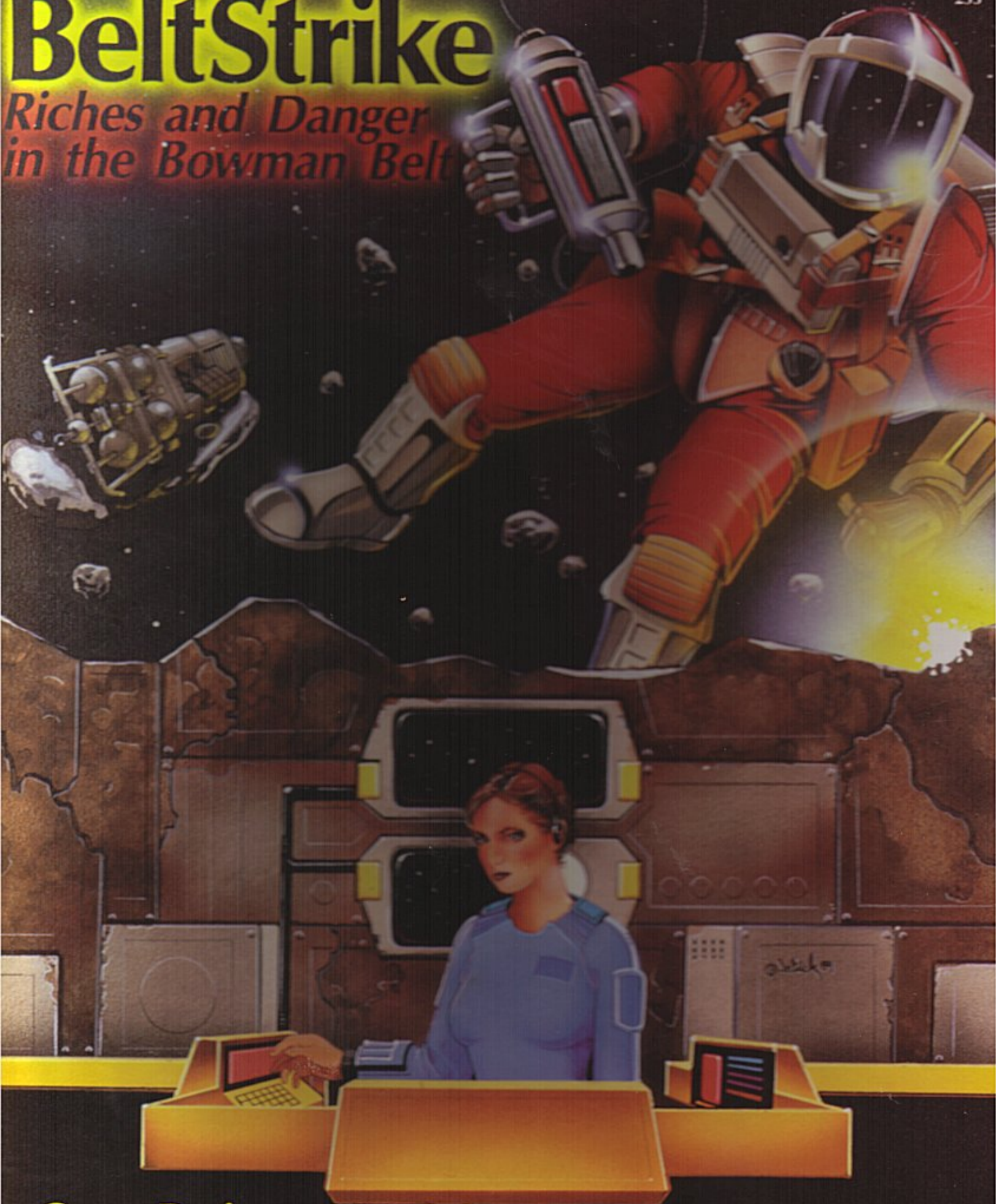


# BeltStrike

*Riches and Danger  
in the Bowman Belt*



**Game Designers' Workshop**

A TRAVELLER® Adventure Module

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# Belter's Handbook: BeltStrike

## TRAVELLER® Science-Fiction Adventure in the Far Future

Game Designers' Workshop



## Introduction

This booklet, part of the *BeltStrike* boxed module, contains complete information on asteroid mining for use with *Traveller*. Except as noted in these rules, all conventions and standards from the basic *Traveller* rules are considered to be in effect. This material is intended to supplement, rather than replace, basic *Traveller* rules and rulings.

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

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

## Belter Characters

Those who make a living mining the asteroids for resources, as employees of large mining concerns or independents grubbing for a stake on their own, are known as "belters". It is a difficult and often dangerous career, calling for individuals who are highly self-reliant, competent, and determined. Belters tend to be loners, eccentrics who can spend weeks at a time staring into a scanner, searching for the single strike that will make their fortunes. It takes a special person to earn a living as a belter.

### CHARACTER GENERATION

Characters are initially generated according to the basic rules for *Traveller*. However, belter characters may attempt to begin their careers at the age of 14, rather than the customary 18 years of age.

Character generation proceeds according to the standard procedures outlined in the *Traveller* rules. The belter character generation tables (page 10) follow the usual pattern.

Belter characters cannot obtain commissions or promotions; like scouts in the basic *Traveller* rules, they are compensated for this lack by being granted 2 skill rolls per term automatically (plus an additional role during the first term).

Retirement and mustering-out benefits are received according to the basic rules; appropriate tables are included on page 10. Aging and all other procedures are also conducted normally.

### SKILLS

With two exceptions, the skills awarded on the character generation tables are all described in the basic *Traveller* rules. These two exceptions are described fully below:

**Prospecting:** The individual is experienced in searching out mineral deposits on world surfaces and in deep space.

This skill allows an individual greater likelihood of discovering mineral deposits. In any situation calling for such a search, this skill allows a favorable DM for success.

This skill alone is not sufficient for the discovery of vast mineral wealth; but it does provide a greater probability of an individual discovering what is there.

**Zero-G Environment:** The individual has been trained to operate in zero-G situations.

This skill is the equivalent of the zero-G combat skill introduced in Book 4, *Mercenary*. When any action is attempted in the absence of gravity, problems of recoil and inertia can handicap or render helpless individuals not trained to compensate for it. The rules on zero-G conditions in this booklet give specific die rolls and modifications needed for an individual to keep control in various zero-G situations; zero-G environment skill is used to generate a favorable DM in these situations.

### BENEFITS

Mustering-out benefits are in general the same as in the *Traveller* rules. Exceptions are described below.

**Weapon:** Belter characters may receive any personal weapon discussed in the *Traveller* rules or any of the zero-G weapons discussed in this booklet. The most common weapons used by beltters are the snub pistol, the accelerator rifle, the laser carbine, and the laser rifle. To take a weapon other than one of these four guns, a saving throw of 8+ must be made.

**Seeker:** Beltters may receive a seeker as a benefit, a small starship used for asteroid mining and prospecting. It is described and mapped elsewhere in this module. The type J seeker is a modified version of the 100-ton scout/courier. Receipt of this ship as a benefit confers possession of the ship, but also liability for the monthly payments (amounting to Cr102,500 per month) for the next forty years. Fuel, crew, and other expenses must also be handled by the character. If the seeker benefit is received more than once, it is considered to represent actual possession of the ship (though not necessarily by the character) for a ten-year period. The ship is thus ten years older, and the total payment term is reduced by ten years. It is possible for a character to own a seeker, free and clear, by successively rolling the ship benefit five times (once to obtain it, and four times to pay off the four ten-year periods of payment). The ship is also forty years old.

## Mining the Asteroids

Asteroid mining is not simply a matter of finding a likely chunk of rock and hauling it in to be priced. Beltters must handle everything from obtaining proper licenses to procuring supplies before they can even set out into the belt. There follows a long period of searching; planetoids are located, samples are taken and examined; more often than not the asteroid proves to be worthless, and the belter must move on to repeat the process at the next rock that turns up on his screen. Even after a strike is made, the belter still faces a great deal of work, deciding whether to sell his claim or work it, looking for the best market for his finds, and converting the profit from one expedition into the foundation of another. The belter must be a pilot, an engineer, a geologist, a businessman, a trader, and dozens of other specialties all rolled into one.

### OUTFITTING AN EXPEDITION

In order to prospect a belt, an expedition must be organized and outfitted first.

**Legalities:** Legal requirements of asteroid mining vary from system to system. In highly civilized or well-organized areas, licensing requires payment of fees and official approval from one or more bureaucratic offices; often such belts are dominated by a corporation or consortium of corporations, with little or no opportunity for independents to break the corporate monopoly over belt exploitation.

On the other hand, frontier areas, poorer belts, and systems where government control is weak all tend to be less stringent in their control over belt mining. Licenses are easier to obtain, or completely unnecessary; competition from the larger corporations is far less pervasive. Occasionally a rich strike will be followed by a "Belt Rush," with an influx of competition. In such cases, governments and corporations frequently attempt to organize the belt to take advantage of the strike, causing a tightening of legal procedures, higher licensing fees, and a greater chance of developing corporate monopolies.

In general, a throw of 2D will determine whether or not mining a particular system's belt requires a license. Average the world's tech level and law level, and compare the throw to this result. If the throw is less than or equal to the number, a license is required. If it is greater than the number, no license need be applied for. Specific systems may have this information given (as is the case with Bowman in this module), rather than being determined randomly. Once the need for a license is determined, this fact remains a constant, unless a major change in circumstances takes place in the system.

Should a system seem an unlikely candidate for regulation of belt mining—where the world, for instance, has not achieved space flight or is cut off from extensive offworld contact—the referee can feel free to alter the result, or to explain the reasons for the regulation. (A corporate monopoly or near-monopoly on the belt, unconnected with the planetary government, is one likely explanation.) As in all aspects of **Traveller**, no rule is intended to be final; the referee is the final judge of what is best for the adventure in progress.

In applying for a license, throw against the planetary law level. The license will be granted in 1D weeks if the roll is greater than or equal to the law level number, assuming payment of requisite fees. Failure of the throw causes the license application to be rejected.

Characters may attempt to influence the application die roll by applying administration skill as a positive DM to the roll, or as a negative DM to the time roll. (A result of less than 1 week indicates a response time of 1-6 days, with no DMs allowed.) Bribery may also be attempted. To bribe officials connected with the license process, follow usual procedures for bribery. For every Cr1,000 offered, a DM +1 on the application acceptance roll or a DM-1 on the time roll can be taken, if the bribery is successful.

Licenses are normally granted on the payment of a licensing fee. Two rolls are made to establish the size of the fee; the first, on 1D, yields an exponent between 1 and 6; the second yields a multiplier. Thus an exponent roll of 3 indicates a license fee of Cr1,000-6,000. An exponent roll of 6 means the fees amount to MCr1-6. The license fee exponent number may never be higher than the world population number in the UPP. A high fee indicates either a high demand for licenses (a rich belt, a lucrative nearby market, etc.) or an attempt by the government in charge to restrict licensing (in order to protect a monopoly by means less overt than refusal to grant licenses, for example). The referee should adjust his background information to fit the fee or, if necessary to fit an existing background, revise the fee.

**The Expedition:** In order to conduct a prospecting expedition, the players must outfit a ship. Almost any ship will do, within certain limitations. The ship must be equipped with cabin space (small craft cabins will do, but tend to be uncomfortable over a long haul), plus sufficient cargo space to carry expedition supplies, samples or actual salable finds, and to provide enough work space to conduct on-board analysis and other work. Ten tons of cargo capacity is generally considered minimal. Within these limits, any vessel—even many small craft—can be used for prospecting work, particularly if only a single individual is involved. One-man expeditions, however, are dangerous, and frequently result in missed opportunities.

Equipment for an expedition is a matter for the people involved to determine. Any prospecting expedition will certainly require vac suits, oxygen, an ore sampler, and some type of drill, laser, or explosive to take samples. The basic **Traveller** rules, and the equipment section of this booklet, give information on various useful pieces of equipment that may be of use in prospecting expeditions.

In long voyages of this type, life support not only costs money but takes up measurable cargo space. Life support costs are paid as in the **Traveller** rules (Cr2000 per person per 2 weeks, or Cr1000 per week); 150 person-weeks of life-support supplies take up one ton of cargo space and cost Cr150,000. This amount will support one person for 150 weeks, 3 people for 50 weeks, etc. Life support supplies include food, air and water (to replace leakage from the recycling process), and consumable elements of the life support system, such as filters, CO<sub>2</sub> absorbers, and so on.

It is also wise, though not essential, to invest in a general maintenance and safety inspection (costing Cr50,000) which may uncover problems to be corrected. These are established and priced at the referee's discretion.

Once all purchases have been made, supplies laid in, and crew members assembled, the expedition is ready to set out.

**Sponsored Expeditions:** It is possible that asteroid mining ventures may be sponsored by a company or interested individual. Spon-

sors may be sought (much like patrons), or may approach a likely looking group. The degree of a sponsor's participation varies greatly; roll 1D-2 to determine this. If the result is a number 1-4, this indicates the portion of the expedition costs to be born by the sponsor, from 10-40%. The same percentage of expedition profits, if any, are returned to the sponsor. If the modified roll is less than one, the sponsor will help in legal arrangements (adding 2 to the license application throw, or subtracting 1 from the number of weeks to hear from the licensing agency). He will also take 2% of the expedition's profits for this assistance. Sponsors also have the right of first refusal on any discoveries made by the expedition.

The referee may prefer to go into detail in dealing with sponsors, licensing, and outfitting. In this case, whole adventuring sessions can be built around dealing with the bureaucracy, locating and negotiating with a potential sponsor, and so forth. In this case, the referee may wish to expand upon the guidelines given here, to produce a more complete interaction between the characters and their surroundings.

## BELT CARTOGRAPHY

Asteroid miners must learn to understand the makeup and nature of the belts they work. Various regions, each with specialized problems and individual characteristics, exist in most star systems.

**The Nickel-Iron Zone (N-Zone):** This term is applied to that area of a star system's belt(s) which contains mostly nickel-iron planetoids. It consists of all portions of the belt lying closer to the star than 1.25 times the star's "optimum life zone" distance. Thus, the N-zone of Sol's belt includes all asteroids less than 1.25 astronomical units (187 million kilometers) out.

**The Mixed Zone (M-Zone):** This is a transitional zone in which the proportions of nickel-iron and carbonaceous asteroids shift from the value found in the N-zone to that found in the C-zone. It lies within the area from 1.25 to 1.5 times the distance of the life zone.

**The Carbonaceous Zone (C-Zone):** This is a zone in which the asteroids are 90% carbonaceous. The C-zone includes asteroids more than 1.5 times the life zone distance.

**The Trojan Clusters:** Trojan clusters are groups of asteroids found in the Trojan points of a star system's gas giants. A Trojan point in this instance is defined as a point in the gas giant's orbit equidistant from the central star and the gas giant—60° ahead of and behind the gas giant in its orbit. These points of stability frequently collect asteroids, normally of the carbonaceous type.

**Ring Systems:** Most gas giants have ring systems. Spectacular ones (like Saturn) contain high proportions of ice and frozen gases; others (dark rings) are generally made up of carbonaceous chunks of rock.

**A Note on Definitions:** The "life zone" is the distance from a star at which the radiation received is optimum for a habitable world. Means of determining this distance for any star are described in Book 6, *Scouts*. For Sol, the distance is 150 million kilometers. If *Scouts* is not available or the star's type is not known, choose an arbitrary value for the life zone.

The three zones defined here are an abstraction. Belts are not really divided into zones, with composition changing radically from one side of a sharp line to another. In reality, composition changes smoothly and gradually from the inner edge to the outer edge. Also note that it is possible for a belt, depending on its location and boundaries, to be missing one or more zones; for example, a belt could be entirely within the C-zone and have no N-zone or M-zone.

## BELTS AND BELT MINING

The belt mining expedition must deal with the realities of asteroid composition and dispersion. While there are a lot of chunks of rock in a system's asteroid belt, two facts conspire against the would-be belter. First, those rocks are quickly swallowed up in the vastness of space. Secondly, an awful lot of the rocks that a belter examines are worthless or nearly so.

Asteroids fall into three basic categories, each of which is different



in nature and in value.

**Nickel-Iron Asteroids:** Nickel-iron asteroids are reasonably dense, high-grade sources of metal. They are of most value to the manufacturing industry; large ones (10,000-1,000,000 tons displacement) can be sold to local shipbuilding concerns as asteroid starship hulls. Nickel-iron asteroids are most common in the N-zone of a system, and are generally considered to be of highest value in most markets. Also, nickel-iron asteroids frequently contain deposits of other, more valuable dense metals and/or radioactives, which gives them the best potential of all asteroidal material to pay off big.

**Carbonaceous Asteroids:** The most common of planetoids, these stony chunks have the lowest value of all asteroids in most marketplaces. Carbonaceous material has the most value in systems where space colonies and large stations can make use of the variety of useful elements—carbon, hydrogen, oxygen, and so on—that can be extracted from them. They have little to offer the manufacturers, and there is rarely if ever an out-system market for these planetoids. Nonetheless, most belters can at least pick up a little money by selling carbonaceous asteroids to local deep-space habitats, stations, and the like.

Carbonaceous asteroids are almost never found in the N-zone, but make up 90% of all planetoids discovered in the M-zone and the C-zone, as well as in the Trojan clusters of a system's gas giants.

**Ice Chunks:** Made up of various frozen volatiles, including methane, water, and the like, ice chunks—or "dirty snowballs" as they are often called—are a source of hydrogen fuel, and hence support an entire specialty of "ice miners" who seek them out. In systems where gas giants cannot be used for one reason or another, a starport or space station may pay reasonably good money for ice chunks, though they will never make a belter rich.

Ice chunks occur anywhere carbonaceous asteroids are found, but are most common in the ring systems of gas giants.

Strictly speaking, none of these three categories of asteroid is particularly valuable, and no belter ever made his fortune strictly from discovering and mining any of these. Since these types account for just about every asteroid to be found, it becomes difficult to see just how a belter can hope to make good.

In point of fact, there are other things to be found. Many asteroids, most particularly nickel-iron rocks, contain varying amounts of valuable minerals—platinum, iridium, and so forth—and, sometimes, radioactives. Occasionally an asteroid will be discovered with an unusual configuration that makes it valuable for scientific or even esthetic purposes. And, finally, there are artifacts. Artifacts take in the entire gamut from the flotsam of a week-old wreck to a trove left by the Ancients, and vary in value accordingly.

More than 99% of all asteroids will be of minimum value, worth just enough to let the belter eke out a living. Only by dint of close examination, investigation, and hard labor can a belter hope to discover something valuable enough to score a really big pay-off.

## PROSPECTING

There are, literally, millions of rocks of various sizes within a given cubic light second of the average asteroid belt. It is thus no problem to spot planetoids. The problem is to find worthwhile discoveries. This takes hours of staring at sensors and scanners, waiting for the twitch of a needle or the flash of an indicator light to alert the prospector of a potentially valuable find.

In prospecting, the belter typically sets his ship on an orbit which will carry the vessel through a desired segment of the belt. The ship's engines are shut down once this orbit is plotted; at constant acceleration, the ship would pass through the belt too quickly for the computers to process the sensor data. The ideal flight plan will be one that takes the ship through the belt at a speed just over that of the rocks in that section of the belt. (For all practical purposes, the ship would have roughly the orbital period of the stretch of belt in which it is operating.)

Then comes the period of scanning, waiting, and hoping. The referee should establish the chances of finding various worthwhile

discoveries in a particular section of the belt; each day, rolls are made to determine the chances of discovering these interesting finds.

Up to four rolls can be made per day, one per 6-hour watch. Ideally, a different crewman should be assigned to each watch. An individual can take two watches in a one day period, but suffers a negative die modifier for all scanner rolls made during that day. Suggested scanner rolls and DMs are given on page 12.

When a roll indicates that the scanner has spotted something of interest, the referee must then determine what it is that has attracted the group's attention. The scanner potential table (page 12) gives the various possibilities. Note that this only tells the referee and the players what is potentially present; the referee secretly determines whether or not there is anything actually there to find. There will be many false leads; these can be triggered by scanner malfunction, fatigue, computer error, ambiguity in the sensor information, or other problems. First the referee determines the type of asteroid on which the possible find is located by rolling on the composition table. Then he determines whether the resource is actually present by rolling on the resource presence table. Finally, he determines the size of both the asteroid and the deposit (if any) by rolling on the asteroid size/deposit extent table.

If the crew is sufficiently interested in the potential find, it is necessary to take a closer look. The ship must match course and speed with the asteroid in question, at which point they discover the asteroid's size and composition. To determine anything else, one or more crew members must leave the ship to investigate the asteroid, take samples back to the ship for analysis, and explore interesting portions.

The process of matching vectors, conducting the investigation, and analyzing the results will take a minimum of one watch, during which time no scanner rolls can be made. The asteroid size/deposit extent table also indicates the additional time, in watches, that must be spent, as a minimum, in investigating a specific asteroid. Additional time may be spent to increase the chances of discovering something of value.

For each additional period of required investigation time spent working around the asteroid, each person involved may roll once on 3D. If (and only if) there is something of value to be found, a roll of intelligence or less (with prospecting skill as a negative DM) allows the character to discover it. If there is nothing to be found, the roll has no effect. It is up to the players to determine how long they wish to continue searching an asteroid; continued negative results could indicate that there is nothing there, but could also just be bad luck in searching.

**Passage of Time:** The basic time frame of the search process is the 6-hour watch. Characters can work for up to two consecutive watches, but must then take at least one watch for rest. This 12-hour work, 6-hour sleep cycle is a grueling one; characters following this schedule reduce endurance by 2 for each work cycle. If endurance reaches 0, the individual cannot continue working. Endurance is recovered at a rate of 2 levels per extra 6 hours of consecutive rest.

Time is tracked in this manner for several reasons. Specific individuals will be required to investigate the asteroid, with varying chances of success. Secondly, events and encounters may take place as time passes; specific individuals may be required to meet an emergency. Finally, overall expedition time must be tracked for purposes of fuel and supply consumption.

**Discoveries:** Once a discovery is actually made, the characters should survey it immediately. This requires another watch to complete (regardless of the number of people available; additional personnel may make the data more precise, but don't reduce the time investment significantly). At this point the players are told the extent of the deposit (see above), which will enable a calculation of value to be made later. A claim beacon is then planted, establishing the planetoid as belonging specifically to the discoverers. Many belters then proceed to mine the deposit to the limit of their ship's

hold, to provide proof of their claim, and to give them a source of immediate money to finance their next venture.

Valuable discoveries may be worked by the belter (see Mining below) or sold to an interested party (see Claims below).

## ENCOUNTERS AND EVENTS

During the prospecting voyage, danger may arise at many different points.

One roll is made to determine the possibility of an event or encounter taking place each day while the ship is prospecting. A roll is made each watch while the group is investigating an asteroid. The event roll table gives the roll on 2D for an event to occur in various areas of the belt.

Once the basic fact of an event is determined, specific tables are consulted to determine the nature of the situation. First, determine if the encounter affects the ship or the party outside, by rolling on the event location table. Then proceed to the appropriate event table. In some cases that table will direct the referee to a third step, possibly a table specifically drawn up for the star system. (Ship encounters, for instance, require consultation of the starship encounter table in the *Traveller* rules or a similar table set up specifically for an individual star system, such as the one provided in one of the *BeltStrike* scenario folders.)

The following are explanations of events occurring on the events table on page 12.

**Distress Call:** The ship picks up a distress signal. Further events are up to referee and players.

**Excess Fuel Use:** Fuel use has been higher than necessary, due to wasteful maneuvering. Subtract  $1D \times .001$  tons from the ship's remaining fuel.

**System Malfunction:** One shipboard system fails. This can be anything from a minor inconvenience (clogged fuel scoops, a failure of some piece of galley equipment, etc.) to an imminent disaster (failure of shipboard life support). The referee should determine the nature of the malfunction, its severity, and the problems of repair.

