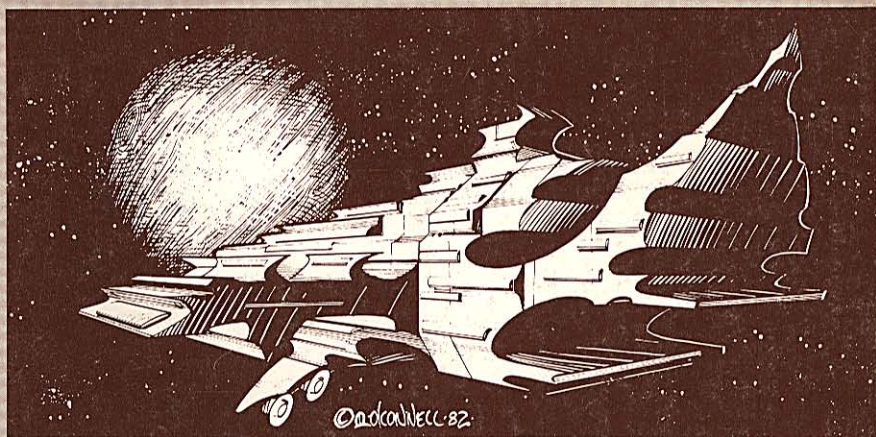


Rescue On Galatea

By Mark Lawrence



Approved For Use With

TRAVELLER[®]

Science-Fiction Adventure
in the Far Future



fasa

and in any case, each island is tended by small garrisons which guard the mines and work them in between fueling passing fleets.

2. Contacts: Jessa will now be encountered on any island on a roll of 6+. In each case of refueling, roll 8+ to have encountered friendly forces while landing recon teams. If contacts are unfriendly, the fleet will have to fight to take the mines. The referee should determine armament and numbers for each situation, though generally there will be no more than 1D x 100 Jessa in the guard, armed in any case with nothing higher than Tech 5 - 7 small arms.

Contacts can also be made in flight, 10+ per hex, with a DM of -1 if over land. If such contact has been made, it must be determined to be friendly or opposing. Once again, a roll of 8+ indicates friendly forces. If contact of any kind is made, the number of vehicles should be determined as follows: roll two dice once to determine whether the fleet has contacted scouting flights or full fleets (including dirigibles and larger numbers of biplane squadrons), 6+ for scouts, 2-5 for full fleet encounters. A second roll on two dice indicates the number of vehicles encountered. Otherwise the number rolled times ten is the number of vehicles encountered, with 25% of these being dirigibles. Friendly contacts may lead to recruiting new troops for the eventual attack against the Genem stronghold; roll 9+ to successfully encourage these contacts to join, applying recruiting skill as in Book 4 where applicable (each skill level acts as a DM of +1). These contacts are the fleets of the other noble houses of the Jessa, and the team should treat them as royalty equal to Gethen. Note also that when new Jessa units are recruited to join the fleet, their size should be determined on the Unit Size Table below, applying a DM of -2 if the recruited units are scouts, and a DM of +2 if the recruited units make up a fleet encounter.

3. Aerial Combat: Aerial contact with unfriendly forces will, of course, be under attack conditions, using the Book 4 Abstract system to resolve combat with modifications to the various tables as described below. Book 1 rules are used to determine initiative in the attack via surprise, with a DM of +1 for being at higher altitude and another DM of +1 for being 'cloaked' or hidden by the prevailing weather condition. Squadrons or dirigibles are considered cloaked when they are above the weather ceiling and ALL enemy units are below it, or when they are below the ceiling when ALL enemy are above it. A unit is also cloaked when in the middle of the weather (inside a fog or cloud bank) - this is determined per round by rolling 9+ to be cloaked. Dirigibles must roll 11+ to escape or avoid combat. All biplane weapons have no arc of fire; that is, they fire only straight forward. Dirigible weapons, on the other hand, fire through 45 degrees on pivot (up, down, left, and right), and fire from six quarters: prow, stern, crest, keel, port, and starboard, all weapons considered to be firing simultaneously. Weather DMs listed below effect initial encounter range of units as Terrain DMs do in Book 1. All rules concerning wind direction and crosscurrents speeds should be taken into account.

