 ton merchant with much more pleasant and sumptuous quarters than would normally be found on a vessel used for hauling goods. It appears to be well kept and in sound condition. The tracked ATV inside the cargo hold has a University of Dalaan insignia on it (obviously, it has been borrowed). It has been converted for scientific studies. This vehicle has **no** weaponry, but it does have some sophisticated electronics and radio gear. It also has very sophisticated atmosphere "sniffers" and radiation detectors.

The ship will be cleared for take-off within an hour. (It might be wise for the referee to go over equipment brought on board the ship by the player-characters. You don't want equipment suddenly "teleporting" on board the ship or the ATV!) The maneuver away from the Dalaan and jump to Palmyra will be uneventful. Players may, however, wish to use this "down time" for something else.



# Dr. Lonet Chadra



## Welcome to Palmyra - Hello, Sailor!

### Palmyra - A-869488-F

This planet is the major Imperial naval base in the Precipice subsector. It also has the best ship repairing and refitting facilities in the subsector. The player's ship is directed to land at Palmyra Downport since the orbital-port refueling facilities are currently occupied by several Imperial warships.

When the player-characters' ship arrives at the downport, they will be informed that there will be an eight hour delay for refueling. They are offered the excellent accommodations and amusements of the starbase while they wait for their ship to be refueled.

If the player-characters look around the area of the starport where their ship waits to be refueled, they will notice several starships on the tarmac.

A 400 ton subsidized merchant; registration number GLG-551851.

A 400 ton patrol cruiser; Imperial registration 51-362A2.

Two 200 ton free traders; registration numbers ART-881832, BCW-659746.

A 200 ton yacht; registration number LLD-437891.

The following information on the registration numbers can be obtained from the starport's computer network with a Computer skill roll of 8+.

**Reg. no. GLC-551851:** owned by Ganton L. Contron, a merchant engaged in trade in the Precipice subsector. Next destination; Dalaan.

**Reg. no. 51-362A2:** Imperial patrol cruiser with computer problems will be returning to its patrol route in three days.

**Reg. no. ART-881832:** owned by Arep Tannon, a merchant and sometime prospector in the Precipice subsector. No flight plan on file. The ship is being serviced for a jump drive breakdown.

**Reg. no. BCW-659746:** owned by Beena Colenwall, a merchant and trader in the Precipice subsector.

### \*\*\*\*CRIMINAL FILE FOLLOWS:\*\*\*\*

Beena Colenwall (f) b. 001-1081; convicted of two counts of forgery on Dalaan 087-1106-sentence suspended. Convicted of one count of forgery, one count of fraud on Karpion, 199-1007 - sentenced to six months penal service and revocation of starship license for one year.

**Reg. no. LLD-437891:** owned by Laerton LeDenier, Vice President Tappan Synthifoods, Inc. Last port of call Dalaan, next destination Aramat. Current layover on Palmyra for maneuver drive repairs.

With the exception of Laerton LeDenier, there is no more information on these ships or individuals in the computer network on Palmyra. If the players get curious about Laerton LeDenier and his next destination, they can once again check the computer network. A successful Computer skill roll of 8+ will yield a brief biography of Laerton LeDenier. There are two interesting items in it. The first is that Tappan Synthifoods is a wholly owned subsidiary of Dresden Chemicals Ltd. the second is that Laerton LeDenier has been running the company from a wheel chair due to the unfortunate stroke he suffered six months ago.

One of the other ways in which information can be obtained by the players is from an overheard conversation in the starport bar. They can hear two men holding loud and somewhat drunken conversation over their being behind schedule. One will say that it doesn't matter since Dresden Chemicals is footing the bill. The other will reply that he knows, but the idea of being stuck here around all of these navy types gives him the creeps.

Any attempts by the player-characters to question these men about their destination and business will ultimately result in a fist fight. There are four men seated at the table where the conversation occurred, and four men seated at an adjacent table, who are their friends. The players will be told in no uncertain terms to get lost! If they persist, a fight will break out. It will continue for 1D + 2 rounds when, a dozen or so, S.P.'s come charging into the room to break it up.

The players and their antagonists will be taken to the security holding area of the starport and placed in separate cells. In approximately two hours, Dr. Chadra will appear and the players will be released.



Dr. Chadra will be noticeably upset and will tell them that they can thank his influence with the naval base commander for being released so quickly. He will also tell them in a sarcastic tone that he hopes they are as good at finding his daughter as they are at getting into bar fights.

If the player-characters do get into a fight here, some good will come out of it. The Dresden Chemicals team will know of no one on Palmyra who can exercise their influence to get them out. Due to the secret and highly illegal nature of their mission, they can't even contact a local Dresden Chemicals

representative. they will be stuck in the brig for twenty-four hours. This is actually an advantage for the players, since the Dresden team will arrive on Aramat two days behind the players instead of one. Of course, if the players don't get into a fight with them, the Dresden team will still be only one day behind them.

If the referee wishes to confuse things even more, he may want to give one or more of the following rumors to the players before they leave Palmyra.

1. The Imperial frontier cruisers refueling at Palmyra High Port are preparing to attack a rebel outpost recently established on a nearby world.

2. The Imperial Dreadnaught **Emperor Zhakirov** will arrive at Palmyra for repairs in two days. It has heavy internal damage from a power plant malfunction. The entire Dreadnaught series may have to be rebuilt.

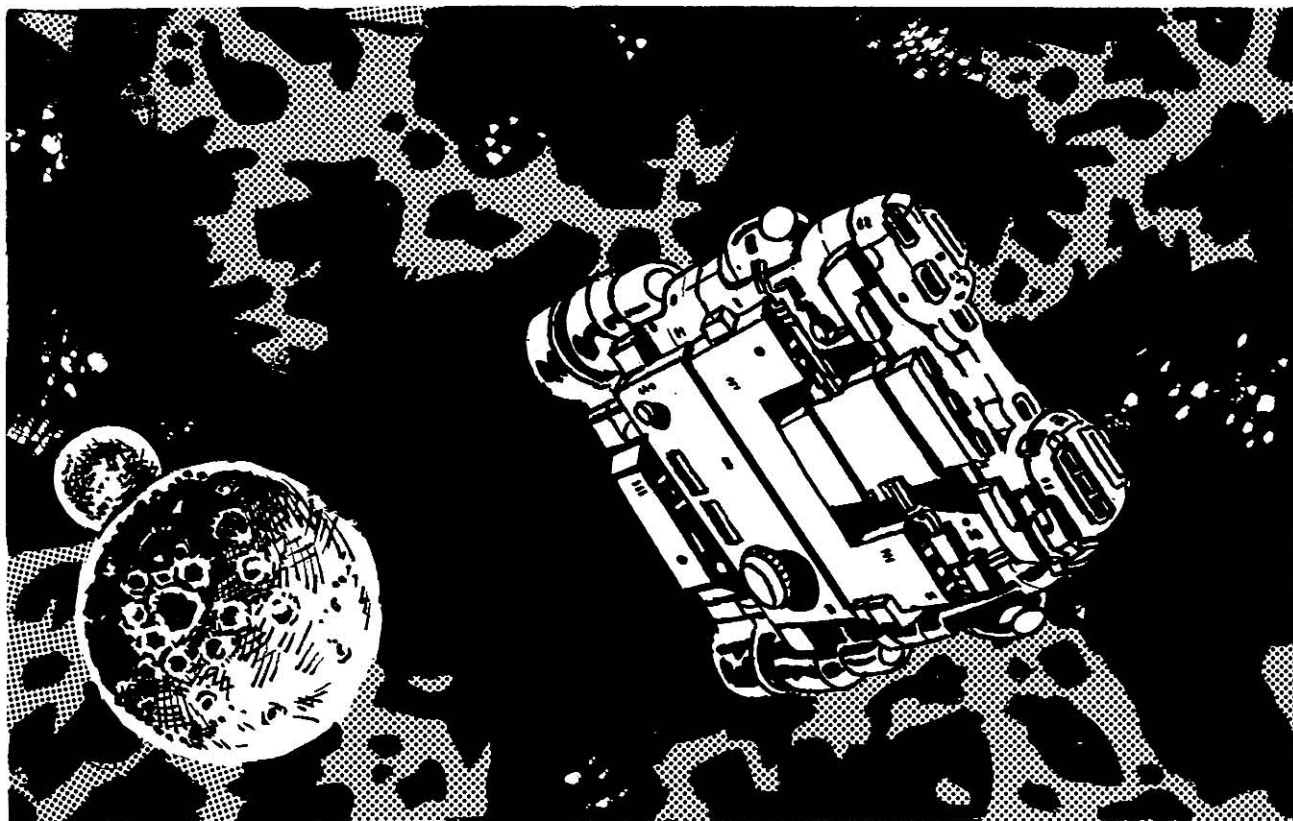
3. Frontier Mining Inc. just received a license to begin operations on Aramat.

4. An unknown businessman is going to purchase his own planet in a nearby star system.

5. The government on Tappoon has collapsed. Frantic speculation is occurring among those people who had money invested there.

6. Palmyra is about to come under martial law. The two frontier cruisers at Palmyra High Port will blockade all shipping in and out.

Assuming they have no other problems or encounters, the players' ship will soon be ready and they can quickly leave for Aramat.





Dr. Alandra  
Chadra



## WELCOME TO ARAMAT — Garden spot of the Precipice subsector.

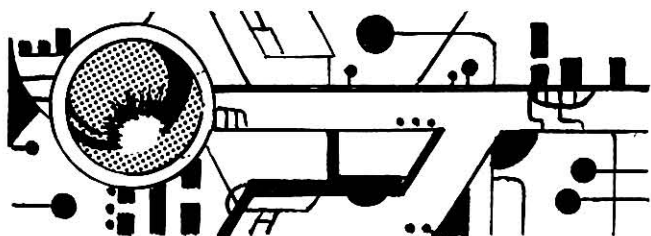
### Aramat E-784000-0 (see map page C5).

The players will have an uneventful journey through this system (if they were given rumor number one, they will see no increased military presence in the Aramat system). As they enter the atmosphere and descend to the surface, they will see that the planet is very pleasant and in many ways "terran like" in its terrain and environment. The starport (if it can be called that) is nothing more than two, two mile long strips of tarmac on what appears to be one of the few absolutely flat areas on the planet's surface. Aside from the truly mountainous regions, most of the surface seems to be a series of rolling hills.

Once the ship has landed, they will notice that the starport is actually a quonset hut with a navigation beam tower and transmitter. Next to the hut they will see a 200 ton safari ship with Dalaan University markings on the hull. It is intact and undamaged. Dr. Chadra will immediately identify it as his daughter's ship and attempt to gain entry. The main hatch is sealed with a palm print ID lock. It will require an Electronics skill roll of 8+ to "hot wire" the hatch.

When the hatch is opened, the players will realize that the ship's onboard systems have all been shut down with the exception of one communication channel and the ship's library computer. A little fiddling by someone with Electronics and/or Computer skill will reveal that the system was left "ticking over" to allow a log to be entered into the library computer from anywhere on the planet. Obviously, Alandra Chadra wanted a copy of her log with her and another one preserved within the ship's computer.

The data tape with the contents of the log can be retrieved by anyone with Computer skill (no roll necessary). The log has entries for five days. It is reproduced for the referee below (also see page C8).



**Day 094:** Just landed. Ship will be shut down except for the library computer and comm-link 3. All data will be relayed from our ATV. The trip to the base camp and start site should take just under 86 hours.

**Day 095:** Uneventful trip so far. The rough ground caused a reduction of our speed for an hour or so. Jack feels he can make up some of the lost time later on. While I am excited about the prospect of starting the dig, I told him there was no need to rush.

**Day 096:** The ATV threw a track when we hit a rock. I told Jack before, that there was no need to rush over this ground. Now we sit for nearly a day while the track is repaired. I do hate to leave these grasslands. They are very pretty, even though some of the creatures we've seen grazing in them are as ugly as sin. The desert isn't far now and I'm sure it will be hot and boring.

**Day 097:** We're crossing into the desert now. Luckily we are riding on some sort of rock just below the surface or the ATV could have had some real mechanical problems. Tessa called it "desert pavement". It would figure she knew exactly what it was.

I am growing concerned about our fuel reserves. We had to turn on the air conditioning in the ATV due to the heat. Jack says we'll have enough to get us to the site. He thinks if we don't burn up a lot of fuel looking for the ruins, we will still have more than enough to get us to the ocean to refuel. I wish we had decided to carry some reserves.

Erik picked up some odd noises on the radio in the ultra high frequency bands. All it sounded like to me was an obscene vid-phone caller; no picture, just lots of heavy breathing.

**Day 098:** We finally arrived at the spot I was certain the ruins would be. So far, we've found nothing. Ed did a triangulation on the odd radio noises. They began occurring with increasing frequency and he was curious as to their origin. Much to our surprise, they turned out to be coming from a source less than 5 km away (co-ordinates follow). We'll try to investigate their origin first and then begin a methodical 5 km sq search for the ruins.

The log ends at the Day 098 entry. There is nothing else of interest in the library computer. The ship is completely empty, save for some vacc suits and O<sub>2</sub> cannisters in the ship's locker.

The next most logical step for the players is to unload their ATV and secure their own craft. (Players can be very illogical though, so you must be prepared for some bizarre actions on their part at this point in the scenario). If they wish to land their ship in the desert in or near the indicated hex site, explain to them that it is impossible. That is the reason why Alandra Chadra's team brought the ATV to this planet.

The players' ATV is very similar to the one used by Alandra Chadra. It is an Operrand Industries MK II tracked ATV. It carries 125 "points" of fuel to run its engine and power plant. The fuel is hydrogen, which can be electrolyzed and purified from water. The vehicle consumes .75 points/hour at 30 kilometers per hour (KPH). It consumes 1 point/hour at 40 KPH and 2.5/hour at 80 KPH. Using the air conditioning or heating system increases consumption of fuel. Be sure to log an additional 1 point/hour.

The vehicle is unarmed and has a "bubble" hatch on the top, which would be where the pulse laser would be mounted on the MKI model. The hatch can be opened and a single person can ride while standing in it. This gives the crew of the ATV much greater visibility, since the driver can only see what is ahead of him and what is directly behind. (see page C8 for **Striker™** stats, a picture of the ATV and a chart to help keep track of the fuel consumption).

When the players are ready to leave, having stowed the equipment they are taking along inside the ATV, they should check the map of Aramat. The players should then indicate to the referee which hex they are entering and at what speed they will travel.

The referee has to keep track of several different factors as the players travel across the surface of Aramat. There is a daily routine which should be followed (see also page C8):

#### DAILY ROUTINE:

1. Check temperature for daily highs and lows. If necessary, check the need for air conditioning or heating.
2. Check speed of vehicle and terrain type. If excess speed calls for an ATV roll, have the driver check his ATV skill (8+).

#### 3. Check planned encounters.

#### 4. Check random encounters.

5. Check for fatigue if ATV driver stays in the chair more than eight hours straight.

6. Check for radio "noise" (desert hexes and only if the ATV's radio is tuned in).

**1. Check temperature:** If temperature rises above 32° C, the ATV must turn on its air conditioning. If temperature falls below 5° C, the ATV must turn on its heater. In both cases, additional fuel consumption should be noted. See temperature chart on page

**2. Check the speed of the vehicle:** If the players exceed 40 KPH for more than two hours in a grasslands/steppes hex, the driver should make an ATV skill roll of 8+ to succeed. If he fails to make the roll, the referee should either have the ATV throw a track, or break a bogie wheel. Repairs to take 2D hours, with a negative DM for Mechanical skill. (Note: If the referee has assigned a player ATV-0, subtract 1 from the die roll for the ATV skill roll of 8+ to succeed).