**Scanner Failure:** The shipboard sensors fail. It takes 2D hours to locate the problem; repair is then possible on a throw of 9+ once per day, with a DM of + electronic or jack-of-all-trades skill. Until repairs are made, asteroids may not be scanned.

**Ship Encounter:** Roll on the ship encounter table (either the one in the *Traveller* rules or a table specific to the system).

**Asteroid Swarm:** The ship encounters a dense swarm of asteroids which proves a hazard to navigation. See the folder *Archeology*.

**Artifact:** An artifact is discovered on the asteroid being searched (regardless of other deposits). The referee determines its nature.

**Lost Character:** A randomly selected character loses visual and radio contact with the ship and the rest of the party and becomes lost. Events which follow are up to the referee and players.

**Suit Rupture:** A randomly selected character tears his suit. The character suffers damage each combat round until a patch is applied: 1D on the first round, 2D on the second round, and so on. The character (or another character) may attempt to apply a suit patch by rolling dexterity or less; one roll is permitted per round.

**Equipment Malfunction:** One piece of equipment malfunctions during use; it could be a communicator, propulsion unit, life support pack, laser drill, etc. exact equipment and consequences of the malfunction must be determined by the referee.

**Injury:** A randomly selected character suffers an accident. Roll 1D for severity: on a 1-3, it is minor (roll 1D for wounds); on a 4 or 5 it is moderate (roll 2D); on a 6 it is major (roll 3D). In addition, if 6 or more points of damage is suffered, a suit rupture also occurs.

**Second Resource:** A character stumbles across an unexpected resource deposit. The referee immediately establishes its nature (roll on the scanner potential table; roll again if the result is dense metals or radioactives on an ice asteroid) and extent (subtract  $1D + 2$  from the asteroid size roll on the asteroid size/deposit extent table).

**Quarrel:** (Ignore this result if the expedition includes no NPCs.) Boredom and close quarters have taken their toll in relationships

in the party. A randomly selected NPC will quarrel with one or more player characters over a comparative triviality. All further interaction with the character should be conducted using the reaction table with a DM of -1D. This condition is ended at the end of the expedition, upon discovery of a valuable deposit, or upon an unmodified roll of 12 on the reaction table. However, in the interim there is a chance that the quarrel could explode into violence.

## MINING

Asteroids containing valuable deposits may be mined, if the characters prefer not to sell their claim elsewhere. Mining takes a great deal of time and effort, and can be done far more efficiently by a corporate operation than by an independent belter. However, mining asteroids can be a useful source of ready cash, not subject to the haggling, delays, and general difficulties of selling a claim.

Mining work requires the use of a ship-mounted pulse laser for heavy-duty cutting; each individual employed must be equipped with a laser drill (see Equipment) or similar mining equipment. These are used to break rocks down to a manageable size prior to maneuvering them into the cargo section of the waiting ship.

On an average, given the difficulties of mining in zero-G, one individual can load two tons of ore in the course of a watch. Based on this rate, the referee can determine the time to be taken to load a ship to capacity. The occurrence of events and encounters is rolled for at the rate of once per watch throughout this period.

**Incidental Mining:** Independents who come to the end of a voyage without discovering a worthwhile find will usually mine ordinary asteroids for whatever they can get, in order to at least partially defray expedition costs. The players should announce their intent if they want to seek out some particular type of asteroid; use the chance of discovery table to determine whether or not they locate an asteroid of the desired type. One roll is made on the table each watch. If an asteroid is found, the referee determines its size only; no resource finds are possible unless the event "second resource" occurs. Small and large planetoids provide effectively unlimited amounts of the material of which they are composed.

The players may wish to mine ice chunks to gain extra fuel. This requires a search for an ice asteroid, followed by standard mining procedures.

**Selling a Cargo:** The prices offered for ore and other asteroidal material are discussed in the section on claims, later in this booklet.

## EXPEDITION DURATION

Two factors govern the duration of an asteroid mining expedition. The first is supplies carried on board; this is covered above, in *Outfitting the Expedition*.

Fuel is the other factor. Fuel use during a prospecting and mining expedition is significantly lower than in normal operations, since constant acceleration is rarely undertaken.

The fuel consumption table on page 11 shows the requirements of various types of maneuvering in terms of fuel use per hundred tons of ship. Basic power is used at all times, including when maneuvering. Every maneuver (matching course with an asteroid, for instance) uses at least one hour's fuel at the 1G rate. The referee and/or players should keep track of a ship's fuel supplies; the ship should not be permitted to run out of fuel. It is possible to refuel by locating ice chunks, skimming gas giants, etc.

Players will soon learn about fuel conservation, as they find that each check of an asteroid burns needed fuel and shortens the expedition by that much more.

## CLAIMS AND PROFITS

For most belt miners, the expense and difficulty of mining a deposit is simply not worth the investment. Belters most often sell their claims to a corporation better able to afford the costs of long-term exploitation. This is an advantage to the company—claims thus acquired tend to cost less than the market value of the mined ore, and there is no need to invest in as much corporate exploration—



but is also greatly favored by the belters, who thus can lay their hands on immediate, large sums of money without having to invest in mining voyages.

Sale of a claim is done on a simple system of bids. The belter makes an announcement that a particular claim is for sale, giving full particulars of its composition and surveyed extent. Bids are then offered by the various companies doing business in the belt. The belters may accept or reject any bid as it is made.

To calculate the amount of a bid, first take the per ton value of the resource (as expressed on the resource value table) and multiply it by the surveyed extent of the deposit. If, for example, the deposit was radioactives (valued at MCr0.5 per ton), and the extent of the deposit was rated as 10,000 tons, the result would be MCr5000 as a basic valuation of that deposit.

Now comes the bidding. A bid consists of a roll on the actual value table (see the trade and commerce section of the *Traveller* rules), suitably modified by the use of skills, brokers, and other modifiers. The resource value table includes modifiers which must be applied to each claim transaction of this kind.

A bid need not be accepted; the seller can hold out in hopes of acquiring a better offer. However, each time a bid is rejected, a DM of -1 is applied to future bid die rolls. The DM is cumulative; after three bids have been rejected the DM becomes -3.

Once the sale is made, all claim to the deposit passes to the buyer. It is customary for the buyer to send a survey expedition out to verify the claim before paying the purchase price (the money is placed in escrow in the meantime). Surveys take 1D weeks; on the conclusion of the survey, a throw of 5+ on 2D indicates company satisfaction with the deal. If this throw is not made, the deal does not go through. The belter may seek new bids, starting from scratch (no cumulative bid modifiers); however, if the deal did not go through, a DM of -6 is applied to all future bids.

**Brokers:** Brokers function much as they do in the trade and commerce rules, increasing the bid die roll but taking a commission for their services.

A broker need not be used. Once he is sought out, however, all future bids must make use of the broker. Applicable character skills are no longer applied to the bid roll, and a broker cannot be dismissed until the claim is sold. If a sale falls through, the broker need not be used on attempts at gaining new bids.

**Claim Limitations:** Claims are not sold to carbonaceous or ice asteroids of any size, or to most nickel-iron asteroids. A nickel-iron asteroid claim can only be sold if the asteroid is in the 10,000-1,000,000 ton size range, and the local starport is class A or B (capable of building ships with planetoid hulls). The average asteroid is valueless on the claim market; only exceptional deposits are particularly worthwhile.

**Selling a Load:** Belters who mine their own asteroid finds may sell their cargo on returning from their expedition. The resource value table is used to calculate the value of the cargo (based on the amount mined); the actual value table is then used to determine the selling price. Unlike claims, a load is not bid upon; one roll is allowed, no more. Brokers and character skills may still come into play, along with the modifiers shown on the resource value table (but not those listed on the *claim* column). Payment is immediate and is not subject to the possibility of rejection by the purchaser.

**Artifacts:** Artifacts vary enormously in type and value. Because of this, only a few general rules can be set down to deal with the discovery or sale of artifacts.

The term "artifact" takes in all finds manufactured by any sophont race—it does not automatically imply the discovery of a treasure trove of semi-magical devices left by the Ancients. Indeed, odds favor the chance of an artifact being a misplaced belter's tool, rather than an archeologically significant discovery.

When an artifact is found, the referee should secretly determine its general relative value. Roll 2D; on a 2-5 it is virtually worthless for any purpose. On a 6-11, it is of moderate value, either as salvage, or for use by the discoverer as a source of repair parts, etc. If the

roll is 12+, the artifact truly is something of value. Modifiers can be applied as the referee desires, to reflect local conditions.

Characters, however, are not always capable of correctly appraising an artifact's value. A roll of education or less is necessary to correctly assess the value of an item. Failure of the roll allows the referee to give a false answer. Thus a piece of worthless flotsam might be mistaken for the product of an ancient culture; equally, a gadget produced by the Ancients might end up as a paperweight on the captain's desk.

If the artifact is taken to an expert for appraisal, its true relative worth will be revealed. Establishing an actual cash value, however, will not be easy; it is left to the referee to determine what the artifact is, who made it, what it does, and how much it is worth.

Artifacts can range in size from small objects held in the palm of a hand up to lost battleships or abandoned bases. To be picked up on scanners, the artifact must mass around a ton or more. Again, exact sizes and amounts are up to the referee (who is encouraged not to go overboard).

Price ranges, as mentioned before, vary enormously. However, as a rough estimate, use these guidelines:

*Scrap Metal:* Cr100 per ton.

*Salvage:* 10-60% of original value.

*Historical Artifacts* (up to 500 years old): varies, but on the order of Cr1000 per ton, if in reasonably good condition.

*Archeological Artifacts* (older than 500 years old): varies widely. Many institutions cannot afford to pay very much for such finds. Referee call.

*Ancients Artifacts:* Enormously valuable. Players may prefer to keep them in hopes that they will be useful "gimmicks".

## Zero Gravity

Asteroid prospecting and mining is one of the few jobs where extensive work must be performed in zero-G conditions. In an age of artificial gravity and other high-tech environmental manipulation, the belter must cope with the same unique conditions which complicated the earliest ventures into space. A highly specialized set of reactions must be carefully learned in order to accomplish the most basic tasks of movement, combat, and other activities undertaken in the absence of gravity.

The *Traveller* rules do not deal with these special circumstances to any great extent. To incorporate this aspect of a belter's life, the following rules are presented.

### MOVEMENT

Movement in zero-G can be disorienting. Newton's laws are most vividly apparent in the absence of a gravitational field, throwing off the normal reactions of a person accustomed to the constant presence of gravity.

Movement in zero-G is particularly tricky. It is possible to propel oneself in a given direction with a virtually unlimited range being achieved with a minimum effort. However, two problems crop up; first, once a character is committed to an action, it is very difficult to stop it; second, control can prove difficult to maintain.

When an individual commits to movement in zero-G, that movement will continue until the character can apply an equal, opposite thrust to counteract it. This means that a character without a propulsion system or a tether line must continue a jump until it is possible to grab a passing handhold or use an obstacle to stop the movement. This is one of the factors which make zero-G operations most dangerous. A propulsion unit which runs out of fuel before the character has completed an attempt to cancel out movement can lead to disaster.

Control over movements is another important consideration. A mis-timed or misapplied jump can cause a character to miss a target by a considerable distance, especially when the target is at long range.

To simulate these factors, follow these procedures for movement.

Each time a character attempts to move in zero-G conditions, determine all the applicable factors in the movement from the zero-G activities chart. To stay in control of the movement, the character needs to make a saving throw of 10+, applying all the modifiers shown on the chart.

This throw must be made for each change in vector made by the character. Thus, for a simple move from one point to another, the character rolls first to stay in control of the initial move. He must roll a second time to check the motion at his destination.

If the character loses control (fails the die roll of 10+), he will miss the target. This will require that the first move be checked, and a second attempt successfully made in order to reach the target. Inexperienced or unlucky characters can rapidly end up in enormous difficulty.

**Orientation:** The zero-G activities chart uses "forward," "sideways," and "backward" as designations. In space, this doesn't really apply; the usage refers strictly to the character's orientation and movement. A forward motion is made in the direction the character is currently facing. A backward motion is the opposite of this. Sideways is any other direction. This usually comes into effect only in situations where the character is reacting to danger; under ordinary circumstances there is time to achieve the forward orientation.

**Speed:** Speeds are given in range bands, according to the standard **Traveller** rules. The speed chosen will be the character's constant speed until a change in vector occurs. It is possible to build up a great speed using a propulsion unit; all this speed must be checked before the character can come to a stop. The concepts of vector movement from the starship combat rules can be applied to zero-G character movement if desired, though in general there is no need to go into that much detail.

**Magnetic Grips:** Characters working on a starship hull or interior in zero-G can wear magnetic boot and glove attachments which grip the metal surface. While using grips, the chance of losing control is greatly reduced, but the character is limited to speed 1, and cannot move faster without cutting the grips.

**Encumbrance:** Characters not wearing vacc suits and not encumbered by excessive loads can gain an advantage in control. Certain high-tech vacc suit types also avoid the encumbrance problem.

**Movement in Three Dimensions:** For reasons of simplicity, movement in a 3-D setting has not been addressed in these rules. The referee who truly desires the extra realism (and is willing to accept the complication) can easily use two pieces of graph paper and a little ingenuity to plot 3-D vector movement, but to do so is to lose the essential role-playing aspect of the situation. It is better, by and large, to focus on the events as characters perceive them, rather than concentrating on the mechanics of vectors and 3-D relationships.

**Regaining Control:** Once a character has lost control of movement, control must be regained before attempts can be made to correct the error. One attempt to regain control is permitted per combat round; roll 10+ (with all applicable modifiers) to do this. Until control is regained, the character cannot change vector, fire a weapon, or perform other tasks.

## COMBAT

The zero-G activities chart shows the modifiers applied to the basic chance of maintaining control. The 10+ throw must be made each combat round, after the character undertakes combat activities. If the character fails the throw, control must be regained before further activities may be undertaken.

## OTHER ACTIVITIES

The general category of "other activities" takes in the entire range of work performance in zero-G conditions—prospecting, mining, carrying out external repairs, etc. In any case where characters are working outside, the referee should require rolls to maintain control as the characters carry out their activities. Generally, one roll

is made per activity attempted, though the referee may decide to check once per combat round for long-term or complicated tasks.

The basic 10+ roll must be made to avoid losing control, with the modifiers shown. Activities are usually considered "two-handed"; in order to use a handhold or take advantage of the one-handed actions modifier, the character must have an assistant or throw dexterity or less. A character using a handhold loses the advantage of the "one-handed action" modifier, and takes the less advantageous two-handed modifier instead. Violent motion is judged by the referee, based on the job being undertaken. Using a rock hammer to take a sample is violent motion; using a screwdriver on an access plate is not. Each situation will be unique, and will be a referee judgment call.

## Low Gravity

Belters can also encounter low gravity conditions, on the surface of large asteroids they are investigating or in areas of inhabited asteroids which are without artificial gravity. Let's consider the effects of low surface gravity, using as an example Koenig's Rock, an inhabited asteroid in the Bowman Belt.

### FALLING, JUMPING, AND THROWING

The Rock has a surface gravity of .03 G's; thus an object weighs .03 times as much on the Rock as on Earth, and after falling for a given time it will be travelling .03 times as fast as on Earth.

Consider another question: after falling a given distance, how much slower is an object moving on the Rock than on Earth? The first impulse is to say it's moving .03 times as fast. But notice: although the object is being pulled by a weaker force, the force has more time to act, since the object is falling more slowly and is in the air for a longer time. The correct answer is that it is moving the square root of .03 times, or .173 times, as fast.

Since surface gravity and its square root are used often in the calculations below, let's express them algebraically for short; call surface gravity  $G$  and its square root  $\text{sq}(G)$ ; thus for the Rock,  $G = .03$  and  $\text{sq}(G) = .173$ .

We can turn the number derived above upside down to get another important value. To reach a given velocity, an object has to fall from a greater height on the Rock than on Earth; this is given by the distance on Earth divided by  $\text{sq}(G)$ , which is the same as multiplying by  $1/\text{sq}(G)$ ; on the Rock,  $1/\text{sq}(G) = 5.77$ .

How far can you fall without hurting yourself? This depends on the velocity with which you hit the ground, so a fall of a given distance on Earth is the same as a fall of 5.77 times that distance on the Rock. On Earth, a 1-meter fall is comfortable and a 3-meter fall can be survived without injury if you know how to roll; on the Rock, these change to 5.77 and 17.3 meters. If you fall from more than 17.3 meters on the Rock, you'll probably break a leg.

How high can you throw something? This also depends on  $1/\text{sq}(G)$ ; if you can throw something 10 meters up on Earth, you can throw it 57.7 meters up on the Rock.

How high can you jump? Jumping is similar to throwing (you're throwing your body) but there are complications. The important question in jumping is how much a person's center of gravity can be raised. Jumping on Earth, the average person can raise his center of gravity by about such as clearing obstacles or touching the ceiling, first consider how much the person's center of gravity would be raised on Earth, divide by  $\text{sq}(G)$ , and then add other factors without modification. For example, consider the high jump. The current world's record is approximately 2.3 meters. Let's suppose that the average person's center of gravity is 1.2 meters from the ground and that a jumping athlete can raise it by .8 meters, up to 2 meters. The other .3 meters is made up by flipping the body so that the part going over the bar at any given time is above the body's center of gravity. To find the high jump record on the Rock, divide the height jumped (.8 meters) by  $\text{sq}(G)$ , giving 4.6 meters; then add 1.2 meters (original height of the center of gravity) and .3 meters



(increase for the flip), for a total of 6.1 meters.

When you jump, how long do you spend in the air? Since you both jump higher and fall slower, the answer depends on  $\text{sq}(G) \times \text{sq}(G)$ , or  $G$ . So for a given initial push (the velocity given to you by your legs before you leave the ground, which doesn't depend on gravity), the time it takes to return to the ground is  $1/G$  or 33 times as long on the Rock as on Earth.

How about horizontal throwing and broad jumps? These depend on the time an object spends in the air, so you can throw and jump 33 times as far on the Rock as on Earth. If you can throw a football 50 meters on Earth, the distance you can throw it on the Rock is 1650 meters! The world's running broad jump record is about 8.8 meters; on the Rock it would be 290 meters.

To conclude and summarize: multiply by  $G$  to find the velocity after a given time of fall; divide by  $G$  to find the distance or length of time of a jump or throw with a given push; multiply by  $\text{sq}(G)$  to find the distance fallen in a given time or the velocity after falling a given distance; and divide by  $\text{sq}(G)$  to find the time to fall a given distance or the distance to fall to reach a given velocity (which determines the height of a jump or throw and the distance which may be dropped safely).

## TRACTION

Another thing which depends on gravity is traction. Traction is the friction which keeps you from slipping on a surface, which depends in part on the force which is pressing you against the surface; that force is gravity. Floor surfaces (and shoes) on the Rock are roughened in partial compensation for this, but it's still more difficult to start moving, stop moving, or change direction while moving on the Rock than on Earth. A visitor may find himself bumping into walls when rounding corners and would be well advised to make use of the handrails placed at strategic locations throughout the Rock.

## Ships

Almost any type of ship can be used for asteroid mining work, though naturally, some are more useful than others. This section deals with a few that may be encountered when using this module.

### THE SEEKER

Seekers can be found in many frontier systems, especially those with low technology levels and low population. They frequent airless worlds and asteroid belts, but may also be encountered diligently seeking out profits on normal worlds. The ship may be received as a benefit by beltters mustering out.

**Seeker (Type J):** Using a surplus scout/courier as a starting point, the seeker is converted to a prospecting and mining ship for a small crew. Two of the four staterooms are removed, and the remaining two are converted to four half-sized staterooms (primarily to provide privacy for each of the potential crew of four). The crew consists of a pilot and up to three others, but can be operated by a single person. The ship carries its original jump drive-A, maneuver drive-A, and power plant-A, which makes it theoretically capable of jump-2 and 2-G acceleration. The bridge retains the scout/courier's Model/1bis computer (and software package) and one ton of fire control for its single hardpoint. The dual turret is fitted with a single pulse laser for use as a mining cutter. The air/raft is traded in on a prospecting buggy; this is a four-ton grav-powered vehicle with a pressurized cabin and provision for four people. The ship's three-ton cargo compartment is retained, and the hull retains its streamlining. Two ore bays (ten tons each) are formed from fuel tankage, hull space, and instrumentation; fuel capacity is reduced to thirty tons. Dismountable fuel tanks can be used in the one bay to increase the fuel capacity back to forty tons, at the cost of ten tons of ore bay capacity. With normal tankage, the ship can make jump-1; with the dismountable tanks filled, jump-2 can be achieved.

Base price for the surplus scout/courier is MCr17; conversion

costs for the seeker amount to MCr7.59, which include applicable architect's fees.

**Peculiarities:** All seekers of the type described here are produced from surplus scout/couriers. As a result, the dependability of the ship is not of the highest level. The hull and drives are at least forty years old, and may be far older. Any ship of this type would do well to have a highly skilled crew capable of repairs and maintenance with a minimum of outside support.

**Variants:** In practice, seekers are modified by their crews almost from the start. Such variations are minor, and consist of moving partitions or walls about. Other additions which are common include exterior sling points for carrying loads, strong exterior landing lights (to illuminate mining sites in shadow), and an electrified outer hull to ward off animals on some worlds.

Seekers are also known to be in the small package trade (a euphemism for smuggling). Using their dismountable fuel tankage for greatest range, the ships carry ten tons of important (and illegal) goods such as drugs, information, or weapons.

### MINING PLATFORMS

Corporations or wealthy independents can sometimes afford to operate mining platforms, which substantially increase mining productivity. Mining platforms are huge, 5,000-ton non-starships designed to actually "land" on large asteroids and begin intensive mining operations. The superior efficiency of the platform enables a fully-manned vessel to process an average of 200 tons of ore per watch. Ore, once processed, is funneled through a mass driver which kicks the material in small loads into a free flight path to a specific location elsewhere in the system, there to be collected for transshipment outsystem.

The mining platform is designed for prolonged independent operations, carrying fuel and supplies for a year's voyage. The ship carries several small craft, and has hangar space and extra quarters to accommodate 10 seeker-class prospecting ships. These special features make the platform a versatile ship; they are often used for purposes other than mining, serving well as semi-permanent research stations, survey ships, and the like.

**Mining Platform (Type NS):** using a 5000-ton hull, the mining platform is a non-starship intended for resource exploitation operations. It has no jump drive, but mounts maneuver drive-W and power plant-W, giving a performance of 1-G acceleration. Fuel tankage of 1700 tons supports prolonged independent operations by the ship and its support vessels and vehicles. Adjacent to the bridge is a computer Model/5. There are 175 staterooms and no low berths. The ship has 50 hardpoints, and mounts 50 single turrets fitted with pulse lasers used for mining; 50 tons are allocated for fire control. There are fourteen ship's vehicles: one shuttle, one launch, two pinnaces, and ten prospecting buggies. Up to ten 100-ton seekers can also be accommodated on board. Cargo capacity is 30 tons. A 25-ton mass driver system and a 400-ton processing bay are also installed. The hull is unstreamlined.

The mining platform requires a crew of seven for interplanetary travel (pilot, navigator, three engineers, two medics); it also carries ten administrative and management personnel, and 132 workers, technicians, boat crewmen, and others. Quarters for 175 are provided, allowing 36 passengers (crewmen from the seekers, company officials, etc.). The ship does not engage in commercial passenger service. The mining platform costs MCr1330.7 (including the 1% naval architect's fee, but not including costs for ten seekers, which are optional) and takes 36 months to build.

Mining platforms are transported from one system to another in bulk carriers. Once they arrive in a system, they usually remain there for the rest of their useful service life, and are eventually sold to interested parties or broken up for spares and scrap.