As far as the Book 4 Abstract System changes go, the rules on preparation should be ignored except for unit size and efficiency. Size is rolled as described in Book 4 (with the following DMs replacing what is described there: Scouts, -1, Fleet, +2) on the table below. Gethen's forces are always considered Fleet for this purpose. When Flag Escort or full Fleet are rolled as unit size, one die should be rolled to determine whether or not the unit rolled has reserve combat effectiveness on board or not, a roll of 1-3 indicates the smaller number in parentheses, a roll

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Dedicated to Solaris, and Sara who would have loved it there.



Rescue on Galatea written by Mark Lawrence
Artwork by Mitch O'Connell
Maps Drawn by Jordan Weisman
Edited by Ross Babcock

Playtesting by the Grinnell Players
Sally Key
John Houser
Jim Downey
Scott Haase
Stephanie Cohen
Phil Buchan

Additional Technical Assistance: Dave Houghton

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Table of Contents

RESCUE ON GALATEA	5
Introduction	5
Standards and Assumptions	5
Format Notes	5
OMNIPAX AND CHANTREE	6
The Ticket	7
The Team	8
The World	9
ON GARDEN PRIME	11
Equipment	12
Library Data	13
Tiresias Probe	15
Rumours	15
Agent	16
GALATEA	17
Landing	17
Travel	17
Jessa Encounter and Storm	19
Island and the King Gethen	20
Fleet	24
Massif	29
Cohaine	31
Epilogue	32
ENCOUNTERS	33
Galatean Zoology	35
MAPS	36
SPECIAL NPCs	38
THE JESSA	40
ENDPAPER	42

Introduction

Rescue on Galatea is a comprehensive adventure designed for use with **GDW's Traveller**. Set in the Inverness Subsector of the Far Frontiers Sector, the scenario details the adventures of a team of mercenaries on an alien world in their attempt to rescue an abducted diplomat in time to avert an interstellar conflict.

The scenario requires familiarity with basic *Traveller* (Books 1, 2, and 3) and book 4, *Mercenary*. No additional material is necessary, though Supplement 4, *Citizens of the Imperium*, as well as **GDW's Striker** may prove useful. All natural gaming equipment (paper, pencils, 6-sided dice, etc.) is recommended.

STANDARDS AND ASSUMPTIONS

Dates: The initial date for this scenario is 180-1108, according to the Imperial calendar; 180 is the current day (180th of the standard 365 day year), while 1108 is the current year of the Third Imperium. Once the action begins, the referee is responsible for keeping track of the passage of time. The initial date may be changed to phase this adventure into an on-going campaign.

Place: The narrative for this scenario begins on a planitoid called Garden Prime (Inverness 0505), a recreation world owned and operated by the Church of the Future Man for travellers from throughout the sector. There, the players, having taken an assignment with Cohaine Futures, Inc. (CFI), are equipped by Omnipax, mysterious director of the Church's own secret security arm. The adventure thereafter takes place on the planet Galatea (Inverness 0808), a distant non-human-colonized world on the edge of known space, owned by a CFI rival, Genem, Inc. - where, it is suspected, the missing diplomat is being held captive.

FORMAT NOTES

This book is divided into two parts. In the first part, all section titles are followed by the heading (Player), noting that such material may be read by the players in addition to the referee (who should be thoroughly acquainted with the entire book anyway). In the second part, all section titles are followed by the heading (Referee Only), suggesting that such material may not be read by the players, but only by the referee.

Omnipax and Chantree

(Player)

The Dark ochre robes of the figure known as Omnipax fluttered slightly as he wearily folded his lean hands on the desk plate suspended before him. His narrow face looked dog long with entreaty as he spoke to the shorter, swarthy man bunched up in the masseuse chair on the other side of the room. His audience, meanwhile, sat admiring the view through high windows without any show of sympathy for Omnipax's evident distress. His chameleon features, were, in fact, very nearly asleep.

"Do try to pay attention, Chantree," Omnipax was saying, "After all, this is a serious matter." For his part, Chantree slouched more comfortably in his chair and fixed a barely attentive stare on his employer.

"Now then," resumed Omnipax, "for some time now, economic considerations on a number of frontier planets have caused a certain friction between rival corporations operating in this sector. This in itself is hardly surprising, with so many of our outworlds still so relatively undeveloped. Many of the largest concerns in the sector have become heavily involved in local industry, companies such as Genem Inc., Faraday Engineers, Qwuim Bosak, and others of similarly impressive stature. All have their interests, and all of these have their risks. Thus, not a little competition has developed. Whole colonies have been imported for labor, massive propaganda campaigns conducted, wild investing and unprecedented exploitation - all of which has strained local governments to their limits in maintaining law and order on a score of worlds. Half of these outworlds have already seen a dozen different parliaments or "special" elections or juntas, even full-scale invasions and foreign dictatorships. Local military forces are crippled by inadequate numbers, not to mention assassination or lack of equipment and funds - I say, m'sieu, I don't believe you've heard a word I've said."