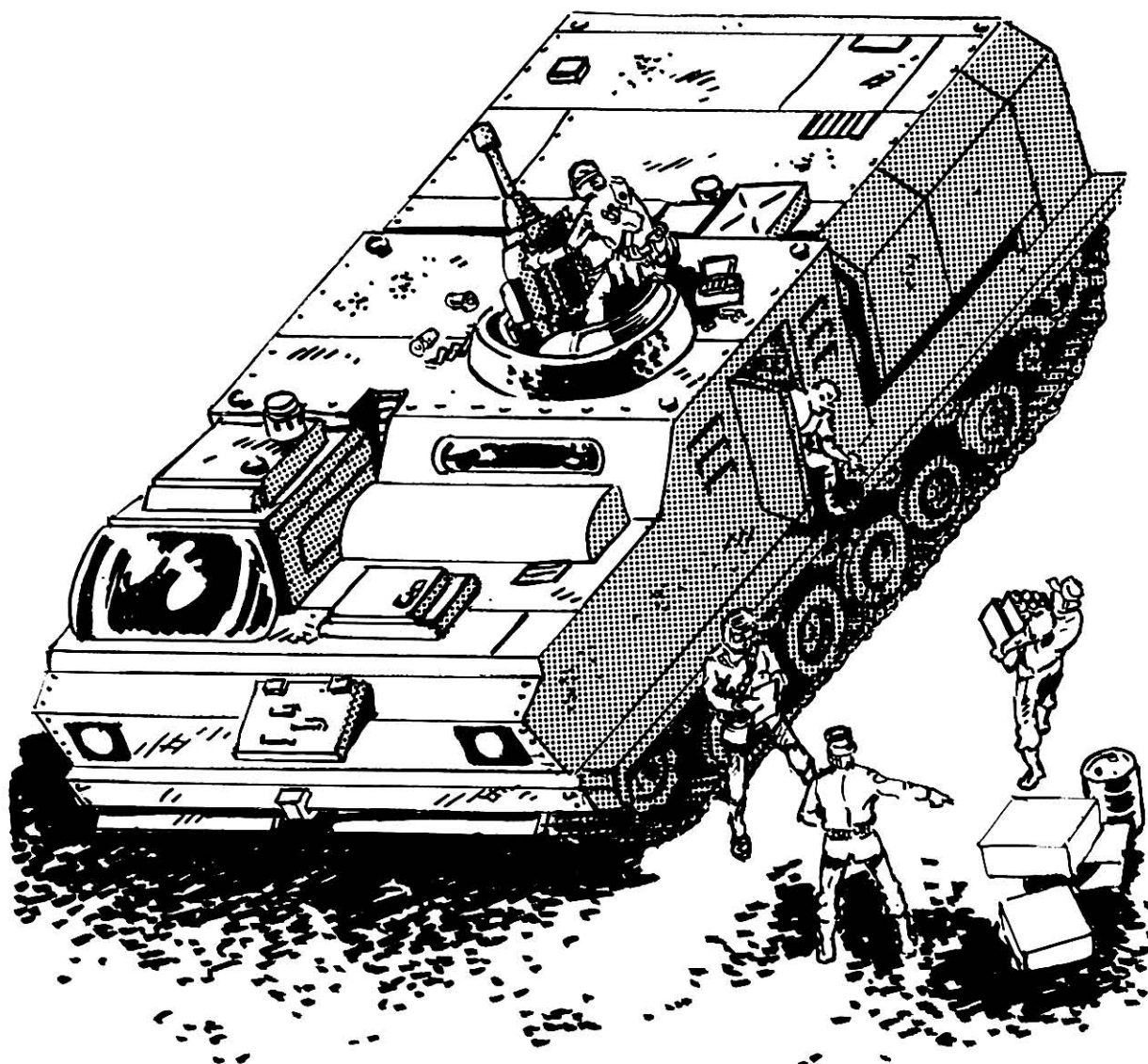
This roll should be made every two hours until the players either slow down to 40 KPH or less or, until they enter a desert hex. The players may go as fast as they like in the desert and no ATV skill rolls need be made.

**3. Planned encounters:** When the players enter the second and fourth grasslands/steppes hexes after leaving the starport, they will have a planned encounter. In the second hex they will encounter the "**Grass Dogs**", and in the fourth hex they will encounter a group of "**Gratheudom**" (see Planned Encounters page 17) if the players decide to travel to a sea coast hex to refuel (or perhaps to lie out in the sun and catch a few rays) they will have a third planned encounter with the "**Flying Thorns**" (see page 20).

**4. Check random encounters:** If the players are in a hex that contains no planned encounter, the referee should roll for a random encounter. The roll should be made once for each such hex. If the players are in a grasslands/steppes hex, a random encounter will occur on a roll of 4, 5 or 6 (2D). If the players are in a desert hex, a random encounter will occur on a roll of 5 or 6 (2D). See random encounter chart on page

**5. Check for fatigue:** If the driver of the ATV stays in his chair for more than eight hours straight, he will begin to fatigue. The referee should tell the player (or possibly N.P.C.) that he or she is getting tired. If the player continues to drive, an ATV skill roll should be made with **no** DM for skill (Note: If the referee has assigned ATV-0 to a player, subtract 2 from the die roll). Failure to make the skill roll will result in a problem similar to the ones described in step 2 above.

**6. Note radio noise (desert hex only):** If the players have a radio tuned into the ultra-high frequency bands, they will hear a very odd noise. It will sound like a hoarse voice whispering, and another hoarse voice whispering a reply. The players can understand no words and will only hear exhaled and aspirated breath. These sounds will be heard more frequently as the players near the complex. It is the communications being carried on between Android No. 3 and the sentry and security 'bots. Obviously, the players won't know that.





**RANDOM ENCOUNTERS**

Die Roll	Animal or Event	Weight
1	(1) gatherer	3200 kg
2	(5) intimidators	25 kg
3	(11) grazers	800kg
4	(21) grazers	3200 kg
5	(1) siren	400 kg

**GRASSLANDS/STEPPE HEXES**

Hits	Armour	Wounds	Reactions
28/12	jack	40 (sword)	A8 F6 S2
5/8	cloth	7 (blade)	A8 F8 S2
28/16	mesh	5 teeth	F4 A9 S1
26/13	cloth	22 horns	F3 A9 S2
32/8	cloth	34 (pistol)	A0 F9 S3

6 Sink hole with steep sides and approximately three feet of water at the bottom. Roll ATV skill 8+ to dodge. If the ATV goes in, it will take six hours of physical labor to extricate it from the bottom.

**RANDOM ENCOUNTERS**

Die Roll	Animal or Event	Weight
1	(6) intimidators	12 kg
2	(1) hunter	6 kg
3	(4) carrion eaters	50 kg
4	(6) intermittents	12 kg
5	(1) flying chaser	3 kg

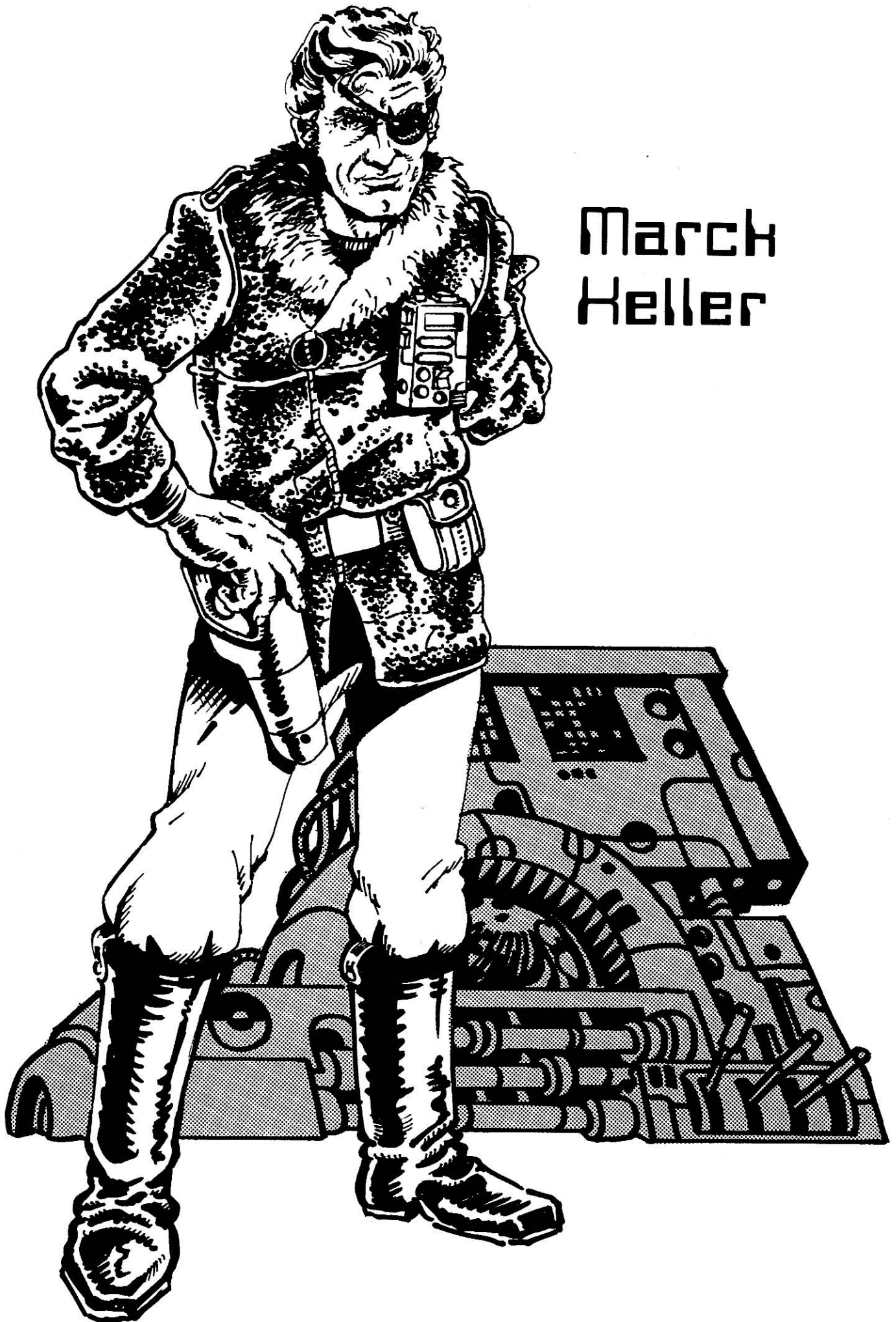
**DESERT HEXES**

Hits	Armour	Wounds	Reactions
4/6	cloth	2 teeth	A8 F6 S2
5/7	jack	3 blade	A2 F9 S2
11/5	cloth	4 teeth	A7 F4 S1
9/6	jack	3 hooves	F8 A9 S2
2/2	none	2 claws	A2 F9 S3

- 6 Sandstorm - A violent wind suddenly appears and sand begins flying about causing visibility to be reduced to zero. Continuing to drive into it will render the windshield of the ATV opaque (the glass will be glazed over from the sand "blasting" it). If the players put the tail end of the vehicle into the wind, all they will lose is a bit of paint removed from the surface of the ATV.

**Key:** **Hits** - number to kill/number to render unconscious; **Armour** - type most closely resembling natural hide. **Wounds**-points of damage done to players by most closely resembled weapon. **Reactions** - **A**, attack, 2D roll or greater; **F**, flee 2D roll or greater; **S**, speed relative to normal (i.e., S1 1 x normal speed, S2 2 x normal, etc.). For more information see **Supplement 2, Animal Encounters**.

March  
Keller



## TEMPERATURE CHART

Mean daily starting temperature - 25° C.

Each morning in a grasslands/steppes hex, roll 2D and add that number to the starting temperature. This is the daily high.

Each evening in a grasslands/steppes hex, roll 2D and subtract that number from the starting temperature. This is the daily low.

Each morning in a desert hex, roll 3D and add that number to the starting temperature. This is the daily high.

Each evening in a desert hex, roll 3D and subtract that number from the starting temperature. This is the daily low.

Apply additional fuel costs when the temperature exceeds the comfortable limits and air conditioning/heating must be turned on.

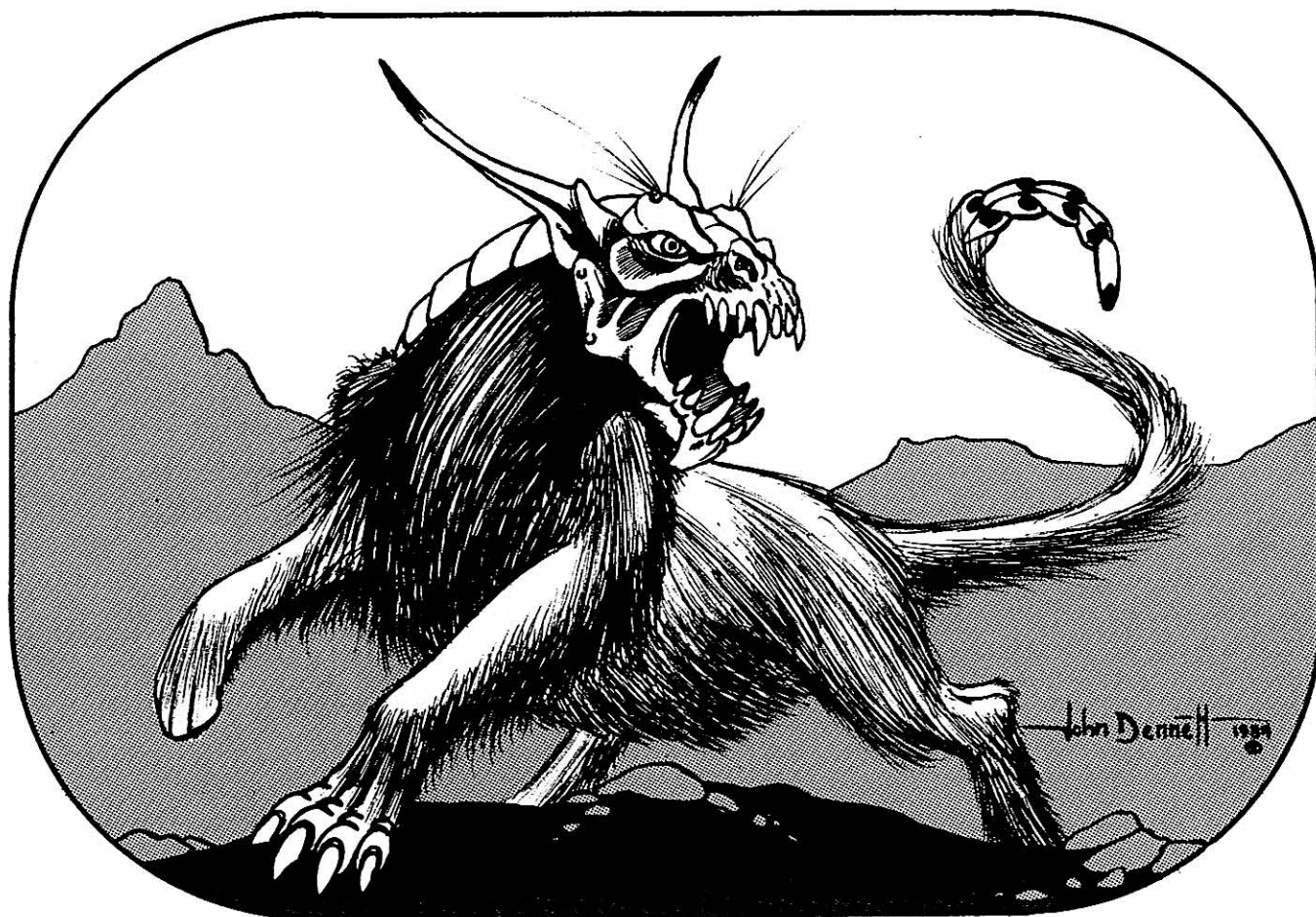
## PLANNED ENCOUNTERS

As we mentioned above, there are three planned encounters. These encounters are given to the players in the second and fourth grasslands/steppes hexes they enter, and in any grassland or sea coast hex they may enter.

**"GRASS DOGS":** encountered in the second grasslands hex from the Aramat starport.

Type	Weight	Hits
Carnivore/Chaser	75 kg	14/10
Armour	Wounds	Reactions
jack	6 teeth	A7 F9 S3

Grass dogs resemble terrestrial wild dogs with elongated legs and a shaggy "grass" textured coat which provides excellent camouflage. The players will initially see twenty or so of them. Within two or three minutes there will be hundreds of these creatures running alongside of, behind and in front of the ATV. They are not dangerous to the ATV, just very





ARAMAT

E-484000-0

One Hex: 584 Km.