## Equipment

This section of the module should be available to the players, as

it covers equipment and other items of interest to characters embarking upon a mining expedition. All items are available in the Bowman system; equipment of tech level 9 or less is priced at 25% over the price listed here (which is the basic cost); tech 10 or higher equipment may run even higher.

**Laser Drill:** A heavy-duty, semi-portable laser used for mining, the laser drill is a tripod-mounted projector much more powerful than the laser rifle. It is also more cumbersome and far less accurate, being intended for work at short ranges. A power pack—not interchangeable with those used for lighter laser weapons—can be hooked to the drill, providing about 1 hour of intermittent use (or the equivalent of 200 shots in combat); a cable can also be run to the power source of a ship, vehicle, or prospector's buggy which provides unlimited power at the cost of mobility.

Length: 1500 mm. Weight of drill: 10,000 grams. Weight of tripod: 1000 grams. Weight of power pack: 8000 grams. Base price: Cr7500. (Extra power packs: Cr3000; extra tripods: Cr250.) Cost of recharge at commercial rates: Cr500. Tech level 9.

**Ore Sampler:** A computer analysis device which determines the grade and quality of ore from a deposit. Several separate samples are run through the unit's test sequence, yielding an average picture of the value of the ore discovered. The device is essential to the process of prospecting; they are generally mounted on test benches aboard ship, though they may also be carried in vehicles or rigged in temporary ground sites.

Weight: 25 kg. Tech level: 8. Price: Cr3000.

**Beacon:** A transmitter which broadcasts a coded signal identifying a claim. Weight: 1 kg. Price: Cr4000. Tech level: 8.

**Suit Patches:** Small (10 cm square) sections of airtight fabric with vacuum-resistant adhesive on one side, used for temporary, on-the-spot repair of vacc suit holes. To use, the backing is peeled off and the patch is slapped firmly over the hole. The patch lasts for only a few hours of normal use, less if over an area which commonly flexes (a knee joint, for example). Price: Cr2 for a package of 5. Tech level: 7.

**Magnetic Grips:** A set of permanent magnets which may be attached to the gloves and boots of a vacc suit, allowing the wearer to cling to a metal surface, such as a starship hull, under zero-G conditions. Grips may be installed or removed in a few minutes. Price: Cr20. Tech level: 5.

**Prospector's Buggy:** A four ton, pressurized, grav-powered vehicle used for prospecting work. On planets with a significant gravity, the buggy performs much as an air/raft; air/raft or grav vehicle skill is needed for effective operation. In zero-G situations, ship's boat or zero-G environment skill is used instead. The buggy can carry four passengers or, with removal of the two rear seats, two passengers plus two tons of cargo.

Weight: 4,000 kg. Price: Cr750,000. Tech level: 8.

**Hand Propulsion Unit:** A handheld, low-power jet used for steering and maneuvering in space. The jet carries air under pressure; it is capable of providing 20 charges of acceleration (of 1 band/round each) before a recharge is necessary. Weight: 2 kg. Price: Cr1000. Recharge: Cr 15. Tech level: 7.

**Backpack Propulsion Unit:** A backpack propulsion jet which is similar in nature to the handheld unit, but provides up to 100 charges of acceleration before recharge. Weight: 5 kg. Price: Cr3000. Recharge: Cr25. Tech level: 9.

**Snub Pistol:** The snub pistol is a low velocity revolver designed for use on shipboard and in zero-G environments. It fires 10 mm, 7 gram bullets at velocities of 100 to 150 meters per second. No magazine is used, six individual cartridges being inserted into the revolver separately. Reloading takes one combat round, two rounds if the character is evading. Standard rounds include a tranquilizer round, gas round, high explosive round, and a high explosive shaped charge round to defeat personal armor. The snub pistol is a standard shipboard security weapon generally loaded with five tranquilizers and one gas round.

Length: 100 mm. Weight, unloaded: 250 grams (weight of six cartridges, regardless of type, is 30 grams). Base price: Cr150 (six cartridges, regardless of type, cost Cr10). Tech level: 8.

**Accelerator Rifle:** Designed specifically for zero-G combat, the accelerator rifle fires a 6 mm, 5 gram bullet at an initial muzzle velocity of 100 to 150 meters per second, which, upon leaving the barrel, is accelerated by a secondary propellant to velocities of 700 to 800 meters per second. A fifteen round magazine is inserted in the weapon; reloading takes one combat round.

Length: 800 mm. Weight, unloaded: 2500 grams (loaded magazine weighs 500 grams). Base Price: Cr900 (loaded magazine costs Cr25). Tech level: 9.



## Belter Character Generation Tables

### Prior Service Table

<b>Enlistment 8 +</b> DM of +1 if Dext 9 + DM of +2 if Intel 6 +	<b>Survival 9 +</b> DM of +1 per term (including the first)	<b>Reenlist 6 +</b>
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### Acquired Skills Table

Die	Personal Development	Service Skills	Education	Advanced Education
1	+1 Strength	Vacc Suit	Ship's Boat	Navigation
2	+1 Dexterity	Zero-G Environment	Electronic	Medical
3	+1 Endurance	Gun Combat	Prospecting	Pilot
4	Gambling	Prospecting	Prospecting	Computer
5	Brawling	Prospecting	Mechanical	Engineering
6	Vacc Suit	Ship's Boat	Vacc Suit	Jack-of-all-Trades

The advanced education table may be used only if the character's education is 8+.

Roll for two skills in each term of service. In addition, belters receive the following skills automatically:

First term: Vacc Suit-1; Third term: Zero-G Environment-1

### Mustering Out Tables

Die	Cash (Cr)	Benefits
1	—	Low Passage
2	—	+1 Intelligence
3	1000	Weapon
4	10,000	High Passage
5	100,000	Travellers'
6	100,000	Seeker
7	100,000	—

Individuals with prospecting skill add a DM of +1 on the cash table.

### Zero-G Weapons Tables

Weapon	Defender's Armor							Range					Wound
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Combat	Close	Short	Medium	Long	Very Long	
Accelerator Rifle	+3	+3	0	-2	+3	+1	-5	-8	-6	+2	+1	No	3D
Snub Pistol													
High Explosive	+2	+2	-1	-3	+2	0	-8	No	+2	-8	No	No	4D
HEAP	+2	+2	+1	-1	+3	+2	-3	+1	+2	-8	No	No	4D
Tranq	-1	-1	-4	-6	-1	-4	No	-1	+2	-8	No	No	Varies
Laser Drill	+5	+5	+4	+4	+7	-6	-5	-4	+2	0	0	-3	8D

Weapon	Required Dexterity		Advantageous Dexterity	
	Level	DM	Level	DM
Accelerator Rifle	6	-1	9	+1
Snub Pistol	7	-2	10	+1
Laser Drill	6	-4	11	+1

Fuel Consumption Table

Maneuver	Consumption (tons)		
	per Hour	per Day	per Week
Basic power	0	.007	.05
1G Acceleration	.002	.05	.35
2G Acceleration	.004	.1	.7
3G Acceleration	.006	.15	1.05
4G Acceleration	.008	.2	1.4
5G Acceleration	.01	.25	1.75
6G Acceleration	.012	.3	2.1

## Zero-G Activities Chart

Basic throw to maintain control: 10 +

Made once per action or combat round, as applicable.

Action Attempted	DM to basic throw
<b>Movement Actions:</b>	
Forward	+2
Sideways	-1
Backward	-2
Using magnetic grips	+4
Free jump	-2
With tether line or handholds	+3
With propulsion	0
Slow (S1) vector change	0
Fast (S2) vector change	-2
Jump, short range target	-2
Jump, medium range target	-4
Jump, long range target	-6
Unencumbered or not in vacc suit	+2
In battle dress	+2/level of battle dress skill
Dexterity of 9 +	+1
Dexterity of 11 +	+2
Zero-G environment (or combat) skill	+4/level
<b>Combat Actions:</b>	
Firing a weapon	-4
Firing a low-recoil (zero-G) weapon	-2
Firing a laser	0
Using a handhold*	+5
Striking with blade weapon, polearm, fist, etc.	-6
Wearing battle dress	+2/level of battle dress skill
Dexterity of 9 +	+2
Dexterity of 11 +	+4
Zero-G environment (or combat) skill	+4/level
<b>Other Actions:</b>	
One-handed actions	-1
Two-handed actions	-3
Violent motion (equivalent of swing or blow)	-6
Using a handhold	+5
Zero-G environment (or combat) skill	+4/level
Dexterity of 9 +	+2
Dexterity of 11 +	+4

\*Use of a handhold reduces dexterity for the purposes of weapon accuracy by four.

Resource Value Table

Type	Basic Value (in Cr per ton)	Sale DMs	Claim
Crystals	10,000	NA-3, I+3, R+3	-1D
Dense metals	100,000	I+4, NI-3	-1D
Radioactives	500,000	I+6, NI-3, R-4	-2D
Artifacts	varies	varies	varies
Carbonaceous material	75	SS+3	-
Nickel-Iron rock	400	I+2, P+3	-
Ice	75	SS+5, W-6, GG-3	-
Nickel-Iron planetoids	400	SB-3	-2D

Sale DMs are applied to the roll on the actual value table when selling a cargo and depend on the nature of the world on which the cargo is sold. Claim DMs are applied to the roll when determining bids for a claim. Abbreviations: NA = Non-agricultural; I = Industrial; R = Rich; NI = Non-industrial; SS = Space station or space colony; W = System with water available; GG = System with gas giant present; SB = Shipbuilding (class A or B) starport in system.

**Scanner Roll**

Roll once per watch.....11 +

**DMs to Scanner Roll:**

Scanner operator on double shift..... -2  
 Ship is under acceleration..... -2  
 Scanner operator has prospecting skill.... +1  
 Scanner operator has intelligence 8+..... +1  
 In Trojan cluster..... +1  
 In current producing area..... +1  
 In ring system..... -1

**Scanner Potential Table**

Die Roll	Location			
	N-Zone	M-Zone	C-Zone/ Trojans	Rings
2	R	D	D	D
3	R	R	D	C
4	D	D	C	C
5	C	C	C	C
6	C	C	C	C
7	D	C	C	C
8	C	C	C	C
9	C	C	C	C
10	D	D	C	C
11	R	R	R	R
12	A	A	A	A

**Results:** R=Radioactives; D=Dense metals;  
 C=Crystals; A=Artifacts

**Composition Table**

Die Roll	Location			
	N-Zone	M-Zone	C-Zone/ Trojans	Rings
2	C	C	N	C
3	C	N	I	C
4	N	I	C	C
5	N	C	C	I
6	N	C	C	I
7	N	C	C	I
8	N	C	C	I
9	N	C	C	I
10	N	I	C	I
11	N	N	I	N
12	I	N	N	N

**Results:** C=Carbonaceous; N=Nickel-iron; I=Ice

**Resource Presence Table**

Resource	Composition		
	N	C	I
C	10+	8+	9+
D	9+	12+	—
R	11+	12+	—
A	10+	10+	11+

Cross-index resource type from scanner potential table with asteroid composition from composition table. Result is roll on 2D for resource to be actually present.

**Asteroid Size/Deposit Extent Table**

Die	Size/Extent (tons)	Time
1	1	0
2	10	1
3	100	1
4	1000	2
5	10,000	3
6	100,000	3
7	1,000,000	4
8	Small planetoid	5
9	Small planetoid	5
10	Small planetoid	5
11	Large planetoid	10
12	Large planetoid	10

Roll 2D for asteroid size; roll 1D and subtract this from the size roll to determine the extent of the deposit. On the extent roll, a result of less than 1 equals 1 and a result of greater than 7 equals 7.

Size and extent results are a maximum value; the actual value may be any number greater than the next smaller result. For example, on a result of 6, the size/extent is any number of the referee's choice from 10,000 to 100,000.

Small planetoids have a radius up to 1 km. Large planetoids have a radius up to 10 km.

Time is the number of watches to investigate the asteroid.

**Roll to Find a Deposit**

Intelligence or less (3D; roll once per period of investigation.)

**DM:** -1 per level of prospecting skill.

**Event Roll Table**

Roll	Location
7+	N-Zone
8+	M-Zone
9+	C-Zone
8+	Trojans
9+	Rings

Roll once per day while ship is scanning, once per watch while investigating an asteroid.

**Event Location Table**

Die	Location
2-5	In ship
6-12	Outside

Use only while an asteroid is being investigated.

**Events Table**

Die	Location	
	In Ship	Outside
2	Distress call	Artifact
3	Excess fuel use	Lost character
4	System malfunction	Suit rupture
5	Scanner failure	Equipment malfunction
6	Ship encounter	Equipment malfunction
7	Quarrel	Quarrel
8	Ship encounter	Injury
9	Scanner failure	Injury
10	System malfunction	Suit rupture
11	Excess fuel use	Lost character
12	Asteroid swarm	Second resource

**Chance of Discovery Table**

Composition	Location			
	N-Zone	M-Zone	C-Zone/ Trojans	Rings
C	11+	9+	4+	10+
N	4+	7+	12+	12+
I	12+	10+	11+	4+



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# *Bowman System Reference Book: BeltStrike*

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**TRAVELLER<sup>®</sup>**  
*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop

## Introduction

It is trade which binds together the 11,000 worlds of the Third Imperium—trade maintained by the largest of the Imperial megacorporations and the smallest of independent free traders alike. Trade routes link the worlds within the Imperial borders to one another, and extend outward, across the frontiers, allowing goods, services, people and ideas to move from world to world.

Just outside the Imperium, in the disorganized frontier region designated as District 268 on Imperial charts, lies the Bowman system. Devoid of habitable planets, the system is primarily of interest because of an asteroid belt and other areas of asteroidal material present, which have attracted miners of all kinds. Trade, for these lonely miners, represents an infrequent and welcome contact with civilization, a chance to acquire a few luxuries, and a break in the seemingly unending monotony of belter life.

The Red Ink Trading Company was typical of countless trade ventures found throughout space: a privately held company owned by a small band of individuals, with a single, antiquated ship held together with spit and determination. But no matter how close to the edge of bankruptcy they teetered, this group of merchant-adventurers kept up their shaky venture, journeying from world to world, carrying cargo and passengers and occasionally taking odd jobs to keep body and soul together.

A consignment of cargo for the Bowman Belt brought them into the desolate star system. Now this band of adventurers has the chance to explore the ways and means of turning a profit before their journey on.

### THE TRAVELLER BOXED MODULE

The adventures possible with *Traveller* are virtually infinite. This module contains only a few of them. Most *Traveller* adventures are contained in single booklets; the addition of a box allows greater flexibility of components. This module includes maps for the players to refer to, separate scenarios for the referee to administer, and character cards to make playing the game a little easier.

More than components, however, this module presents a basic thesis which should provide value far beyond the several scenarios that are included. In a role-playing game which covers the entire universe, it is sometimes possible to forget that any star system can easily provide the setting for more than one adventure. No world is just an ice-world, or a swamp-world, or a rain-world; all possess a great diversity of environments (think of Earth!) and can support many different adventures and scenarios, even when the "world" is, as in this module, an asteroid belt with little apparent variety.

Once the adventures in this module have been run, there remains the basic material which describes the Bowman Belt, making it a three-dimensional locale in the minds of the players and the referee. Bowman is the potential site for many different situations. In addition, the material herein describing asteroid mining can be applied to adventuring in many other belts in other star systems of the *Traveller* universe.

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

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

**Compatibility:** The Bowman system, in which *BeltStrike* takes

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

If this module is to be used with an existing *Traveller* campaign which is not set in the Spinward Marches, it is possible to use it with only slight modification. The essential details are only that Bowman be placed at the edge of a large, long-established interstellar empire. The details can easily be converted as they occur. And, of course, the basic information provided on beltters and their work will be usable in almost any asteroid belt setting, regardless of location.

**Contents:** This module has the following components:

**Bowman System Reference Book:** Materials concerning the history, physical details, society, and commerce of Bowman are presented as basic information for the referee and the players. This booklet includes all of the information that a native of the Belt would normally know. While usable as a player reference manual, it is normally held by the referee, and occasionally shown to the players when its information is called for.

**Belter's Handbook:** Information connected with techniques and concerns of asteroid prospecting and mining operations are presented in this booklet. It is primarily intended for the use of the referee, though it may be used on occasion for player reference where the player's background or experience makes consultation of the material reasonable.

**Referee's Scenario Sheets:** Four four-page sheets present basic scenario information for the referee. These sheets are generally not seen by the players, although the front page of each contains materials which are to be read by the players when a scenario begins.

**Koenig's Rock Map:** This map shows a typical asteroid settlement encountered in the module's scenarios. It may also be used as a general example of its type, adaptable to a variety of situations.

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

### BASIC FACTS

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

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

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

**District 268:** Just beyond the border of the Imperium is a subsector containing 32 worlds. Enjoying a form of territorial status in which the Imperium administers the region even though it is not formally part of the empire, District 268 is composed primarily of underdeveloped worlds and planets settled by humans from the

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*BeltStrike* was designed by J. Andrew Keith and developed by John Harshman. Box illustration by David R. Deitrick.

Imperium, the Sword Worlds, and the Darrian Confederation.

**Bowman:** A system notable primarily for its asteroid belt and other concentrations of planetoids, Bowman is a lawless frontier system with only sparse pockets of habitation, plus a small but active population of itinerant independent belt miners, corporate mine workers, and others of the belter profession.

Several very small settlements do exist, mostly sites which cater to the needs of the mining population for resupply, recreation, and contact with the rest of the universe. Because of its absence of government and law, Bowman can be a dangerous stopover for the unwary traveller.

## TIMEKEEPING

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

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

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

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

**Local Timekeeping:** The artificial environments of the Bowman belt settlements have no need to record time in relationship to any of the rather abstract concepts of planetary revolution or rotation which govern timekeeping on most worlds. Navigational data contains information on the orbital period of individual bodies, where necessary, but this information is of little use in day-to-day life.

## REFEREE'S NOTES

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

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

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

*Adventure 11, Murder on Arcturus Station:* An adventure which takes place in an asteroid belt much like Bowman.

*Boxed Module 1, Tarsus:* A complete description of another world in District 268, including a number of adventure situations.

*Game 2, Snapshot:* Contains rules and material suitable for resolving combat aboard small starships, such as the two ships described in this module.

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

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

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

Second, let the players follow their own instincts, even if they

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

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

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

This reference booklet contains basic information about Bowman. It can be shown to the players whenever necessary to impart background details. It is especially familiar to natives or long-time residents of the system. In some instances, the referee may decide that there is a chance of the individual's having forgotten or overlooked some piece of information. In such a case, a throw should be made to give the character the opportunity of remembering the data in question. Throw the player-character's education (or less); if the throw is not made, then the data is unavailable. If the throw is successful, then the referee should remind the player of the data and point out the appropriate reference. The same procedure applies to knowledge of specific facets of belt mining, and references in the belter's handbook. In the latter case, characters with belter backgrounds should add the number of terms served as a belter to their education before throwing to determine recall of information.

The map is available as required for the players' information.

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

## The Bowman System

The Bowman Belt is a belt of planetoids orbiting a primary, Bowman, along with a single planet and twelve satellites.

### BOWMAN

The primary of the system is Bowman, classified as a spectral type MO V star of approximately 0.49 solar masses. The stellar diameter is 877,000 (.55 Sol) kilometers; Bowman radiates at approximately 3500° Kelvin. Reddish in color, the star has approximately 6% of the luminosity of Sol.

Bowman, much cooler and dimmer than Sol, has a "life zone" with its optimal position 37.5 million kilometers out. Unfortunately, no planets fall within Bowman's life zone. Bowman is an old star, but still can expect a long lifetime ahead of it. The star is approximately 9 billion years old, and its expected remaining lifespan is on the order of ninety billion more years. The star can be expected to remain stable and relatively unchanging for the foreseeable future.

### THE BOWMAN SYSTEM

The Bowman system has been described as "an interstellar junk heap", and merits the appellation. Only one planet, a gas giant, orbits Bowman, along with its own miniature planetary system of satellites. The system's primary interest comes from its far-flung asteroid belt, one of the most extensive discovered in the Spinward Marches. No habitable bodies are present in the system, and none of the gas giant satellites offers sufficient inducement to attract settlement. Hence the belt and other planetoid groupings in the system are the focus of primary interest.

**Bowman Prime:** The single planet of Bowman, designated Bowman Prime, orbits the star at a mean distance of 254 million



kilometers with a period of 1156 standard days. A gas giant, Bowman Prime has a diameter of roughly 98,000 kilometers. Bowman Prime has three major satellites, labeled Gamma, Epsilon, and Zeta. Of these, Epsilon is the largest (3300 kilometers diameter) with Gamma and Zeta both at about 1700 kilometers in diameter. Nine minor satellites (Alpha, Beta, Delta, Eta, Theta, Iota, Kappa, Lambda, and Mu) also orbit the giant. None of the satellites of Bowman Prime have significant atmospheres, though Epsilon does have a surface layer of frozen methane and ammonia and a few traces of atmosphere during the periods of Epsilon's closest approach to its primary.

Bowman Prime also features a spectacular ring system, which is occasionally prospected, particularly for large chunks of frozen gases, ice, and the like.

**The Belt:** Bowman's asteroids occupy a series of ring planes from 30 million to nearly 180 million kilometers from the central star. Asteroids along the inner edge of this broad belt have a period of just over 45 days; at the outer edge of the belt the period is about 700 days. Material in the belt ranges from dust up to significant bodies such as Larson's Rock, with a diameter (long axis) of 1220 kilometers.

**The Trojan Points:** The Trojan positions leading and trailing Bowman Prime both contain asteroidal clusters of some interest. The Trojan points are equi-distant from Bowman Prime and from their star; i.e. they occupy the same orbit as the gas giant, at distances of approximately 254 million kilometers ahead of and behind Bowman Prime in that orbit. (The term Trojan point arises from two similar clusters associated with the gas giant Jupiter in the Sol system; the members of these clusters were named after mythical heroes of the Trojan War.)

**Inhabited Areas:** Habitation is spread thin in the Bowman system. Garrison Starport is located on Alpha, the inner moon of Bowman Prime, an asteroid only 795 kilometers in diameter. There are also a number of small service facilities, used for resupply, rest, and recreation by belt miners, located in the Trojan clusters, and in the main belt. Most of the system's small population is composed of independent miners, with no fixed home or residence.

## The Belt and Its Environs

The Bowman system has never attracted a great deal of interest. Belt mining has been the system's primary industry since the earliest recorded visits to the system; the lack of convenient or usable real estate in the system has discouraged settlement. Thus the belt remains a sparsely inhabited frontier region.

The Imperium has conducted two surveys of the worlds within and along the edge of its boundaries. Looking at these two survey reports, it is hard to believe that 790 years separate them; very little growth has occurred since the early days of Imperial exploration in the Marches.

At the time of the First Survey, a population of just over 500 was recorded, mostly independent asteroid miners of Sword Worlds background. The system was loosely administered by the Hekla Resources Company of Excaliber, with little in the way of local law enforcement.

When the Second Survey was made, the Bowman system hadn't changed much. Population (as of 1110) has grown to 8700 (approximately—there is a high turnover of transient belt miners). Most of these inhabitants are humans of Imperial descent. There is no organized government of the system, and laws remain virtually

non-existent.

The technological level of the Bowman system is below the average level for the Imperium. Virtually no manufacturing or other industry exists on-planet; facilities for repairs on tech 9 equipment are available. Most goods are imported from out-system.

The Imperial Interstellar Scout Service maintains a small base at Garrison, the city/starport established on Alpha. Bowman's asteroid belt is the primary focus of interest for the system, and has an economy based almost entirely on resource exploration and exploitation.

## GENERAL CHARACTERISTICS

The Bowman system offers examples of most of the various types of belt conditions commonly encountered in space. In addition to the belt proper (which is more extensive than many of the more familiar asteroid belts in Imperial territory), the system's two Trojan clusters and Bowman Prime's ring system offer quite a bit of variety.