Chantree's eyes had closed again, but now his brows narrowed in concentration.

"But what, Excellency, does this have to do with the Holy Mother Church?"

"I'm just getting to that, Chantree. The Church was contacted a week ago by the Prince Thasallah Cohaine, president and Chairman of the Board of Cohaine Futures, the largest corporation in the sector. It seems, Chantree, that the situation is far worse than we had previously imagined: a month ago, Cohaine Futures and seven other conglomerates came together at an unpublicized conference to discuss common grievances. It was suggested at the time that if these grievances are not resolved, several of the more disenchanting companies plan to take matters into their own hands... They're talking about total interstellar war, possibly even outside the sector; a threat which obviously cannot go unheeded. In an attempt to placate its enemies, Cohaine Futures hastened to send its most capable representative to the conference, the Prince's own son and heir, Damethon Cohaine. And this, Chantree, is the fix: a month ago, the Prince Damethon Cohaine disap-

peared en route to the conference. No ship, no bodies, no traces, that is until now. Cohaine Futures has gained two months grace to send a representative to the conference, half of which is now gone by. A week ago, a small Triesias probe employed by Futures for discreet reconnaissance picked up some unusual activity on an Inverness world known as Galatea. Because of the gravity of the situation, Futures cannot be expected to make any obvious moves on its own, especially since there is every reason to suspect that another member of the conference may be involved in the kidnapping. Cohaine Futures duly contacted the Church and our office, with the following proposition."

Omnipax unfolded his hands and pressed a node on the desk plate. Two holographs appearing in writing on Chantree's side of the plate, and he was suddenly no longer asleep, but sharp-eyed and intent as he read . . .

THE TICKET

(Player)

The mission described below will require 7 to 9 characters, including 4 non-player characters, so that there is room for 3 to 5 players within the scenario. The referee should determine how the players were contacted, and by whom (Cohaine Futures, Omnipax or Chantree), but in any case they will have been enticed into the expedition for the following reasons:

1. A Cr 500,000 success only ticket is offered on even shares.
2. All equipment will be provided by Cohaine Futures and Omnipax, with additional equipment bought as indents against the ticket. All original equipment must revert to employers at the time of the mission, but afterwards, Futures will sell any piece for 30% less than cost and Omnipax will pay 1-6% bonus on purchase value for each piece returned intact.
3. Omnipax offers reserve title (SEE Book 1 definition of reserve title under Scouts) to the Saintship Machiavelli at completion of mission. Known affectionately as "St. Mac" to her current crew, the ship is a streamlined Type C cruiser. There is a 50% chance that each of the crew will stay on at the end of the ticket.
4. The mission itself involves landing on Galatea in secret and there attempt -ing to locate and, if possible, rescue Damethon Cohaine. The team must discover the identity of Cohaine's captors and the party or parties responsible for his kidnapping. Finally, the team must succeed in getting Cohaine off-world in time (within 1 standard month). The Machiavelli will remain in contact throughout the mission, but must not be summoned to the planet until the team has found Cohaine, for fear of alerting the opposition of the mission's presence. The team is reminded that the planet is nominally the property of Genem, Inc., CFI's avowed archrival and is therefore encouraged to take any action they desire to reach the success of the mission without overtly implicating CFI. The team will be lead by Chantree.

THE TEAM

(Player)

The team involved in the mission will include any of the following player characters and NPCs. All player characters have been generated using the book 4, Mercenary, character generation system. If other characters are used in place of these, it is suggested that they be generated in the same manner.

1. 898B9A, Army. Age 46, 7 terms. Enlisted in Cavalry, transferred to Commandos after third term. Final Rank - Colonel. Retired.

Lsr. Rifle-3, Combat Rifleman-4, Recon-3, Fwd. Obs-2, Survival-2, Vacc Suit-2, Tactics-2, VRF. Gauss gun-2, Auto-Cannon-1, Demolitions-1, Mechanical-1, Grav. Vehicle-2, Tracked Vehicle-1, Instruction-1, Recruiting-2.

Awards and Decorations: 8 CSR, 5 Combat Commands, 2 Purple Hearts, 6 MCUF, 2 MCG.