Grasslands/Steppes



Tundra



Ocean



Starport



Dig Site



Mountains



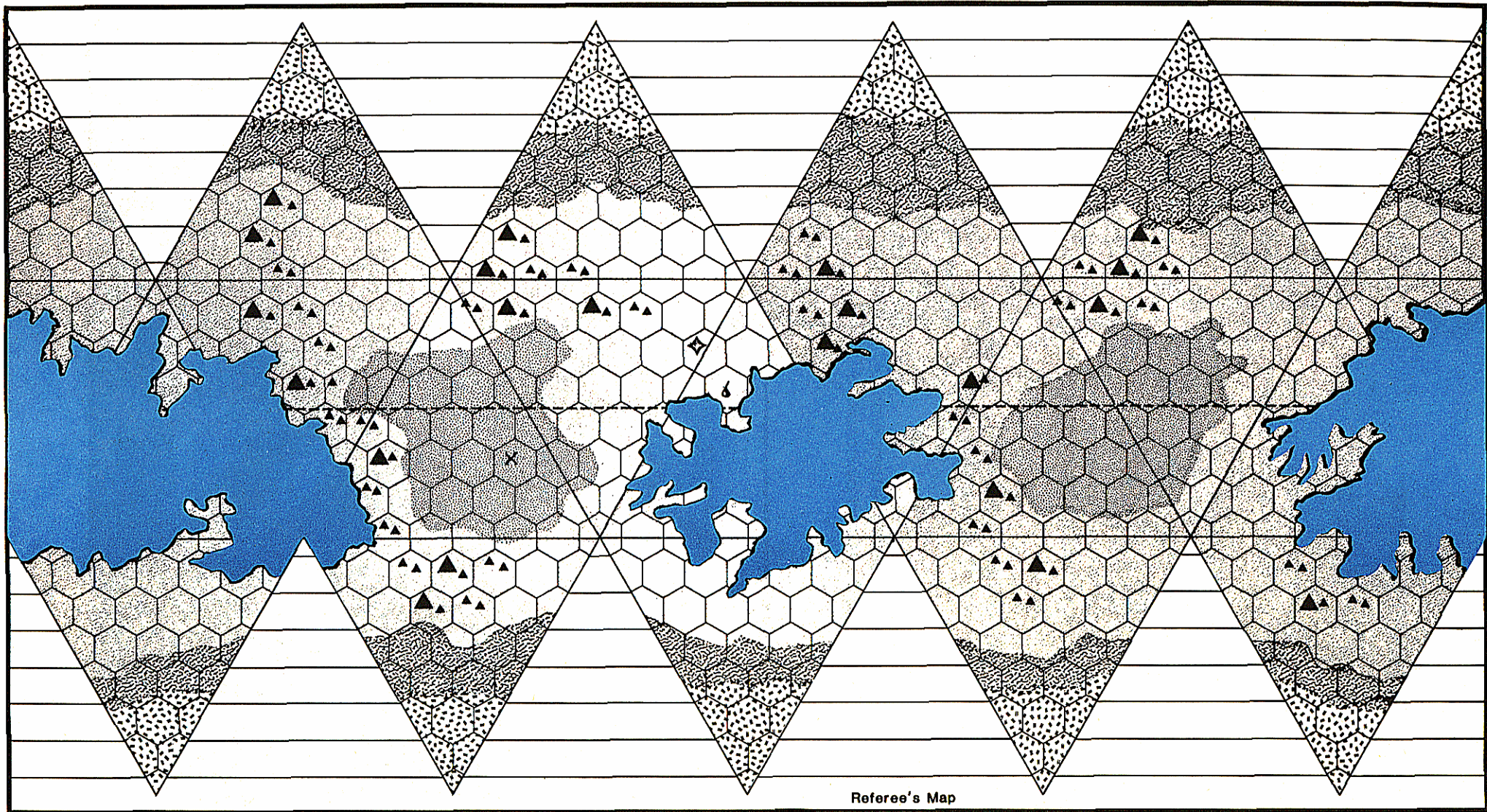
Desert



Ice Cap



Blo-chemicals





annoying. The vehicle will quickly become very difficult to turn with all of these creatures running alongside it. An ATV roll of 10+ is required to change direction.

If the driver of the ATV attempts to dodge the "dogs" when they first appear, secretly roll to see if the ATV goes off course (8+ minus the DM for the driver's ATV skill). The players should be told immediately.

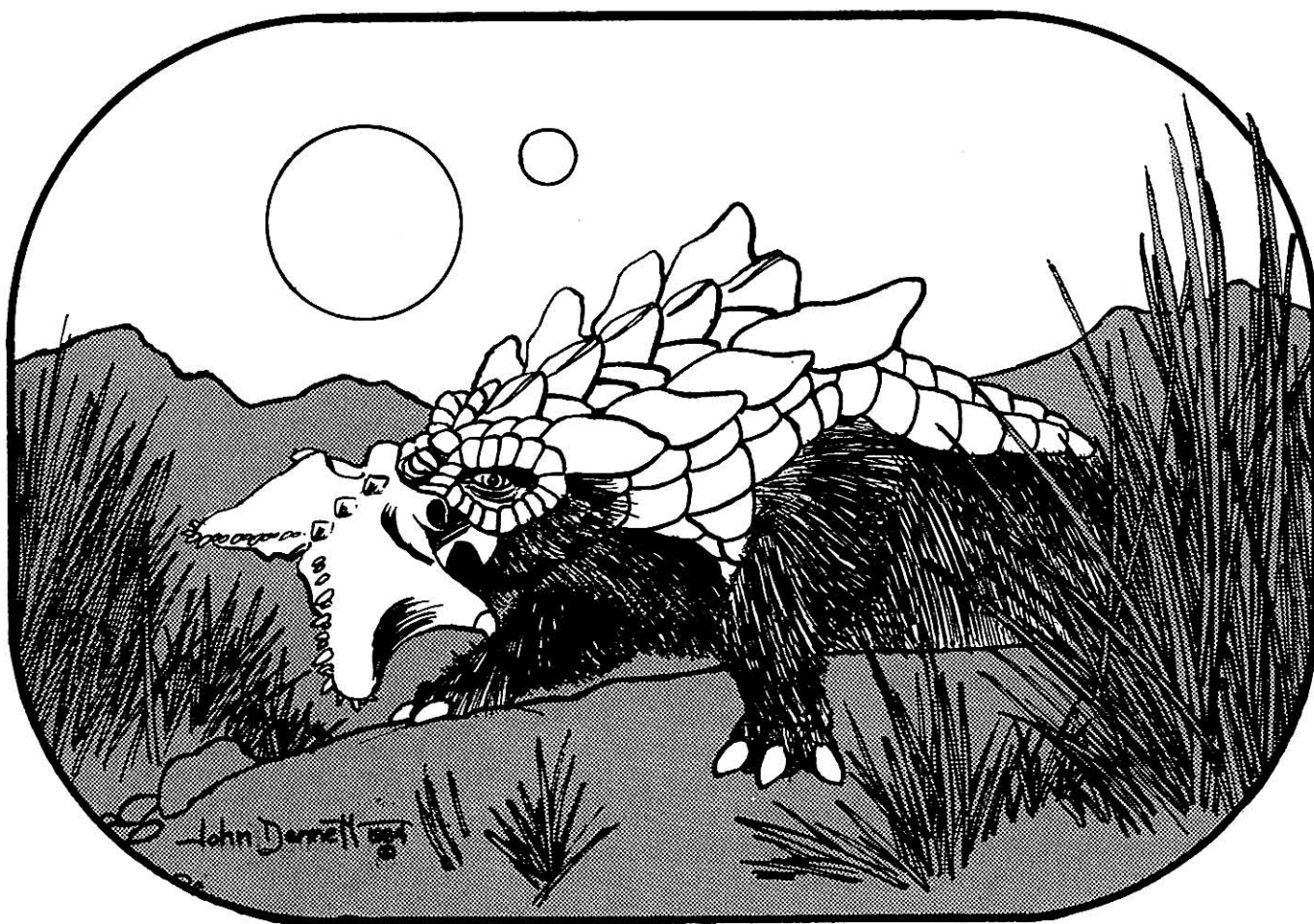
Actually, all the players have to do is slowly bring the ATV to a stop. The grass runners will jump about the vehicle yipping and screeching. As they become bored, and the vehicle doesn't start to move again, they will move away. If the players don't wait long enough for the "dogs" to be completely gone, the minute the players start moving the vehicle again, the "dogs" will return. (Roll 2D secretly for the number of minutes it takes for the "dogs" to be completely gone).

**"GRATHEUDOM"** (Dozer Beast) encountered in the fourth grasslands hex away from the starport on Aramat.

Type	Weight	Hits
Herbivore/Grazer	3500 kg	30/25
Armour	Wounds	Reactions
cloth	See Below	A9 F6 S1

2D (acid) to exposed flesh every 30 seconds (cumulative), it will burn through jack, cloth, ablat in 30 seconds. 1D damage to flesh beneath armour every 30 seconds (cumulative). Optional throw 2D; on 11, 12 character is hit on exposed flesh even if wearing armour (unless the armour is full coverage). The acid can be spit 3 meters in a pattern one meter wide, expanding to 3 meters wide at its maximum range.

The "Gratheudom" is a large beast similar to the terran rhino, but with a low, flat, hammer type head



which is heavily armoured. It weights approximately 3500 kg and has four legs, each ending in a hoof like foot with retractable claws. Its hind quarters and back are also armour plated. The main section of its body is covered with a thick, shaggy fur. The armour on its hind quarters can spread out like a fan to help protect its otherwise vulnerable hind legs. The forelegs are protected by its armoured head. Its mouth (on the underside of the head) has no teeth. The creature exudes a strong acid which acts as a pre-digestive agent on vegetable matter. Since much of the vegetation it feeds on is tough scrub grass, the acid has a rather strong potency.

The Gratheudom has the defensive ability of being able to spit its mouth acid at opponents. This is strong enough to sear flesh in a matter of seconds. Its clawed feet can dig into the ground to stabilize its footing and prevent it from being knocked over (which would then expose its vulnerable underside).

They are usually found in groups of three or four (one male, two or three females). They are very territorial and to "mark" their territory, they burn trees and patches of inedible scrub with their mouth acid. They also have a habit of shoveling a ditch around an area approximately 500 meters in diameter with their heads. This ditch is roughly one meter wide and .75 meters deep. It is usually constructed at the start of their mating season. This ditch could cause a problem for an unwary ATV driver. Roll ATV skill, 8+ to avoid. If the roll is missed, the ATV throws a track or damages a bogie wheel on a roll of 7+.

**Note to the referee:** It is possible for the players to drive past the Gratheudom without any sort of encounter at all. You may wish to "fudge" a die roll to force the players to repair the ATV while it sits broken down inside of Gratheudom's territory. If a male is threatened, it will attack the players, as well as the ATV. Another possibility is to let them realize that they have stopped to rest (or whatever) inside of a Gratheudom's territory. The important point is to give them a chance to encounter the Gratheudom (and the grass dogs too!), and to think or fight their way out of the situation. If you would prefer to put the encounter in a hex other than the ones mentioned above, feel free to do so.

## "FLYING THORNS"

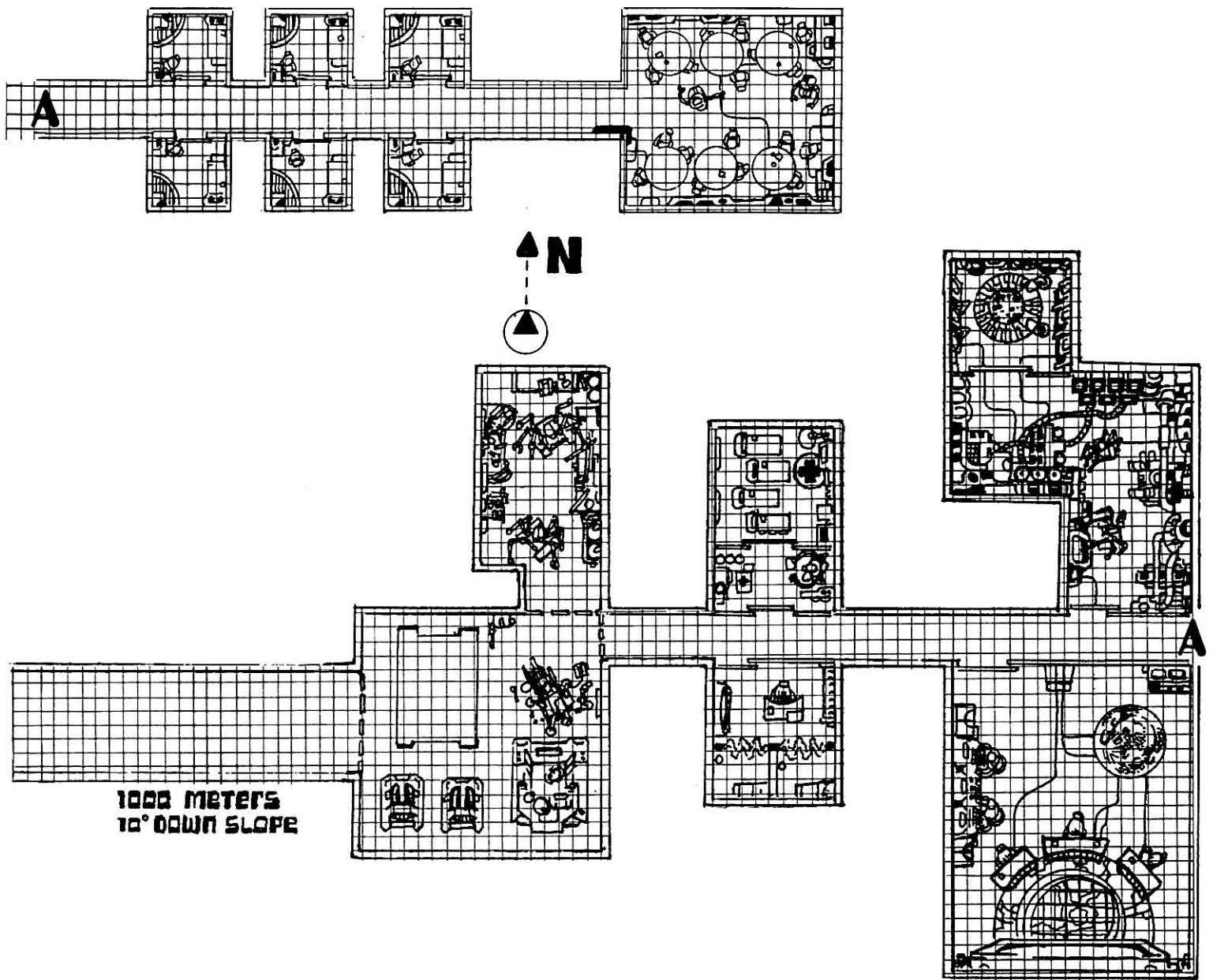
Type	Weight	Hits
Flyer/Carnivore	.01 kg	1/0
Armour	Wounds	Reactions
none	see below	A0 F0 S1

"Flying Thorns" are the third planned encounter. They will be automatically encountered when the players enter a seaside hex. They will not be found in their mature stage, but rather as eggs which will hatch within 20 hours of coming in contact with the players (getting stuck on a player's boots or shoes, etc.). The eggs are too small to be easily seen and could unknowingly be carried back into the ATV or, into a portable shelter.

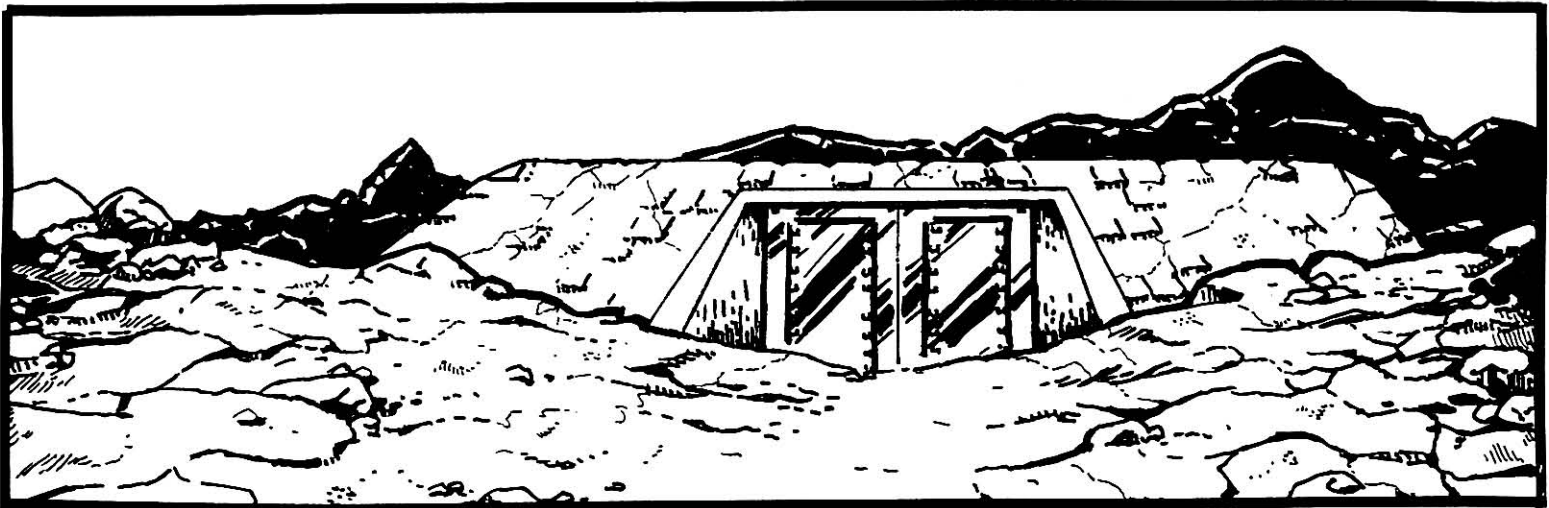
When the eggs hatch (roll 3D to determine the actual number that hatch), the insect will attack any warm blooded creature which has exposed skin. It bites very much like a terrestrial mosquito, with one difference, its abdomen is shaped like a curved thorn. If the insect is swatted, the thorn will bury itself into the victim's flesh. This will cause 1D of wounds to the player to be rolled every hour for six hours. The damage is cumulative until the thorn is removed, since the thorn is actually pumping a poison into the victim's blood stream. The "Flying Thorns" are easily killed, as long as they aren't attached to someone's flesh when they are swatted.