**The Belt:** The belt can be roughly divided into three categories. The Nickel-Iron Zone or N-Zone extends from roughly 30 million kilometers out from Bowman to (approximately) 45 million kilometers out. The N-Zone is composed almost exclusively of nickel-iron planetoids, with high percentages of dense metals. It is also the most hazardous part of the Belt.

The Mixed Zone or M-Zone is considered to extend from roughly 45 million to around 65 million kilometers out from Bowman. The M-Zone is a transitional zone in which nickel-iron asteroids are superseded by carbonaceous rocks.

Beyond the M-Zone is the Carbonaceous Zone or C-Zone. It has a much higher percentage of carbonaceous asteroids than nickel-iron, and also includes many of the so-called "dirty snowballs" composed largely of frozen water, methane, and other volatiles. The C-Zone is held to run from 65 million to 180 million kilometers out from the star.

Naturally the boundaries are highly arbitrary. Planetoids are unevenly distributed throughout these zones, but there is no demarcation that marks off the asteroid belt from the rest of the system, or rules off one zone from another.

**The Trojan Clusters:** The two Trojan clusters, located 60° ahead of and behind Bowman Prime in its orbit around Bowman, are heavy concentrations of planetoids similar in nature to those found in the C-Zone. The Trojan points of the Bowman system are relatively dense clusters, in places resembling the popular misconception of asteroid belts thick with rocks. This is especially true of the Leading Trojans; that hazardous swarm of asteroids in the neighborhood of the large planetoid known as Jarlsson's Doom (after the Sword World Commodore who attempted a stand against an Imperial fleet in 629) accounted for the destruction of three Imperial vessels prior to the battle named for the rock.

**The Ring System:** Bowman Prime's magnificent ring system is primarily composed of frozen gases, with some nickel-iron chunks mixed in. The rings are mined for water ice, which fills the fuel needs of Garrison; ice mining is safer and more efficient than skimming the gas giant as a source of fuel for resale at the starport.

**The Gas Giant Satellites:** Most of the satellites of Bowman Prime are little more than large asteroids themselves; only three are more than 1,500 kilometers in diameter, and only one is over 3,000 kilometers. Little mining is done on these satellites. Only Alpha (location of Garrison, Garrison Starport, and the scout base) and Epsilon, where archeologists are excavating the site of a 2,000-year-old

Bowman/Spinward Marches Subsector N 0302 E000210-8 Asteroid belt. G

—First Survey (450)

Bowman/District 268 0302 D000300-9 S Asteroid belt. G

—Second Survey (1042)

Darrian outpost, are of any great interest.

## POINTS OF INTEREST IN BOWMAN BELT

Naturally, most points of specific interest in the Bowman system are the inhabited locales, mostly planetoids where small settlements provide resupply, rest, and recreation facilities for miners.

**Koenig's Rock:** The Rock is an inhabited asteroid with an orbit near the center of the belt. See Koenig's Rock below.

**Garrison:** Alpha, the inner moon of Bowman Prime, is an asteroid some 795 kilometers in diameter. It is the site of Garrison, Garrison Starport, and the scout base, all established after the occupation of Bowman by the navy. Garrison Starport is a small class D facility; the settlement of Garrison is a typical startown district which has grown up around the starport and the base. Basically typical of civilian towns adjacent to military posts everywhere, Garrison is a little more restrained than Koenig's Rock, mostly because of the occasional clean-up sweeps made by Scout Service security detachments under the orders of the base commandant.

Garrison serves as the hub of the belt's import and export operations. Ore from throughout the system eventually winds up at Garrison, where it is loaded on board bulk cargo carriers for shipment outsystem. Goods are delivered to Garrison; some find their way to other parts of the belt from there.

**Epsilon:** An archeological dig on Epsilon, staffed by some 150 scientists and workers, is excavating the site of a Darrian outpost planted on the moon during the heyday of the original Darrian expansion. The archeologists are utilizing a surplus LSP mining platform as a base of operations, and are supported by periodic resupply from Garrison.

**The Leading Trojans:** Most prominent in the Leading Trojan cluster is the planetoid designated Jarlsson's Doom, site of a major space battle. Formerly the base of a Sword Worlds squadron in the time of the first two Frontier Wars, Jarlsson's Doom and the planetoids around have not been seriously exploited for resources, but scavengers have periodically discovered wrecked (and on two occasions, relatively intact) starships lost in the battle; various pieces of equipment and other such equipment are sometimes salvaged. These are mostly of strictly historical interest, but talented belters periodically have been known to use such salvaged parts to make patchwork repairs.

**The Trailing Trojans:** The Trailing Trojans are the domain of Ling-Standard Products, which has established a major facility on Tygalfsson, a fairly large asteroid in the cluster. From this base, LSP mining platforms seek out usable asteroids, mostly in the Trojans (though occasionally elsewhere as well), and set up mining operations. Rocks mined from these asteroids are launched by mass drivers for collection around Garrison and shipment out of the Bowman system.

The LSP facility is the largest and best organized of all settlements in the system. With a permanent population of 2800 (plus transients), the "company town" on Tygalfsson is actually larger than Garrison (excluding Garrison Starport and the scout base). Company security measures, enforced by a company of mercenaries trained for zero-G and vacuum operations, provide Tygalfsson with the only measure of organized government and law found in the Bowman System. The company does not encourage visits by outsiders, and independents have frequently been driven off by security ships patrolling the Trailing Trojans.

**Space Stations:** Three other facilities of some interest are present in the system, all of them space stations. Two have been established in Alpha's two Trojan positions. These stations were built by LSP, which continues to operate them on behalf of Garrison Starport. The stations, designated Prometheus and Epimetheus, are both end-points of the efficient delivery system which shunts usable mineral finds from one place to another.

The system depends on the use of mass drivers to accelerate chunks of rock to high speed. These are targeted by computer to arrive at one of the two stations, where they are caught in huge,

kilometer-wide "catchers". They are collected and transported out-system by bulk cargo carriers which call regularly at the stations.

Mass drivers are established on Koenig's Rock, Tygalfsson, Bifrost, and on all LSP mining platforms. Most of the traffic through the two space stations belongs to LSP, but the Scout Service and various representatives of Garrison Starport Administration have forced LSP to handle non-company shipments as well. Prometheus and Epimetheus are somewhat more accessible to outsiders than most of the other LSP facilities in the system.

**Bifrost:** The third space station, Bifrost, is located at the outer edge of Bowman Prime's ring system. The station serves as a base for ice mining, and has a mass driver for shipping collected rock for collection and use at Garrison. Bifrost suffered a massive power failure in 1098; collapse of anti-radiation shielding resulted in the deaths of nearly 200 people. New safety standards have theoretically made Bifrost secure from similar accidents in the future, but it remains an unpopular duty station chronically short of skilled technical help. High-risk bonus payments are offered as a recruitment inducement.

## Koenig's Rock

A large (596 km diameter) planetoid orbiting at approximately 110 million kilometers out from Bowman, Koenig's Rock was the site of Fleet-Vice-Admiral Koenig's headquarters during the latter part of his campaign against Denisov's squadron in 629. The capitulation of the Sword Worlders to Koenig's forces was signed here, and the Rock became the advanced outpost of the naval garrison in the belt. Entrepreneurs came to Koenig's Rock to cater to the servicemen stationed here; when the navy withdrew from the system in 706, these flourishing businesses turned to support of the miners working the belt.

Koenig's Rock has a bad reputation for lawlessness and vice. Unlike Garrison, the other major settlement catering to miners, the Rock is not under Scout Service authority, and no restraints have been placed upon activities here.

The Rock offers a full range of services. Fuel (bought from ice miners), supplies, equipment, and service are sold; ice, minerals, and other finds are purchased (a mass driver on the Rock is used to ship these to Garrison for outsystem transport). There are several recreational facilities, bars, gambling dens, and other businesses catering to independent miners letting off steam after months in deep space.

The Rock's community (officially Koenig, but usually just called the Rock) is divided into seven levels: Rockport, Oldtown, the Strip, Koenig, Leland, Burrow, and the power plant. These areas are fusion-tunneled into solid rock, providing a firm, pressure-tight structure. Rockport was originally the naval installation, later abandoned to the residents. The power plant is also a relic of the navy. Oldtown is the original civilian settlement. The Strip was originally merely a tunnel connecting Oldtown with the base; when the base became a civilian spaceport, businesses began tunneling into the Strip's walls. Koenig dates from soon after the abandonment of the base, and was tunneled directly under Rockport to provide space for the growing community. Similarly, Undertown is an expansion of Oldtown, financed by the Mullins, a prominent local family. Leland and Burrow are comparatively recent tunnels, dating from the attempt of a local businessman, Auguste Leland, to cash in on an abortive boom period. The Rock's natural gravity is 0.03 G; grav plate flooring in most areas raises interior gravity to 0.75 G.

The Rock's levels are connected by two means. The elevator shafts have a series of moving platforms for transport of goods between the various levels. Dropshafts have conveyor handles along their walls. The arbitrary "north" wall of each shaft has a continuous belt of handles moving down at about 5 kph. The "south" wall has a similar belt moving up. The "east" and "west" walls have stationary handles for use by overflow crowds. Both types of shafts are under local gravity.

What would be called buildings on a planetary surface are called complexes in the Rock. The major open spaces are called tunnels and are about 9 meters wide. Smaller spaces between complexes are called alleys and average 3 meters wide. A few tunnels and many alleys are under local gravity.

## MAP LISTING

The various businesses in the Rock are described below. The first digit of a business's number corresponds to the level on which it is located (1 is Oldtown, 2 is the Strip, etc.); 1A, 1B, and so on are hotels.

Prices on Koenig average 25% more than basic prices, since most goods are imported. Exceptions are noted.

**KRPA:** The Koenig's Rock Protection Agency provides a security service package for ships in Rockport. For Cr500 per week, security guards are posted to watch the ship, and an insurance policy covers damage from vandalism or accident. It is suspected that the KRPA also makes sure damage occurs to ships which are not covered by the security package.

**Warehouse:** The warehouse is operated by the Rockport Port Warden. It is fitted with standard grav plates, but these are usually turned off to allow easier material handling and storage.

**Hydroponics Office:** The hydroponics vats are administered from here. Fresh produce is sold here, wholesale, at standard prices.

**101, 319. Vacc Suit Store:** 101 sells new equipment; 319 sells mostly reconditioned equipment at standard prices and also repairs vacc suits.

**102, 507. Insurance Broker:** 102 represents Horteletz et Cie; 507 is Koenig's Private Assurance, LIC.

**103, 325. Miner's Equipment.**

**104, 114, 117, 404, 409. Purchasing Agent:** Purchasing agents are responsible for buying (at the best possible price) whatever supplies their employer happens to need in the system and for bidding on independent prospectors' claims. Offices belong to Ling-Standard Products (104), Sternmetal Horizons (114), Delgado Trading (117), HaamLIC (404), and DeLambre Frere, LIC (409).

**105, 115, 309, 403. Entertainment:** Live and holographic entertainment. Mullin's Golden Star (105) is high-toned (and thus expensive); others are The Downunder (403), also owned by the Mullin family, the Old Town Theatre (115), and Marsden's House of Fantasy (309).

**106. Hair Stylist.**

**107. Casino:** Shooter's Palace. A gambling house known for its cultured atmosphere and high-rolling clientele. Cr25 cover charge.

**108. Appliances and Furnishings.**

**109. Accountant.**

**110. Clothing Store.**

**111. Bank of Koenig's Rock:** An independent bank, having exchange agreements with both Zirunkariish and Horteletz et Cie. Thus it can honor most financial instruments.

**112, 405, 601. Food Market:** These shops deal in foods intended for long-term storage and imported specialty items.

**113. Food Market:** The retail outlet for fresh produce from the hydroponics gardens. Prices vary with the size of the crop, but average about standard.

**116. Arbiter:** A person who adjudicates disputes between individuals, for a fee.

**118, 411. General Store.**

**201, 207, 209, 406, 502, 604. Bar:** Gunny's (201) is frequented by mercenaries and their recruiters as an unofficial "hiring hall"; not a good place for the casual tourist. Benniger's (207) can also be dangerous. Burroughs' Burrow (604) is frequented by residents of Burrow and can be unfriendly to strangers. Others are The Shaft (209), Koenig's Landing (406), and Niemal's (502).

**202, 410, 508. Cargo Broker:** Per the Traveller trade and commerce rules.

**203. Ship's Chandler:** This establishment sells equipment and supplies for spaceships.

**204, 208. Bar and Casino:** The Hole in the Wall (204) is the oldest of the establishments cut into the walls of the Strip. Fire in the Hole (208) is a belter's bar, not for the fainthearted.

**205. Pawn Shop.**

**206. Sundry Shop:** A small second-hand merchandise shop; prices average about standard, quality ranges from average to poor.

**210. Koenig Merchant's Association:** Administrative offices of the KMA.

**301. Life Support Repair and Sales.**

**302. Water Plant Office:** Administrative offices of the Rock's water works.

**303. Computer Network Offices:** Offices of the company which provides library terminals and other computer services.

**304. Koenig Delivery Services:** A parcel and cargo delivery company. They specialize in deliveries and pickups to and from the mass driver, although they also take parcels throughout the Rock.

**305. Gravitics Sales and Service.**

**306, 315. Electronics Sales and Service.**

**307. Cleaners.**

**308. Assay Office:** A laboratory whose purpose is the analysis of ore samples and the estimation of the yield of the find represented by those samples.

**310, 310, 506. Advocate:** An advocate is person with a knowledge of local customs who argues for others in disputes brought before an arbiter. Anyone can be an advocate, but some are good enough to make a living at it.

**311. Space Vehicle (Buggy) Sales, Repair, and Rentals.**

**313. Gun Shop:** Service is available on weapons of TL 9 or less.

**314. Machine Shop:** A shop which manufactures small numbers of machine parts or other items, to customer order. Prices vary with the amount of work and cost of materials involved.

**316. Mortician.**

**317. Mass Driver Office:** Administrative and records office. Cargos must be delivered to the mass driver installation on the surface.

**318. Communicator Sales and Service.**

**320. Medical Equipment.**

**321. Salvage Office and Store:** One of the offices of Bowman Salvage, LIC. This firm maintains a number of craft which patrol the system looking for abandoned or derelict ships, equipment, or supplies. These are claimed by right of salvage, and sold at retail outlets throughout the system. Anything may be salvaged, but prices and quality vary greatly.

**322, 503, 602. Restaurant:** Die Koenigliche House (322) is greatly overpriced. The Lotus Eater's (503) and Dao's (602) are more reasonable.

**323. Shipping Office:** This office will arrange for transport of cargo within the Bowman system and will also communicate with Garrison Starport for outsystem shipments.

**324. Library:** Maintained by the KMA. This a non-public library (i.e., it charges for its services).

**401. J & L Security Service:** A full range of personal and property protection services, including alarms, bodyguards, watchmen, and electronic surveillance and counter-surveillance equipment and technicians.

**402. Exotique:** A very expensive shop specializing in rare and exotic luxury goods.

**407. Pet Store.**

**408. Consultants:** Specialists in the way business and society work in the Bowman system and outside it. Unlike advocates, however, they merely give advice.

**412. Futures Exchange.**

**501. Tolkatch:** A person with a knowledge of local customs and a large number of contacts in various places, who hires out as a trouble-shooter.

**504. Murray & Henderson Light Manufacturing Complex:** The plant turns out a few popular consumer items, but makes most of its money on mining equipment and belter buggies. M&H can pro-



vide many commonly needed parts at near-standard prices (+ 5%).

**505. Assembly Hall:** A rental auditorium for theatrical performances, lectures, reunions, weddings, parties, meetings, and so on, maintained by the KMA.

**509. Air Plant.**

**510. School:** A private school, supported by fees.

**603. Pharmacy.**

**605. Dentist.**

**606. Clinic:** Outpatient and emergency treatment.

**607. Hospital:** Long-term medical and surgical treatment.

## System History

It is known that Terran traders were the first humans to explore the region now known as District 268; it is unlikely, however, that they visited the obscure red dwarf star later dubbed Bowman. One group of traders eventually (– 1511) settled at Darrian, some 13 parsecs coreward, among the tech level 3 human minor race planted on that world ages before by the Ancients.

### EARLY HISTORY

With the arrival of the Terrans, Darrian culture enjoyed a period of explosive growth; by – 1137 the Darrians were building jump drives and exploring interstellar space. Darrian ships travelled far and wide in search of resources and novelties, and a sphere of colony worlds grew up around Darrian itself. During this time, Darrian ships visited the Bowman system, and established a research outpost on the largest moon of the gas giant, Epsilon. Archeological research shows that this outpost was intended as the hub of a survey and exploitation effort directed at making Bowman into a major resource center of the budding Darrian empire.

Disaster struck the outpost in – 924, when a catastrophic stellar flare virtually wiped out Darrian civilization. The various colony worlds, cut off by the devastation of the mother world, did not have the industrial and technical base to maintain interstellar travel. Translated records from the digs on Epsilon indicate that the outpost, with a population of some 750 workers, scientists, and other personnel, waited for some three months past a supply ship's scheduled arrival before finally dispatching the outpost's single jump-capable vessel, the 20-man survey ship *Rhathzelmes*, to discover what had caused the delay. *Rhathzelmes* never returned, and the Darrians on Epsilon succumbed to gradual starvation. When it became obvious that they would not be rescued, groups of station personnel committed suicide to avoid consumption of precious supplies, thus prolonging the life of those chosen to survive. The final fifty survivors eventually took poison together after the supplies gave out entirely. The fate of the *Rhathzelmes* was never discovered.

It took 650 years for one of the abandoned Darrian colonies to redevelop jump drive technology; interstellar communication and trade was re-established in – 271. By the time this came about, the Darrians were no longer alone in the Spinward Marches. In – 399 the world of Gram, seven parsecs from Darrian, was settled by Solomani exiles; by – 271 several worlds around Gram were colonized as well. This group of systems, known as the Sword Worlds, developed in parallel with the revived Darrian Confederation; the two cultures existed in relative harmony for nearly three centuries.

During this period, the Sword Worlders came to the tiny red dwarf and discovered the system's asteroid belt. Commodore Einar Bowman's exploratory squadron entered the system in – 145; Captain Tygalfsson, senior captain of the expedition, named the system for the Commodore. The other names still currently in use for major bodies in the system were bestowed at the same time. The system's potential for resource exploitation was noted; when news of the discovery arrived, the Sword Worlds government authorized a follow-up survey under Tygalfsson.

By – 140, the survey of the belt was well under way, and mining had begun on a fairly extensive scale. Just as plans were being

made for the establishment of a major settlement, a rich strike was made in the Caliburn Belt, three parsecs from Bowman, in – 133. Caliburn was closer to the Sword Worlds core systems, and the wealth discovered by this new strike shifted attention away from Bowman. The Bowman Belt remained of secondary interest. Even after the Caliburn rush died away, internal problems (such as the Tyrfinning Incident and the civil war which followed) kept Bowman a distant and largely unknown frontier system. A few miners no doubt worked Bowman right through the civil war years, but, by the time these had abated, the Sword Worlds government had abandoned an active policy of rimward expansion. Development of Bowman's potential had to await some other opportunity.

### THE RISE OF THE IMPERIUM

The Imperium, established in the year zero to recapture the lost glory of the interstellar empires of centuries past, immediately began programs of exploration and absorption. Although its capital lay 120 parsecs distant, the Imperium came to the Spinward Marches by the year 60, by which time at least one Imperial settlement had been established in the sector. First contact with the Sword Worlds took place in 73; formal relations were not opened with the Darrians until 143.

Aggressively expansionistic in this period, the Imperium did not restrict itself to contacting existing cultures. Settlement was encouraged, and, in the wake of settlement, trade and commerce to unify the expanding Marches. By 400, waves of settlement by those seeking relief from crowding, oppression, or simple boredom had pushed the Imperial border out to the boundary of the Sword Worlds.

In about 300, the Imperial Scout Service began the First Survey; a comprehensive astrographic and demographic mapping of the worlds of the Imperium. Over 100 years in the compilation, it detailed the planets of the Imperium, their populations, and their resources. Nor was it limited to worlds within the empire; it contained in its many appendices details of the unsettled worlds that lay beyond the frontier.

The First Survey came to Bowman in 353. The ten men in the ship's crew were able to do little more than note the major bodies in the system, with comments on the potential for future development. Even in the wake of the survey's public release in 420, however, Bowman remained a backwater. A few hundred miners and entrepreneurs continued their work in the system; if they were a bit more cosmopolitan than in the heyday of the Sword Worlds presence, they were otherwise not much different.

### THE WAR PERIOD

In the years from 584 through 623, war consumed the Marches, though Bowman was little affected through most of the period. Lying outside the Imperium, Bowman was not subject to the Zhodani commerce raiding of the First Frontier War, and, when Grand Admiral Olav hault-Plankwell seized the Imperial throne following that war, the backwater region around Bowman was of no importance and consequently never felt the disturbances that caused upheaval elsewhere. The Sword Worlds reasserted their old claim to Bowman during their hostilities with the neighboring Darrian Confederation, and built up a stockpile of military supplies at a concealed base in the Leading Trojans. No actual fighting ever took place in the area, and the Sword Worlder presence was minimal.

When at last the Second Frontier War and the Imperial Civil Wars both began to subside, a vitally important development took place in the Bowman system. The Imperium required the occupation of several of the Sword Worlds at the conclusion of the war, a term which met with much resistance. Admiral Denisov, commander-in-chief of Narsil's fleet, chose to resist the coming of the Imperial occupation forces. The hopeless stand of Denisov's Fleet at the Battle of Narsil in 621 ended in a devastating Imperial victory, but Denisov himself escaped with a handful of his best, newest ships relatively untouched by the battle. Fleeing the Imperials, Denisov's squadron took refuge in the Bowman system, using the Sword

Worlder base in the leading Trojans as a center of operations. The commerce raiding staged by Denisov in the years that followed was little more than highly organized piracy, but it forms a romantic and powerful part of Sword World military tradition to this day. For nearly seven years Denisov raided almost at will, outwitting (and on three occasions outfighting) Fleet Vice-Admiral Koenig's Imperial forces at every turn. At last, in 628, Koenig assembled overwhelming forces and defeated Denisov at Mertactor. Following this battle, Koenig finally traced Denisov to his base at Bowman. Following the Battle of Jarlsson's Doom and the bombardment of the base, a peace conference resulted in the surrender of Denisov's successor, Captain Riesleng. Denisov, the "Spacehand's Hero", the "Landless Admiral" who broke the class barrier and rose to high command, was never captured; his shuttle was lost in the belt fringe during the last stages of combat in the system.

The depredations of Denisov's squadron and the possibility of other Sword Worlds stockpiles in the belt led to an important step in the development of the system. Koenig left a complete squadron on garrison duty around the gas giant, Bowman Prime, to monitor use of the planet as a source of wilderness refueling. This decision was backed up, in 630, by the establishment, on Alpha, of Garrison Outpost, a monitoring and resupply facility for the garrison squadron.

### POST-WAR DEVELOPMENTS

With normalcy restored, naval strength at Bowman gradually declined, though the naval presence continued for the rest of the century. The navy tended to discourage belt exploration, since miners had little desire to purchase their fuel at Garrison—and even less to risk a confrontation with patrolling naval vessels around Bowman Prime.

Finally, in 706, budget cutbacks and pressing commitments elsewhere caused the withdrawal of the navy presence at Bowman. The facilities at Garrison were turned over to the IISS, which took over administration of Garrison Starport. Otherwise, Bowman was wide-open, enjoying complete freedom from outside supervision. It was not surprising that the belt quickly developed an unsavory reputation.