2. C7BF85, Marines. Age 46, 7 terms. Enlisted in Support, transferred to Commandos after first term. Final Rank - Major. Retired.

SMG-3, Combat Rifleman-1, Pistol-1, Survival-4, Recon-4, Instruction-4, Tactics-2, Demolitions-2, LMG-1, Cmbt. Engineering-1, Computer-1, Mechanical-1, Vacc. Suit-2, Brawling-1, Grav. Vehicle-1, Leader-1, Admin-1.

Awards and Decorations: 5 CSR, 3 Combat Commands, 3 Purple Hearts, 3 MCUF.

3. 9A7A76, Marines. Age 34, 4 terms. Enlisted in Marine Infantry. Final Rank - Captain. Discharged.

SMG-2, LAG-2, High-Energy Weapons-2, Battle Dress-1, Zero-G Combat-1, Cmbt. Engineering-2, Computer-1, Medical-1, Combat Rifleman-1, Cutlass-2.

Awards and Decorations: 3 CSR, 2 Combat Commands, 1 MCUF, 1 MCG.

4. 67A9C9, Marines. Age 34, 4 terms. Enlisted in Marine Infantry, transferred to Commandos after second term. Final Rank - Captain. Discharged.

Instruction-1, VRF. Gauss gun-1, Pistol-1, Demolitions-1, Brawling-1, Vacc. Suit-1, LAG-1, Grav. Vehicle-1, Computer-1, Lsr. Weapons-1, Combat Rifleman-1.

Awards and Decorations: 5 CSR, 6 Combat Commands, 2 Purple hearts, 2 MCUF.

5. 7977CA, Army. Age 42, 6 terms. Enlisted in Infantry, transferred to Commandos after second term. Final Rank - 2nd Lieutenant. Retired.

Computer-1, Interrogation - 1, Streetwise-1, Demolitions-2, High-Energy Weapons-1, Lt. Mass Driver-1, Zero-G Combat-3, Vacc. Suit-4, Battle Dress-1, LAG-3, Pistol-1, Recon-1, Dagger-1, Instruction-1, Combat Rifleman-1.

Awards and Decorations: 9 CSR, 2 Combat Commands, 3 Purple Hearts, 3 MCUF.

NPCs: All of these must be used.

1. Lindsey Sallie: B79665, Army. Age 38, 5 terms. Enlisted in Cavalry. Final Rank - 1st Lieutenant. Discharged.

VRF. Gauss Gun-4, Grav. Vehicle-4, Electronics-2, Mechanical-1, Combat Rifleman-2.

Awards and Decorations: 2 CSR, 1 Combat Command, 2 Purple Hearts, 3 MCUF.

2. Lathe Freeman: 8A5595, Army. Age 34, 4 terms. Enlisted in Infantry, transferred to Commandos after second term. Final Rank - Captain. Discharged.

LMG-5, Interrogation - 1, Streetwise-1, Bribery 2, Forgery-2, Tactics-2, Recon-2, Sword-1, Cmbt. Engineering-1, Admin-1, Medical-1, Combat Rifleman-1.

Awards and Decorations: 4 CSR, 4 Combat Commands, 1 Purple Heart, 1 MCUF.

3. Truman Marcus: C5785A, Marines. Age 42, 6 terms. Enlisted in Marine Infantry. Final Rank - Sergeant Major. Retired.

Combat Rifleman-2, Mechanical-4, Tracked Vehicle-1, Wheeled Vehicle-1, Fwd. Obs-1, Dagger-1, Broadsword-2, Recruiting-1, Brawling-2, Survival-1, RAM Grenade Launcher-1.

Awards and Decorations: 10 CSR, 3 MCUF, 2 MCG.

4. Eidolon Chantree: 89CA8A, Marines. Age 44, 4 terms. Enlisted in Marine Infantry, transferred to Commandos after first term. Final Rank - Force Commander. Enforced retirement.

Combat Rifleman-3, LMG-2, Mechanical-2, Survival-2, RAM Grenade Launcher-2, Cutlass-3, Pistol-2, Vacc. Suit-1, Zero-G Combat-1, Zero-G Weapons-2.

Awards and Decorations: 9 CSR, 2 Purple Hearts, 1 MCUF, 2 MCG, 2 SEH.