## The Complex



## Alandra Chadra's Log on board the FIDEI DEFENSOR.

**Day 094:** Just landed. Ship will be shut down except for the library computer and comm-link 3. All data will be relayed from our ATV. The trip to the base camp and start site should take just under 86 hours.

**Day 095:** Uneventful trip so far. The rough ground caused a reduction of our speed for an hour or so. Jack feels he can make up some of the lost time later on. While I am excited about the prospect of starting the dig, I told him there was no need to rush.

**Day 096:** The ATV threw a track when we hit a rock. I told Jack before, that there was no need to rush over this ground. Now we sit for nearly a day while the track is repaired. I do hate to leave these grasslands. They are very pretty, even though some of the creatures we've seen grazing in them are as ugly as sin. The desert isn't far now, and I'm sure it will be hot and boring.

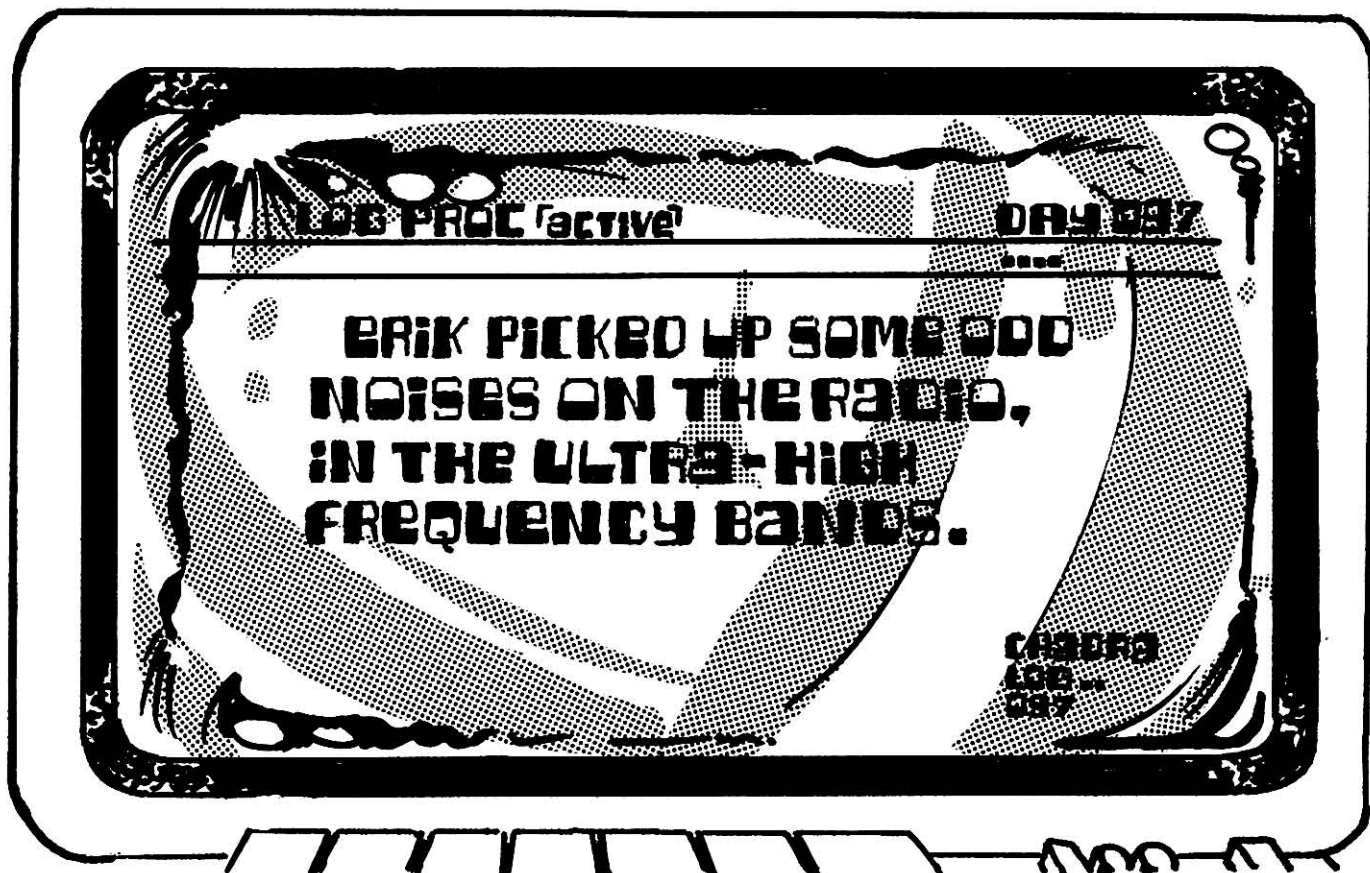
**Day 097:** We're crossing into the desert now. Luckily, we are riding on some sort of rock just below the surface or the ATV could have had some real mechanical problems. Tessa called it "desert

pavement". It would figure she knew what it was. I am growing concerned about our fuel reserves. We had to turn on the air conditioning in the ATV due to the heat. Jack says we'll have enough to get us to the site. He thinks that is we don't burn up a lot of fuel looking for the ruins, we will still have more than enough to get us to the ocean to refuel. I wish we had decided to carry some reserves.

Erik picked up some odd radio noises on the radio, in the ultra-high frequency bands. All it sounded like to me was an obscene vid-phone caller; no picture, just lots of heavy breathing.

**Day 098:** We finally arrived at the spot I was certain the ruins would be. So far, we've found nothing. Ed did a triangulation on the odd radio noises. They began occurring with increasing frequency and he was curious as to their origin. Much to our surprise, they turned out to be coming from a source less than 5 km away (co-ordinates follow). We'll try to investigate their origin first and then begin a methodical 5 km search for the ruins.

There are no more entries after **Day 098**.



**MAJOR N.P.C.'S**

**Tessa Caladan**, student/scientist, age 22, **272B67**, 1 term, cr. 2,000  
Computer-1, Jack-O-T-1.

**Dr. Alandra Chadra**, scientist, age 29, **677DDB**, 2 terms, cr. 7,500  
Computer-2, Admin.-1, Mechanical-1.

**Dr. Lonet Chadra**, scientist, age 55, **568CCA**, 3 terms, cr. unlimited  
Computer-2, Admin.-1, Pilot-1, Navigation-1, Travellers'.

**Marck Keller**, ex-scout, age 29, **549897**, 2 terms, cr. 11,000  
Navigation-1, Pilot-1, Engineering-1, Electronics-1, Travellers'.

**Dresden Team Leader**, ex-army, age 30, **879A77**, 3 terms, cr. 5,000  
Tactics-1, Blade-1, AirRaft-1, SMG-1, sub-machine gun.

**Dresden Hired Thug**, ex-army, age 26, **847758**, 2 terms, cr. 0  
Gambling-1, Dagger-1, Rifle-1, ACR.

**Dresden Hired Thug**, ex-marine, age 34, **746358**, 4 terms, cr. 500  
Electronics-1, SMG-1, Cutlass-1, Vacc-1, Pistol-1, Body Pistol SMG.

**Dresden Hired Thug**, ex-scout, age 34, **7567AB**, 4 terms, cr. 1,000  
Pilot-1, Navigation-2, Computer-2, Air Raft-1.

**Dresden Hired Thug**, ex-army, age 38, **458699**, 5 terms, cr. 0  
Tactics-2, Brawling-2, Rifle-1, SMG-1, SMG.

**Dresden Hired Thug**, ex-other, age 26, **57A976**, 2 terms, cr. 5,000  
Pilot-1, Forger-3, Electronics-1, Shotgun-2, Shotgun.

**Dresden Hired Thug**, ex-army, age 22, **784889**, 1 term, cr. 500  
Medic-1, Rifle-1, SMG-1, ACR.

**Dresden Hired Thug**, ex-army, age 22, **B659A7**, 1 term, cr. 0  
ATV-1, Rifle-1, ACR.

**Android 1, AB87** (strength, dexterity-endurance-programming)  
Admin.-2, Computer-1, Grav-vehicle-1, Electronics-1, General Weapons Handling-1. Passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio, cloth armour.

**Android 2, BC87** (strength-dexterity-endurance-programming)  
Computer-2, Electronics-2, Mechanical-1, Grav-vehicle-1, General Weapons Handling-1. Passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio, cloth armour.

**Android 3, AA87** (strength-dexterity-endurance-programming)  
Security-4, General Weapons Handling-2, General Vehicle-1. Passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio, cloth armour.

**Sentry 'bot, 8881** (strength-dexterity-endurance-programming)  
Security-1, cloth armour, no weapons, passive IR sensors.

**Guard 'bot, AA82** (strength-dexterity-endurance-programming)  
Security-2, cloth armour, laser rifle (TL-13), passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio.

**Guard 'bot 3, AA93** (strength-dexterity-endurance-programming)  
Security-3, cloth armour, laser rifle (TL-13), passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio.

**Average Service 'bot, 8882** (strength-dexterity-endurance-programming)  
Mechanical-, Electronics-1 (possibly steward-1, vehicle-1, etc.), audio receptors, multi-frequency radio, cloth armour.

ooooooooo ?!...END...!? ooooooooo



**DAILY ROUTINE:**

1. Check temperature for daily highs and lows. If necessary, check the need for air conditioning or heating.

2. Check speed of vehicle and terrain type. If excess speed calls for an ATV roll, have the driver roll his ATV skill (8+).

3. Check planned encounters.

4. Check random encounters.

5. Check for fatigue if ATV driver stays in the chair more than eight (8) hours straight.

6. Check for radio "noise" (desert hexes and only if the ATV's radio is tuned in).

If the daily temperature rises above 32°C, the ATV must turn on its air conditioning. If the temperature falls below 5°C, the ATV must turn on its heater. In both cases, additional fuel consumption should be noted.

**Mean daily starting temperature: 25°C.**

Each morning in a grasslands/steppes hex, roll 2D and add that number to the daily starting temperature. This is the daily high.

Each evening in a grasslands/steppes hex, roll 2D

and subtract that number from the daily temperature. This is the daily low.

Each morning in a desert hex, roll 3D and add that number to the daily starting temperature. This is the daily high.

Each evening in a desert hex, roll 3D and subtract that number from the daily starting temperature. This is the daily low.

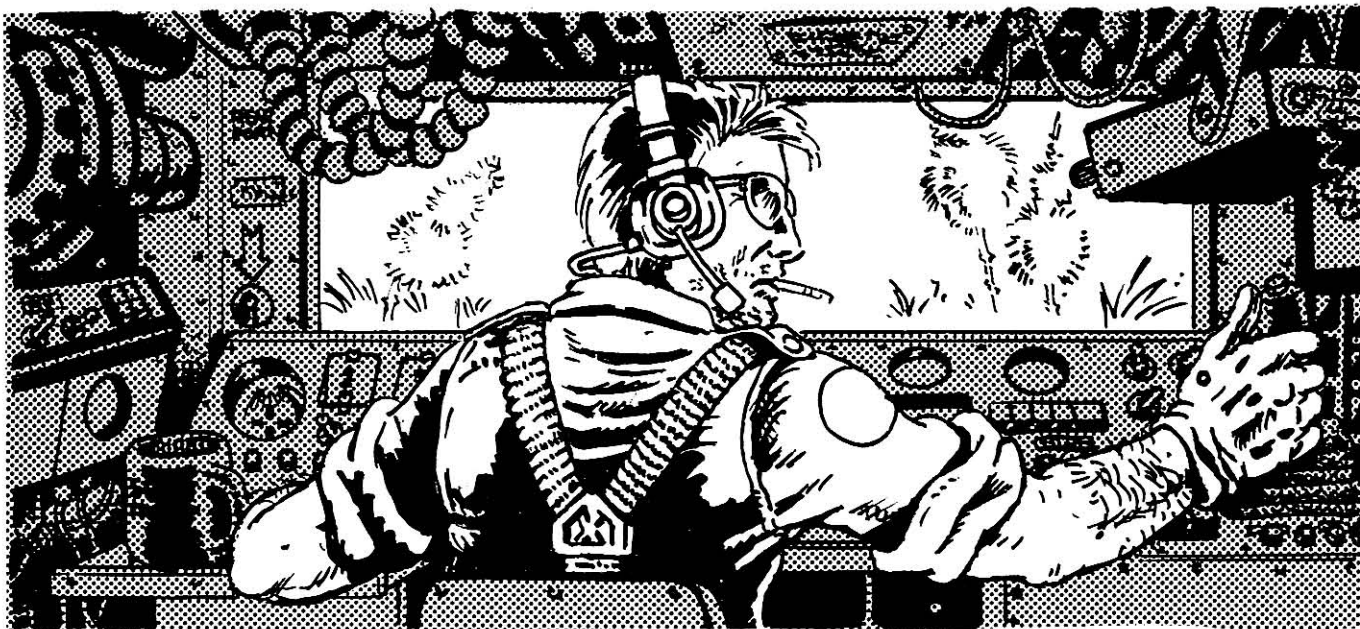
**ATV Speed:** If the ATV's speed exceeds to 40 KPH in a grasslands/steppes hex for more than two hours, roll the driver's ATV skill; 8+ on 2D. Failure causes a broken track or bogie wheel on the ATV. Repairs require 2D hours, negative DM for mechanical skill (Note: If the referee has assigned ATV-O to a player, **subtract** one (1) from the ATV skill roll).

No effects on speed in desert hex.

**Driver Fatigue:** This takes effect if an ATV driver remains in his seat for more than eight hours straight. The referee should tell the player (or possibly NPC) that he or she is tiring. If the player continues to drive, he or she should make an ATV skill roll, throw 8+ 2D, with **no** positive DM for ATV skill. (Note: If a player has ATV-O, subtract two (2) from the die roll). Failure indicates a problem similar to the ones listed above.

See page **C7** for additional stats on the ATV.

See page 15 for encounter charts.



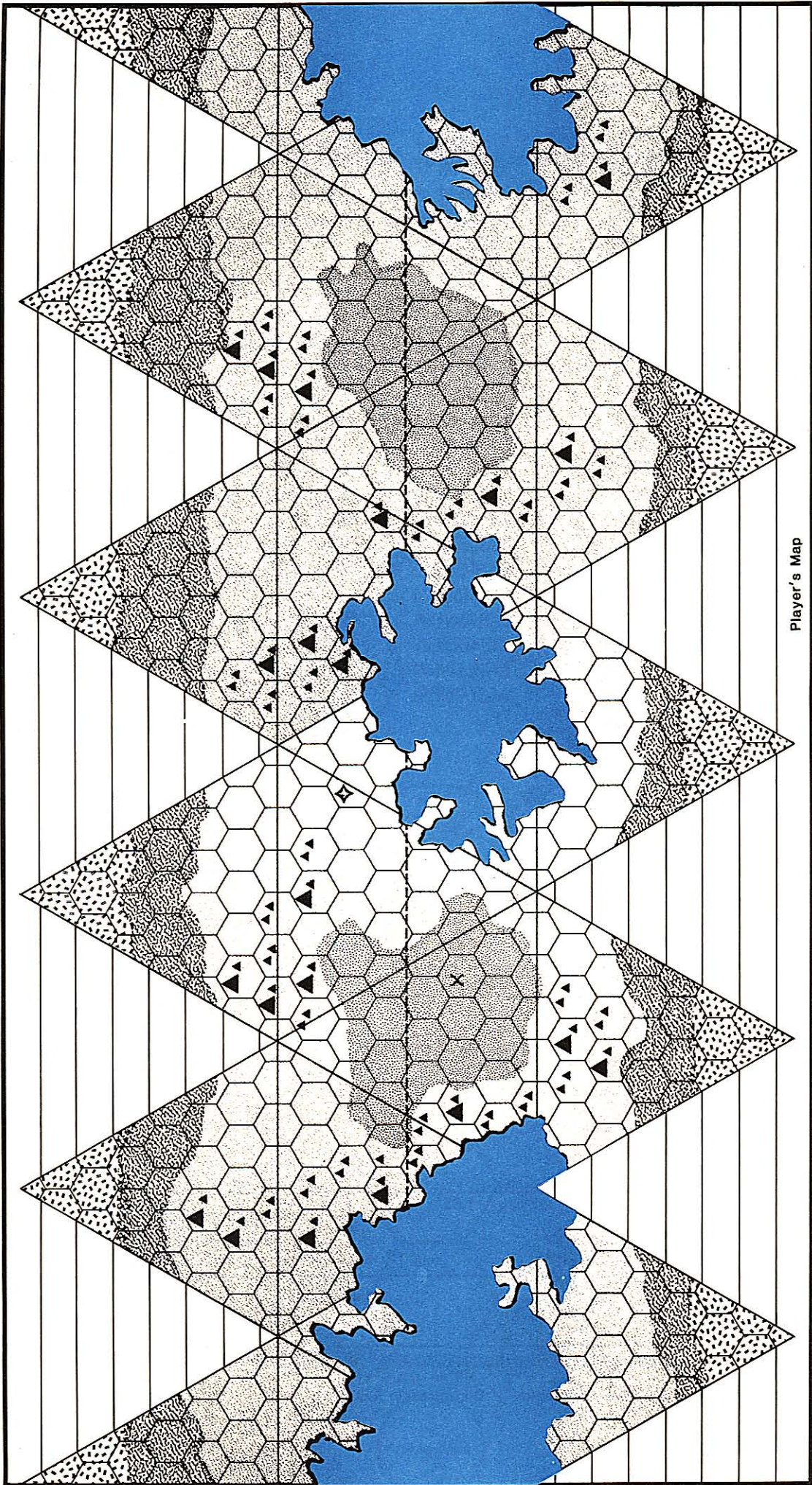


# ARAMAT

E-484000-0

One Hex: 584 Km.

