

For Referees Only

Double Adventure 7
A Plague of Perruques

TRAVELLER®

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop



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pe*rruque, pe*ruke (noun). [from Middle French *perruque*, from Old Italian *parrucca*, *perrucca* hair, wig]. First appeared circa 1573. 1. wig. also called *periwig*, a man's wig, especially the type popular from the 17th to the early 19th century. It was made of long hair, often with curls on the sides, and drawn back on the nape of the neck. 2. A French idiomatic expression meaning work one does for oneself in the guise of work done for an employer, as when one photocopies personal material on the office account, or the like.

Use of the word *peruke* probably became widespread in the 16th century, when the wearing of wigs became popular. Toward the end of the 16th century and the beginning of the 17th, the peruke was no longer worn as an adornment or to correct nature's defects but rather as a distinctive feature of costume, especially after Louis XIII of France set the fashion in 1624.

This tournament adventure was recovered by Harry W. "Butch" Clor of Pekin Illinois for the Far Future archives.

Double Adventure 7
A Plague of Perruques
Classic **Traveller** Reprint Series

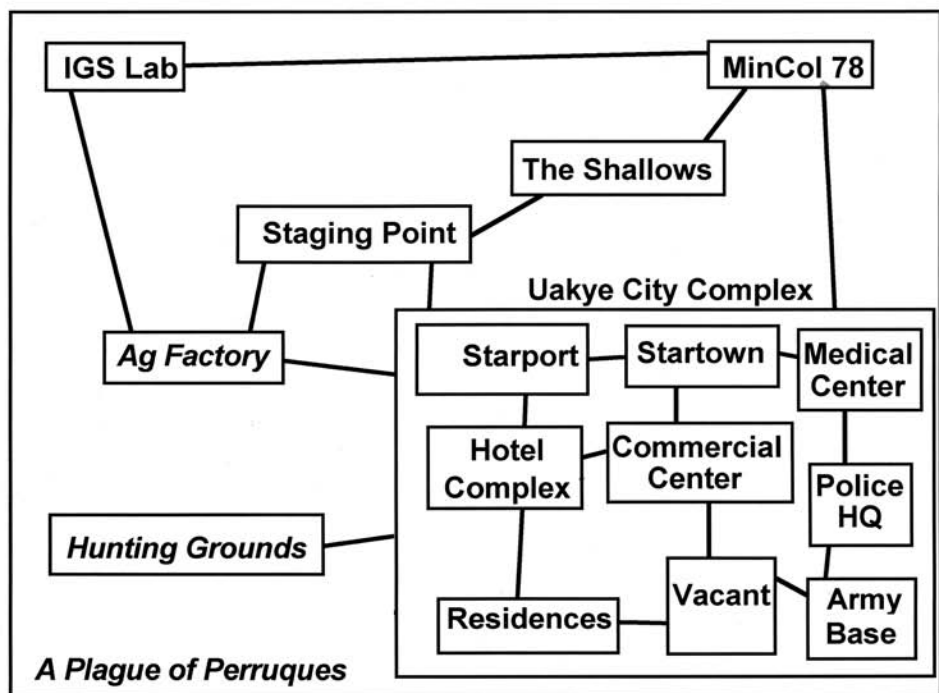
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This short adventure originally appeared as a tournament for convention play for **Traveller**, the science-fiction role-playing game set in the far future. Although planned for publication, it never appeared as Double Adventure 7.

It was originally published in a short run by Game Designers' Workshop, Inc. Far Future Enterprises is the successor copyright holder for the materials in this book.

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A Plague of Perruques

This adventure is a **Traveller** tournament for any number of teams, each team consisting of eight characters. It is a single session scored adventure, which means that the team of players which best handles the situation (as scored by the referee) is the winner.

A Plague of Perruques depends on existing **Traveller** rules and systems. No new major rules are introduced; situations which can arise can be resolved using existing **Traveller** materials. For example, animal encounters use standard format animal encounter tables.

The adventure consists of the following chapters:

Player Introduction: The player introduction provides the basic situation and background material that the players will use as they begin the adventure. The player introduction sets the stage for the adventure and gets the action moving.

Referee Synopsis: The referee synopsis tells the referee the story line of the adventure. It lets the referee understand what is going on, and helps him make the adventure interesting and understandable to the players.

Adventure Information: The adventure information deals with specific parts of the adventure, indicating approaches to be used by the referee in responding to certain player actions requests for library data rumors, clues and other natural parts of the adventure.

Subsector Map and Data: The subsector map and data for the Regina subsector shows the overall interstellar situation in which the players are placed.

Character Cards: A sheet of eight character cards provides information about the characters involved in the adventure. Pre-generated characters are used to make all participants effectively equal at the start of the adventure. The character cards are taken from **Traveller** Module1, Tarsus. For the purposes of this adventure and tournament, there is no connection between the characters provided and the activities which take place in Tarsus.

The cards are not included here; they may be taken from Tarsus.

Additional Materials: A schematic map of the surface of Uakye is also included.

Player Introduction

This player introduction provides the basic situation and background material which sets the stage for the adventure. The referee has instructions not to supplement or expand on this information. Once the players begin reading this player introduction, the adventure has begun. One player should read this sheet (in its entirety) aloud to the others.

The Characters: Each player begins with a character card that recapitulates the basic data about his or her character. If there are not enough players for the available cards, some players should take additional cards.