THE WORLD

(Player)

Galatea: Planet in the Inverness subsector of the Far Frontiers sector. The official palnetary statistics, based on Farnham's survey of 483, are as follows:

Galatea/Inverness 0808 E689600 G

Remarks: Wreathed in broad bands of fog and dense mist rising from the enormous ocean areas, the scattered island chains of Galatea proved all but uncountable for the original survey team. Rough estimates suggest that close to 5000 mountainous islets are spread across most of the southern hemisphere, while three or four larger land masses crown the planet in the colder northern regions. Regular typhoon activity further hampers accurate orbital mapping. The ground life is extremely dangerous, because of large numbers of predators and even carnivorous flora. The geologist's records from the original expedition suggested considerable

seismic activity within the planet's surprisingly thin crust. As a consequence of the planet's severe inclination, the days are shorter in the northern hemisphere and consequently colder, keeping the overwhelmingly cold-blooded native population generally isolated below the equator, away from easy reach of the most stable land masses. This combination of characteristics tended to preclude any kind of careful study when Galatea was first discovered 625 years ago by an independent explorer named Mathias Farnham. Farnham's results remain the only statistics on record to date, while Galatea's distant position among the stars of the sector keeps it from easy access to any of the normal frontier spacelanes for possible colonization.

Farnham's team decided that there was no recognizable technology or culture on the world, and the xenologist of the crew remained highly pessimistic about the possible existence of sentient life on the planet, though he did name two cold-blooded life forms that showed some use of stone materials as cudgels, but nothing more. Instead, the reports spend most of their time listing the wide variety of ocean-going fauna, prompting Captain Farnham to christen the planet Galatea after a Greek water nymph of the same name.

Finally, since 1078 the planet has been claimed by Genem, Inc. as an exclusive world for commercial development. Genem has officially slated Galatea for future colonizing, though at present no terraforming efforts have been undertaken to make the environment more hospitable. Instead, it is possible, CFI feels, that Genem is using Galatea as a testing world for its continuously developing weapons technology programs, but this cannot be proved without direct investigation.



Garden Prime

(Players)

Once the players have become acquainted with the ticket and all relevant information concerning their characters and their destination, they will have to organize the expedition to Galatea. This will take time (1D days) so that while they are on Garden Prime, the referee should roll for occasional encounters. The adventurers have been made the personal guest of Omnipax and consequently have all the diversions of the recreation world at their disposal free. The referee should determine what kinds of encounters might be available, though some suggestions are Gambling, Hunting, Tavern Activity, and Translation. The first of these may be done in any way the referee desires, but in any case, each of the adventurers are to be considered House Favorites, and so receive an automatic DM +1 on any bet. In any case, other encounters should be generated regularly from Book 3 while the team remains on Garden Prime. All adventurers have the legal guardianship of Omnipax, though if this is abused, any legal costs incurred will be deducted from the ticket, thus penalizing the entire team.

Hunting: Terrain and target is chosen from the Animal Encounters section of Book 3, and equipment is chosen from Books 1 or 4 and is restricted to slug throwers and laser weapons. Light vehicles are allowed, but the hunter must have vehicle expertise in whatever mode of transportation he chooses. All skills are reduced by DM-1 in order to make the hunt more interesting. Since all hunts are holographic, any damage done to a hunter by his prey or other animals or conditions within his assumed environment are simulated via discreet neural shock form image magnifiers buried under the hunting ground. All hunters are subject to normal exhaustion and hunger. Each hunt normally costs Cr 20,000 and generally may last up to one month. Garden Prime has six hunting grounds of roughly 100,000 sq. km. each. Because of the realistic appearance of the holographic terrain and weapons and targets, ontology reference drugs must be administered before hand, at an additional cost of Cr 1,000. Finally, on a 10+, all grounds will be in use and unavailable. Food must be bought separately.

Translation: Translation is an experience offered by the Church to any seeker of the faith. It requires the seeker to be completely isolated from any kind of sensory awareness in a stasis field for 2-12 hours, during which time he/she is submitted to brain casing, a technique of electronic neural stimulation. The result is a unique feeling of euphoria and deeper understanding of oneself. Translation always leaves the seeker exhausted and in need of rest for 1-6 days. Usual cost is Cr 5,000.

After 1-6 days, equipment and transportation needs will have been seen to, and the adventurers will embark on the **Machiavelli** for the jump to Galatea.