- Grasslands/Steppes
- Tundra
- Ocean
- Starport
- Dig Site
- Mountains
- Desert
- Ice Cap



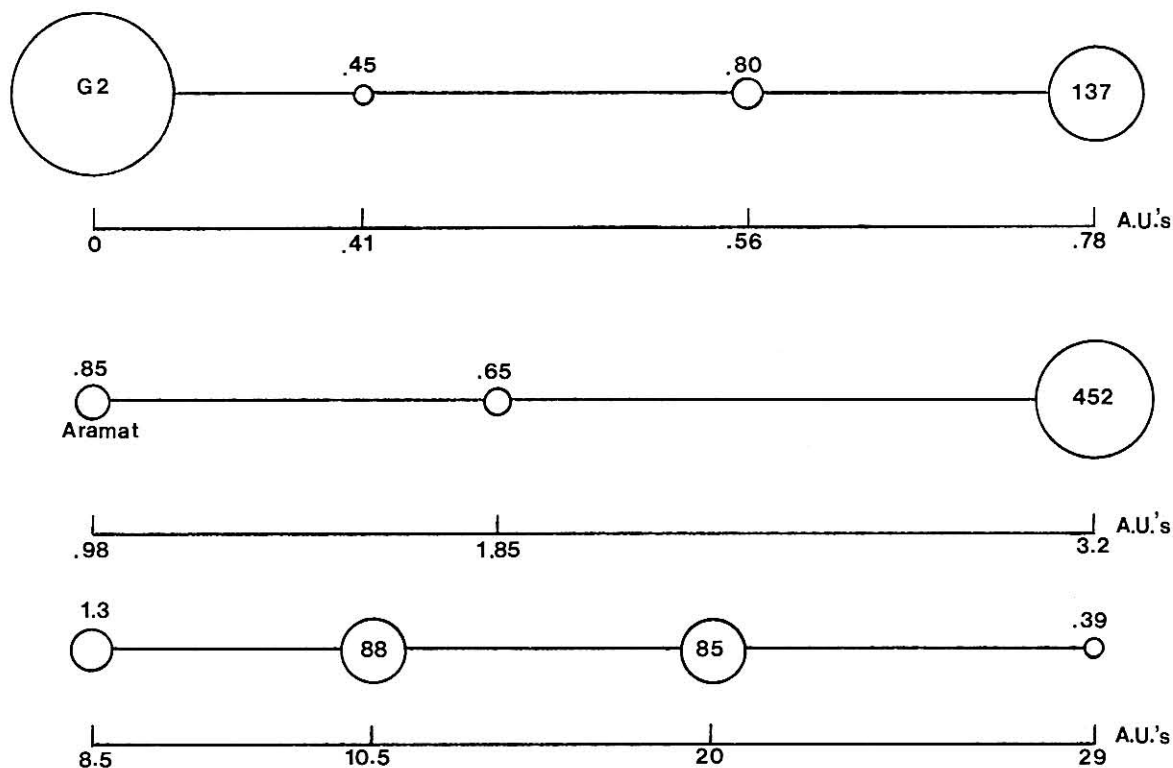
Player's Map



## PRECIPICE SUBSECTOR

Beck	0103	B767884 A	Industrial	G
Philpa	0104	E630000 0		G
Preet	0108	B868661 A	Industrial	
Adella	0203	CA95851 8	Industrial/Agricultural	G
Janus	0208	E670000 0		G
Ling	0210	E416000 0		G
Elan	0304	E87770D 2 S		G
Trina	0305	D866562 7	Agricultural	G
Lindana	0308	C756732 8 S	Agricultural	G
Zephyr	0310	C65671 8	Industrial	R G
Jupe	0404	C768764 6	Poor, Agricultural	G
Treton	0408	CA87761 8	Agricultural	G
Melch	0409	B866881 A	Industrial	A G
TRENT	0505	A8659A8 C	Industrial	G
Lapp	0506	B656784 A	Industrial/Agricultural	
DALAAN	0507	A966AA4 D	Industrial	G
Baton's World	0508	B769578 C	Imp. Research Station	G
Palmyra	0606	A667584 D SN	Imp. Naval Base	G
Karpion	0705	C454620 1 S		G
Darria	0706	B787661 A	Industrial	G
Aramat	0707	E484000 0		G
Troppau	0804	BA96671 9	Industrial	G
TAPPON	0805	A866991 B	Industrial	G

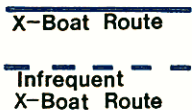
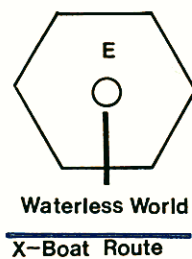
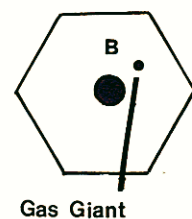
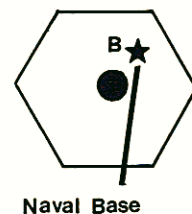
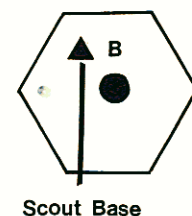
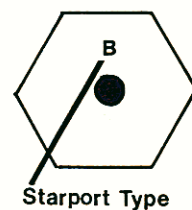
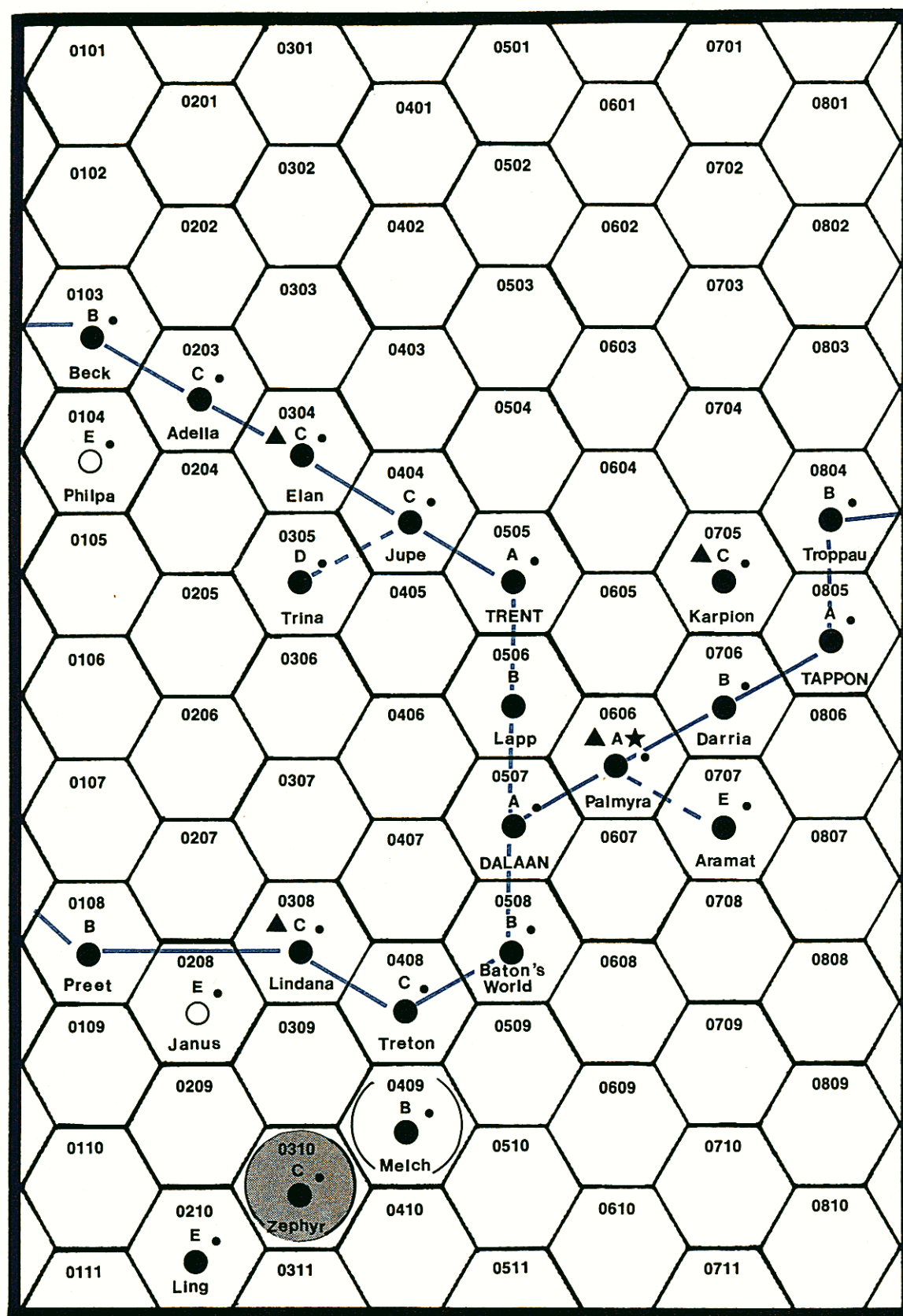
The Aramat System



Planetary numbers are Terran masses. Distances in A.U.'s.



# Precipice Subsector



## LIBRARY DATA

To obtain information on Dr. Alandra Chadra, a Computer skill roll of 8+ on 2D is necessary.

**Dr. Alandra Chadra:** b. 232-1080 Dalaan University Hospital, Dalaan in the Precipice subsector. She is the daughter of Dr. Lonet Chadra and Kelana deVessier Chadra (Kelana deVessier is the niece of the Duke of Dalaan). Dr. Chadra is currently a teaching professor of archeology at the University of Dalaan. Last published paper: **Intra-Galectic Patterns of Pre-History Settlement**. (032-1108).

For a more detailed look at Alandra Chadra's work, the players must use her own personal computer located in her office at Dalaan University. Access to the terminal can be arraigned by her father, but the information is under a security "lock" in the computer's memory. It will require a Computer skill roll of 8+ on 2D, with each level of computer skill acting as a DM. If the player rolls a "natural" 2, the system shuts down and he or she is unable to access the file. Her father **cannot** over-ride the "lock".

The memory file contains a set of notes and data to be used in a proposed book on the hill dwellers of Ling (Precipice subsector - 0210). It is very boring stuff to a non-archeologist.

To obtain information on Dr. Lonet Chadra, the player must have at least Computer-1 and throw 8+ on 2D.

**Dr. Lonet Chadra:** b. 128-1054 place of birth - Archeron in the Imperial subsector. He is currently a professor emeritus of electronic engineering at Dalaan University on Dalaan. He holds the Imperial Nebula for outstanding scientific achievement and the Tritarten Award for excellence in the field of electronics. Last published paper; **The Use of Superconductors in Tricpetal Memory Storage** (198-1108).

Dr. Lonet Chadra is also related by marriage to the Duke of Dalaan. He has a daughter, Alandra, who is presently a teaching professor of archeology at Dalaan University in the Precipice subsector.

## PALMYRA COMPUTER NETWORK (see page 9)

The following information can be obtained from the Palmyra computer network with the Computer skill roll of 8+ on 2D.

Ship registration:

**No. GLC-551851** - Owned by Ganton L. Contron, a merchant engaged in trade in the Precipice subsector. Next destination: Dalaan.

**No. 51-362A2** - Imperial patrol cruiser with computer problems. Returning to patrol route in three days.

**No. ART-881832** - Owned by Arep Tannon, a merchant, and sometime prospector in the Precipice subsector. No flight plan on file. Ship being serviced for jump drive breakdown.

**No. BCW-659746** - Owned by Beena Colenwall, a Merchant.

### \*\*\*\*CRIMINAL FILE FOLLOWS\*\*\*\*

Beena Colenwall (f) b. 001-1080; convicted of two counts of forgery on Dalaan 087-1006 - sentence suspended. Convicted of one count of forgery, one count of fraud on Karpion 119-1107 - sentenced to six months penal service and revocation of starship license.

**No. LLD-437591** - Owned by Laerton LeDenier, Vice President Tappan Synthifoods, Inc. Last port of call Dalaan, next destination Aramat. Current layover on Palmyra for maneuver drive repairs.

Anyone can use a library computer to find out the UPP and a brief description on Aramat.

**Aramat - E-484000-0** - The fourth planet circling a G2 star at .98 AU's. Its rotational period is 20 hours (standard) with a yearly revolution of 342 days (Imperial), mean temperature 25°C, axial tilt 19.5°. Its most notable geographic features are two large deserts straddling the equator. Temperature in those areas can climb beyond 40°C. There are two major bodies of water; average temperature 15°C.

There are no human or humanoid inhabitants. There is, however, a fair amount of indigenous wildlife. Insect, reptile, bird and mammal "like" creatures have all been observed. No detailed studies have yet been done. Surveys indicate a low level of radiation in both equatorial desert regions. Prolonged exposure is not considered harmful. Surveys have also revealed little or no concentrations of any useful mineral or biological raw materials.

Aramat is located in the Precipice subsector, one parsec spinward of Palmyra. Its current starport facilities are Class E. It is equipped with a navigation beacon, lights and two service 'bots.





## INTO THE DESERT - The players visit Robotland

The players will have their usual encounters in the desert hexes. When they enter the hex in which Alandra Chadra was to set up the dig for her students, however, they will have a chance of encountering a sentry robot from the alien complex. The referee should roll two dice every hour of game time. On a roll of 8+, the sentry 'bot is encountered. The range at which the encounter occurs should be determined by the referee. Remember, even though the players are in desert terrain, it doesn't mean that they will see the 'bot a long ways off in the distance. Desert encounters could occur at medium ranges, especially if the ATV has just crested a rise and the 'bot is on the other side!

Robot reactions will depend on the type of robot encountered. As mentioned above, the first robot to be encountered will be a sentry 'bot. Robot statistics are similar to those of the player-characters. The Universal Robotic Profile looks like this:

### Strength — Dexterity — Endurance — Programming

If the referee wishes to create a robot, he or she roll 1D and add 6 to it. This reflects the robots' greater strength, dexterity and endurance compared to humans. Programming represents the function(s) for which the unit is suited. It should not be rolled for but rather assigned according to the function(s) the robot fulfills. Since most 'bots are designed only to fulfill one or two functions, the number of programs the robot can handle should be low.

Programs could either be existing computer programs in the **Traveller**® rules, or they could be **Traveller**® skills. Each skill level (or program space) takes up its respective number of program points.

**For example:** Jelko Alpern has just purchased a robot from Smilin' Al's Used Robots lot. It has a program capacity of 4. Jelko wants the 'bot to act as a "helper" on board his ship. Since the 'bot has work arms capable of handling fine work, he programs it with Electronics - 2 and Mechanical - 1. These programs fill 3 of the 4 points of total programming capacity. Jelko decides he may need a medic on board his ship, so he also gives the 'bot Medical - 1. His robot now has its programming at full capacity.