The cards provide players with equipment, money, and other background information. Equipment purchases take place in the context of the adventure, if players decide that they need anything they do not have.

No player has a ship; if transportation to orbit, to another planet, or to another system is necessary, commercial passage must be purchased.

THE SITUATION

The hostilities of the Fifth Frontier War are only recently concluded. The Regina subsector is now recovering from the ravages of the war—many worlds were battlefields, while others were cut off by blockades, sieges, and enemy raiders. With recovery comes a reopening of the subsector.

The adventurers have been recruited by Ganidiirsi hault-Reitan (one of the player-characters) as part of an informal team visiting worlds in the subsector. The Baron Reitan's purpose is two-fold: he has been visiting his own holdings on various worlds between Regina and Efate, and he is helping in the recovery by managing problems that come up.

The entire group set out from Regina some months ago. Baron Reitan arranged passage for everyone along the Spinward Main as far as Efate. Stopovers at each world averaged about a month.

Uakye: The group has just arrived on Uakye. The Baron has planned a short stay—primarily to allow a hunting expedition for Redbacked Slonths, a carnivore native to Uakye.

THE HUNTING EXPEDITION

Baron Reitan has contacted a local outfitter, gotten some maps, a few guide books, and an aerial survey.

Redbacked Slonths are in season, now migrating to the north shore of Triante, Uakye's largest island. The Territory is mostly forest; hunting Slonths is a task of locating their spore and following it until the Slonth is found.

Slonths leave a vile-smelling spore trail (exuded from a gland in their tails) which frightens the smaller animals that are Slonth prey. A network of these spore trails can channel prey to the Slonth, making its hunting easier and more efficient. Since Slonths have no natural enemies, the trails don't lead predators to them, except for man.

5. A Naturally Occurring Plague: The plague is a natural disease. A lack of research in the forests of Uakye has concealed from the authorities the fact that several local diseases are quite similar to this plague. Some animals in the wild are suffering from similar diseases.

This plague was carried into the City by the wind.

6. A Plague From Another World: The plague is currently ravaging a small base on a satellite of the gas giant in the Boughene system. The plague is a natural mutation of a fungus which is harvested for its pharmaceutical qualities.

A ship leaving Boughene was infected by the plague—during the seven days in jump-space, the crew and passengers of the ship all died from the plague, the pilot only after crashing his ship on Uakye. That ship has been the source of the fungus spores, which have drifted on the wind to Uakye City.

Adventure Information

The referee is provided with a schematic map of the surface of Uakye. Significant locations on the world are marked, and distances (with travel times) are shown as well.

The adventurers have arrived at Uakye City and are ready to begin their adventure.

TIME

Time passes as the adventurers proceed in their activities.

On Uakye, time is counted using the standard Imperial calendar. One day is 24 standard hours. The local day is very close to 24 hours: so there is little difference between local and standard timekeeping units.

For adventuring purposes, the day is divided into four time periods of six hours each: morning, afternoon, evening, and night. Activities are conducted in terms of these time periods.

The adventurers may call on any location and investigate, ask questions, consult files, and perform other activities they consider necessary during these periods.

In normal circumstances, calls on offices, government officials, and individuals should take place during morning or afternoon. Visits to shops, bars, or stores may take place in morning, afternoon, or evening. Everyone should sleep at night.

Once a state of emergency is declared on Uakye, social amenities disappear--- calls on anyone may take place at any time. Sleep is snatched when it is possible.

Sleep: All individuals need one period of sleep in four. Usually, this is at night. An individual can safely extend that to one period in five (in order to drive a vehicle through the night; to stand guard; to study documents in detail). Individuals need to track their sleep requirements themselves; they need to catch up on sleep in the next period when necessary.

Travel Times: The schematic map shows travel times between points on Uakye. The time is the number of periods (six hours each) for travel by air/raft or GCarrier. Within Uakye City, travel time between locations is minimal and can be ignored.

Quick Travel: World size is (among other things) the number of hours for an air/raft or GCarrier to reach orbit from world surface, or to reach world surface from orbit. It takes less than two hours in orbit to completely circle the world. Consequently, any point on Uakye's surface can be reached from any other point in about nine hours or two periods. If players point this out, they may substitute 2 periods as travel time for any trip on the surface of the world.

Starting Point: The adventure begins on 321-1111 (standard Imperial). The time is 1200 noon.

State of Emergency: The government of Uakye declares a state of emergency on 328-1111.

Referee Synopsis

This adventure has two parts: an initial hunt for Redbacked Slonths, and then an investigation into the cause of a plague which is ravaging Uakye. The hunt is brief and simply allows the players to learn to work together; the real adventure is the search to diagnose and treat the plague.

THE HUNT

Redbacked Slonths are an interesting carnivore native to Uakye. They are 200 kilogram pouncers with claws (item 11 on the forest terrain animal encounter table).

The Baron's hunt for them is a pleasant diversion which he has been looking forward to for several months. The redback skin of the Slonth is a delicate, velvety hide which makes an exotic leather. The Baron wants that leather to make a cape.

The essay on Hunting provides some information on conducting the hunt for the Redbacked Slonth.

Events: a die roll of 10 indicates an event. If plague cause is 5, then each event should present a grey colored grazer from elsewhere in the table. Grey should be emphasized; the animal is suffering from the plague.

A second or later occurrence of the event should present an animal which is dead from the plague.