EQUIPMENT

(Player)

As specified in the ticket, all equipment deemed necessary for the given conditions will be supplied by Cohaine Futures, Inc. Additional equipment may be bought as indents against the ticket, but all equipment originally supplied will revert to CFI at the end of the mission. CFI provides the following equipment for each member of the team:

- 1 short range communicator
- 1 combat environment suit, chameleon type, modified to include air and water purification units.
- 1 pair target binoculars, with automatic rangefinder and telescoping abilities. At night, treat as IR goggles.

In addition, the following equipment is available to the whole team. The referee should allow a five-minute time limit on discussion before the players divide the equipment between themselves after landing on Galatea.

- 2 gauss rifles
- 7 advanced combat rifles
- 20 RAM grenades
- 140 9mm HE rounds (for use with ACR)
- 1400 mm DS rounds (for use with ACR)
- 240 4mm rounds (for use with gauss rifles)
- 2 medical kit
- 1 map box
- 1 inertial locator
- 2 RAM Grenade Launchers
- 1 Ship's radio (for contacting the **Machiavelli** at the close of the close of the ticket)

3 air/rafts, 4 tons weight each, 4 person capacity, outfitted with searchlight, foul weather canopy (non-pressurized), 1 mounted with a VRF gauss gun (gun and 1000 rounds of ammo take the place of two passengers), max. cruise speed of these vehicles is 100 kph, range unlimited, 4 tons additional cargo capacity. These are custom designed vehicles built for hazardous and rough use. Cost is Cr 1,000,000.

The referee should allow the players to purchase further ammo and weapons as they see fit, except that time and purchasing constraints force a Cr 50,000 ceiling on this, though all prices are reduced 10% below cost printed in books 1, 3, and 4. At the same time, the referee may feel that the presented list is too extensive, and is therefore at liberty to eliminate from the list any items except the medical kit, map box, inertial locator, ship's radio, and the air/rafts with all stated modifications.

The players should remember that the basic limitation on the amount of supplies and ammunition that they can take on the mission is the amount that they can carry.

LIBRARY DATA

(Player)

Cohaine Futures, Inc.: Largest corporation in the Far Frontiers sector, CFI specializes in communication systems and financing, controlling approximately ¾ of the sector's smaller business credit loans and supplying computer systems for planetary and personal use within the sector. CFI is currently involved in high level research and development projects in artificial intelligence, and is unofficially said to have already developed prototype models of cybernetic units. These self thinking computers could be used, it is speculated, in human-hazardous situations such as conducting long range hyperspace jumps or directing the exploratory and terraforming operations of the new colonization projects in the Inverness subsector and elsewhere. CFI is known to have strong ties to the Church and thus stands perilously opposed to Imperial favored Genem, Inc. CFI is owned and controlled exclusively by a sector noble family Cohaine, currently lead by the elder Prince Thasallah Cohaine. His expected successor is the younger Prince Damethon Cohaine.

The Church: The Church of the Future Man was founded by a group of radicals. Their belief was that civilization was on the verge of collapse and that everybody should prepare for this event. The church remained a small unimportant group of doomsayers until several business men noticed and later effectively took over control. Under the guise of a religious organization, ambitious commercial programs were started. The two main divisions include computer research and development and merchant trading. The popularity and commercial success of the Church grew to the point where governments started to take notice. As a result of this the Church was banned from several areas. This ban included both religious and commercial activities. Thus severely restricted, the Church has emphasized mobility in its operations. The Church controls a large fleet of ships, satellites, and even a few planetoids. Through this mobility the Church services its faithful wherever they are. To support itself economically, the Church has promoted heavily the activities of a score of corporations, most of whom support the Church for reasons of their own. Companies like Cohaine Futures have palced considerable monies behind the production of new Church developed computer technology, forming strong mercantile alliances with the Church's own trade arm, the House of the Future Man. The Church has been responsible for the production of the major colony ships of recent years; known as Saintships, these vessels are currently being streamlined to fit Type C hulls for custom-designed atmosphere-going and orbital terraforming capabilities.

Faraday Engineers: A Far Frontiers sector mining and construction company, with equipment and technical advisers on over 50 planets. The Engineers are reknown for their training schools and almost monastic devotion to maintaining whatever piece of machinery they are assigned to. Very nearly the ultimate mechanics, some Engineers take life assignments on frontier worlds to supervise the introduction of higher grade technologies. Their philosophy incorporates the idea that Man is bound to necessarily evolve towards Machine, and they see the realization of this as their life's work such that they will stop any violence which endangers Man's technical progress.