In 810, the subsector was established as a protectorate of the Imperium, and given the designation District 268. It was not yet a member of the Imperium, but was entitled to protection in the event of outside interference. This effectively ended any chance of a Sword World return to the area, and encouraged an increase in exploitation of the Bowman system by independents. In 853, Bowman attracted the attention of an Imperial megacorporation, Ling-Standard Products. LSP established offices in Garrison Starport, and began a program of systematic exploitation in the Trailing Trojans. The LSP development was a significant factor in Bowman's burgeoning economy, but growth was slow, due to other commitments and to Bowman's distance from the main stream of Marches trade.

### THE FRONTIER WARS

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

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

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

In the Bowman system, the Garrison scout base has served as the headquarters for such operations during each period of tension or war. During the Fifth Frontier War, the base was temporarily passed to naval control, and became the base for the 443rd Detached Squadron, which oversaw the defense of Bowman and the surrounding cluster of worlds. The force was employed exactly twice during the war in pre-emptive raids against suspected Sword Worlder bases.

Well before the end of the war, Garrison passed back to Scout Service control, and the Navy withdrew its squadron.

### RECENT DEVELOPMENTS

Bowman's backwater nature has made it an unattractive location for colonization, and this has been reinforced by the system's reputation for lawlessness. Only the starport and scout base at Garrison are under any semblance of authority, and control here is still lax at best.

Incorporation of Bowman into the Imperium is likely to be delayed for some time, until the system is placed under some form of responsible government. Ling-Standard Products has expressed interest in organizing a corporate-sponsored government, but resistance from the independent miners and the various entrepreneurs currently profiting from the lack of formal government in the belt has caused LSP to back off from implementing any large-scale measures. For now, LSP-claimed sites, facilities, and stations are subject to corporate regulations, and company-hired mercenaries provide security and enforcement, but these measures are strictly limited to current LSP territory. If an LSP petition to the Imperium is granted, LSP will take over administration of Garrison Starport and Garrison City from the Scout Service, which would vastly increase the company's authority. So far, however, the matter is still under review by the Policy Board at Glisten; no formal decision can be expected for several years, given the current state of the Imperial bureaucracy.

### CHRONOLOGY

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

- 1511 Darrian culture discovered by Terran traders.
- 1137 Darrian achieves local construction of jump drive and begins expansion.
- Ca. – 990 *Darrians establish outpost on Epsilon.*
- 927 Darrian civilization destroyed by stellar flare.
- 926 *Epsilon outpost personnel run out of supplies, commit suicide to avoid slow starvation.*
- 399 Gram settled by Solomani exiles.
- 300 Sword Worlds settlement substantially completed.
- 271 Darrian colony rediscovers jump drive and re-establishes communications with Darrian.
- 145 *Bowman discovered and named by Sword Worlds expedition.*
- 140 *Sword Worlder survey of Bowman Belt begins.*
- 133 *Strike at Caliburn Belt. Interest in Bowman wanes.*
- 102 Tyrfin Incident triggers widespread rebellion in Sword Worlds.
- 0 Third Imperium established.
- 60 First Imperial settlement in Spinward Marches established.
- 73 First Imperial contact with Sword Worlds.
- 143 First Imperial contact with Darrian Confederation.
- 300 Imperial First Survey begun.
- 353 *Scout ship of First Survey visits Bowman system.*
- 420 First Survey published.
- 588 Terra re-integrated into Imperium by Empress Jacqueline.

589	First Frontier War (Imperium vs. Zhodani) begins. Extensive Zhodani commerce raiding until 597.
604	First Frontier War ends in Imperial victory.
604	Olav hault-Plankwell (Grand Admiral of the Marches) and fleet seize Capital, killing the Empress and beginning the Civil Wars.
615	Zhodani and allies again attack Imperial territory, beginning the Second Frontier War.
620	Second Frontier War ends in Imperial victory.
621	Imperial troops occupy selected Sword Worlds. Battle of Narsil. <i>Remnants of Denisov's Fleet take refuge in Bowman system. Period of commerce raiding begins.</i>
622	Imperial Civil Wars end.
628	Fleet-Vice-Admiral Koenig's squadron defeats Denisov at Mertactor.
629	<i>Koenig pursues Denisov to Bowman. Denisov lost in Belt. Surrender of Denisov's Fleet. Occupation of Bowman system by Imperial squadron.</i>
630	<i>Naval outpost and port established at Garrison on Alpha.</i>
706	<i>Administration of Garrison transferred to IISS. Scout base at Garrison established.</i>
800	Psionic suppressions begin in Imperium.
810	Creation of District 268.
853	<i>Ling-Standard Products begins mining operations at Bowman.</i>
979 to 986	Third Frontier War.
990 to 1002	Solomani Rim War.
1082 to 1084	Fourth Frontier War.
1093	<i>Discovery of Darrian outpost on Epsilon. Archeological digs established.</i>
1107 to ?	Fifth Frontier War.
1109	<i>Ling-Standard Products petitions to take over administration of Garrison.</i>

## Library Data

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

Some of the information in this section is merely interesting background material with no particular applicability to the adventures provided. Other data is genuinely useful in understanding and resolving the scenarios. Finally, some material may be used by the referee in generating and administering new situations in the Bowman system.

### LIBRARY DATA ENTRIES

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

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

The Ancients are considered responsible for the dissemination of humans from Terra to various other worlds. At the same time, evidence suggests that they manipulated the genes of Terran dogs to create the Vargr (a major race inhabiting the area coreward of the Imperium).

**Belter:** Strictly speaking, one who practices the profession of

asteroid prospector and miner, usually working alone or with a small number of partners. Loosely, any resident of an asteroid belt (including citizens of civilized belts such as Glisten, some of whom have never been in a spaceship).

**Caliburn** (Sword Worlds 0610 E-000514-A): Asteroid belt in the Sword Worlds subsector. Caliburn has generally been considered a superior source of exploitable resources to Bowman, though the Caliburn belt is by no means as extensive as that of Bowman.

**Gandr** (Lunior 0805 E-000347-8): Certainly the least rewarding of all belts currently being exploited, Gandr owes most of its population to the chance discovery, in 1060, of a small deposit of superheavy elements. The belt quickly filled up with prospectors. Unfortunately, there have been no further discoveries. Population has declined to a tenth of its value at the height of the boom, and the belt is dotted with abandoned communities.

**Gitosy** (Rhyllanor 0508 B-000676-9): Unlike all other known asteroid belts, the orbits of Gitosy's asteroids do not fall into the rough plane of the star's rotation; Gitosy Belt is spherical, with orbits distributed evenly at all angles. Scientists theorize that Gitosy Belt was formed by the same processes which produced Oort clouds around most stars. In support of this theory, it is noted that the belt's composition is very light, with a high proportion of ices. Normal Oort clouds, however, are much farther from their primaries and much less dense than Gitosy Belt.

The few large, dense asteroids in the system are widely scattered, and each of the 14 inhabited rocks is home to an independent government; most belt residents (but not all) are citizens of one of these governments. Competition is generally limited to the economic sphere, although there have been occasional incidences of violence regarding disputed rocks.

**Glisten** (Glisten 0406 A-000986-F): Subsector capital of the Glisten subsector and one of the most populous and important systems in the Spinward Marches. Although Bowman Belt is the most extensive belt in the Marches in terms of space occupied, Glisten Belt contains the most mass. Located almost entirely in its primary's nickel-iron zone, the belt's asteroids are both larger and denser than the norm. Its abundant mineral resources attracted the first settlers in 298. Since then, Glisten has become a major industrial center, concentrating on high-technology products. Unlike most belts in the Marches, Glisten is a densely populated, civilized system. There are no independent prospectors or wide-open frontiers; no area of the belt is more than a million kilometers away from an inhabited rock, and mining is an organized, corporate enterprise.

**Lanthanum:** A rare earth element (atomic number 57, atomic weight 138.92), first of the inner transition metals. Used in a number of industrial processes and vital to the construction of jump drives.

**Ling-Standard Products, LIC:** Originally a mining firm (and still very active in that area), LSP currently engages in a wide spectrum of activities, including (but by no means limited to) manufacture of electronic equipment of all sorts, ground and air vehicles, starships and starship armament systems, drive systems, power systems, computer systems, computer systems and software, small arms, and a variety of other items. Concerned to a small degree with banking, insurance, and other activities, LSP maintains mining and manufacturing facilities throughout the Imperium and beyond.

**Macene** (Rhyllanor 0202 B-000453-E): Thin and mostly carbonaceous, Macene Belt has never been heavily exploited. The system owes most of its importance to its naval base, which houses the Spinward Branch of the Imperial Navy's Fleet Tactics College. The bulk of the system's population is dependent upon the base and college for its income.



**Mass Driver:** Device which generates a magnetic field to suspend and accelerate small masses of material along a straight track. The material is expelled at a high velocity on a straight line trajectory. Commonly used as a middle-tech artillery system, mass drivers are often used to throw small masses over interplanetary distances, particularly in organized belt mining endeavors.

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

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

A small number of Imperial regulatory agencies have power over the megacorporations, and the companies are subject to any applicable local taxes, as well. Nevertheless, if Imperial sovereignty is not blatantly violated, regional managers can usually conduct their company's business as they see fit. Because a direct confrontation with the Imperium would be bad for business, intentional violations of Imperial laws occur on a covert basis only.

**Mertactor:** (District 268 0707 B-262732-B): Member world of the Imperium in District 268, one of two systems admitted to the Imperium since the establishment of the Protectorate in 810.

**Narsil** (Sword Worlds 0107 B-574A55-A): Industrial world of the Sword Worlds Confederation, notable as the homeworld of Admiral Denisov, one of the few Sword Worlders to break the class barrier dominated by the aristocracy of Gram.

**Oort Cloud:** A spherical shell around most stars, containing numerous small bodies of cometary material. A typical Oort cloud is about 0.5 to 1 light year from its primary and has an aggregate mass about that of Earth; density is thus extremely low. The main constituents of cometary bodies are ice and dust ("dirty snowballs"). Bodies in the Oort cloud are occasionally perturbed by collisions or by the influence of nearby stars into orbits which pass near the star; these form the visible comets. The Oort cloud is named after its discoverer, Terran astronomer Jan Oort.

**Patinir** (Aramis 0807 C-000632-9): The system is dominated by a large gas giant in the life zone. Although an extensive asteroid belt is the system's primary source of mineral wealth, over half the population inhabits two self-contained space colonies in the gas giant's Trojan clusters.

The government of Patinir is a select board of directors controlled by the colony owners; its authority effectively does not extend outside the Trojan points.

**Robin** (Trin's Veil 0207 C-00059C-C): Robin was originally controlled by Mora Metals, LIC, a large mining conglomerate. Oppressive conditions in the belt led to a miners' revolt, and the revolutionary committee, anticipating that Mora Metals would bring in forces to quell the revolt, requisitioned all ships insystem to form a defense force. Mora Metals' attempts to regain the system were successfully resisted (and the Imperium declined to intervene), and the ships were retained under the new government's control to enable efficient use of resources for the benefit of its people.

In the 200 years since the revolt, Robin's government has

developed into an oppressive bureaucracy, controlling the lives of its citizens through a monopoly on transportation and mining equipment. However, careful government management of raw material production and exports, as well as strict population controls, have given the system a high standard of living which has made Robin's citizens largely content with their lot.

**Sector:** Mapping unit in astrography, consisting of sixteen subsectors arranged in a pattern of four across and four deep. Sectors hold an average of 480 to 640 worlds each.

**Shionthy** (Regina 0706 X-000742-8): The large belt dominating this system is believed by many authorities to be the result of the destruction of a large world by the Ancients. The presence of quantities of anti-matter in the belt suggests a mechanism. Because of the anti-matter, Shionthy Belt is dangerous to enter (the explosion resulting from contact with even a microscopic particle can cause severe damage) and has been interdicted by the Imperium. Before interdiction, Shionthy had already acquired a population of belters searching for fragments of anti-matter, worth several million credits per gram. Imperial law allows established populations to remain in a system after interdiction and, despite periodic disasters—in addition to the dangers of anti-matter, asteroids occasionally collide with each other in this young belt—the population has grown. The inhabitants sell their finds to the Imperium, which, despite the humanitarian concerns which led to interdiction, finds the present arrangement too valuable to abandon.

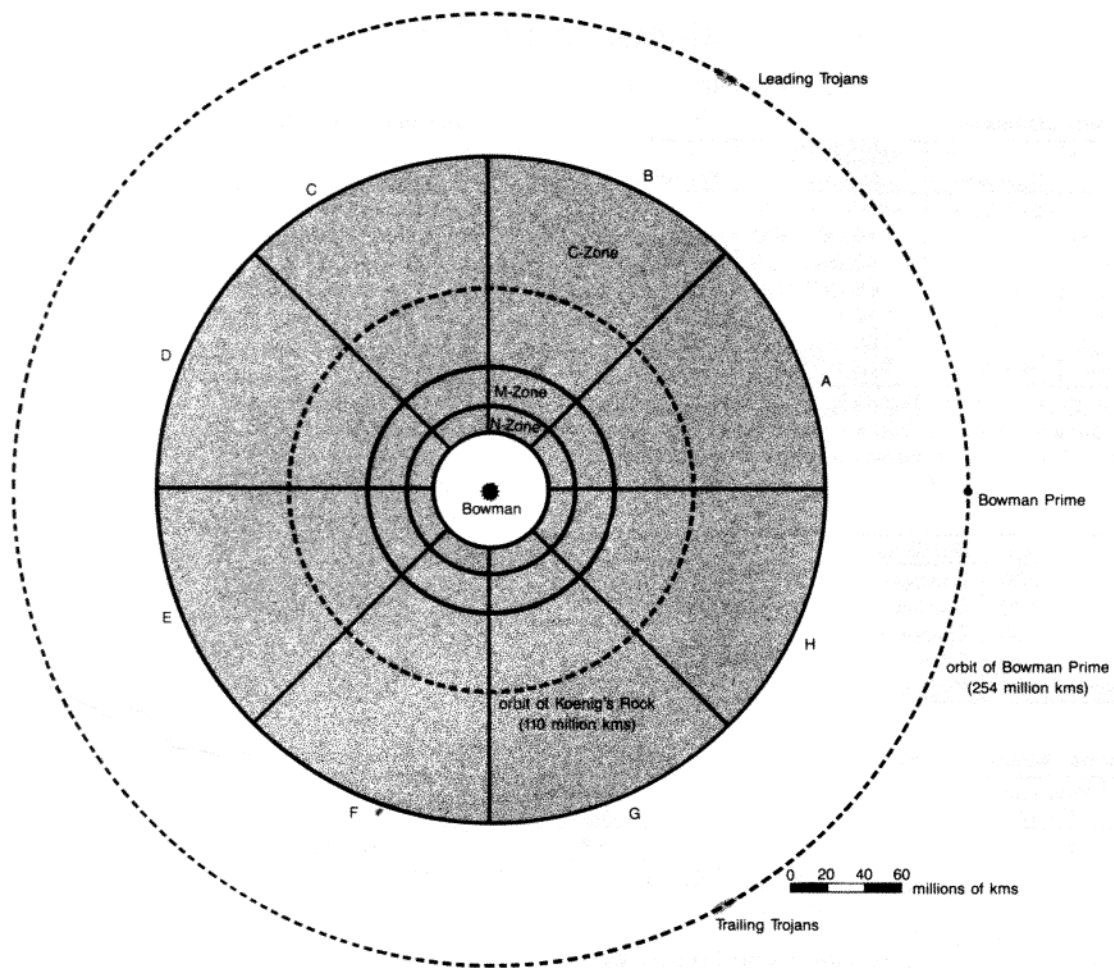
**Spinward Main:** Trail of worlds and systems, each within jump-1 of the next, winding its way through the Spinward Marches. The Spinward Main is a common interstellar trade route for the jump-1 free traders frequently employed in the Spinward Marches. Bowman is situated on the Spinward Main.

**Superheavy Elements:** Although elements heavier than Uranium are increasingly unstable and radioactive (with half-lives measured in fractions of a second), quantum theory predicts an "island of stability", consisting of the elements with atomic numbers 114 to 122, with half-lives measured in the millions of years. These superheavy elements, also called eka-metals or island metals, are generated in small amounts in supernova explosions. Only a few grams have ever been discovered in nature, just enough for scientists to determine that superheavies would be immensely valuable to industry if a source could be found.

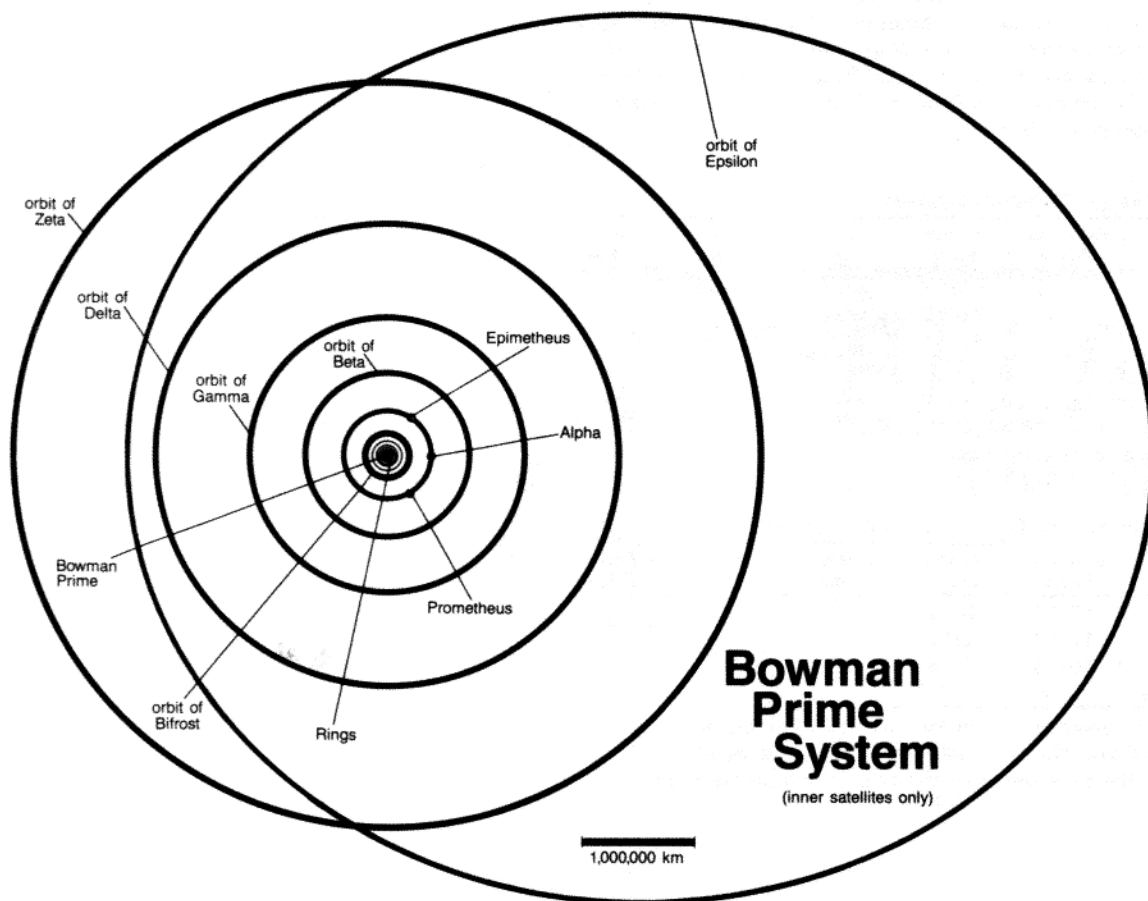
**Trojan Points:** In a gravitational system composed of a small body orbiting a much larger one (such as a planet and star or moon and planet), there are two stable points lying in the small body's orbit 60° ahead of and behind it, and thus equidistant from the small and large bodies. These are called Trojan points (also Lagrangian points, and abbreviated as L4 and L5). The Trojan points of a gas giant near an asteroid belt commonly collect a cluster of asteroids. The name comes from the first such cluster discovered by Terrans, at Jupiter in the Sol system; the asteroids were named after mythical heroes of the Trojan War.

**Tyring Incident** (— 104): Clash between naval vessels of Gram and Sacnoth in orbit above Tyring (Sword Worlds 0504 B-637735-A) which resulted in the War of the First Rebellion (— 104 to — 88). As a result, the Sword Worlds Confederation dissolved into several separate states, and conflict between them continued for the next century.

**Zaibon** (Lunio 0205 E-000544-B): Well-exploited belt in the Lunio subsector, known for the largest single deposit of copper ever discovered in the Marches. The copper is now largely mined out, and Zaibon in recent years has entered an economic slump.



**The Bowman System**



**Bowman Prime System**  
(inner satellites only)

**Bowman System Statistics**

Name	Diameter	Distance from Bowman	Period
Bowman	877,000	—	—
Belt (inner edge)	—	30,000,000	47
Belt (N/M line)	—	45,000,000	86
Belt (M/C line)	—	65,000,000	150
Koenig's Rock	596	110,000,000	329
Belt (outer edge)	—	180,000,000	689
Bowman Prime	98,000	254,000,000	1,156

Diameter and distance in km. Period in days except \*, hours. Distance of Epsilon is an average; minimum distance is 2,200,000 km and maximum distance is 6,600,000 km. N/M line is boundary between N-zone and M-zone. M/C line is boundary between M-zone and C-zone. Jump is distance from Bowman Prime for a safe jump.

**Populations**

Region	Pop.	Settlement	Pop.
Belt	2,800	Koenig's Rock	800
Alpha	3,100	Garrison	2,100
Epsilon	150	Epsilon Dig	150
Rings	375	Bifrost	290
Trailing Trojans	2,300	Tygalfsson	1,800

**1G Travel Times: Bowman System**

	Bowman Prime	Outer Edge	M/C Line	N/M Line	Inner Edge
Inner Edge	83/94	68/81	33/54	22/48	(43)
N/M Line	80/96	65/83	25/58	(53)	
M/C Line	76/99	60/87	(63)		
Outer Edge	48/116	(105)			

Cross-index any two locations to find travel time, in hours, between them. Orbits are (more or less) concentric circles. The number before the slash is the time at closest approach (on the same side of Bowman or Bowman Prime); the number after the slash is the time at farthest separation (on opposite sides of Bowman). A number in parentheses is the time to cross from one side of an orbit to the other. Times for both Trojan points are the same as for Bowman Prime; the time between either Trojan point and Bowman Prime is 89; the time between the two Trojan points is 117.

**2G Travel Times: Bowman System**

	Bowman Prime	Outer Edge	M/C Line	N/M Line	Inner Edge
Inner Edge	59/66	48/57	23/38	15/34	(30)
N/M Line	57/68	46/59	18/41	(37)	
M/C Line	54/70	42/61	(45)		
Outer Edge	34/82	(75)			

Times for both Trojan points are the same as for Bowman Prime; the time between either Trojan point and Bowman Prime is 63; the time between the two Trojan points is 82.

**Communications Lag Times: Bowman System**

	Bowman Prime	Outer Edge	M/C Line	N/M Line	Inner Edge
Inner Edge	12/16	8/12	2/5	1/4	(3)
N/M Line	12/17	8/12	1/6	(5)	
M/C Line	10/18	6/14	(7)		
Outer Edge	4/24	(20)			

Times are in minutes. Times for both Trojan points are the same as for Bowman Prime; the time between either Trojan point and Bowman Prime is 14; the time between the two Trojan points is 24.

**Bowman Prime System Statistics**

Name	Diameter	Distance from Bowman Prime	Period
Bowman Prime	98,000	—	—
Bifrost (Rings)	—	196,000	16.1*
Alpha	795	370,000	1.8
Prometheus	—	370,000	1.8
Epimetheus	—	370,000	1.8
Epsilon	3,300	4,400,000	70
Jump	—	10,000,000	—

**1G Travel Times: Bowman Prime System**

	Jump Point	Epsilon	Alpha
Bifrost/Rings	17.4	7.9/14.5	2.3/4.2
Alpha	17.2	7.5/14.7	
Epsilon	15.5/10.2		

Times are in hours. Times for Prometheus and Epimetheus are the same as for Alpha; the time between either station and Alpha is 3.4; the time between the two stations is 4.4.