THE PLAGUE

Upon return from the hunting expedition, the group finds that the situation has changed considerably since they left Uakye City. A fast-acting disease has swept the city, affecting nearly 30% of the population. Medical and government officials are overworked and overwhelmed; they are fully occupied in just trying to relieve suffering among the afflicted.

Symptoms: The plague's most visible symptom is a **perruque**—a cap of fungal fibers that cover the top of the head like a wig. The grey fibers completely cover the victim's own hair, obscuring the natural hair color.

The other symptoms are more serious: a high fever; a thin opaque film over the eyes creating blindness; unconsciousness and coma; and death from brain damage in some cases.

The progress of the disease is swift. The first sign is a mild fever. Some threads of grey fiber appear at the roots of the hair within a day, and completely cover the skull within three days. By the third day, vision is dimmed by the film over the eyes and the fever increase in intensity. By the fifth day, the patient is completely blind and racked by a very high fever.

A crisis occurs on the seventh day. If the fever breaks, the victim usually recovers. The film over the eyes melts off; the fibers on the skull grow brittle and are shed (along with the natural hair; recovered patients are bald until their hair grows back in). Recovery is complete within 10 days of onset of the disease.

The crisis on the seventh day is crucial. If the patient does not survive the crisis, condition rapidly deteriorates; death follows within 24 hours. About 50% of plague victims do not survive the crisis.

Treatment: Early in the course of the disease, there is little that can be done. When the fever starts to rise, the patient must be kept comfortable and fever suppressants administered. Antibiotics can help reduce complications, but don't appear to help in treating the disease itself.

THE PLAGUE'S CAUSE

The cause of the plague is known on one level: it is propagated by a virus which infects a fungus spore. The fungus spore is propagated by wind currents. Some prevention is possible by absolute isolation: wearing vacc suits seems to work.

On another level, the plague is a mystery. There seems no precedent for the disease; there is no record of it on this world previously. Where this plague came from is a question that needs to be answered.

It is a question that the adventurers will need to answer.

SIX CAUSES

There are six possible causes for the plague. They are all exclusive: any one cause precludes the other five causes. The actual reason is cause number 1.

The Possible Causes: The following are the six possible causes for the plague.

1. A Genetic Experiment Gone Wrong: The plague was developed by Intel Kiriolion, a staff researcher at the IGS Geneering Laboratory. The inspiration was reports of similar plagues used as biological weapons by the Zhodani during the recent war. A sample of the finished product was sent to the Imperial Navy at Efate. That sample, poorly packaged, got loose and started the plague on Uakye.

The courier, Lars Intron, traveled from the IGS laboratory through Staging Point to Uakye City. There he showed his first symptoms and checked into a hotel. He was found dead by the hotel staff several days later. They reported the death to the authorities; his luggage, including the damaged container for the plague is in a storage room at the hotel.

2. A Genetic Experiment Deliberately Released (Crime For Revenge): The plague was developed in the IGS Geneering Laboratory by a researcher. The previous director of the Laboratory had dealt harshly with the researcher. For revenge, the researcher infected the director as he left for Uakye City. That infection has spread.

3. A Genetic Experiment Deliberately Released (Crime for Ransom): The plague was developed in the IGS Geneering Laboratory by a researcher. He has released the plague on Uakye City and intends to demand a ransom in return for the antidote.

4. A Zhodani Biological Weapon: The plague is a specially tailored virus-fungus which the Zhodani developed as a biological weapon. It was intended for launch against a world to demoralize the population and reduce resistance to invasion. Zhodani troops would be immunized prior to invading.

INFORMATION GATHERING

By visiting each of the locations and investigating or asking questions, the group can gather enough data to track down the cause of the plague.

The procedure is to go to as many places as possible, talk to people, and correlate the information which they find.

RUMORS

At each major map location, it is possible to encounter a rumor. The rumor may be true, false, misleading, or a potential clue; when the group first arrives at the map location, the rumor should be presented at the first reasonable opportunity.

LINRADIS, THE IGS ENGINEERING LABORATORY

Imperial Geneering Systems maintains a remote genetic engineering laboratory on the island of Linradis. The isolation is deliberate and serves two purposes: it helps reduce contamination if there is an accident, and it keeps the workers' attention on their work and away from the distractions in the city.

Intel Kiriolion is a researcher at the laboratory and he is available to discuss the plague and its effects on Uakye City. His superior, Resian Talbot, is the director of the laboratory, but has been on the job for only a short time.

Rumor: One of the lab's staffers comments that the former director, Tanissa Levant, was discharged for inefficiency.

Information: Kiriolion has been working on a biological agent similar in effect to the plague currently in Uakye City. Unfortunately, his lab has no remaining samples; all were sent (along with a final report) to the Naval Base at Efate about two weeks ago. The courier, Lars Intron, took the materials into the city and was then going to take two weeks vacation in the city. He has not yet returned although he is now overdue. Kiriolion has an electron microscope profile of the IGS plague sample; if it matches with the Uakye City sample, then they are the same. IGS has a tentative vaccine for the plague, which should work on about 60% of the population. If the two plagues match, the vaccine should stop the spread of the disease.

POLAR SUBSURFACE CITY

An especially rich vein of iridium runs along the floor of the ocean of Uakye near the north pole. To exploit it, a mining settlement has been established under a dome on the floor of the sea. The settlement controlled and owned by Ling-Standard-Products: its designation is MinCol78—Mining Colony 78.