Galatea: A world in Inverness 0808, Galatea is named for its vast oceans and storms. Discovered in 439 by independent explorer Mathias Farnha, the planet possesses over 5000 islands which are mostly unstable due to geologic "tides" in the planet's crust. Though rich in minerals and possibly some heavymetals, mining is virtually impossible because of the violent activity of the faulting crust. Possibly two sentient life forms exist on Galatea, but one is completely ocean-going and uncommunicative, while the other, called Jessa, are of no tech level higher than 0.

Garden Prime: Home of the Church's secret security arm, Omnipax, Garden Prime is one of five planetoids designed as recreation and sanctuary planets for the wealthy and faithful. Offered attractions on Garden Prime are uncountable, but some diversions are listed in earlier sections of this book.

Genem, Inc.: The oldest known corporation in the sector Genem may be found everywhere. Primarily interested in transportation and colonization, Genem is also a major weapons technology supplier and military research organization in the sector, outfitting all branches of the armed forces with state-of-the-art materials. Genem has been more often than not directly involved in the overthrow of minor planetary governments, the status of whose commercial ties Genem considered questionable. Genem is currently involved in computer and biological unit totalintegration projects (TIP's) designed with an eye towards producing a new breed of fighting-man, half organic, half machine. Genem also uses several of the planets it owns by contract for weapons system testing areas. Finally, the company is working on self-designing/ building/replicating/and maintaining computer systems using it's current TIP technology. Genem's excutive membership is unknown.

Koenig, Lt. General Malachi: Formerly one of the high officers within the Protectorate commandos, Koenig was passed over for promotion to General for his abnormal field tactics while serving as the last commanding officer in the Shadowsand campaigns. He subsequently refused forced retirement when a routine psychological profile suggested symptoms of slight neurotic schizophrenia, probably deriving from his experience in the Veil, an area on Shadowsand Sixteen in which the stars are completely eclipsed by intervening debris, forcing a direct view of the heart of the black hole standing at the center of the system. The effect is reportedly one of severe disorientation and a consequent feeling of non-corporeality. Koenig remains one of only two people out of a legion of 300 Marines to have survived the experience, the other being former Force Commander Eidolon Chantree, and records of the incident are kept classified since Koenig disappeared not long after receiving the order for his resignation ten years ago.

Omnipax: Code name of the director of the Church's secret security force, designed to act as a "watchdog" organization on the large-scale demography and socio-political conditions of civilization in an effort to predict and prepare for its' eventual collapse. Omnipax is known to perhaps a handful of individuals and corporations in the sector but he remains hidden even from the eyes of the Patriarch of the Church of the Future Man, his nominal governor.

Orbital Terraforming: A process by which the immensely difficult and often dangerous task of transforming possible colony planets into more habit-

able worlds through forestation, detoxification and oxygenation of the atmosphere and hydrosphere, recomposition of the climate, etc. could all be conducted from the safety of an orbiting spacecraft through use of drones without the delay, expense or error of planet-bound human teams.

Qwuim Bosak: A sector wide textiles and chemical firm, with subsidiary concerns in pharmaceuticals and medical research equipment. The Bosaki (a prominent alien race in the Far Frontier Sector) own this concern as a group, and see to its management with finicky care, never trusting outsiders to handle their equipment directly.

Shadowsand: An airless set of planetesimals captured within a ring of radius 500,000,000 km around a collapsed supernova black hole. Because of the enormous energies released by the nova, Shadowsand has been mined heavily in the last 15 years since the discovery there of eka-metals, super-heavy metals with very unusual and unique properties. In 1094, the Chalq Dhamon rebels commandeered mining operations there considered vital to the success of Genem Inc.'s freepoint armor projects for fourteen months before being destroyed by several contingents of Protectorate Marines.

TIP: Total-integration process describes an information symbiosis between fluid-printed computer circuits and organic matter in which they are placed. The resulting grafts allow a human being, for instance, far greater memory and logic capacity as well as upgraded awareness of his own bodily systems (primarily hormonal, with the result that a man so equipped would be able to regulate the secretion of immunological material to wounded areas or adrenalin to needed muscles). The process is currently being developed by Genem, Inc. for use under extreme combat situations.