**2G Travel Times: Bowman Prime System**

	Jump Point	Epsilon	Alpha
Bifrost/Rings	12.3	5.6/10.2	1.6/3.0
Alpha	12.2	5.3/10.4	
Epsilon	11.0/7.2		

Times for Prometheus and Epimetheus are the same as for Alpha; the time between either station and Alpha is 2.4; the time between the two stations is 3.1.



The purpose of *BeltStrike* is to provide new settings and situations for *Traveller* adventures. By mining the module's contents for information, a referee should be able to keep his players interested in the Bowman system (and other asteroid belts) for quite some time. The scenarios presented in the module's four folders are only a few of the many possible situations.

## PLAYER CHARACTERS

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

**Campaign Characters and Generated Characters:** If players already have characters they are happy with and they wish to continue using, this should certainly be allowed. To best fit the basic situation of the various scenarios, at least one of the characters should be a merchant service veteran, and characters present should be able to fill the role of crew members required aboard a Type A2 far trader (pilot/navigator, engineer, steward/medic), Type J seeker, or some other suitable starship.

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

**Pre-generated Characters:** The twelve character cards provide a variety of player characters for use by an adventuring band. Three of the cards should always be used: Eneri Shulamikar, Tsutomu Woronow, and Zhuandao Weiss. These three individuals are the core of the party, and provide the nucleus of essential skills needed to begin the adventure. Their cards are marked with an open (rather than solid) black border. If other player characters are needed, they may be drawn from the remaining nine character cards.

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

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

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

Under *Birthworld*, the actual world on which the individual was born is noted. Following the slash is the subsector the birthworld is in. After the subsector, the universal planetary profile for the world is given. All birthworlds are located in the Spinward Marches. All characters except Zilla Pegunang and Tharrin Artizabenes are Imperial citizens (honorable service in the Imperial armed forces is sufficient to allow acquisition of Imperial citizenship).

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

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

**Non-Player Characters:** The pre-generated characters may also be introduced as non-player characters travelling with the adventuring group. The referee controls these non-player characters. Their uses are many; they may supply important skills needed by the group, but not held by a player character; they can serve as sources of knowledge or information; they also give the referee a voice in the movements and actions of the group itself.

For example, a group of player-characters from an existing campaign is to be used in play of *BeltStrike*. The group, however, does

not include a character with medical skill, though one is needed to fill out the required crew. The referee can introduce Dr. Nushur as a non-player character who can fill this position and supply the needed skills. The same group probably doesn't include a belter character, so one or more such NPCs can be provided to supply needed expertise.

Similarly, if lack of numbers or the method of selecting pre-generated characters leaves a group without some essential or helpful individual, this character can be added as an NPC. The referee should treat this NPC strictly according to that character's limitations and abilities, and should avoid using any of the omnipotence attached to the referee's position to influence character actions. The character does, however, provide a useful way to trigger events or explore options that players fail to follow up, and can thus be used to enhance the adventure overall.

**The Belter:** One character card is provided for "Lucky Yo" Jorgensson, a belter who has worked the Bowman system for some time. Jorgensson is introduced to the adventuring party in the folder entitled *Claimjumpers* and may accompany them thereafter. There is no reason why this character cannot be a player-character; the referee can take the player aside, brief him on the background provided in the adventure, and let things go from there. Jorgensson can also be used strictly as an NPC, if desired. His appearance is crucial to the adventure, but there is no reason to prefer one approach over the other.

## THE MERCHANT SHIP

One of the merchant characters (Shulamikar, if he is in use) owns the merchant ship *Go For Broke*, a Type A2 far trader. This ship is the sole asset of the Red Ink Trading Company, which is composed of the party's members. If *BeltStrike* is to be played with a group (as from an existing campaign) which does not own a ship, acquisition of a ship will be an important goal in order for the adventurers to proceed with the scenarios presented here.

## ARRIVAL IN SYSTEM

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

**Break Out from Jump Space:** The ship has just emerged from jump space, and lies about 10 million kilometers from Bowman Prime (the gas giant). This distance is necessary because the ship cannot emerge closer than 100 diameters to any astronomical body. Since Bowman Prime has a diameter of 98,000 kilometers, 10 million kilometers is a safe distance. Good navigation will place the ship as close as possible to Alpha, location of Garrison Starport, about 370,000 kilometers out from Bowman Prime. The moon is about 9.6 million kilometers distant.

A mistake in navigation could place the ship farther from the desired location (but never closer in). Commercial ships rarely make such mistakes, but they may occur with private vessels. Throw 10+ for a slip in computations to cause a mistake in navigation, with a DM of -navigation skill. If such a mishap does occur, the ship will be 2D times 1 million kilometers farther distant from Alpha.

**Moving to Alpha:** The trip to Alpha takes about 12.2 hours at 2-G, or 17.2 hours at 1-G, as shown on the travel time tables (unless an error occurs; time can then be computed from the formula given in *Traveller*).

## ARRIVAL BY PASSENGER CARRIER

If the adventurers are arriving in the Bowman system by a commercial vessel (a liner or merchant ship), then they are notified of arrival in system by the crew after the ship emerges from jump space.

High passengers are entertained by the crew, who will give briefings about the system as the ship approaches Alpha.

Middle passengers are left to shift for themselves. They may consult the ship's computer for library data if they wish, though not all data will be available.

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

Commercial ships proceed directly to Garrison Starport. Details of traffic control concern the crew; passengers simply need to make their own preparations for journey's end.

At Alpha, the ship unloads passengers and cargo according to the arrival on planet section of the *Traveller* activities checklist. Procedures for checking through the starport are minimal; there are no customs regulations or inspections. A medical inspection is mandatory; individuals found to harbor infectious diseases are strictly quarantined, and may not leave the port.

### ARRIVAL BY PRIVATE SHIP

The scenario is intended for a group with their own ship; they will be the crew and/or close companions of the crew of a merchant vessel. As a result, they are more fully involved in the encounter with the Bowman star system.

The typical activities checklist in *Traveller* governs the progress of the journey onward to Alpha.

The merchant ship is carrying a cargo for delivery to the IISS base at Garrison, and the party is thus required to visit Alpha. Their contract guarantees a bonus for prompt delivery, which should persuade them to travel to the starport before undertaking any other explorations.

Arrival procedures are the same as those for a commercial ship, described above.

### AT ALPHA

The only settlement on Alpha is Garrison, with its accompanying starport and a scout base. The starport, scout base, and settlement at Alpha are buried into one side of the irregularly shaped planetoid. Alpha is held in a tidal lock by Bowman Prime, with one side always facing the gas giant; the inhabited section of Alpha is on the opposite side from the primary. This gives extensive natural shielding against the dangerous radiation which is found this close to Bowman Prime. (Ships under power are not affected—part of the M-drive generates a low-power screen against radiation and meteorite impact—but a power failure during approach within about a million kilometers of the gas giant would be fatal.)

**Garrison Starport:** Any ship, streamlined or unstreamlined, can land at Garrison Starport. The facility is a class D port, with little in the way of facilities available. Unrefined fuel can be purchased here (but is free by skimming Bowman Prime or gathering in ice chunks in the ring system); basic supplies, service, and so forth can also be found.

The formalities of exit from the starport are few; indeed, since there is no effective government or law level operating in the system, regulations are actually stricter in the starport enclosure than they are outside. Treat the port area and the adjacent scout base as having a law level of 4.

**Garrison:** The settlement of Garrison is an underground warren, confusing to the visitor. Groups of characters should throw the intelligence or less of the most intelligent character, or the character with the highest leadership skill regardless of intelligence, to avoid being lost. Characters who become lost should throw an extra random encounter; the result will automatically be taken from the *Traveller* random encounters, in the range of 11-16.

Prices in garrison tend to be 15-25% higher (13+2D%) than those given in the *Traveller* rules. This is true of all food, lodging, supplies, equipment, and services. Calculate the exact price differential on each purchase.

**Delivery:** The adventurers can deliver the cargo brought to Bowman to the scout base. They receive Cr50,000 for transport-

ing their cargo, plus Cr5,000 if the delivery was made within 24 hours of their arrival in the system.

The clerk at the base with whom they deal is appreciative—the cargo was badly needed, and regular scheduled service would have been far too slow. He offers some unsolicited information of some importance to the group.

Chances are, he tells them, there won't be any cargo or passengers at Garrison Starport. Ships operated by Ling-Standard Products have nearly pushed all independent merchants out of the picture. However, it may be possible to pick up cargo or passengers elsewhere in the system—possibly at the scientific base at Epsilon, or even more probably at Koenig's Rock in the core of the Belt.

Their friend adds that there are a few parcels of cargo in port awaiting transport to Koenig's Rock, which might give them a good start. With settlement so dispersed, he concludes, ambitious merchants might earn a fair amount just shuttling about within the system, until they find a cargo that will cover their expenses out of the system.

### A PATRON

If the adventurers do not own a ship of their own, the scout base encounter may be replaced by the situation described in this section.

Soon after their arrival at Garrison, one of the adventurers receives a message asking for a meeting "to discuss matters of possible mutual profit." It is signed R. Gazrait, a name which inquiry will determine belongs to one of the largest expedition brokers in Garrison.

Gazrait meets the group in one of Garrison's less disreputable bars, and buys drinks for all. Gazrait has dealings all over the system, backing various independents, selling supplies, purchasing ore and other finds. A large expedition is to be outfitted at Koenig's Rock; Gazrait wants to transport a large cargo of supplies there. Unfortunately, the crew of his single serviceable ship—an ancient far trader with inoperative jump drives (but otherwise in fairly good condition)—got themselves into trouble with a gang of rowdies from LSP. Three are in the hospital; the rest resigned after the encounter, scared to continue working for Gazrait when LSP is increasing pressure to monopolize belt exploitation.

Gazrait needs a crew to take supplies to Koenig's Rock (or wherever the referee would like the players to go). He'll pay standard salaries plus 50% to each of the party. In addition, they have free use of the far trader for as long as they remain in the system—subject, of course, to Gazrait's needs for deliveries and transportation.

### IDEAS

The following are the beginnings of several adventures based in the Bowman system.

**The Ring Station:** During a visit to Garrison, one of the adventurers is approached by a recruiter from Rainbow Enterprises, a small company holding the major contracts for supply of ice to Garrison. Bifrost Station, the facility built at the edge of Bowman Prime's magnificent ring system, is in need of skilled employees of all kinds, particularly those with technical skills—computer, engineering, electronics, jack-of-all-trades, etc.—and/or zero-G repair experience. The recruiter offers an unusually high salary for anyone caring to work for a six-month term at Bifrost, which has a chronic shortage of skilled employees of the types specified.

**Referee's Note:** Responding to the offer of work at Bifrost will lead to a six-month contract at an excellent rate of pay—Cr8000 per month, plus free room and board. Almost any types of skills qualify an individual for an opening at the station—even medics and cooks are in short supply.

The reason, of course, is that the Bifrost safety record is suspect. Since a massive power failure caused the collapse of the radiation screens that protect the station from the lethal radiation zone around Bowman Prime some years ago, the station has had trouble hiring trained personnel who had any hope of getting berths other places.

Actually, safety has been beefed up quite a bit, and the chance of a failure is minimal (roll 12+ once every 6 months). However, any character with vacc suit, zero-G environment, mechanical, or electronics skill is likely to be put on an external maintenance detail. It is necessary for these individuals to go outside periodically, which exposes them to a radiation hazard.

A character who works more than 3 hours in radiation per week takes 1D points of damage against endurance; this is a permanent reduction.

The work tends to be routine and unexciting, but lucrative, and carries plenty of chances for interesting problems and situations at the referee's whim.

**Corporate Intrigue:** Signs may turn up of irregularity on the part of Ling-Standard Products. This may attract the interest of the adventurers, particularly in the wake of encounters such as that in the *Claimjumpers* scenario. Discovery of some form of wrongdoing could lead to blackmail or other opportunities that might turn the situation to good advantage.

**Referee's Note:** Dishonest actions on the part of a megacorporation are always a good source for adventure. One excellent thrust for an adventure situation would be the discovery that LSP was using the Bowman system as a cover for a steady trade of electronics components and other high-tech gear into the Sword Worlds, which as an enemy in the frontier war is naturally under a trade embargo. Because Bowman Prime lies outside the Imperium, it is possible to conduct this trade without more than a few basic precautions.

Adventurers who stumble across clues of such activities (through rumors, random encounters, etc.) may be sufficiently motivated to track down proof of the action, with the result of an effective blackmail tool or, perhaps, a chance to obtain the gratitude of the Imperium by revealing this secret trade.

**Cache:** During the Third Frontier War, and immediately thereafter, Sword Worlders made use of caches of supplies and equipment among the asteroids of the belt. Reports or rumors may suggest the possibility that one or more such caches may still lie concealed somewhere in the belt.

**Referee's Note:** A scenario involving a Sword Worlds cache would be relatively straightforward.

The cache will contain weapons, components, and equipment of up to tech level 11; though old and of antiquated pattern, much of the equipment will be perfectly usable. Players may find this a useful way to acquire hard-to-find weaponry, or may opt to sell the equipment, either in bulk or piecemeal.

**Espionage:** The Bowman system, with its location at the edge of the subsector and its general lack of government and law enforcement, makes an ideal place for Sword Worlds agents to work their way into positions from which they can filter into the Imperium. The IISS Security Branch periodically tightens precautions against such spies. The adventurers may be caught up in such a clamp-down and subject to suspicion (especially any non-citizens among them); contrariwise, they may be hired to help the IISS flush out a suspected nest of agents, or even be approached by Sword Worlders either openly or covertly.

**Referee's Note:** Any form of espionage scenario gives players an opportunity to exercise their wit and ingenuity, instead of brawn or firepower.

It will be necessary for the referee to come up with the specific circumstances of the espionage situation, and play out the often complex layers of a cat-and-mouse game. An attempt to smoke out a cell of Sword Worlders might turn up unlikely possibilities—a contingent of LSP personnel, or a mole within the IISS organization itself.

The referee may want to consider combining this situation with one of the others, such as the corporate intrigue or the quest for the lost cache.

**Belt War:** The rift between LSP and the various independent belt miners has been deepening steadily, what with LSP's attempts to

gain control of the system and the high-handed behavior of many of LSP's employees. This could come to a head at any time, precipitating a series of clashes between belters, waging a guerilla campaign of sabotage, and the mercenaries working for the megacorporation. As in all cases of turmoil, this situation possesses many opportunities for the adventurers.

**Referee's Note:** Violence between belters and corporate personnel can serve as the backdrop for a number of adventures. Many alternatives are possible. The group might hire out with LSP's mercenary forces and become involved in combat operations among the asteroids. Or they can join the belters, mounting sabotage missions against corporate installations or leading hit and run missions through the belt. The details must await the referee's discretion and creativity.



This folder deals with Koenig's Rock, a center of the belt mining industry deep in the core of the belt. It provides background and information on situations arising from visits to an outpost where laws and law enforcement are nonexistent. As such, it can serve as a model for use in almost any wide-open belter settlement, even one that may be found in a more civilized system.

A map of the underground settlement of Koenig is included in this module, and a key to the map as well as further information on the Rock are found in the Bowman system reference book.

### KOENIG'S ROCK

A large but unexceptional planetoid, Koenig's Rock was first used by the Imperial Navy as an advanced post during mopping-up operations against Denisov's pirates; it was retained as a Fleetwatch station to monitor possible activities within the belt, in the hopes of preventing a repetition of the actions which led to Denisov's operations. A small settlement grew up on the Rock, catering to the needs of military personnel in this desolate corner of empty space. After the Navy packed up their operations and left, the establishments shifted their emphasis to the support of the belt mining industry, which was beginning to blossom. The naval station was occupied by civilians, re-christened Rockport, and given over to servicing ships (while the bars in the older civilian section saw to the needs of the beltlers).

**Rockport:** Rockport is a small (type E) port facility, managed by a Port Warden appointed by the Koenig Merchant's Association. This group is a loose association of the major business owners in the Rock, and thus represents the collective interests of the most important citizens of Koenig's Rock.

Rockport is equipped to perform basic service on visiting ships. Fuel is available at Rockport; it is brought in by beltlers who discover ice asteroids, supplemented by bulk loads shipped in from Garrison. Fuel costs Cr200 per ton at the Rock, and is unrefined; an ice asteroid sold at Rockport brings the discoverer Cr150 per ton, plus free fuel to top off the ship's tanks.

**Koenig:** The settlement proper is officially named Koenig, but tends to be called many other names, few of them printable. It is not a large settlement; it consists mostly of a handful of bars and similar seedy establishments, plus a few more legitimate businesses catering to the beltlers' trade . . . chandlers, brokers, a handful of company purchasing agents representing various corporations which deal with Bowman, and so forth. In point of fact, the bars are the most important places of business, for they are the centers of operations of a number of individuals who operate dubious ventures.

Koenig's Rock has complete facilities for the sale of ore or mining claims, and the outfitting of belt expeditions. It serves as a common point of origin and final destination of many a voyage into Bowman's belt. Between their travels, the beltlers who frequent the Rock blow off steam in time-honored ways—ways which have earned the Rock a reputation for lawlessness which has become proverbial throughout the Marches.

## Referee's Information:

The adventurers, for one reason or another, will eventually set their course for Koenig's Rock, whether to seek out new business, fulfill a patron's contract, or as part of an attempt to mount their own belt mining expedition. Various interesting possibilities for encounters and adventures await them.

### IN THE ROCK

Upon arrival at Koenig's Rock, the party can offload their cargo, delivering it to the Rockport warehouse. Representatives of the intended recipients will arrive to check in the cargo and pay the transport costs. Beyond this, formalities are at a minimum.

The Rockport Port Warden will offer the party the chance to purchase fuel (Cr200 per ton unrefined), servicing (at roughly 25% over basic costs), and supplies (again, at 25% over standard). He also offers the group, on behalf of the Koenig's Rock Protection Association, a "security service" package for Cr500 per week (in addition to standard berthing fees), which includes two security guards posted to watch the ship, and an insurance policy covering vandalism and other damage which might occur to the ship while it is in port.

**Referee:** The group is under no obligation to purchase the security package, which appears at first glance to be just another way of running up charges. However, because of the absence of law enforcement at Koenig's Rock, the group that passes up this package leaves itself open to possible trouble. Each day, a roll of 8+ must be made to avoid accidental or deliberate damage to the ship—by vandals, or by a group of drunks causing a disturbance on their way back to their own ship, or by some other party (including, rumor has it, the agents of the KRPA itself). A DM of -4 is applied if the adventurers have become involved in any fights or disputes during their visit, with a DM of +1 for each adventurer or guard posted to keep an eye on the ship.

If the roll is not achieved, the ship may be defaced, or pieces of external equipment damaged, etc. Should adventurers be present, the referee may work out the encounter in detail; if not, they will find the damage done when they return to the ship from an excursion elsewhere. The damage will be worth 2D × 100 credits.

**Points of Interest:** The Koenig's Rock settlement is not particularly large, but there are several places adventurers may wish to visit in the course of their stay.

Various companies keep small offices at the Rock, each with a minimal staff. These companies bid on claims brought in by beltlers, provide backing for expeditions, purchase ore, and provide other services as appropriate. The Ling-Standard Products office is the largest, and obviously overshadows the others.

Several shops and stores provide supplies and equipment of all kinds. Adventurers may wish to purchase various types of gear. Almost anything within reason is available (though there won't be much of a market for open-air camping gear or vehicles of any kind). Prices run 25% over base price; due to scarcity and demand, items above tech level 9 run even higher. No law level restrictions are imposed, of course, but an item normally not available except through extra-legal channels (psionic drugs, for instance) will still not be sold over the counter at the Rock.

Bars, casinos, and other such businesses are present in Koenig. Characters are free to indulge in whatever forms of entertainment suit them best: gambling, drinking, or whatever. The bars also serve as good places to meet potential patrons, or people with the contacts to acquire particularly unusual or illegal items. The referee should use the usual procedures governing streetwise skill to resolve specific attempts to acquire particular items or information. Common sense should also prevail. Bowman is a backwater system; many items won't be readily available, though the individual contacted may have a source in some other system. Prices for such things will be exorbitant, but the referee should always feel free to have the contact set a lower price and ask the adventurers to perform some job of a difficult or illegal nature. This is a good way to generate additional adventures.

The bars also serve as useful places for a variety of rumors, encounters, and other situations from which an adventure can be built. Tables are provided, to regulate these activities. Some specific concerns are discussed below.

### RUMORS

While in Koenig's Rock, the adventurers will naturally hear rumors, most of them associated with mining operations in the belt. The most important of these will indicate two specific regions of the

belt that may be of interest: the current producing area and the rumored rich area. These are areas where belters focus their attention due to discoveries that have been made (or are thought to have been made); the chances of making a find are slightly better, but so are the chances of meeting other, possibly unfriendly belters.

**The Current Producing Area:** This area is one which has been proven to be a solid source of interesting finds. When mining the current producing area, all rolls made to determine if a resource is actually (as opposed to potentially) present are given a DM of +1.

**The Rumored Rich Area:** Once this area's location in the belt has been determined (see Belt Cartography, below), the referee may determine which of the valuable finds (radioactives, dense metals, crystals, or, perhaps, artifacts) is rumored to be present. This does not necessarily have to be the most likely or most commonly available resource in that segment of the belt, but should not seem too unlikely, either (dense metals are going to be more common where nickel-iron asteroids are found—the inner belt).

Once the referee has selected the resource, all scanning done in the rumored rich area is subject to a special procedure. When the scanner roll indicates that something interesting has been spotted, the referee should roll 2D before consulting the scanner potential table. If the result is 8+, the rumored resource is picked up as the potential. Should that roll fail, use the potential table as usual, but results indicating the rumored resource should be treated as being the most likely resource for that portion of the belt, instead.

The referee may consider this to represent the tendency of most persons to interpret scanner reports according to their own prejudices. If they are looking for radioactives, they will tend to see radioactives in many anomalous scanner readings. However, there is also a higher chance of actually discovering the resource in question, since rumors of this kind are frequently based on fact. The referee may wish to offset this by reducing the chance of actual presence of the find, or the extent of the discovery once it has been found.

**Belt Cartography:** A map included in the Bowman system reference book shows a general representation of the Bowman system. The belt has been divided into octants, as well as being divided by inner, middle, and outer zones.

When a rumor produces the current location of the current producing area or the rumored rich area, the referee should determine where it is: a particular octant (and within that octant, one of the three zones), one of the Trojan points, or the gas giant's ring system.

The octants are not an absolute; they are an arbitrary reference grid for the use of the referee, and are not actually used for anything but random assignment of relative locations.

The map can also be used to calculate point-to-point distances (and hence, travel times) with greater accuracy than the standard travel times charts allow. If both the point of origin and the destination are known, the distance can be measured and plugged into the travel time formula in **Traveller**. If a random location is required, use the same table as is used for locating the current producing or rumored rich areas.

Of course, asteroids don't really stand still; over the course of time, they move from octant to octant. The time required for this is such that it is unimportant to an adventure, but purists may consult the formulae for orbital period in Book 6, *Scouts*. The current producing area, the rumored rich zone, Koenig's Rock, the Trojan Clusters, Bowman Prime, and the current location of the adventurers will all change in relation to one another as time passes. This should be considered strictly optional, and is probably a needless complication for most groups.

## ENCOUNTERS

Instead of the usual encounter process, all forms of encounter—patron, random, and rumor alike—are conducted off of a single table, which is consulted once each day if adventurers visit Koenig. The result indicates the general nature of the encounter; from that point, the referee can build the situation as desired according to standard

procedures for reactions and the referee's own intentions for the adventure.