A platform raised fifty meters above the ocean surface allows vehicles to land and be lowered to the city by elevator.

The city has as yet been untouched by the plague. The local city leaders are aware of the plague in other parts of Uakye, and are determined to avoid its reaching MinCol78.

They will allow the adventurers to interact by video with whomever they need to talk to. The information they can provide includes the following:

They have had no contact with the IGS research lab on Linradis: if the infection came from there, the lack of contact is the reason MinCol78 is so far untouched.

Rumor: Their search radars record a ship landing in the Shallows recently.

THE SHALLOWS

A section of the sea on Uakye north of Uakye City is exceptionally shallow—between one and three meters deep, with a floor of solid bedrock.

A starship has recently crashed here after successfully entering atmosphere. The wreck lies half submerged in the center of the shallows.

The ship, named the *O'Shaunessy*, is a subsidized merchant which visits Boughene, Uakye, Knorbes, Roup, and Feri on a regular basis (the ship carried additional tankage in its cargo hold to allow it to cross jump-2 distances with jump-1 drives).

Deck plans for this ship are provided. The lower deck is flooded and underwater. The upper deck has about 30 cm of water sloshing about, and water damage to electronics and control circuits is excessive.

Rumor: The ship's computer contains a record of the ship's flight.

Information: Ship crashed because of the failure of a control interface. All five crew members were killed in the landing.

AG FACTORY

The Ag Factory is an automated production center which is devoted to growing a variety of grains and vegetables for local consumption. The entire operation is run by less than five persons in an extremely complex control center.

Rumor: One of the staff at the factory comments in passing that the Ag Factory is producing large quantities of food, but casualties from the plague have reduced demand. No one is going to earn their bonuses this year.

Information: The night controller has cooked up a plan to make some money from this plague. He has sent a ransom demand to the police department. The ransom demands are untraceably sent by computer. They call for the ransom to be placed in a drone at the Ag Factory and send it west over the ocean. The Ag Factory has both the money and the drone on hand; someone at the factory will have to prepare it. The police will expect the drone to be intercepted by an air/raft, or perhaps diverted by a radio signal. In either case, there is a good chance that the extortionist will get away with the money. Actually, the night controller expects to switch a false load for the money when it is placed in the drone. He will then hide the money and get away with it later. The group, when visiting the Ag Factory, will find everyone friendly and open, but unable to provide any real information. The night controller has no real knowledge of the source or cause of the plague.

STAGING POINT

Staging Point was established as a stopover for travellers ranging across the surface of Uakye. The small station has a restaurant, a vehicle repair station, a communication beacon, and a small store.

The station is operated by a husband-wife couple and their three children. Questioning them can give a good idea of who has passed through recently, and of any interesting events.

HOTEL COMPLEX

The Uakye Regent Hotel is one of several hotels in Uakye City. Since the plague, it is the only one remaining open. One of the others was burned to the ground in an attempt to clear out plague contamination.

Rumor: There was a Zhodani group through the city some weeks ago--recovering remains of Zhodani war casualties. They were the ones responsible for this plague--either they left behind the plague, or they tripped a booby trap while recovering bodies.

Information: If a clerk is asked about Lars Intron (the request must specify Lars Intron by name), he can check the files and find that Intron was registered here and found dead of the plague in his room. The room itself was cleaned up and Intron's luggage was put in storage. Intron's luggage includes a parcel addressed to the Chemical Warfare Section, Imperial Naval Base, Efate. The parcel contains a ruptured sample container of the biological agent. It has leaked out.

MEDICAL CENTER

The medical center in Uakye City is under tremendous pressure--treating plague victims, looking for a cure, looking for treatments until a cure is found.

The staff is very cooperative and appreciates the efforts of the group to find the reason that the plague has hit Uakye.

Rumor: The medical staff was originally puzzled by the rapid appearance of the plague. They now have several theories. It could be a genetically manipulated virus (accidentally or deliberately set loose), it could be Zhodani biological warfare, or it could be a natural disease (native to Uakye, or from another world). That may seem like equivocation, but it does address all the possibilities.

Information: The first victim of the plague was Lars Intron. He was found in a hotel in the city. He has not yet been identified by occupation or residence

THE MEDICAL REPORT FORM

The medical report form is a standard piece of Imperial bureaucratic paperwork. One of the administrators at the Medical Center fished it out of the files and gave it to the Baron.

The form must be filled out and sent on to the appropriate Imperial authorities (at Regina) detailing the precise origin of the plague on Uakye. Concise and accurate phrasing is essential.

The completed form is the basis for scoring for the tournament. Its correspondence to the reality of the adventure determines the winning group in the adventure.

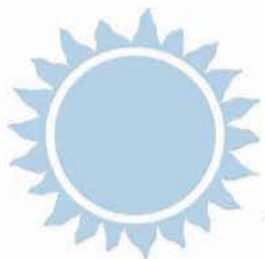
VICTORY

Winning the adventure depends completely on properly figuring out the correct explanation for the plague.

SUBSECTOR DATA

A subsector map for the Regina subsector is provided in order to place Uakye in perspective within its subsector. The Regina subsector should be familiar to most **Traveller** players; it is the site of many published **Traveller** adventures.

Nevertheless, the map and data for the subsector allow the players to understand where they are.