**Note for the referee:** Not all robots will be suitable for all tasks simply by their construction. In the example noted above, the robot had work arms capable of fine work, it was capable of being programmed to handle electronic, mechanical and medical repair work. A guard 'bot or warbot would be impossible to program to do fine work since they have no work arms per se. All they carry are their weapons. If you use this type of system in other **Traveller**® adventures, **do not** start creating all purpose robots with large programming capacities! The maximum number of program points should not exceed 4! The programs themselves should cost the skill level required, times 10 thousand credits (steward-1 will cost 10 thousand credits, steward-2 will cost 20 thousand credits, etc.). This reflects the complexity of such a program. Remember, it is the people in the **Traveller**® universe that make it so interesting. A lot of high power robots running around will detract from the importance of the players. They should be used sparingly and only in roles that the player-characters have little or no interest in.

As mentioned above, the first contact with the robots will occur with an encounter with a sentry 'bot.

### Its URP (Universal Robotic Profile) is:

**8881**, Security-1, no weapons, and cloth armour.

This robot is programmed to perform light security duties. It is equipped with passive IR sensors, telescopic visual receptors, enhanced audio receptors, anti-grav drive, and a two-frequency radio. It will make patrol sweeps of a set area, according to orders given to it from its base. If it encounters the players, or anything else which is not supposed to be in its patrol area, it will report back via audio and visual image, the direction and speed of the intruder and then resume its patrol duties. It can take no other actions.

The players will then encounter the guard 'bot. It's distance from them should be determined by the referee.

### This robot's URP is:

**AA82**, Security-2, laser rifle, and cloth armour. It has passive IR sensors, telescopic visual receptors, enhanced audio receptors, antigrav drive, and a two-frequency radio.

This robot is designed to perform light security duties and to attempt to repel intruders. It is designed not to hurt intruders, but rather to scare them off. It will position itself in the path of the players and fire its laser into the ground in front of them. This is very effective as far as animals are concerned but may be less so with players.

If the players continue to advance, the 'bot will continue to position itself in their path. They will either have to shoot it, or continue to force it back. The 'bot will only retreat 1,000 meters and then it will suddenly move out of the way of the players and hover off to the side. At this point, it will no longer attempt to warn off the players. It will hover there, waiting for the more specialized security 'bots to arrive.

The security 'bots will appear less than 1,000 meters from the point at which the guard 'bot moved out of the player's way. Before the players see the security robots, they will see a rather gruesome sight. The burned out and heavily damaged ATV used by Dr. Alandra Chadra and her students sits atop a nearby dune. Around it are the charred bodies of five of the students, who were attacked and killed by the security 'bots now approaching the players. (The players may also notice two other twisted and wrecked metal objects. They probably won't realize that those objects are what's left of the robots destroyed by Alandra Chadra's team just before they were killed).

#### The security robots' URPs are:

**AA93** and **AA93**, both are programmed with Security-3. They are grav powered, equipped with passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-channel radios, cloth armour. One is armed with a laser rifle, while the other is armed with a PGMP-14.

They are programmed to fire on the intruder and then wait to see if the intruder leaves, surrenders or continues to attack. As an option to give the players more of a chance against the robots, the referee may wish to institute a critical hit against the 'bots. On a "natural" roll of twelve (2D), the referee should roll 1D. On a 1, 2 or 3, the players have hit and destroyed the robots' weapon. On a 4, 5 or 6, the players have hit and destroyed the robots' brain. This option should probably not be used if there are six players participating in the scenario.

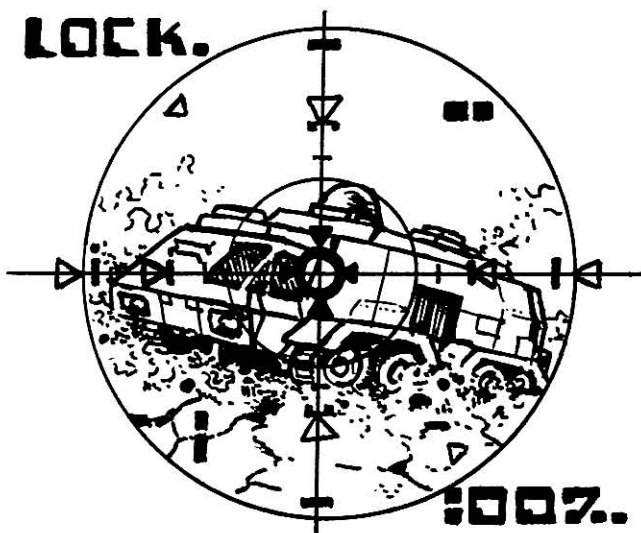
The way the battle is handled should be left to the referee. He or she should fire initially to stop the vehicle and the players. From that point on, the robots will fire only if fired upon. Any players not using weapons, or not involved in the shootout will not be engaged by the robots. The 'bots are there to protect their underground complex, not to eliminate players. If the players should decide to surrender or the opportunity arises to capture a player, the referee (in the guise of a robot) should do so. This is, after all, what happened to Alandra Chadra and the one surviving graduate student, Tessa Caladan.

As for attacking the ATV, the complete stats and damage system for it are on page C7. The side of the vehicle which is shot at will determine the possibility and amount of damage taken by both the vehicle and its occupants. If you are using the **Striker™** stats on the ATV, resolve the battle according to those rules. If you are using **Traveller®** and **Mercenary** rules, use the following system.

Determine the side of the vehicle being shot at. Roll 1D and consult the table below.

**ATV Damage Table**

	<b>Front</b>	<b>Side</b>	<b>Rear</b>
1.	Breach	Breach	Breach
2.	Visor	Door	Door
3.	Power Plant	Motor	Fuel
4.	Lights	Top Hatch	Fuel
5.	Top Hatch	Breach	Breach
6.	Top Hatch	Motor	Breach



## EXPLANATION OF RESULTS

**Breach:** A hole has been blown in the side, front, or rear of the vehicle. If the breach is made by the robot firing the laser, roll 1D; on a result of six (6) one of the occupants gets hit. That unlucky individual takes 3D damage (if he or she is wearing combat armour, *reflec* or *ablat*, modify the result accordingly). If the breach is made by the robot firing the PGMP-14, **all** occupants take 3D damage from flying debris and hot metal (if the hit individuals are wearing combat armour, but not *ablat* or *reflec*, modify the result accordingly).

**Door:** The door is warped and unable to be closed; no other results.

**Fuel:** The bins holding the hydrogen fuel are damaged. Half of the remaining fuel points are drained away. If fuel is hit a second time, the remaining fuel points are again reduced by half.

**Top Hatch:** The bubble hatch on the top of the vehicle is destroyed. If there is a player shooting back from that hatch, the player is hit instead.

**Lights:** The headlights are shattered. The vehicle's speed is reduced by half if travelling at night (all other modifiers still apply).

**Motor:** The ATV's motor is damaged. The vehicle must stop movement immediately. The damage can be repaired with Mechanical skill. It will take 2D hrs. minus a DM for skill levels in Mechanical. It will take a minimum of one hour.

**Power Plant:** The ATV's power plant is damaged. The vehicle must stop movement immediately. Air conditioning and heating will shut down. Damage can be repaired as in the case of **Motor** above.

**Visor:** The windshield in front of the driver is shattered. The driver takes 3D hits regardless of which type of weapon did the damage. This will also cut the vehicle's speed in half. It **cannot** be repaired.

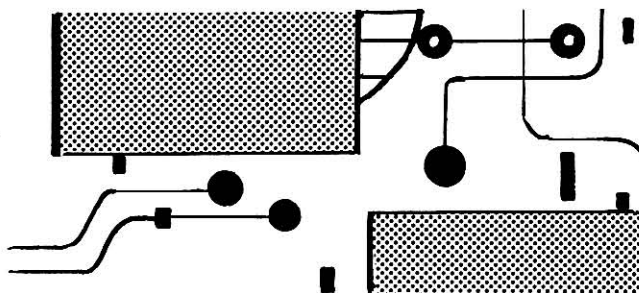
Any ground combat which occurs outside of the vehicle should be handled normally with provisions for the robots' behaviour as noted above.

Depending on the outcome of the battle with the robots, the players will be faced with several possibilities. They may have destroyed the robots with no major problems. They may have destroyed the robots while taking casualties and losing the ATV. Or, they may have taken a lot of casualties, lost the ATV and not have destroyed the robots. (**Note to the referee:** Do not mercilessly kill off the players! Even if they make foolish decisions or are the victims of poor die rolls, let at least a few of them live. If they are captured by the security 'bots, they can be given many opportunities to escape from the underground complex).

If the players are captured they will be escorted by the security 'bots to the underground complex. They will be turned over to Android No. 3, who will put them in the same room as Alandra Chadra and Tessa Caladan (at least the players will find out that they are still alive!)

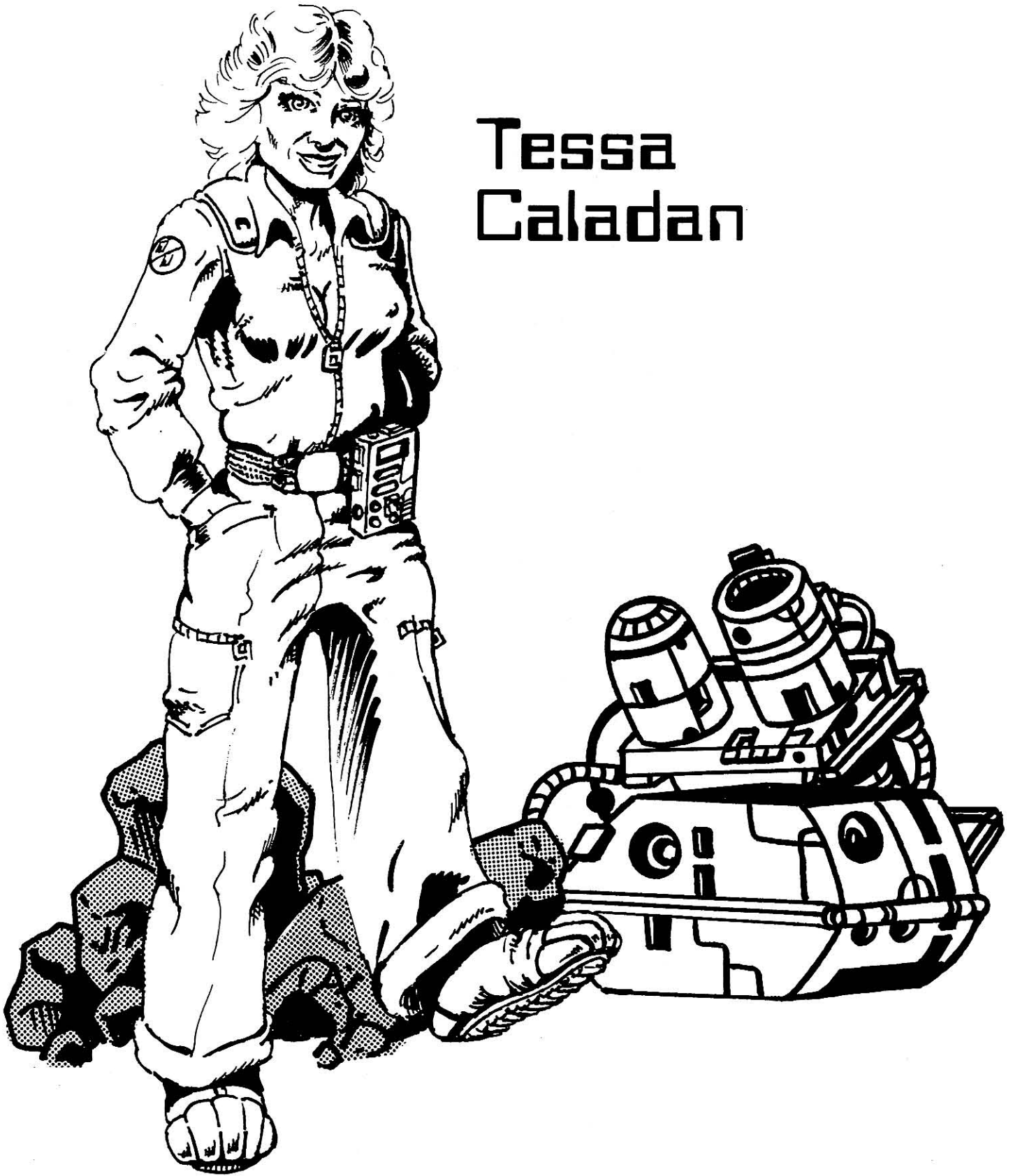
If the players destroyed or disabled the security 'bots, the next most logical course of action for them will be to find where the robots came from and/or who sent them. Since the robots are grav powered, they leave no marks on the sand. However, if a player has Recon skill, a roll of 8+ will reveal the general direction from which the robots came. (If the players are having a difficult time trying to figure out how to conduct a search of the area, you might have them roll their intelligence or less with 2D. If successful, the player can be told that before the battle began, he or she remembers the general direction the 'bots came from).

If the players lost their ATV to robot fire, they will have to walk the two kilometers to the underground complex. If the ATV is still functioning (or can be repaired) they can drive the two kilometers in a matter of minutes. The entrance to the complex will be obvious whether on foot or in a vehicle.





# Tessa Caladan



## THE UNDERGROUND COMPLEX - You've been down here how long?

The base was built in -4105, just before the founding of the First Imperium. It served as a "listening post" in what was then part of the interstellar territory being consolidated by the Vilani. The Vilani, who constructed the base, abandoned it during one of the wars that was fought just before the founding of the First Imperium in -4045. It had ceased to be of strategic importance, and it was never re-occupied. It has been vacant for nearly 5,200 years. The robots that were left there by their Vilani masters have been waiting all those years for their builders to return.

The complex itself was not designed to repulse a concerted attack. Since most of the military hardware (with the exception of the sentry and security 'bots) was hastily dismantled and sent back to the capital sector, it is now even less capable of defending itself. There are three androids running the complex, and only one is really able to handle the security details. The players should not have much trouble breaking into this place.

There are three robots in the complex which I refer to as androids. They are not androids, in the strictest definition of the word, but are merely very sophisticated robots with a humanoid appearance. Those androids, which are now running the complex, have distinct duties. Android No. 1 is responsible for all the operations carried out within the complex.

### His URP is:

**AB87**, Admin.-2, Computer-1, Grav Vehicle-1, Electronics-1, Mechanical-1, General Weapon Handling-1, cloth armour. Passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio.

This android is humanoid in appearance and, on first sight, could be mistaken as a wholly organic being.

Android No. 2 is responsible for the supervision of all computer, electronic and mechanical repairs throughout the complex.

### His URP is:

**BC87**, Computer-2, Electronics-2, Mechanical-1, General Weapon Handling-1, Grav Vehicle-1, cloth armour. Passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio.

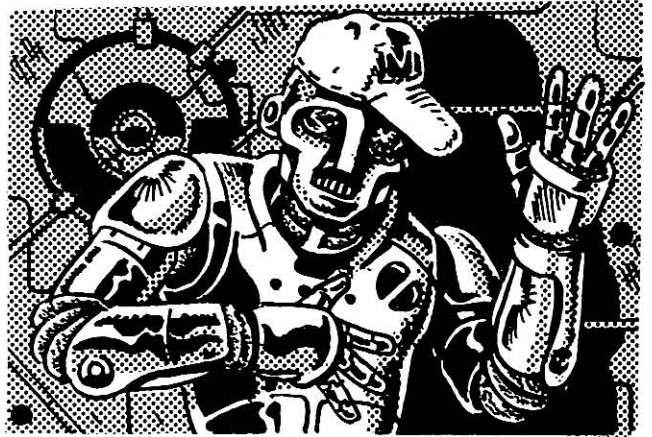
This android is similar in appearance to Android No. 1.

Android No. 3 is responsible for security both outside and inside of the complex. The sentry and security 'bots are under his direct control.

### His URP is:

**AA87**, Security-4, General Weapon Handling-2, General Vehicle-1, cloth armour. Passive IR sensors, telescopic visual receptors, enhanced audio receptors, multi-frequency radio.

This android is similar in appearance to both Android No. 1 and Android No. 2.



All three androids run the complex from a central control room. From there they can send orders to the six service robots that maintain and repair all of the equipment. From that same control room they are also capable of monitoring both the inside of the complex, and an area 5 kilometers around it on the outside. Obviously, they will know that the players are coming, but will feel secure that the main door to the complex will stop them. To be certain Android No. 3 has ordered two of the service 'bots (in the garage area of the complex) to assemble and mount a pulse laser on a grav carrier which is parked there. It will require about one hour for the service 'bots to assemble and mount that weapon.