## LIFE ON KOENIG'S ROCK

Koenig's Rock is a law level 0 settlement, and adventurers will naturally look upon this as a golden opportunity to behave as they wish without fear of retribution. It is a frequently overlooked fact that the lack of law and order at such a settlement works as much against the adventurers as for them.

Adventurers who stroll around armed to the teeth and prepared to use their weapons in their everyday dealings—such as ordering drinks or making withdrawals from the local financial institution—may be somewhat disappointed when they discover that the barkeep or the teller they are dealing with is equally capable of producing weapons and using them to restore the customary balance of customer relations.

Koenig's Rock is a rough place. The lack of law enforcement most frequently means that the adventurers will have to be prepared to defend themselves from trouble, and will probably not want to compound their difficulties by actively looking for it. If they make enemies, they must be ready to face the prospect of an ambush or an act of vandalism later on. This aspect of life in Koenig's Rock should be made clear as the group's visit proceeds.

Private bodyguards, bouncers, and security guards are common at the Rock; they can be hired for Cr 200 per day. Adventurers may want to hire out as bodyguards during their stay—it's an excellent way to pick up some money, but they should be prepared for some rough encounters in the process.

Most of the bars and other entertainment facilities have a gun-check rule; firearms and energy weapons must be checked at the door if an individual wants to go inside. This is done to limit the number of fatalities and the amount of damage from the occasional quarrel or drunken brawl. Of course, concealed weapons are sometimes still brought in, and blade weapons are not limited, so there is still considerable scope for violence.

## A BRAWL

During the group's stay at Koenig's Rock, as they are looking for potentially interesting work, the following special encounter may be introduced.

**The LSP Party:** One of the ships currently docked at Koenig's Rock is Mining Platform 17, a large mining vessel owned by Ling-Standard Products. The 150-man crew is relaxing between projects, awaiting reports from far-flung LSP seekers looking for a new find of interest. Rotating liberties allow groups of the crew to venture out for nights of carousing and gambling.

During a visit to one of the Koenig bars, the adventurers will notice a group of these LSP crewmen clustered at several tables in the middle of the room. The LSP party acts rather superior to the various independents in the room, and tends to push around just about everyone in sight. At some point, they will notice the adventurers, and will make rude comments and nasty remarks about the group, their ship, their services, etc. Any hint of response from the group will be the signal for a fight.

The LSP party should significantly outnumber the adventurers, but several of the belters in the bar may come to their aid.

The encounter serves several minor purposes; it is primarily meant to entertain (livening up the proceedings on Koenig's Rock, and bridging the gap between the group's arrival and the beginning of their actual adventuring activities), but it also brings attention to the presence of the LSP mining platform (which will be of importance later), and, finally, can act as a jumping off point for adventures other than those outlined in these folders—encounters with LSP, introduction to belters who get involved, etc.

Random Encounter Table

Die	Qty	Type	Remarks
11	1	Broker	(patron)
12	2D	Workers	- 1
13	1	Swindler	(patron, source)
14	4D	Drunken Mob	- 1
15	1	Belter	(patron)
16	—	<i>Rumor: Current Producing Area.</i>	
21	1	Rogue	(patron, source)
22	3D	Rowdies	L
23	—	<i>Rumor: Referee's Choice.</i>	
24	2D	Thugs	L
25	1	Expedition Outfitter	(patron)
26	—	<i>Rumor: Current Producing Area.</i>	
31	1	Belter	(patron)
32	1D	Belters	G
33	1	Crewmembers	(patron)
34	1D	Researchers	+ 1
35	1	Rogue	(patron, source)
36	—	<i>Rumor: Referee's Choice.</i>	
41	1	Shopowner	(patron)
42	1D	Adventurers	+ 1GA
43	1	Hijacker	(patron)
44	1D	Tourists	+ 1
45	1	Smuggler	(patron, source)
46	—	<i>Rumor: Referee's Choice.</i>	
51	1	Arms Merchant	(patron)
52	1D	Merchants	+ 1LGA
53	1	Pirate	(patron, source)
54	1D	Belters	G
55	1	Spy	(patron)
56	—	<i>Rumor: Rumored Rich Area.</i>	
61	1	Scout Pilot	+ 3GAL
62	2D	LSP Security Guards	(patron)
63	1	Scientist	(patron)
64	1D	Beggars	L
65	1	Port Warden	(patron)
66	—	<i>Rumor: Rumored Rich Area.</i>	

**Remarks:** The following codes apply. L: leader is present. G: armed with guns. A: wearing armor. — N: lower than local tech level by N. + N: higher than local tech level by N. Normal tech level is 9.

*Patron* indicates an individual who may be used as a patron. *Source* is a possible source of information or equipment of an ordinarily illegal nature.



This folder deals with a belt mining expedition in search of an asteroid deposit of great value. It gives players an opportunity to make use of the belt mining rules outlined in the belter's handbook, and provides information to allow a referee to administer adventures involving belt mining in the Bowman system.

### THE BELTER

One evening, while the adventurers are in one of Koenig's less disreputable night spots, they are approached by a down-on-his-luck belter named Johann Jorgensson. Jorgensson, also known by the somewhat inappropriate nickname "Lucky Yo", asks if he can sit with the party and discuss a business venture that offers, he says, a fantastic opportunity for profit for all of them.

Jorgensson then proceeds to tell his tale, stressing the prospects for riches embodied in the story.

Yo and his partner have worked the Bowman belt for years in an ancient, type J seeker. Several months ago, their money running low, the partners borrowed heavily (using the ship as collateral) to finance one last attempt to recoup their years of work. For week after week they probed the belt fringe, searching for a worthwhile strike. Each time they thought they'd made a find, it turned out to be a false lead or a deposit of metals too small to make much of a difference.

Finally, as the partners were nearing the end of their supplies and fuel, and were talking about heading back in, it happened. They checked out a scanner report which indicated a potential deposit of radioactives . . . and found a deposit big enough to pay off all their debts and leave them both multi-millionaires several times over. But the strike didn't mean a change in their luck—ill fortune dogged at their heels. First Yo suffered an accident; his vacc suit face plate was shattered when an explosive charge blew too early and threw rocks at him. His partner rescued him and got him into the ship before the makeshift patches hastily applied to the leaks gave way. Yo was out of action for a day, and had no spare helmet for his suit, even if he hadn't been injured, so his partner went out to complete the survey work and plant a claim beacon by himself.

The partner never came back. Yo never knew for sure what went wrong, but thinks it was a malfunction in the beacon mechanism. There was an explosion; Yo saw his partner try to leap clear and get back to the ship, but he missed his target. His suit, breached by fragments, lost air faster than he could patch it, and he just drifted off, beyond help or hope. The beacon was completely destroyed; nothing happened when Yo attempted to trigger the remote beacon controls. And there was no way to get a new one.

Yo reasoned that he could still manage to work everything out. If he could equip for another expedition, he could use the computer navigational records to retrace his steps to the treasure trove, plant a new beacon, and thus turn disaster into triumph. But one last disaster still remained; only a few hours out of Koenig, he was jumped by a hijacker piloting a seeker—the typical type of renegade belter who turns to stealing from others when he no longer feels he wants to slave away to locate his own finds. Yo managed to escape the encounter . . . but his computer system took a hit, and the precious data on the asteroid's orbit was lost when the navigation system crashed.

Now, back at Koenig, Yo has hit bottom. The loan against his ship will fall due within a month, and the outfitter who advanced the money has impounded the ship to keep Jorgensson from skipping. And few of the outfitters at Koenig will give Jorgensson's story so much as a hearing, for they've grown used to his assertion that success is "just around the next turn" . . . they no longer believe him and his stories.

Jorgensson stubbornly asserts that his story is truth. He no longer has anything—no partner, no ship, no money—but he knows enough of the coordinates he and his partner were working to get a ship close to the right place. He has watched the adventurers for a few

days, and thinks they could be his ticket out of ruin.

Yo proposes a partnership—his knowledge, the ship and money of the party—with each person taking an equal share of the proceeds from sale of a claim to the discovery. Yo's rough estimate (the survey data was never quite complete, thanks to his partner's accident) indicates that the deposit comprises between 1,000 and 10,000 tons of radioactives, with a rough market value of Cr500,000 per ton. The potential value is for enough money for each of the party to become wealthy.

**Referee's Note:** If Yo is to be a player character, he should be briefed on this background, and then allowed to approach the rest of the group with the offer.

**Mounting an Expedition:** The belter's handbook covers all the appropriate concerns for assembling an expedition, including descriptions of several pieces of equipment that may prove useful. All prices on Koenig are roughly 25% over their basic value.

If the adventurers need additional money, an expedition backer may be sought, but will take a percentage of the profit. Should an outfitter know that Yo is connected with the group, apply a DM -3 to reaction rolls made for the individual.

### Referee's Information

It will take up to six weeks to make all of the necessary preparations for the expedition; 1D should be rolled for the actual time. The delay is caused by the lack of any ore samplers for sale at the Rock; it is necessary to order one from Garrison and wait for it to be shipped in. (The adventurers may prefer to travel back to Alpha, and then mount the expedition from there; this is perfectly permissible.)

If the ship being used does not belong to the adventurers, the ship's owner must be treated as one of the expedition backers, being given a percentage of whatever profit is made from the trip.

**Jorgensson's Slip:** During the course of the preparations, a potentially dangerous problem crops up. Jorgensson shows a regrettable fondness for long nights of carousing among the Koenig bars, and, when he drinks to excess, he tends to lose control of his tongue. On at least one occasion, adventurers should discover him, roaring drunk, boasting of the imminent change in his fortunes to the universe at large. There are a number of individuals in the bar, including a handful of officers from the LSP mining platform still at Rockport. These individuals are observed looking thoughtful and discussing something earnestly as Jorgensson's drunken spiel comes to an end.

**Referee's Notes:** If Jorgensson is a player character, this particular sequence could be somewhat difficult to handle. If at all possible, the referee should enlist the aid of the player controlling Jorgensson, encouraging him to role-play the belter in an appropriate manner. Unfortunately, this may not always be possible; the player may insist that he would not do anything as foolish as boasting about the discovery, even while drunk.

As an alternative, the referee may set up a situation in which Jorgensson's original discussion with the adventurers is overheard, or could develop some other reasonable way for the secret to leak out.

**The Expedition Begins:** When the adventurers have completed their preparations, they may set out. If anyone thinks to check, the LSP mining platform has already departed, just a short time after the encounter in the bar (or a few days before the adventurers set out). The location of Jorgensson's strike should be determined according to the tables presented in the folder *On the Rock*. (Treat it as a rumored rich area.)

### THE EXPEDITION

The course of the prospecting expedition will follow the basic outlines of the procedures given in the belter's handbook. However, certain special considerations enter into the resolution of this situa-

tion, and should be taken into account.

**The Follower:** As encounters are resolved (see below), there is an excellent chance that the adventurers will become aware of the fact that they are being followed. Each time a ship encounter is mandated by the encounter process, a 2D roll of 7+ will indicate that the ship in question is a type J seeker. Each time that this result comes up, determine which character or characters are on watch at the time (this can be essentially random), and then allow those characters to recognize some aspect of the ship if they roll intelligence or less.

Should the 7+ throw not be made, use the standard ship encounter process; if a type J ship appears through this roll, it is not the same ship.

The suspicious ship is a seeker belonging to Ling-Standard Products, detached from the mining platform and assigned to track the adventurers in hopes of discovering Jorgensson's asteroid. With the superior avionics and tracking gear aboard the seeker, it is generally able to hang back just at the edge of the adventurers' scanner range, but sometimes comes closer and betrays itself.

Once the adventurers realize that a ship is following them, they may wish to do something to lose the other, or to force a confrontation. They have no way of determining the ownership of the trailing seeker; thus they may want to discover this information. The referee should regulate the flow of events based upon the actions of the adventurers. An attempt to evade the other will be difficult, since it has an equal performance and superior sensing gear, but creative players may find a way to use an asteroid to conceal a change of vector or mask an attempt to shut down power and allow the seeker to pass. Success should depend upon the originality and feasibility of the plan.

The party may also attempt to force a confrontation, perhaps through faking a discovery, or a phony distress call, or some other means of drawing their tail into a trap. The behavior of the LSP vessel will adhere to that outlined below in *Confrontation in Space*.

Finally, the group could merely turn on their pursuer and engage in combat. In this case, resolve the battle according to the **Traveller** space combat rules. Regardless of the outcome, a message from the LSP ship will summon aid—the mining platform itself and six other seekers are lurking not far off. Once a battle takes place, the LSP force will move to capture the adventurers and force Yo to lead them to the asteroid.

If Yo is an NPC, an offer of a sufficient sum of money balanced against a threat of an unsuited spacewalk should persuade him to cooperate; the fate of the adventurers would be less certain, and could surely lead to a number of other adventure situations. If Jorgensson is a player character, all actions and events are up to the interaction between the referee and the players.

**Locating the Asteroid:** Jorgensson knows the approximate coordinates and orbital elements of his asteroid, but not the actual figures—he can get the party to the right general area, but ordinary prospecting will be necessary to actually locate the deposit.

As the expedition begins, the referee should set a number between 10 and 60 (the best random way is to roll  $2D \times 5$ , or the number can be deliberately chosen to establish a given degree of difficulty in re-discovering Yo's find). Thereafter, each time the party investigates an asteroid, the referee should roll 1D, and keep track of the cumulative total. When this total reaches the number determined previously, Yo's asteroid is located.

Throughout their search, the group should be subject to all the usual prospecting procedures—including the special case noted in the previous folder for exploring the rumored rich area. It is possible that the group will make other, equally valuable discoveries as they search for Jorgensson's find. Jorgensson will recognize "his" asteroid when it is located, and will know if a strike is a rediscovery of his find or a brand new one.

## STRIKE

Sooner or later, the adventurers will locate a valuable find—either

Jorgensson's asteroid or another discovery of value. All the usual procedures for investigating and surveying the find must be followed. Jorgensson's asteroid is a large planetoid; the size of the deposit is in the range of 100-1000 tons (the initial survey work Jorgensson and his partner carried out was incomplete, and distorted by over-optimistic evaluations on Jorgensson's part). Still, the base value of the claim may be as much as Cr500,000,000—a substantial find indeed.

The adventurers should complete their survey, plant a claim beacon, and, probably, mine a sufficient amount of ore to fill all or part of their cargo bay. All of this follows standard procedures, as outlined elsewhere in this package.

**Confrontation in Space:** Unless the group discovered and dealt with them previously, the followers in LSP's seeker will take note of the discovery made by the adventurers and alert the mining platform. The LSP expedition's captain, having learned of the valuable deposit, has decided to move in and claim the asteroid for himself—and earn a 5% commission. In order to accomplish this, he must prevent the adventurers from establishing and registering their prior claim.

The mining platform will still be some distance away when the seeker makes its move against the adventurers. LSP's object is to eliminate the claim beacon (which can actually be done almost any time) and prevent the adventurers from delivering their computer navigation tapes, identifying the specific orbital elements of the asteroid to Koenig's Rock or Garrison.

The LSP captain is greedy and ambitious, but not particularly ruthless. He will order his people to do what they can to prevent the adventurers from leaving the vicinity of the asteroid, but he will opt to attempt capture, and leave the adventurers with a smashed computer and no way to prove their claim. Only in the face of prolonged resistance will there be an active attempt to destroy their ship and kill them.

The first attack will be made by the seeker, and will probably be mounted during the survey or mining work while part of the crew is on the asteroid. Four men are aboard the seeker, all equipped with vacc suits and laser rifles. They will attempt to catch the ground party by surprise, and then use hostages to force their way aboard the adventurers' ship.

If the adventurers can defeat this first group, the mining platform and its supporting seekers will arrive 1D hours later. This force will be much more difficult to overcome or elude and, if the first attackers have been eliminated, will not hesitate to kill the adventurers.

Naturally, if the pursuit was shaken prior to the discovery of the asteroid, this attack will not materialize. However, seekers will be sweeping the general volume of space, and on a roll of 9+ per encounter, any ship encounter made after the original pursuit is lost will be another LSP-owned seeker picking up the trail.

**Return to Civilization:** To register their claim, the adventurers must reach Koenig's Rock or Garrison and deliver their computer tapes to the local Port Warden. The LSP ships will carry the pursuit as far as they can, but will not risk starting a major battle within detection range of a settlement—although there is no authority that would prevent this, such a blatant action by a company vessel would be bad for business. They will, however, attempt to stop the adventurers up to that point. Luckily, the adventurers have the same acceleration as the fastest LSP starships; this means that only the platform's small craft could actually catch up and attempt to cripple the fugitives. Again, combat can be resolved according to the **Traveller** space combat rules.

If the adventurers manage to lose their pursuers prior to making their discovery, the chance of encountering a questing LSP ship remains as before (roll 9+), rolled for each time a ship encounter is to occur. Once they find the adventurers, a seeker crew can summon assistance in 2D hours; again, unless the adventurers have really erred, they should be able to maintain their distance against anything but small craft.

## RESOLUTION

By successfully reaching one of the two ports, the adventurers can file their claim. They will probably want to sell it, since it is clear that some company more capable of defending itself will have more luck working the claim.

Sale of the claim follows the usual procedures. A representative of LSP will file the first bid, whatever it may be; if the adventurers resist this bid, their next one may be somewhat lower. Once the sale is made, four weeks will be required for verification.

**Payment:** Payment for the claim cannot be issued in the Bowman system. The purchasing company will issue a computer-coded letter of credit payable at the Independent Bank of Elixabeth. Ore sold at Bowman can be paid for locally.

**LSP:** If the adventurers so desire, they can cause Ling-Standard Products considerable embarrassment by bringing forward proof of the attempt to hijack the claim. The captain of the mining platform was acting entirely on his own; the action does not represent

any sort of organized plot by LSP. However, with their current bid to absorb the Bowman system already in jeopardy from public resistance, news of this kind could seriously damage LSP's image and cause even more problems.

If the adventurers apply pressure, they can (with proof of the incident) receive several concessions from the company. Any damages suffered on the expedition will be made good at company expense, the offending captain sacked, and the company will offer an attractive compensation in the form of raising its bid. The value of the LSP bid will be increased by 1D if the players approach LSP for restitution.

## SPACE ENCOUNTERS

Space encounters in the Bowman system follow the rules outlined in *Traveller*. If the referee desires, the space encounter tables below, designed especially for the various regions of the system, can be substituted for the starship encounter table in the *Traveller* rules.

Space Encounter Table

Die Roll	Location								
	Gas Giant Satellites	Gas Giant Rings	Leading Trojans	Trailing Trojans	C-Zone	M-Zone	N-Zone	Current Prod. Area	Rumored Rich Area
2	—	—	—	IJ	—	—	—	—	—
3	—	—	—	—	—	—	—	—	—
4	—	—	—	—	—	—	—	—	—
5	—	—	—	—	—	—	—	—	—
6	L	—	J	—	—	IJ	—	—	—
7	J/IJ	J/IJ	MP	—	—	—	—	IJ	IJ
8	S	—	Sh	—	IJ	IJ	IJ	IJ	IJ
9	PJ	—	R	—	IJ	IJ	IJ	IJ	IJ
10	A	A	IJ	—	A	A	A	S	S
11	R	Sh	—	L	MP	MP	MP	MP	MP
12	M	PJ	PJ	PJ	PJ	PJ	PJ	PJ	PJ

Roll for space encounters once each day, or as mandated by the event tables in the belter's handbook.

## Ship Types

Code	Ship
A	200-ton <b>Free Trader/Far Trader</b> .
L	400-ton <b>Laboratory Ship</b> .
M	600-ton <b>Subsidized Liner</b> . Owned by LSP.
R	400-ton <b>Subsidized Merchant</b> . Owned by LSP.
S	100-ton <b>Scout/Courier</b> .
J	100-ton <b>Seeker</b> . Owned by LSP.
IJ	100-ton <b>Independent Seeker</b> . Operated privately.
MP	5,000-ton <b>Mining Platform</b> . Owned by LSP. Accompanied by 2D – 2 seekers, plus small craft as noted in description.
PJ	100-ton <b>Seeker</b> . Operated by pirates/hijackers.
Sh	95-ton <b>Shuttle</b> .



This module contains information on the archeological work going on at Epsilon, fifth moon of Bowman Prime. A scenario allowing the players to explore the more interesting aspects of belt archeology is also included.

### SUPPLY RUN

At Garrison, the party is contacted by a clerk at the scout base who has been friendly with them through much of their stay in the Bowman system. The clerk wishes to ask a favor of the party. Three scientists, visiting Garrison from the archeological digs on Epsilon, have been stranded—along with a much needed cargo of supplies for the Epsilon outpost—by an impromptu change in schedule by the LSP ship which ordinarily serves the Epsilon digs.

The scout has promised the scientists that he will track down an alternate source of transportation, and thought of the party. The scientific group will pay charter rates for the ship to run them to Epsilon. To sweeten the pot, the clerk believes that he can get a line on getting the party a military priority shipment from Bowman to the naval base at Elixabeth within the next few weeks, a cargo which will help the party turn a solid profit on the voyage out from Bowman, and can put them in line for other jobs of a similar nature afterwards.

**The Voyage:** Neither the scientists nor the cargo are of an unusual nature. The passengers are happy to entertain the crew with descriptions of some of the more interesting aspects of their finds: material that has shed a great deal of light on early starflight Darrian civilization and its dramatic but brief flowering over 2000 years ago. Recent finds have uncovered the archives of the outpost, and unlocked records covering much of the exploratory activities of the Darrians. Records of the last days of the outpost—already known (see the historical background in the Bowman system reference book) from diaries and other personal effects discovered in previous stages of the digs—have been discovered, expanding and filling in the picture of how the handful of Darrians stranded at this remote outpost coped with the disaster which befell their race.

**Epsilon Digs:** Epsilon is presently at the outer end of its highly elliptical orbit, out beyond the orbit of Zeta. The adventurers can land their ship inside the large hangar bay of the scientists' research facility—a converted mining platform whose hangars once held questing seekers, but now is occupied only as supply vessels call at the desolate moon.

On their arrival, the scientists from the ship are greeted enthusiastically by their brethren, who are brimming over with excitement. Their project head, Professor Gamaagin Khaggushurak, quickly begins to fill the new arrivals—including the adventurers—in on the source of this outflowing interest.

Recent work at translating the newly discovered archives has led the staff to the discovery that another small outpost existed in the system, located in the Leading Trojan Cluster. This tiny post, set up as part of a mining survey project, was not suspected by post-disaster historians or archeologists. To locate this second lost relic of the Darrian expansion would be a major step forward in the process of learning about that civilization.

**An Offer of Employment:** The scientists feel that they have a good chance, judging from the quality of the archival records, of reconstructing the location of the Trojan outpost. They propose sending a fast exploratory mission into the cluster, just enough to determine whether or not there is any justification for mounting a more complete expedition when additional funding, equipment, and personnel can be assembled.

Khaggushurak braces the adventurers with an offer—a continued charter of their ship, at standard rates, for a fairly quick scouting run into the Leading Trojan cluster, carrying two of the project's top field archeologists. The mission offers a way to fill the gap before the cargo out of Garrison Scout Base is ready to go, will be worth a fair price, and promises to be interesting, as well. It seems only

reasonable for the party to accept.

The preparations for this trip will take two days, during which time the adventurers have free run of the scientific computer records to increase their store of background knowledge and general information. At the same time, they can help stow scientific gear, make preparations for the trip, and get to know their new companions.

## Referee's Information

Having accepted the scientists' charter, the adventurers are charged with all responsibility for the safety of the mission. The two archeologists are competent in their field, but most certainly are not sufficiently familiar with piloting or other shipboard functions to make judgments on what constitutes an acceptable risk. Thus, the adventurers have control of the expedition, within the limitations of carrying out the task they have been hired for. The two scientists are passengers, able to make requests or give advice—but they cannot order the party into danger.