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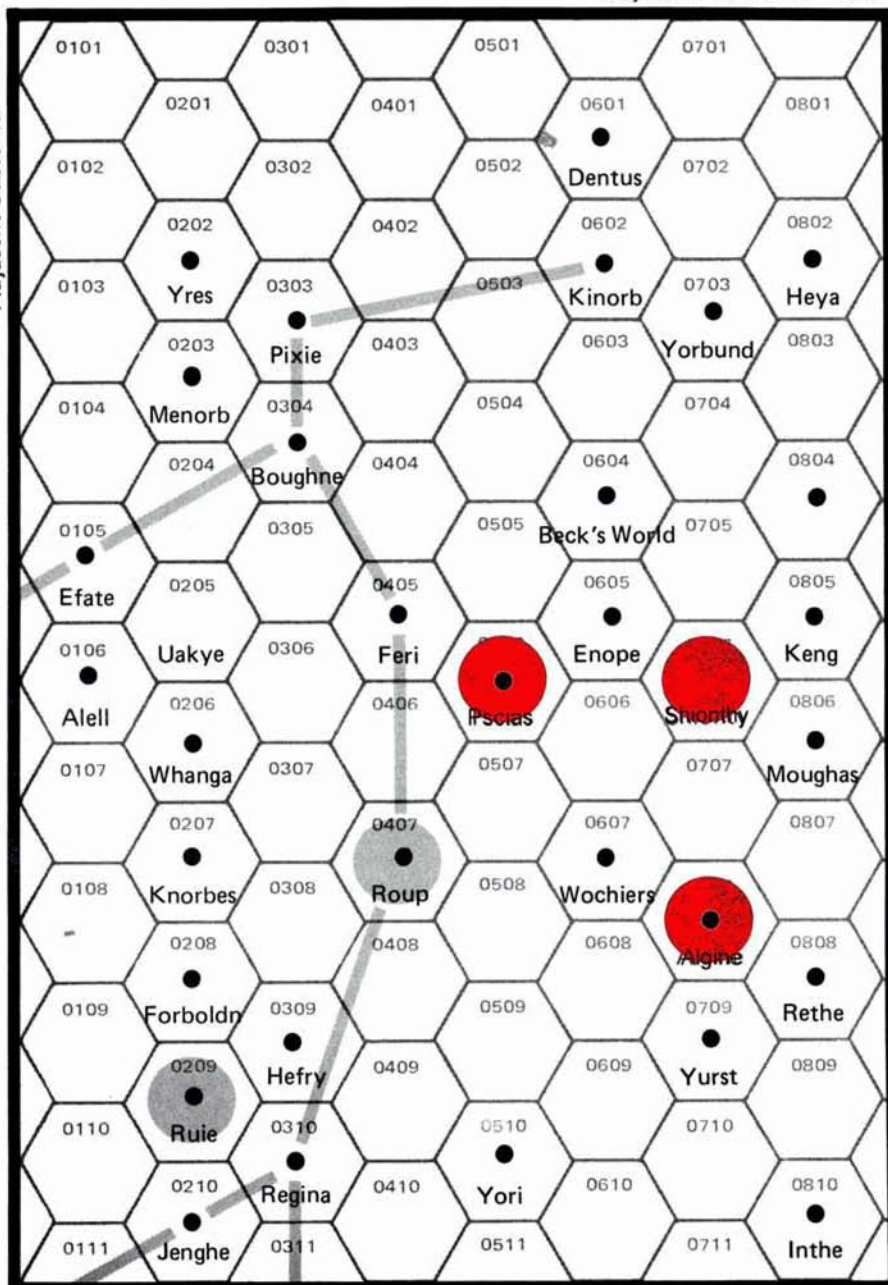
The Regina Subsector

The Regina subsector is located in the Spinward Marches of the Imperium, very close to the frontier. It contains 32 worlds and a population of approximately 90 billion. The following listing provides the basic statistics for the subsector.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	
Efate	0105 - A646930 - D N	Non-industrial. Imperial Way Station.	
Alell	0106 - B46789C - A	Rich.	
Yres	0202 - BAC6773 - 7		g
Menorb	0203 - C652998 - 7	Poor.	
Uakye	0205 - B439598 - D	Non-industrial.	
Whanga	0206 - E676126 - 7	Non-industrial.	g
Knorbes	0207 - E888787 - 2	Rich. Agricultural.	g
Forboldn	0208 - E893614 - 4	Non-industrial.	g
Ruie	0209 - C776977 - 7	Industrialized.	A g
Jenghe	0210 - C799663 - 9 S	Non-industrial.	g
Pixie	0303 - A100103 - D N	Non-industrial.	g
Boughene	0304 - A8B3531 - D S	Non-industrial.	g
Hefry	0309 - C200423 - 7 S	Non-industrial.	
Regina	0310 - A788899 - A 2	Rich.	g
Feri	0405 - B384879 - B	Rich.	
Roup	0407 - C77A9A9 - 6 S	Industrial. Waterworld.	A g
Pscias	0506 - X355423 - 1	Non-industrial.	R g
Yori	0510 - C360757 - D	Imperial Research Station.	g
Dentus	0601 - C979500 - A S	Non-industrial.	
Kinorb	0602 - A663659 - 5	Rich. Non-industrial.	g
Beck's World	0604 - D88349D - 4	Non-industrial.	g
Enope	0605 - C411988 - 6	Non-agricultural. Industrial.	
Wochiers	0607 - EAC28CC - 9		g
Yorbund	0703 - C7C6503 - 7	Non-industrial.	
Shionthy	0706 - X000742 - 8	Asteroid belt.	R g
Algine	0708 - X766977 - 4		R g
Yurst	0709 - E7B4643 - 5	Non-industrial.	g
Heya	0802 - B687745 - 5	Rich. Agricultural.	g
Keng	0805 - E2718CA - 3		g
Moughas	0806 - CA5A588 - B	Non-industrial.	g
Rethe	0808 - E230AA8 - 8	Poor. Non-agricultural.	g
Inthe	0810 - B575776 - 9 2	Agricultural.	g