## THE COMPLEX - Room by Room description (see map; page C1).

**Entrance Way:** The outside of the complex is a ramp which extends down and into the sand. It is relatively easy to spot and is 6 meters wide; wide enough to permit the players ATV to drive into it should they wish to (assuming the ATV is still working). Once they move beneath the surface, they will see a long tunnel ahead of them. It is lit by a dull blue light, emanating from panels set into the ceiling. The tunnel walls, floor and ceiling are made of a very smooth and, apparently, very dense metal. The tunnel runs as far as the eye can see. Passive IR goggles or imaging devices will show a solid structure at the far end, emanating a slight heat signature. The distance to that structure is about 1,000 meters. The players will also note that the tunnel is on a moderately steep downgrade, which will take them further and further beneath the planet's surface.

When they reach the solid surface at the end of this tunnel, they will see an overhead door made of the same material as the tunnel surfaces. To the right of the door is a 10 cm by 10 cm panel, glowing a dull white light. Beneath the panel is a narrow slit approximately 5 cm by 10 cm. This is the door release mechanism. A correctly "keyed" magnetic card must be placed in the slit in order to open the door. If the panel is touched before a card is placed in the slit, a very loud Klaxon horn will sound making conversation amongst the players nearly impossible.

The release mechanism can be "hot wired" with an Electronics skill roll of 8+. The horn will continue to sound (It can only be shut off from inside, in the security office). If worse comes to worse, and the players can't get inside, all they have to do is 12 points worth of damage to the panel and the door will open. Unfortunately, if they open the door in this manner, it will open only .5 meter. This is enough to crawl underneath, but just barely. If you want to drive the players crazy, have the panel spark and sputter while the door jerks up and down a few centimeters in either direction. They won't know if it's safe to crawl under or not.

**The Vehicle Garage:** Once inside the door, the players will find themselves in a much larger, better lit room. It measures approximately 15 by 15 meters and has an 8 meter high ceiling. There are three grav vehicles parked by the south wall. They are of unknown make (as far as the players are concerned), but appear to be two speeders and what looks like a grav carrier. On the floor in front of the grav carrier are some pieces of equipment being assembled by two service 'bots. The service 'bots will **not** acknowledge the players presence in the room. They will continue to assemble the pulse laser to the exclusion of all else.

The players may want to make use of the grav carrier (especially since their own ATV may have been damaged or destroyed). The service 'bots will take one hour to assemble and mount the pulse laser on the grav carrier. The grav carrier itself is controlled by computer and it will take someone with Computer skill to figure it out. Throw 10+ on 2D to learn to operate the computer controls. Once a course and altitude are set, the grav carrier will follow it, dodging any and all obstacles. Its maximum speed is 170 KPH at NOE (nap of the earth) mode.

The pulse laser is linked to a fire control computer. A player with Computer skill must throw 10+ on 2D to figure out the fire control computer. Once its operation is understood, the computer will assign a priority target and engage the target automatically. After the target is destroyed, it will go to the next priority target, etc. If no more targets are immediately found, the computer will automatically continue "sweeps", looking for more targets, until it is shut down.

If any of the players have skills with the use of heavy weapons, they may immediately recognize the pulse laser for what it is, even though it is unassembled. Roll 8+ on 2D. If they fail to make the roll, they will have to wait awhile longer (referee's discretion as to how long) before they recognize the weapon being assembled. There is nothing else of interest in this room.

**Service Area:** On the north wall of the vehicle garage is an overhead door (now open) which leads into the service area. This 7.5 by 12 meter room is where the service 'bots go to get parts for the vehicles or to make repairs on vehicle systems (power plants, motors, etc.). When the players enter, the service 'bots will be moving back and forth



between the service area and the vehicle garage, getting parts with which to assemble the pulse laser. The room itself contains miscellaneous equipment and parts, none of which are of any use to the players.

On the east wall of the vehicle garage is an overhead door which leads into a hallway. This door is unlocked. All the players have to do is touch the 10 cm by 10 cm panel to the right of the door. After their encounter with the outside door, they may be somewhat reluctant to do so (especially since those Klaxon horns are still wailing away!).

When the door opens, the players will see a 3 meter wide hallway. It appears to be approximately 75 meters long and lit with panels recessed into the ceiling. The panels give off a medium bright white light. The floor, walls and ceiling are made of the same hard, dense metal found throughout the complex. As the players walk down the hallway, they see a door to the left and a door to the right.

**Sickbay:** The first door on the left of the hallway leads into the sickbay. The door is open inside the 7.5 by 4.5 meter inner room, the players see a "Robodoc". When they enter the room, it will roll forward and ask what the problem is. Unfortunately, the players won't understand what it says. It speaks in the same breathy, aspirated noise the players may have heard on their ATV radio. (All the androids and robots in this complex that are capable of speech, speak in this manner. The players will be unable to rig up a translator and the robots won't take the time to do so). If the Robodoc' receives no response or instructions, it will attempt to diagnose the players' medical problem (whether they have one or not). Since current human anatomy is essentially identical to the anatomy of the Vilani who constructed the Robodoc', it will cease its diagnosis as soon as it realizes there is nothing medically wrong with the player it is examining.

If a player was injured in the fight outside (or is ill from some other cause), it will grab the player and attempt to take him or her into the adjoining room in the sickbay. All the Robodoc' wants to do is place the player in a rejuvenation capsule. The players may not see it that way, especially since they don't know what the rejuvenation capsules are. It will take the combined strength of three players to retrieve

one of their fellows from the Robodoc's lift arms. The Robodoc' will cease its efforts at that point, and either attempt to carry off another injured player, or return to its spot in the outer sickbay room.

If the player gets locked into a rejuvenation capsule, he will remain there for a period of time equal to his injuries in hours. (Example: A player has taken 6 points of damage. He will be placed into the capsule and will be forced to remain there for 6 hours). At the end of the period of time required for healing, the character will have all his characteristics returned to their normal levels. Should the players wish to release a comrade from a rejuvenation capsule before his wounds are healed (they may panic since they don't know what the capsules are), they must make an Electronics skill roll. It must be a "natural" 12. No positive DM for skill level should be allowed. They can make such a roll once per player with the skill, once per thirty minutes of game time. **(Note to the referee:** After one hour, you can tell a player(s) inside a rejuvenation capsule that he or she has regained a point on one of his or her "down" characteristics. It should, at that point, become obvious to all what the capsules really are). There is nothing else of interest in this room.

**Security Station/Brig:** Across from the sickbay is a 7.5 by 9 meter room which serves as a security station and brig. The door to this room is locked. The players will have to go through the same routine they went through in the main entrance door to the complex. The 10 cm x 10 cm panel next to the doorway must either be "hot wired" to open the door (Electronics skill roll, throw 8+ on 2D) or, the panel must be damaged (10 pts). If they choose the latter option, the door will only slide open .5 meter. They will not be able to see the entire room from that small of an opening. They can fit through it, but just barely.

The security station is unoccupied. There is a desk in the center of the room which faces two force-field cells (the force-fields are turned off). On the east wall is a gun rack which is empty. On the west wall is a monitor screen which is controlled from a panel on the desk top. If the players look at the desk top, they will see a series of square plastic buttons. One of the buttons is flashing red in synchronization with the wailing noise the Klaxon horns are making (remember they still haven't been shut off). If that button is depressed, the Klaxon horns will be silenced.



If the players depress some of the other buttons, they will realize that two of them turn the force-fields in front of the holding cells on and off. The other buttons turn on the monitor screen on the west wall and switch the picture it displays from room to room in the complex. If they switch the monitor display enough times, they will see all of the rooms in the complex but one. The one they won't see is the central control room. When they press the button that should display that room, the screen will turn black (Android No. 3 is over-riding the image from within the central control room). The players also will **not** know where the rooms they see displayed on the security station monitor are located within the complex. In one of the rooms they will see Alandra Chadra and Tessa Caladan seated at a table, talking to each other. If the players call out to them, Alandra and Tessa can tell the players where they are in the complex (with only general directions), but they won't know about any of the other rooms, or where those rooms are located.

If the players search the desk in the security station, they will find a 5 cm by 8 cm red plastic card with a magnetic strip on one side. This was left behind by Android No. 3 in its haste to get the guns out of the security station. If the card is inserted in the slot beneath the glowing panels set next to the doors inside the complex, the doors will open (after the panel is pressed). This is a security "key card" and will open any door in the complex. There is nothing else of interest in the security station.

**The Central Control Room:** If the players continue down the corridor, they will see a door to their right. This door leads into the central control room. When they get the door opened (either by "hot wiring" the circuits, using the security key card, or damaging the plate) they will see a darkened room with a dim light source to the left of the door. Waiting inside are the three androids, each of them armed with a gauss rifle and four clips of ammo. They will wait, crouching behind the three desks, until one of the players presents him or herself as a target in the doorway. Since the room is rather dark, the players and androids resolve all shots with a DM of -1. If a player stands in the doorway, the androids will have no negative DM due to the "silhouette" effect. They are not interested in killing the players just for the hell of it. If a player should fall unconscious from his wounds in this fire fight, the androids will then con-

centrate their fire on the characters who are still standing. The only way the players will draw them out of the central control room is to begin a retreat down the hallway, back towards the entrance to the complex.

As stated above, the room is too dark to make out much detail. The only light source is a holographic representation of Aramat in the northeast corner of the room. It appears to be solid, but will prove otherwise upon close inspection (or, if a player dives behind it for cover). Obviously, the only chance the players will have to closely examine this room is if they destroy the androids guarding it.

Each desk in this room has a control panel which handles a different aspect of the operations within the complex. The desk on the east side of the room handles all the engineering, life support and computer functions within the base. By depressing and releasing various buttons on the panel in sequence, the huge monitor screen will display electronic circuitry, schematics, engineering diagrams and views from the service 'bots perspective as they carry out their duties inside the complex. If a player sits down in this chair (or either of the other two) the lights will then come on within the central control room.

The desk in the center of the room controls all the administrative aspects of the complex. Its control panel is capable of over-riding either of the other two. It is also capable of calling up library computer data and displaying it on the screen (the players won't be able to figure out how to do it). It also has some switches which can be set so that the monitor screen can display images from outside the complex entrance and above ground.

The desk closest to the west wall has a control panel which handles all the security for the base. By depressing some of the buttons, the monitor screen will show images of the rooms within the complex (much like the control panel in the security station) as well as reports from the sentry robot and security 'bots. If the players have destroyed the robots, the monitor screen will show nothing but static. There are also two service 'bots doing repairs on the computer console on the west wall. They will be oblivious to the players and any shooting which may occur in the room.

For each button the players press on this control panel, throw 2D. When a 12 is rolled, the players



have accidentally started a destruct sequence inside the complex. In just over two and one half hours, the whole complex will be destroyed by a 50 kiloton nuclear device. It cannot be found or disarmed, nor may the countdown sequence be stopped by the players. They will see one hundred red dots appear on the monitor screen. The Klaxon horns will sound again, giving a blast once every 10 seconds. After 10 blasts from the Klaxon horns, a single red dot will disappear from the monitor screen. This process will be repeated until there are no more red dots left on the screen. At that point, the nuclear device will detonate. It will leave a 100meter crater where the complex was. The area of direct induced radiation will extend outwards to 1200 meters. Blast effects will be felt out to a kilometer away. It will cause a 100 meter diameter area of sand above the complex to collapse, leaving a crater 50 meters deep. There is nothing else of interest in this room.

**Engineering and Life Support:** Across the hall from the central control room is the door which leads to the room that contains all the engineering and life support equipment for the complex. The door is unlocked. It can be opened by pushing on the lighted panel to the side of the door (just like all the other doorways in the complex). There are two service 'bots rolling along the floor between the machinery. They are monitoring the equipment in the room, as well as servicing any machinery or system which breaks down. The players will find nothing interesting in this room. If they wish to do something like shut down life support to a specific area of the complex, or shut off lights, etc., they will find they are unable to. About the most they could do is destroy some of the machinery. Even if they do that, the service 'bots will begin repairing it immediately.

The fusion power plant which supplies all power to the complex is behind a heavy door to the back of this engineering room. The players can't get into it even if they want to. If they have the security key card, the slot next to the door will accept it. On this door there is a 15 digit key pad into which a code must be entered. Obviously, they don't know the code and no amount of time spent trying to figure it out will open the door. (If the players waste too much time here, a broad hint that the door "seems" impregnable may be in order).

**Staff Quarters:** 7.5 meters down the hallway from the engineering and life support room are the staff quarters. These 4.5 by 4.5 meter cubicles at one time housed the Vilani inhabitants of the complex. All but one are now empty, except for the occasional chair and table. The last one on the left houses Alandra Chadra and Tessa Caladan. The door to their cubicle is locked from the outside. It will require the security key card or damaging the panel next to the door in order to gain entrance to the room. Other than the two girls, there is nothing of any interest in this room (or any of the other staff quarters).

**Common Area:** Down the hallway from the staff quarters is the common area/dining room. It is a 12 by 13.5 meter room containing tables and chairs. On the south wall are two operational food synthesizing units. They will provide edible and nutritious food for the players; although, its appearance and taste will not be too appealing. There are also two service 'bots standing against the east wall. They will clean up any debris dropped on the floor, or left over food on the tables. Once each day, they clean up the dust on the floor, tables and chairs (throw 11 or 12 on 2D to see if they are cleaning the room when the players enter it).



## EPILOGUE - You're not home yet!

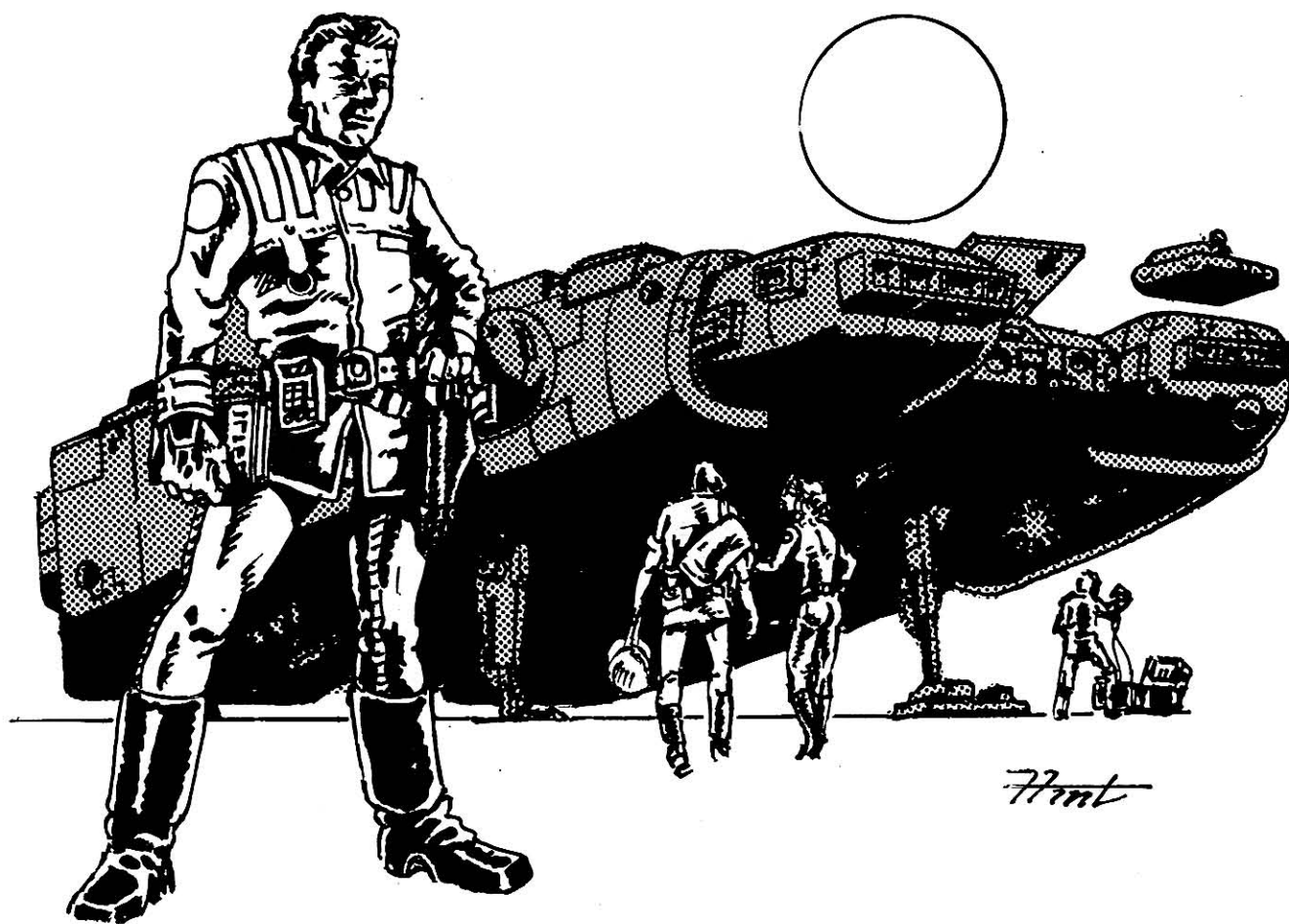
The players (assuming they have survived the complex) must still return to the space port. Situated somewhere between them and the space port is the Dresden Chemicals team. The referee should have been keeping track of the Dresden Chemical team's progress throughout the entire adventure. The referee need not roll for encounters for them, but should be aware of their position on the world map relative to the players.