### PREPARATIONS

The adventurers are somewhat limited in available equipment; there will be little gear of use on Epsilon beyond the various specialized equipment carried by the scientists. The scientists accompanying the group would have to be persuaded (throw 8+ for each on the reaction table) to stop off at Garrison to acquire any equipment not already carried aboard ship. While the adventurers have the final say, delays of this kind may make for bad feeling and cause friction within the party. The referee should take note of this and implement appropriate responses and attitudes as the adventure proceeds.

**The Scientists:** The two archeologists accompanying the expedition are both highly competent, but are quite different in character, temperament, and personality.

Dr. Lazarr Mendarko	A79AB6	Age 38
5 terms		Cr10,000
Computer-2, Electronics-1, Rifle-1, Jack-of-All-Trades-1, Mechanical-1, Vacc Suit-0		

Dr. Mendarko does not look like the usual stereotype of a scientist—he is a brawny, massive individual with a blunt manner and a quick temper. Mendarko has spent years trying to get ahead in his chosen profession, but the big opportunities have somehow all passed him by. Now somewhat cynical, he still cherishes the hope of making a significant discovery that will finally earn him the fame he covets.

Dr. Marie Jannovitz	6A9BC9	Age 30
3 terms		Cr20,000
Computer-3, Auto Pistol-2, Vacc Suit-0		Auto Pistol

A specialist in Darrian languages, Jannovitz is much younger than her colleague, but has already outmatched him in credits and recognition. Her success has earned his rather considerable dislike, which causes a great deal of friction. Unfortunately, the two are the best suited for the mission, and must work together despite their personal differences.

Each of the scientists has experience (earned at the Epsilon digs) in working with vacuum gear, though no real expertise. Vacc suits and other essential equipment are available for them at Epsilon.

### SEARCH

The expedition can reach the Leading Trojan cluster in 89 hours at 1-G acceleration (see the travel times tables and the travel times formulas in the **Traveller** rules). From that point, a standard search must be implemented, searching for signs of artifacts in among the asteroids in the cluster. This procedure is outlined in the belter's

handbook and in the material in the folder *On the Rock* covering exploration of a rumored rich area.

Each time artifacts are discovered, roll once for the relative value of the object (see Artifacts in the belter's handbook), and again to determine the origin of the find. Note that the two scientists are knowledgeable enough to determine the value of most artifacts without difficulty.

Origin is determined by a 2D roll. A result of 2-5 makes the artifact a relic of the Sword Worlder presence during and after the Third Frontier War—the Sword Worlders operated out of this Trojan cluster. If a 6-9 is rolled, the artifact is of comparatively recent origin, probably left behind by passing miners. A 10 or 11 is an artifact that neither of the scientists can readily identify. If a 12 comes up, the artifact is recognized as being of Darrian origin.

A random search is unlikely to turn up anything solid. Space is too large, and any artificial creation by comparison far too small, to make the possibility of accidental discovery of the Darrian outpost more than the merest faint chance. However, there is a good chance that the scientists can give more solid coordinates from which to begin their search.

The scientists are working on translation of Darrian material to give them a clue to the location of the outpost within the Leading Trojans. Transcripts of various records are available; unfortunately, the two scientists, each working from a separate starting point, have come up with contradictory results. Mendarko has attempted to crack the Darrian coordinate system, and is positive that he has the correct coordinates of the outpost, through his translation of certain log extracts. Jannovitz, on the other hand, has been working with several diaries discovered on computer records. One of these, she says, was written by a technician who actually pulled a shift at the outpost, along with his sister and her "husband" (a translation of a Darrian word which would seem to refer to a similar, but not identical relationship). The diarist and the husband both returned to Epsilon, leaving the sister behind. During the final days, according to Jannovitz, the writer got to speculating on his sister's fate, particularly after her husband was assigned to the *Rhathzelm* and left the system. In these passages, Jannovitz says, the diarist describes the Darrian outpost vividly, speaking of the "swarm of lights over the cratered landscape" visible from the outpost viewports. She claims that this description points to a fairly large body—and navigational records indicate that no such body exists at the coordinates Mendarko champions.

Mendarko's argument, in return, is two-fold. First, he says, Jannovitz has no solid alternative to offer. Secondly, her contention may be right for the present—but the cluster could have changed in the past two thousand years.

**Referee:** The players may act on these two opinions as they wish. They should be encouraged in the belief that Jannovitz has achieved more, and thus may be more reliable than Mendarko.

The truth is that Mendarko's coordinates are not accurately translated, due to a subtle error in working out the relationship between the Darrian system and that in common use today. Jannovitz's description fits one very well-known body in the Leading Trojan Cluster—the asteroid known as Jarlsson's Doom, which is surrounded by a cluster of other, smaller rocks. The planetoid was the scene of fighting during the campaign against Denisov after the Third Frontier War.

The adventurers should be given a good chance to discover this for themselves, based on their past exposure to the Bowman system reference book. If they show no sign of remembering, the referee should have any character born in or familiar with the Bowman system roll against education for a clue that the asteroid in the diary description sounds familiar. With this rather broad hint, players can probably unearth the truth (though rolls against education should be required for access to the book, to keep things from being too easy). This encourages players to pay closer attention to background material in the game.

If the group prefers to check out Mendarko's coordinates, they

are free to do so — but they will not discover the outpost.

## JARLSSON'S DOOM

A decision to visit Jarlsson's Doom may strain to the limit the notion of "acceptable risk"; this is a dangerous area to travel in. The Doom itself is a large, irregular planetoid some 685 kms through its long axis. A fairly dense (by belt standards) swarm of other asteroids surrounds this large body. Travel through the swarm without careful preparation is a hazardous proposition.

**Safe Passage:** Passage through the swarm that guards Jarlsson's Doom requires time, patience, and a good computer. The time is spent in slowly building up sensor data (2D hours minimum; additional time makes the results more accurate and decreases risk). This data is used to write a special maneuver/evade program keyed to the passage of the swarm. Patience is required of the group as they collect and consolidate the data; a complete computer program must be written (see the *Traveller* rules for this) and successfully put into operation for safe passage to be attempted.

Once the program is completed and running, the ship may attempt the passage. The basic chance of collision during a safe passage attempt is 11+, with several DMs applied: —pilot skill; —1 for every 3 hours over and above the minimum time spent for scanning; +1 for every hour less than the minimum scanning time spent; +1 for every ½-G acceleration (fractions are allowed) applied during passage; —6 if the ship makes the passage without constant acceleration (maneuvering thrust applied only as needed).

If a safe passage is not attempted, and the ship plunges in regardless, the throw for a collision is set at 5+ with the same DMs applied.

**Passage Duration:** The table below shows the time taken to pass the swarm at various accelerations and/or speeds.

**Swarm Passage Table**

Speed/Acceleration	Duration	Rolls
Minimum/unpowered	168 minutes	28
½-G constant	48 minutes	8
1-G constant	36 minutes	6
2-G constant	24 minutes	4
3-G constant	21 minutes	4
4-G constant	18 minutes	3
5-G constant	15 minutes	3
6-G constant	12 minutes	2

**Note:** The table gives the ship's basic acceleration (minimum/unpowered assumes passage at a minimum, flat speed without constant acceleration), duration of the passage in minutes, and the number of times the players should roll to avoid a possible collision.

**Collisions:** If the roll for collisions results in a hit, treat the hit as a combat hit and roll on the hit location table. However, a critical hit indicates an explosion that destroys the ship immediately, thus eliminating the need for a critical hit die roll.

**Using Ship's Weapons:** Gunners may attempt to fire weapons to destroy small rocks before a collision occurs. One attempt is allowed per turret, each time a collision result is mandated. Use the usual combat procedures to generate a "to hit" throw. If the hit is scored, the asteroid is destroyed (and the collision averted) on a second roll of 9+. If the roll is a 2, exactly, the asteroid fragments inflict 2 hits on the ship.

Under most circumstances, players are unlikely to be so much in need of haste that they plunge in and risk collisions. However, there may be times when Jarlsson's Doom becomes the lesser of two evils.

## DISCOVERY

Scanner readings of Jarlsson's Doom do not produce any clear-cut readings that prove the presence or absence of the lost Darrian outpost, but a few anomalous sensor traces make it impossible to ignore the possibility. Thus it is necessary for the party to engage

in a close survey. This means that 10 watch periods must be spent in order to locate anything of interest.

The Darrian outpost is indeed located on the asteroid (hence there is no need to determine resource presence); the post is buried deep in the rock, with the only trace of an entrance being a large cave overlooking a flat, cratered plain. Careful inspection of the plain will reveal that a part of the rock surface is actually a door, now long covered by dust and rock fragments, capable of accepting a ship of up to 500 tons. The cave leads to an airlock, now of course unusable; luckily both doors of the lock have been left open, allowing access.

There is another hidden site on Jarlsson's Doom of artificial construction; this is a small installation used by a band of hijackers who have made the Doom into a base of operations. The chances of stumbling across this installation are roughly the same as of finding the Darrian outpost. Thus, when a "discovery" is made, the referee should randomly determine whether the party has found the outpost or the hijackers. If more than one individual makes a discovery, there is a chance that both are found—roll separately for each player who makes a find.

### INSIDE THE OUTPOST

The referee should prepare a plan of a small outpost—one or two levels, mostly centered around the 600-ton capacity hangar area. As the adventurers explore this complex, it becomes plain that no one stayed on the outpost to the end—no remains are found inside, and there are no signs of hasty departure clear even after all these centuries.

The hangar bay holds the biggest surprise—and the answer to many mysteries. For there, nestled in the center of the large chamber, is a ship—a 300-ton vessel bearing Darrian characters on one side which the scientists translate, in rising excitement, as "Rhathzelmes". This, then is the final resting place of the lost starship.

Investigation of the ship yields a fragmented but fairly clear view of events. The control room is marked in several places by burn marks from the discharge of energy weapons. Radio and drive controls were both damaged, the former beyond easy repair. The passage of the swarm had apparently taken quite a toll, as well; much hull damage is evident, and the engineering section seems badly damaged. And one of the two ship's lifeboats is gone.

Although the evidence may ultimately contradict it, Jannovitz—something of a romantic—reconstructs the story as a mutiny, possibly inspired by the crewman whose wife remained here, or by a similarly motivated person. The mutiny diverted the ship here, but a struggle aboard and the damage suffered by navigating the asteroid swarm left the ship crippled. The survivors apparently took one of *Rhathzelmes*'s life boats in an attempt to return to Epsilon; presumably a collision claimed them as well.

### ENCOUNTER

In the course of the exploration, it is possible that the party will stumble across hijackers making their base at the Doom. This may be through an accidental discovery, a randomly rolled encounter, or a staged event, as the referee desires.

The hijackers—three former belters who make their way ambushing others and taking equipment, ore, and the like—are unaware of the Darrian outpost. Their primary concern is to keep the adventurers from escaping with word of their presence; the scouts or LSP security could both be expected to root out a nest of pirates, no matter how small.

The referee may handle details of the encounter; presumably, it will first take place during a trip to the surface. Resolution will depend on the precise situation, and on player responses.

Should the player characters manage to escape to their ship, a pursuit situation comes about. The hijackers have a seeker hidden, and will chase the fugitives. This enables the referee to create a tense, action-packed chase through the swarm, in the best tradi-

tions of asteroid-related film sequences of any classic s-f movie. Naturally, the referee's storytelling abilities will be the most important in describing the situation in a way that will bring it most vividly to life.

Combat actions can, of course, be resolved according to **Traveller** space combat rules. There are three chances of collision per 1000-second combat round while ships are in the swarm; weapons firing at the other ship cannot fire on threatening rocks, or vice versa.

### RESOLUTION

If the party can escape from Jarlsson's Doom and the hijackers, they can expect action to be taken against their erstwhile opponents, if they survived. (It's usually more fun for the referee to arrange for the battle to end in pyrotechnics which take out the enemy ship after some successful maneuver by the players.)

The discovery of the *Rhathzelmes* will lead to a certain amount of notoriety for the group, which they may be able to capitalize on in one manner or another.

Finally, the scientific party, having paid the agreed-upon charter fee, will invite the group to stay in the system and help organize future visits to begin more thorough explorations of the Jarlsson's Doom site.



Name	Eneri Shulamikar		UPP	7699A6
Service	ex-Merchant	5 terms	297-1109	Rank Captain
Birthdate	045-1071	Birthworld Mora/Mora	0704 AA99AC7-F	
Skills	Pilot-3, Bribery-2, Mechanical-1, Navigation-1, Gunnery-2.			
Possessions	Free Trader		Money	Cr50,000
Comments	Merchant experience with Oberlindes Lines in Regina and Aramis subsectors. Served as Navigator/First Officer aboard 60,000-ton converted fleet intruder <i>Emissary</i> (ex- <i>Sparkling Dress</i> ) in Vargr space.			

Name	Zilla Pegunang		UPP	5B3842
Service	ex-Other	5 terms	248-1109	Rank
Birthdate	125-1071	Birthworld Tarsus/District	268 0308 B584620-A	
Skills	Steetwise-2, Bribery-1, Forgery-1, Gambling-2.			
Possessions	Body Pistol		Money	Cr110,000
Comments	A swindler and a gambler. Pegunang has wandered in and out of the Imperium for most of her life, and has turned her hand to everything from reasonably honest trade and speculation to smuggling, con games, and forgery.			

Name	Dr. Arpad Nushur		UPP	796675
Service	ex-Navy	3 terms	024-1110	Rank Lieutenant Commander
Birthdate	163-1080	Birthworld Jewell/Jewell	0306 A777999-C	
Skills	Medic-3, Admin-1, Ship's Boat-1, SMG-1, Computer-1.			
Possessions	SMG		Money	Cr70,000
Comments	Senior Medical Officer of colonial cruiser BC-9525 <i>Agidda</i> . Served in the Querion and Vilis subsectors, and at the Battle of Thanber.			

Name	Tsutomu Woronow		UPP	A786B5
Service	ex-Navy	4 terms	106-1109	Rank Lieutenant
Birthdate	322-1075	Birthworld New Rome/Glisten	0308 B837866-B	
Skills	Engineering-2, Electronic-2, Jack of all Trades-1, Mechanical-2.			
Possessions			Money	Cr16,000
Comments	Served as engineer aboard colonial cruiser BC-9525 <i>Agidda</i> at the Battle of Thanber.			

Name	Joan Eshunnak		UPP	793674
Service	ex-Scout	4 terms	196-1108	Rank
Birthdate	269-1074	Birthworld Porozlo/Rhylanor	0305 A867A74-A	
Skills	Gunnery-3, Pilot-1, Rifle-2, Engineering-1, Medical-1			
Possessions	Vacc Suit-1. Rifle		Money	Cr100,000
Comments	Service with Scout Squadron 53. Captured at Battle of Thanber; exchanged. Later served at Lanth and Rhylanor as boat gunner attached to Marine landing force.			

Name	Johann "Lucky Yo" Jorgensson		UPP	7866A4
Service	Belter	5 terms		Rank
Birthdate	111-1072	Birthworld Bowman/District	268 0302 D000300-9	
Skills	Vacc Suit-2, Prospecting-2, Zero-G Environ-1, Gambling-1, Ship's Boat-1, Mech-1, JOT-1, Computer-1, Fwd Obsvr-1.			
Possessions	one Middle Passage		Money	Cr1,000
Comments	See the short adventure <i>Beltstrike!</i> for background on Jorgensson.			

Name	Zhuandao Weiss		UPP	97A683
Service	ex-Merchant	2 terms	362-1109	Rank Fourth Officer
Birthdate	180-1083	Birthworld Junidy/Aramis	0802 B434ABD-9	
Skills	Steward-2, Gunnery-2, Rifle-1.			
Possessions	Rifle		Money	Cr20,000
Comments	Shipped with independent free traders through most of his career. During the war years, operated in the Glisten and Pax Rulin subsectors.			

Name	Enli Eriskany		UPP	C7A483
Service	ex-Marine	3 terms	014-1110	Rank Captain
Birthdate	312-1080	Birthworld Chamols/Trin's Veil	0709 B544642-5	
Skills	Cutlass-3, Revolver-1, Vacc Suit-1, Brawling-2, SMG-1.			
Possessions	Cutlass		Money	Cr22,000
Comments	Member Travellers' Aid Society Served with 1931st Marine Regiment at Lanth and Rhylanor. Awarded Medal for Conspicuous Gallantry for rescuing a squad trapped in a downed assault shuttle during campaign around Lanth.			

Name	Lee Huseyin		UPP	A86859
Service	ex-Marine	5 terms	206-1109	Rank Force Commander
Birthdate	302-1071	Birthworld Lunion/Lunior	0504 A995984-D	
Skills	Cutlass-1, Revolver-2, Tactics-2, Vacc Suit-1, Rifle-2, Grav Vehicle-1, Brawling-1, Electronics-1.			
Possessions	Cutlass		Money	Cr27,000
Comments	Member Travellers' Aid Society Imperial Marine annual pension of Cr4,000. Served with the 8327th Imperial Marine Regiment at Thanber and Garda-Vilis.			

Name	Angelin U		UPP	7A88C7
Service	ex-Army	2 terms	017-1110	Rank Captain
Birthdate	128-1084	Birthworld Frenzle/Vilis	0306 A200436-A	
Skills	Leader-2, Tactics-1, Computer-1, Auto Pistol-2, Rifle-1, SMG-1.			
Possessions	Auto Pistol		Money	Cr10,000
Comments	Served in the 3rd Vilis Colonial Division. Wounded and invalidated out of service after the defense of Garda-Vilis.			

Name	Lise Elhodiri		UPP	79AA96
Service	ex-Army	3 terms	117-1109	Rank
Birthdate	228-1079	Birthworld Iderati/Five Sisters	0702 A887798-C	
Skills	Computer-3, Admin-1, Tactics-1, Gambling-1, Rifle-1, SMG-1.			
Possessions	SMG		Money	Cr27,000
Comments	Served as Imperial Army Aide on the staff of Admiral Elphinstone in the Yorbund Campaign.			

Name	George Artizabenes		UPP	957842
Service	ex-Belter	7 terms	104-1108	Rank
Birthdate	098-1066	Birthworld Ilijum/Darrian	0406 B444831-9	
Skills	Vacc Suit-3, Prospecting-2, Zero-G Environ-2, Ship's Boat-1, Mech-1, Electronic-1, Laser Carbine-1, Brawling-1.			
Possessions	Laser Carbine		Money	Cr12,000
Comments	two Middle Passages Mining experience in the Caliburn Belt prior to the war. Darrian Confederation citizen.			





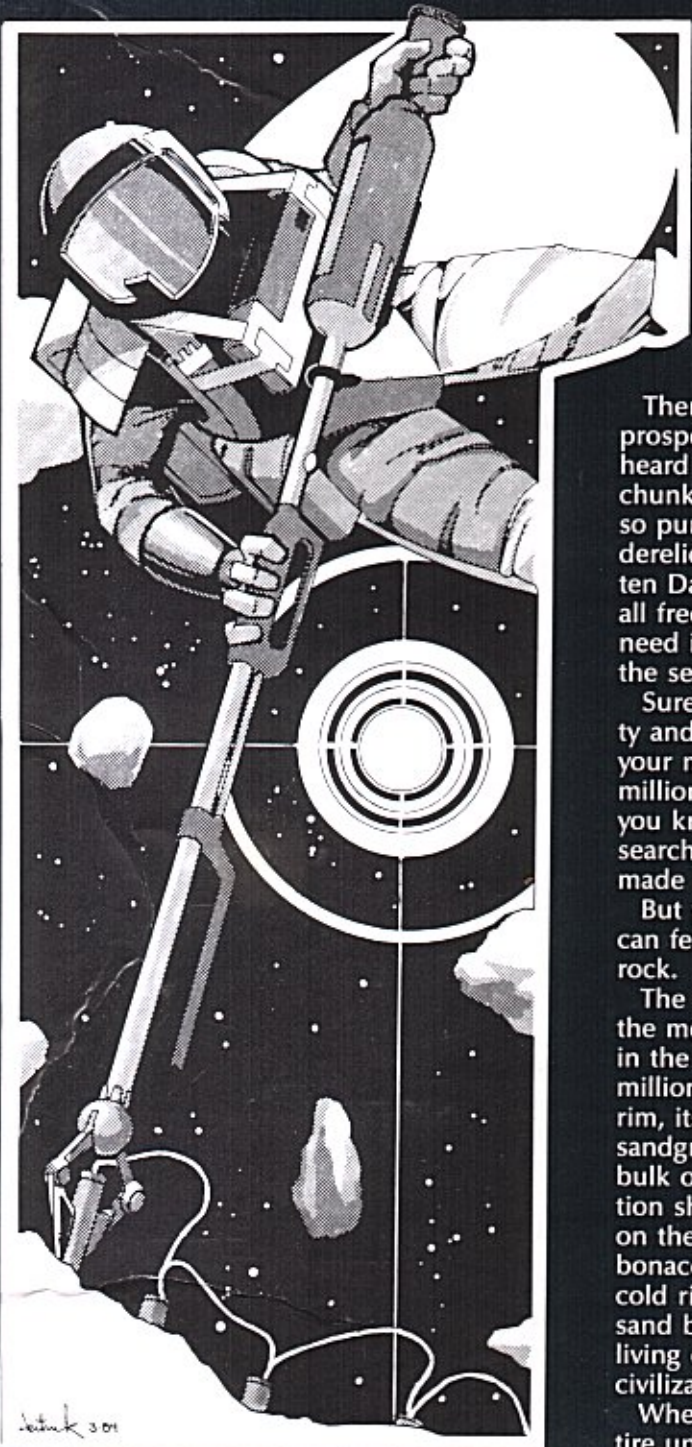




# Koenig's Rock

Bowman Belt/District 268





A **TRAVELLER**® Adventure Module

# BeltStrike

*Riches and Danger  
in the Bowman Belt*

There are fortunes to be made prospecting the asteroids. You've heard the rumors: hundred-ton chunks of platinum, uranium ore so pure it melts your cargo hold, derelict ships filled with forgotten Darrian technology. They're all free for the taking. All you need is a ship, a sharp eye on the sensors, and luck.

Sure, it's dangerous. Zero gravity and hard vacuum won't forgive your mistakes, and rescue is millions of kilometers away. Sure, you know that other belters have searched all their lives and never made that big strike.

But you know it's there. You can feel it. Maybe it's the next rock.

The Bowman system is one of the most extensive asteroid belts in the Spinward Marches, 360 million kilometers from rim to rim, its planetoids ranging from sandgrains to the 1200-kilometer bulk of Larson's Rock. Composition shades from nickel-iron alloy on the inner edge to carbonaceous chondrites on the cold rim. Population: a few thousand belters making a precarious living on the fringes of civilization.

When a game takes in the entire universe it's easy to forget

how large and complex even a single system can be. **BeltStrike** is a demonstration of how much scope for adventure a single asteroid belt, described in detail, can provide. **BeltStrike** includes detailed information on the Bowman Belt and system, and extensive rules for prospecting and mining the asteroids. It also contains adventures for players to undertake, but these by no means exhaust the possibilities of the background.

**BeltStrike, Riches and Danger in the Bowman Belt**, is an adventure module for **Starter Traveller**. The module is usable with any **Traveller** rules set. Players must have a copy of the **Traveller** rules in order to use this module.

Design: J. Andrew Keith  
Development: John Harshman  
Art Direction: Chris A. Purcell

This box contains the following game components:  
Map of Koenig's Rock  
Twelve Character Cards  
Bowman System Reference Book  
Belter's Handbook  
Referee Scenario Sheets

## BeltStrike

# TRAVELLER®

The Game of the Far Future

## Game Designers' Workshop

P. O. Box 1646, Bloomington, Illinois 61702-1646

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