Statistics include the four digit hex location, the seven digit planetary characteristics (starport, size, atmosphere, hydrographics, population, government, law), the technological level, and a code for any bases present (S = Scout Base, N = Naval Base, 2 = both). Codes in the remarks column include A (Amber Zone, use caution), R (Red Zone, prohibited), and g (a gas giant is present in the system).

Library Data



Subsector: **REGINA**

Adjacent Subsector— *Lanth*

Hunting

This essay on hunting is from Traveller Adventure 10. Safari Ship.

The concept of hunting encompasses any pursuit of animals for pleasure or for survival. Hunting does not automatically require killing of prey; pictures or recordings are equally accepted as a final goal. Hunting can be divided into three areas of endeavor: detection, stalking, and conquest.

Detection is the ability to determine the presence or recent passage of the particular quarry, and to identify it by its tracks, spoor, or habitat.

Stalking involves the actual tracking of a quarry. Two specific aspects of stalking are stealth and determination. Lack of stealth can prematurely reveal the hunter to the prey and prevent the final conquest; lack of determination can cause the hunt to be given up too soon.

Conquest is the final goal of hunting. Traditionally the ultimate goal of hunting is to kill the prey. This has changed through the years to encompass three distinct types of goals: killing (for trophies or food), ---recording (as sounds, images, or both) and coup (where contact with the animal---without killing it and without the hunter sustaining injury---is sufficient).

Individuals make their own decisions as to the type of hunting they prefer to undertake. Survival situations call for hunting animals and killing them for food. Some quests call for finding animals and either capturing them or recording them for scientific analysis (or for the reward that scientists will pay so that they can perform the scientific analysis).

The Referee's Responsibilities: When administering hunting encounters, the referee should be aware of individual characters' goals as well as probable actions by the animals. In order to make a hunting encounter work, the referee can (and should) take the role of the animal in the hunt. For dull or unintelligent animals, playing the role merely calls for the animal to move about its territory, making it the player's responsibility to detect, stalk, and conquer the beast. For more clever animals, the referee can lend his or her own intellect to the contest, taking on an adversarial role and making the animal detect, stalk, and try to conquer the hunters.

The basic rules of combat apply when animals and hunters meet. Detection and stalking must be strictly managed by the referee to make them both realistic and enjoyable. The following are a few guidelines for the referee to follow:

1. Territory. The animal will have a territory. The referee should establish the size and configuration of the territory before the hunt begins. Large animals have relatively large territories, while small animals claim quite small areas. Within its own territory, the animal has an advantage, being familiar with the terrain, with possible hiding places, with dangerous areas, and with the location of food and water. Outside its own territory, an animal is less secure, being unfamiliar with the details of the area. Animals rarely leave their territory unless they are forced.

Territories are primarily claimed to exclude other animals of the same species (but not of the same clan, herd, pride, or group). Animals of the other

species are usually allowed access to the area, provided they do not compete for the same food.

Territories vary in size, but a rough approximation would allow one square kilometer for each kilogram of body weight for the animal. Thus, a 100 kilogram pouncer would have a territory of 100 square kilometers, or about 10 kilometers by 10 kilometers. For flying animals, multiply their territory by 10.

Some animals migrate, and when this occurs, they change their territory. Similarly, occasionally an animal will seek out a new territory-- young leaving the nest, forced migration due to climate or disaster-- and do not yet have an established territory.

2. Lair. Somewhere in the territory is the animal's home, den, lair, or nest. This protected place is the home base for the animal, and where it goes when wounded. It is also the location of any young or eggs (and if the animal is a gatherer, items which it has gathered or accumulated). Trappers will have their trap in their lair.

A hunter who knows where an animal's lair is can assume that it will return to it eventually. On the other hand, animals tend to defend their lair with greater ferocity than when otherwise encountered.

For some animals (grazers, for example), the lair is a movable location occupied by the herd. As a result, individual grazers may separate from the herd, but regard the herd's location as home, rather than any specific physical location.

3. Purpose. Animals always have purpose in what they do. Rather than simply wandering aimlessly around within their territory, they are performing some task. They may be finding food or water (some animals may seek out more unusual nutrients, such as salt licks or minerals, or they may need sunlight, shade, heat, or some other special condition). They may be marking their territory to warn off rivals of their species, they may be instructing their young, or they may even be playing, but there is some purpose to the activity.

The referee can often have a greater insight into how the animal will react if it is first established what the animal is doing.

Skill Levels. Hunting is the primary skill associated with the hunt. Other skills may be used for various phases of the hunt, including recon, survival, and various weapon skills. Personal characteristics are also important.

Procedures: Normal animal encounters are designed to be random meetings reflective of the animal population of an area. Hunts are different in that they are deliberate activities to seek out and conquer a specific animal type. As such, the procedure for a hunt differs from that of an ordinary animal encounter.