The Dresden Chemicals team knows in which hex Alandra Chadra was conducting her dig. What they don't know is whether or not she passed through the hex which contained the biochemical material (or whether she knows about it). They must find out if she knows about the biochemical agents. If the Dresden team leader can't be certain that she doesn't know, they will kill her and all those with her. To facilitate this, they have broken into the players and Alandra's ship back at the star port and subtly damaged them. The damage can be repaired with

available equipment, but it will take 1D hours, with a negative DM for Electronics skill.

**Referee's Note:** If the players have left someone behind at the starport, the Dresden team will tell him (them) that they are here to do some big game hunting. The players' ships will be left untouched and the Dresden team will move to the hex which contains the biochemical agents via air raft.

The Dresden team will find the biochemicals untouched and no sign of any activity around them. The team leader will then decide that the players and Dr. Chadra must be silenced anyway to insure the secrecy of the operation (regardless of whether or not they actually know what is going on). They will return to their ship and lay an ambush for the players outside of the space port. (See their URP's and weapons skills on page C3). The referee should adjudicate the battle as it develops. The Dresden team should be regarded as over confident, since they think they are fighting a bunch of scientists and students.



# Dresden Chemicals Team





## NOTES TO THE REFEREE

This adventure is designed to bring three different groups of people, each for a different reason, into a horrendous situation. The referee must handle each group of NPC's according to their motivations. Alandra Chadra and Tessa Caladan never expected to be pulled into their present situation on Aramat. Both are probably still in shock after seeing five of their friends killed, and then being confined to a small room in an underground complex run by "androids".

The Dresden team is only concerned with their being caught illegally trafficking biochemical warfare agents. They will not kill everyone immediately upon setting foot on the planet. However, it will occur to the Dresden team leader (after they inspect the holding facilities) that the players and other NPC's on the planet will have to be killed anyway, just to be certain that no one will ever find out.

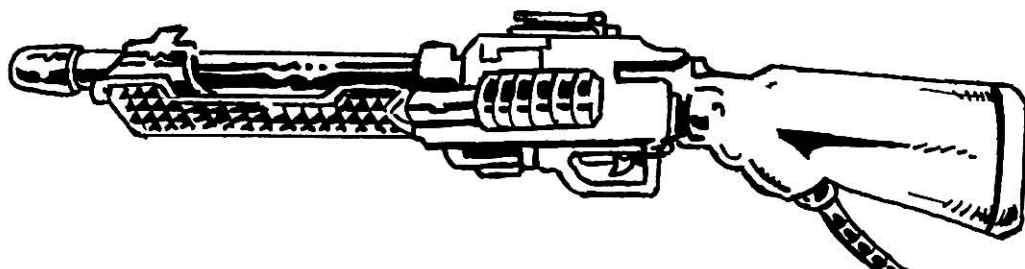
The androids have been guarding this outpost for close to 5,200 years. They are only following the orders of their long gone creators. The intrusion by Dr. Alandra Chadra and her team was not only unexpected, but resulted in the capture of two of them as prisoners. The androids radioed to their home base for instructions. That base is 6.5 light years away and also uninhabited. Obviously, they will wait a long time for a reply. But then again, they have been waiting for 5,200 years.

The players should enter this situation with no more than the knowledge that Dresden Chemicals Ltd. is also interested in Aramat. They may know less than that and perhaps, they suspect even more if they believed any rumors they heard in the starport bar on Palmyra.

If the players are sharp, they will steal the g-carrier from the underground complex. This will make short work of the Dresden team waiting in ambush for them near the starport. If through bad luck or stupidity, the players look as though they will be easily killed by the Dresden team, the referee may wish to alter the number of men in the Dresden team to allow the players a fair fight. This goes for any other encounter the players may have. The essential point of any scenario is for the players to enjoy themselves. Depending on the number of players the scenario is run for (or number of characters used by those players), the referee should always feel free to alter any encounter to make for maximum enjoyment and playability.

One final note on the robots: If the players try to remove one of them from the complex (players being a devious lot might think one of the robots would make an excellent ship's steward), they will quickly realize that the robot is no longer working. There is a grid-network of wire buried beneath the complex which gives the robots not only directional guidance, but their "sense" of position within both the complex, and on the surface of Aramat for 5 km around the complex. When a robot is removed from the "guidance" of the grid-network, it ceases to function.

The players won't know this of course, but will realize upon removing them from the complex that the robots have suddenly become worthless lumps of metal and plastic. But are they? They could be sold to an Imperial museum, or private collector, since they are examples of First Imperium/Vilani technology. A fair price for one of the robots would be 25,000 cr. (This price could be raised or lowered to reflect the buyer's willingness to purchase such an artifact.) The referee should realize that no matter what the players do, the robots will remain inoperative after they have been removed from the complex.



## Appendix I

### Notes on the use of STRIKER™ and AZHANTI HIGH LIGHTNING

For those referees who use the **Striker™** rules in their **Traveller®** scenarios and campaigns, I have included the stats for the player's ATV and the "alien" g-carrier. The two speeders which were also parked in the garage of the underground complex were excluded simply because they are unarmed and only carry two people in each. If the referee feels he needs them, they can be constructed with the **Striker Book 3** design sequence, using the Traveller speeder as a starting point (most players will probably ignore them simply because the g-carrier is armed and the speeders are not).

I would also suggest using the **Azhanti High Lightning** turn sequence instead of the normal **Striker™** turn sequence for combat within the underground complex. That environment is similar to that of a starship and the **AHL5** second "impulses" work much better on that scale. The **Azhanti High Lightning** rules are also good if you don't have **Striker™**. They take a bit longer to resolve outdoor encounters, but they provide tremendous rules for interior encounters and fighting. Refer to page 23 in the **AHL** book for integration with **Traveller®**.

### STRIKER STATS

#### ATV (TL-9)

Height: 4.5 m, Width: 4.5 m, Length: 7.5m, Total Volume: 151875 m<sup>3</sup>

Weight: 84.62 tons

Movement: Road speed - 100 KPH Cross country -60 KPH (maximum)

Armour: All sides 15

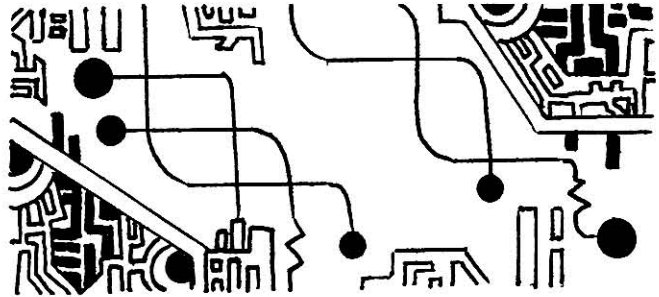
Target Size DM's: +6 low

Equipment: 100 power radio, radio direction finder, atmosphere "sniffers", laser range finder. Sealed environment with life support for eight individuals.

Power: 20 megawatt fusion power plant. Consumes 3.0 liters per hour.

Fuel capacity 250 liters; enough for 83 hours of operation.

Weapons: none



#### GRAV-CARRIER (TL-13)

Height: 3 m, Width: 6 m, Length: 12 m, total Volume: 108 m<sup>3</sup> (radical slope on front, moderate slope on sides included).

Weight: 281.196 tons

Movement: Top Speed: 2430 KPH Cruise: 1822.5 KPH  
NOE: 170 KPH

Movement Effects on fire: none

Armour: All sides superdense 45

Target Size DM's: +5 low +1 high

Equipment: 500 power radio, computer/driver interface, avionics, 50 power target acquisition radar, sealed environment with life support for eight individuals.

Power: 200 mw fusion power plant consumes 300 liters per hour.

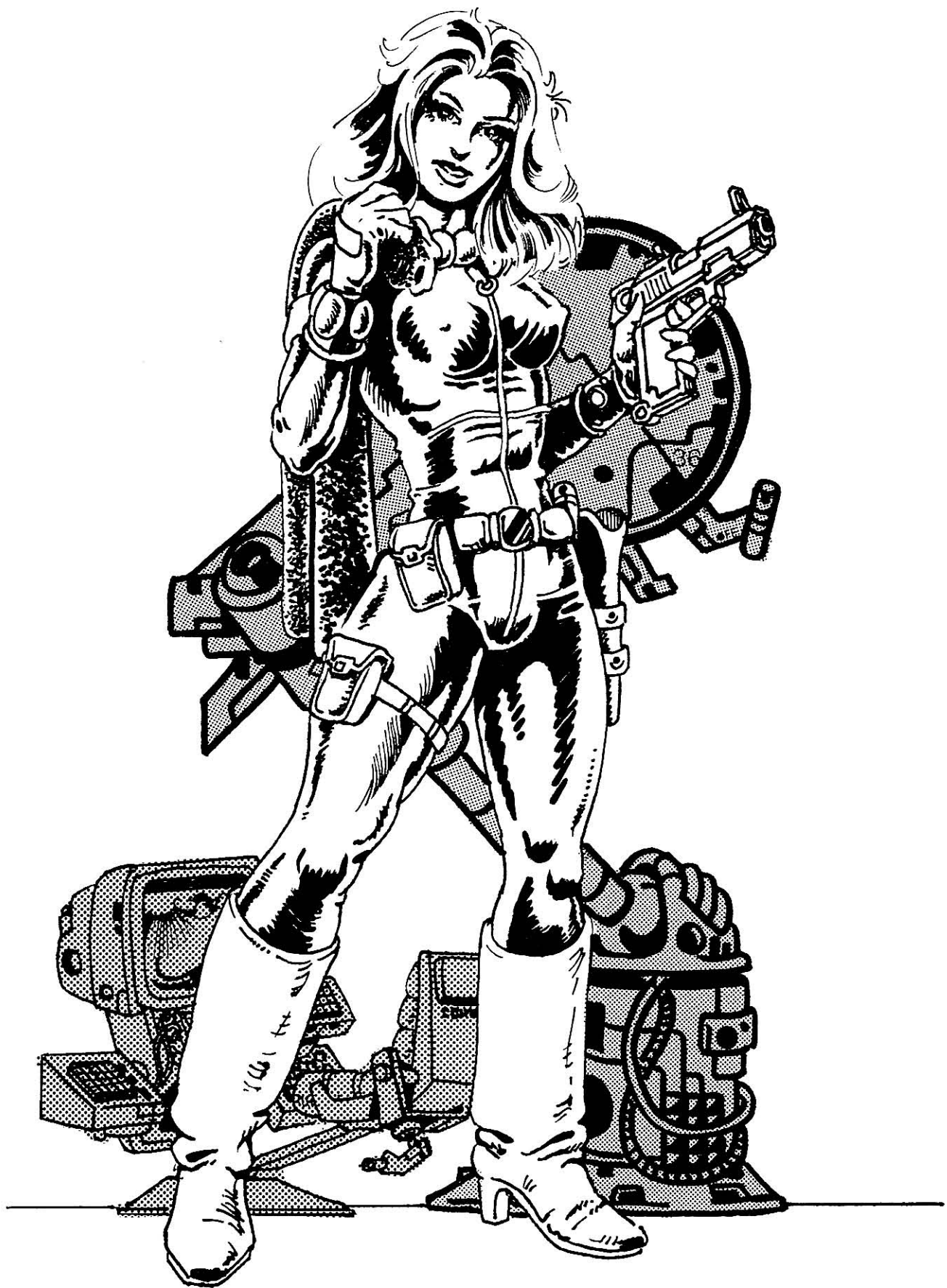
Fuel capacity: 10,000 liters; enough for 33.3 hours of operation

Weapons: Pulse laser; single lens 40 mw input/10 mw output

Ranges: Effec. 10 km. Long 20 km. Extreme 40 km.

Penetration: Effec. 150. Long 70. Extreme 40.

Hit Bonus: +0 Engages 1 target. Signature: +3.





## Appendix II

### ATV (TL-9)

125 "points" of fuel      Fuel Consumption  
                                 .75/Hr at 30 KPH  
                                 1/Hr at 40 KPH  
                                 2.5/Hr at 80 KPH  
                                 Air conditioning/heating  
                                 increases consumption  
                                 by +/-Hr

See **Appendix 1** if you wish to use **Striker™** stats for the ATV.

### Grav-Carrier

In the context of this scenario, fuel consumption for the grav-carrier is irrelevant, as are its effects on life support and weapons use. If you still think you need fuel consumption figures, use the **Striker™** figures in **Appendix 1**.

The ATV Fuel Consumption chart is designed to help the referee and players keep track of the ATV's fuel consumption as it crosses Aramat.

# THE END



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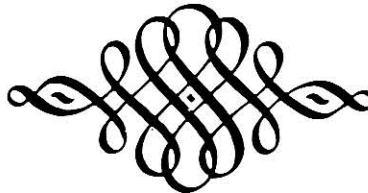
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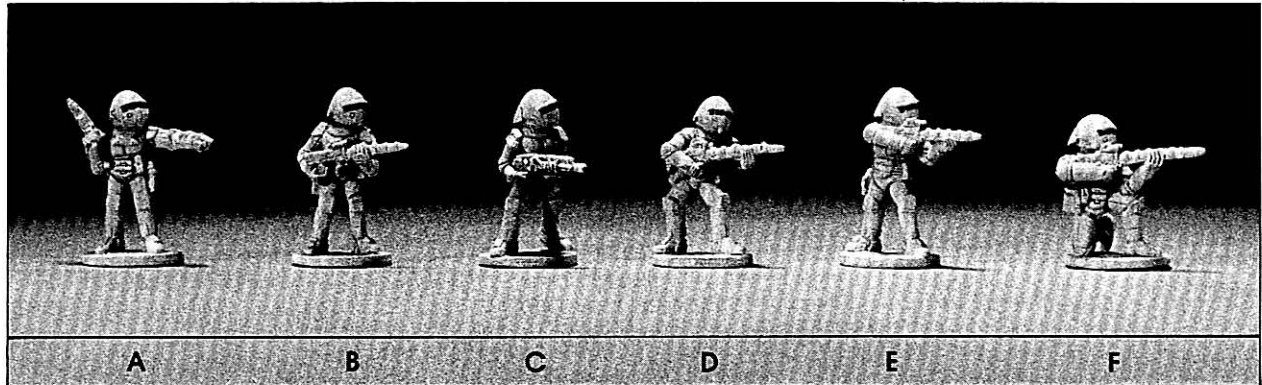
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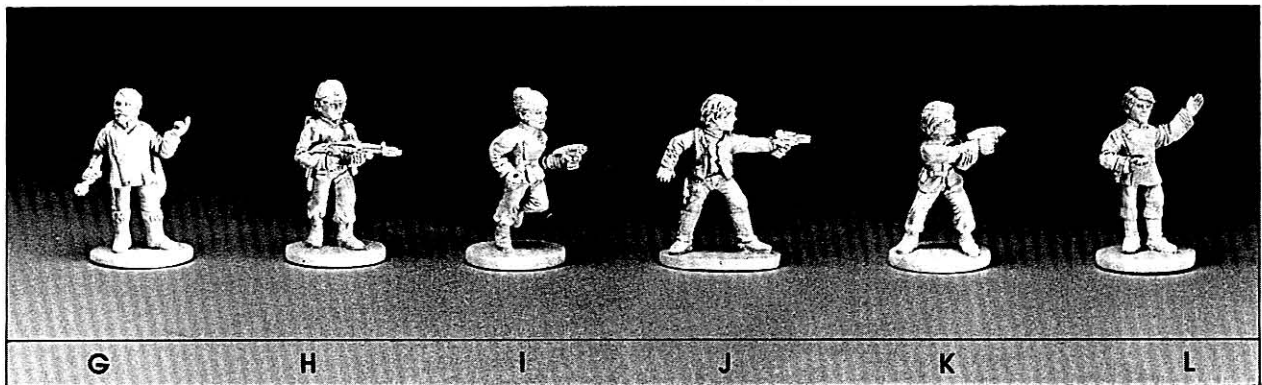


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**A.** Officer

**B.** Medic Re-loading

**C.** Plasma Gunner

**D.** Trooper

**E.** Trooper

**F.** Trooper Taking Aim

**G.** Noble

**H.** Adventurer w/ACR

**I.** Merchant Crew Woman

**J.** Adventurer

**K.** Merchant Crewman

**L.** Merchant Officer

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