For a hunt to begin, the characters must know (at least roughly) the type of quarry they seek, and they must be prepared to work to find it. A hunt may be organized and deliberately set out to detect an animal type, or it may be casual, actually beginning once the animal is detected.

Detection of an animal is most possible if it is listed in the animal encounter table for the area involved. At the referee's option, other animals (specifically being hunted, and reasonably resident in the area: not contained on the animal encounter tables) may also be detected.

The animal encounter table is the basis for detection of animals. For each hour of looking, throw 10+ to detect tracks or other signs of an animal. Allow DM + the highest of hunting, recon, and survival. Throw once per person in the group. Once a track has been detected, throw 2D and consult the animal encounter table to determine the type of animal tracks. An event may be re-rolled, or may be used by the referee (at his or her option) to indicate that the specific quarry has been detected. The track is identified on a throw of 4+: DM + hunting skill; DM +1 if intelligence 10+. Throw only once for the group to represent their consensus opinion.

Stalking a detected animal is possible for as long as tracks remain available. Stalking takes place in fifteen minute segments. During each segment, the stalkers follow the tracks or spoor while trying to find the animal.

Consult the animal encounter table for the speed of the animal being traced. Throw that speed or less on 1D for the tracks to end or be lost. If the tracks are not lost, then throw on the animal encounter table. If the result is the same as the die roll for the animal being traced, then it has been found. Allow a DM of hunting skill or survival skill for the tracker of the group on this throw.

For example, in prairie terrain, the animal being tracked is die roll 5 (hunters with speed2). Throw 2- (on one die) per hour for the tracks to be lost. If the tracks are not lost, then throw 2D on the animal encounter table. If the result is 6, then the animal has been encountered. If the character who is tracking the animal has survival or hunting skill, then the highest level of that skill is used as a favorable DM after the die roll. If the tracker in this example had hunting-2, then any die roll from 4 to 8 would result in encountering the animal.

Flying animals cannot be tracked; they must be actually located or observed, or met by chance. They may be ambushed.

Swimming animals cannot be tracked. In rivers, the group may move up or downstream in hopes of encountering them. Ambushes may be possible.

Animals with speed 0 are encountered if they are detected.

Conquering: Animals which are encountered after stalking are then the subject of animal encounters. The standard procedure is followed to determine which side has surprise (allow a stalking party DM +1 for stalking, in addition to other allowable DMs), and to determine range.

Combat proceeds normally. It is possible for the animal to have surprise for combat.

If the goal of the hunter is to record the animal with cameras or recorders, then the animal must not flee (allowing time for the imaging or recording process); it must remain for at least one turn or the imaging process is unsuccessful, and stalking must continue.

Tracking: Once an animal has been encountered, and has fled, the hunters may track it. The animal will move at typical speed, and so any speed above 1 will be faster than humans. Tracking may be accomplished in vehicles if available.

An animal fleeing an encounter will head for its lair; it will rarely leave its territory. Animals in their lair will attack to protect their young or if given no alternative.

Ambush: In some cases, animals cannot be stalked, and must be ambushed instead. Duck hunting on Terra is an example of an ambush. The hunters find a likely location, either along a route used by the quarry, or near where they feed, and wait. Typically, hunter skill will help in determining such a location.

Throw 12+ per hour for the animals to happen by the ambush. For flyers, allow a DM+2. If decoys or specialized calls are employed, DM +2.

Once an ambush has been sprung, it will be avoided by the animals for at least the rest of the day.

Turnabout: Some animals, especially large carnivores, may turn and stalk their hunters, perhaps before the hunters have detected or encountered the animal, or perhaps after being encountered and fleeing. The referee may institute such a situation and administer especially cunning animals in their own hunts.

SITUATION REPORT

1. Date

2. Location (World Name, Subsector, Sector, UWP)

3. State Details of Situation

IN Form 78

DAY AND WATCH

1. Start Date

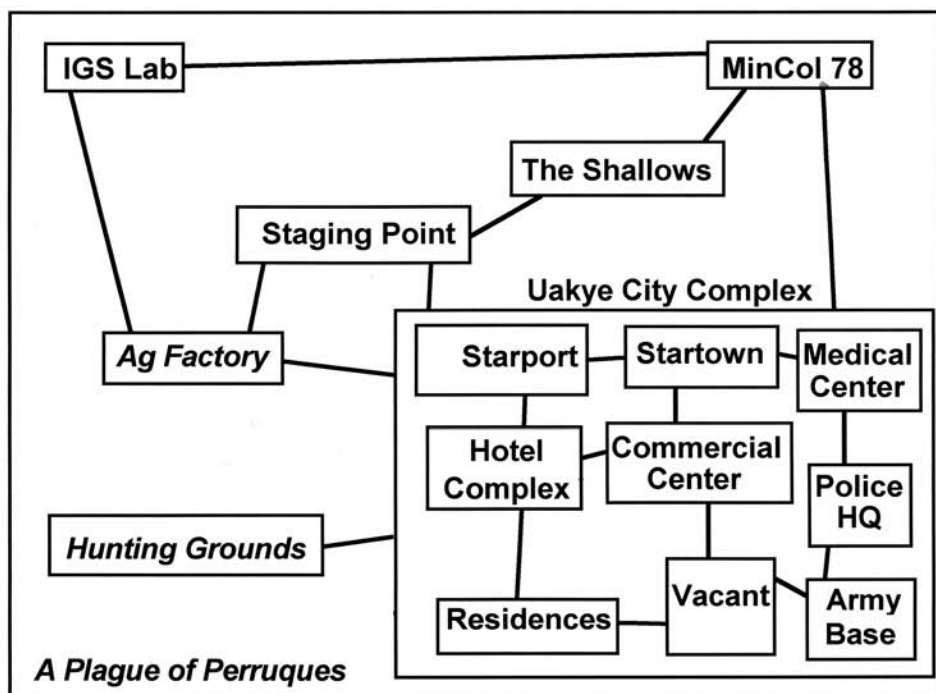
2. Ship or Organization

Date														
Days	1	2	3	4	5	6	7	8	9	10	11	12	13	14
0700														
1300														
1300														
1900														
1700														
0100														
0100														
0700														

Date														
Days	15	16	17	18	19	20	21	22	23	24	25	26	27	28
0700														
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Date														
Days	29	30	31	32	33	34	35	36	37	38	39	40	41	42
0700														
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1900														
1700														
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0100														
0700														

IN Form 86 a



Name Anicia Pantabreve			UPP 7A8A89	
Service ex-Navy		2 terms		217-1109 Rank Ensign
Birthdate 117-1083		Birthworld Somem/Rhylanor C301340-B		
Skills Ship's Boat-1, Navigation-1, Computer-1, Vacc Suit-1.				
Possessions Travellers' Aid Society Member.			Money Cr5,000	
Comments Served as boat pilot and assistant navigator aboard CL-10867 <i>Vilishu</i> in operations over Efate.				

Name Stashu Nagoya			UPP 4B5AA8	
Service ex-Scout		7 terms		190-1109 Rank
Birthdate 226-1063		Birthworld Terra/Sol A867A69-F		
Skills Pilot-1, Mechanical-2, Electronic-2, Computer-5, Air/Raft-1, Dagger-1, Laser Carbine-2.				
Possessions Laser Carbine, Dagger.			Money Cr50,000.	
Auto Pistol.				
Comments Has wandered the Imperium and its borders on a variety of assignments for the Scouts. During the war served as System Defense Boat Advisor to the worlds of Tureded and later Equus.				

Name Renard Ruche			UPP C38A85	
Service ex-Other		5 terms		135-1108 Rank
Birthdate 202-1068		Birthworld Mire/Darrian A665A95-B		
Skills Forgery-3, Electronics-1, Streetwise-1, Computer-1, Shotgun-2.				
Possessions Shotgun.			Money Cr10,000	
Comments Darrian Confederation citizen. Until 1108 worked as an undercover agent for the Imperial Navy in the Sword Worlds, especially on Tizon and Joyeuse.				

Character cards
from
M01- Tarsus.

Name Ganidiirsi hault-Reitan			UPP 99489C	
Service ex-Army		1 term		220-1109 Rank Captain
Birthdate 318-1087		Birthworld Fornice/Mora A354A87-C		
Skills Rifle-2, Submachinegun-1, Tactics-1, Computer-1, Administration-1.				
Possessions 			Money Cr10,000	
			1 High Passage.	
Comments Duty as Imperial Army Aide on the staff of Admiral Stvi at his headquarters on Equus.				

Name Dr. Amun Shimullu			UPP 4ABB88	
Service	ex-Navy	3 terms	221-1109	Rank Lieutenant
Birthdate	361-1075	Birthworld	Dinom/Lanth D100535-A	
Skills Medical-3, Engineering-1, Computer-2, Dagger-1.				
Possessions Dagger.				Money Cr50,000
				1 High Passage.
Comments Qualified as a doctor and as a surgeon. Served with Imperial Navy Medical Service at the Naval Base on Inthe.				

Name Sten Commarre			UPP 9989A6	
Service	ex-Army	2 terms	150-1109	Rank Captain
Birthdate	048-1083	Birthworld	Iderati/Five Sisters A887798-C	
Skills Rifle-1, Submachinegun-2, Air/Raft-1, Medical-1, Forward Observer-1, Leader-1.				
Possessions Submachinegun.				Money Cr30,000
Comments Service with the Imperial 850th Lift Infantry Division at Efate and Menorb.				

Name Orinde Windhoek			UPP BC7B75	
Service	ex-Merchant	6 terms	103-1109	Rank 3rd Officer
Birthdate	284-1067	Birthworld	Junidy/Aramis B434ABD-9	
Skills Streetwise-1, Bribery-2, Vacc Suit-1, Electronic-1, Jack of all Trades-1, Auto Rifle-1.				
Possessions Auto Rifle.				Money Cr60,000
				2 Low Passages.
Comments Arean Transport annual pension of Cr6,000. Worked for Arean Transport Lines in cargo haulage operations throughout Spinward Marches. Served on Navy requisitioned freighters ferrying goods to various besieged worlds in Vilis and Lanth subsectors.				

Character cards
from
M01- Tarsus.

Name Talia Calcidor			UPP 798B95	
Service	ex-Marine	4 terms	223-1109	Rank Force Commander
Birthdate	040-1075	Birthworld	Forine/District 268 D3129B8-A	
Skills Cutlass-1, Revolver-2, Grav Vehicle-3, Tactics-2, Vacc Suit-1.				
Possessions Travellers' Aid Society Member.				Money Cr30,000
Cutlass.				2 Low Passages.
Comments Ship's Troops commander aboard CL-10867 <i>Vilishu</i> in operations over Efate. Later involved in operations on Quopist.				