TIRESIAS PROBE

(Player)

A week before the narrative of the scenario begins, a small orbital Tiresias probe commonly used by CFI for spying operations on rival worlds discovered unusual activity in the vicinity of Galatea (Inverness 0808). It was revealed that a free trader clearly armed to the maximum, made a jump into Galatea's system and there took orbit around the planet itself. Further, a small private landing craft of Cohaine markings was sent down to the surface. The ship then departed the system, having transferred unknown cargo to an unmarked surface craft. It then jumped to an unknown destination. Orbital scanning shows no sign of starports other than the old Farnham landing base, which, however, was clearly not in use.

RUMORS

(Referee Only)

During the team's stay on Garden Prime while organizing the mission to Galatea, they will have time to make discreet inquiries about any relevant subject. Some information is supplied in the preceding Library Data but other material may be gleaned from rumours overheard or told in the alleys and taverns and starport bays of the recreation world where representatives of the entire sector may

be found at work and leisure. At the referee's discretion, these notes may be released either as replies to specific enquiries or as general talk. Note that none, some, or all of these rumours may be false or deliberately misleading. The referee may wish to supply other pieces of information and should do so as the case arises.

1. A group of Faraday Engineers are seen near the image magnifier stations on the lower level under the hunting grounds celebrating Genem, Inc.'s reported poor quarterly weapons production figures.

2. A merchant marine patrol officer is heard loudly swearing to a worried passenger line official that he will capture or scuttle "those damned pirate swill if its the last thing I ever do!"

3. Two marine veterans arrive on Garden Prime looking for information concerning Malachi Koenig, whom they suppose to be in the sector. They will explain to inquirers that they are bounty hunters, seeking a Cr 200,000 reward for bringing the Lt. General before the Marine Board of Inquiry he dodged ten years ago.

4. A private companion is seen trying to comfort a noblewoman whose dying husband was to join her on Garden Prime to take a Translation she had hoped would rescue him from his illness, but whose ship was hijacked by unknown alien pirates operating in the sector.

5. An alien Bosaki will be seen speaking with a CFI insurance official, demanding to know the whereabouts of a missing Qwuim Bosak cargo of amino nutrients and micro-surgery equipment.

6. An League Survey agent will be overheard to say that Genem, Inc. has no right to continuously deny the survey of its more newly acquired planets.

AGENT

(Referee Only)

Unbeknownst to the players, Lathe Freeman, one of the NPCs of the team, is actually a Genem agent cleverly planted inside the mission in order to destroy it before it gets to Galatea. Therefore, the referee should have Freeman attempt to assassinate one of the players before the team leaves Garden Prime. This will fail, but will warn the players that their mission is probably known. On the other hand, the referee should do nothing to allow the players to think that one of their own team is a traitor. Once Freeman has failed on Garden Prime, he will not have a second chance to stop the team before they get to Galatea. Having reached the Galatean system, he will make a second attempt described later. On Garden Prime, the failed assassination attempt should be done with a snub pistol. The weapon may be found if the referee so desires, but there will be no way to identify the assassin, though the referee should stress that the attempt was more than just a simple attack, since all firearms are strictly prohibited on Garden Prime. Once on Galatea, Freeman will expose the mission from the start by broadcasting the Team's location to his Genem superiors on the planet. He does this by means of a long range communicator which the rest of the team will not discover. Freeman may do small acts of sabotage to team equipment during the mission at the referee's will (perhaps on a roll of 8+ every other day), but none of them should be explicit or discernible as sabotage, and the referee should perhaps play them up as equipment malfunctions due to the ravages of the environment, etc.

LANDING

(Referee Only)

The journey to Galatea will be made under maximum jump conditions for the **Machiavelli**. She will remain battle ready, and the referee should play out the journey in some detail (for example, 'St. Mac' might have to evade pirates, etc.). The team may do whatever it wishes in order to prepare for the landing, but complete silence must be maintained until landing. When the **Machiavelli** exits from jump into the Galatean system, she will detect no craft of any sort in the immediate vicinity. She may proceed to Galatea under maximum maneuver power, taking all possible evasive actions in anticipation of attack from the planet's surface. Once again, however, there will be no opposition. Instead, the ship will reach orbital position on the dark side of the planet long enough to eject the team in two modified lifeboats (5 people each) each ablat armored and equipped with sandcasters dispersing at 1 cannister/1000 km for the first 5000 km, after which the boat is under evasive maneuvers until it reaches the ground. The team's equipment comes down with them in the two boats, while three other modified boats bring down the air/rafts. In addition, several drones (2 to 12) accompany the boats, each of these is preprogrammed to detonate small thermite warheads in the face of oncoming missiles or air-combat vehicles, producing only a small explosion but also high-intensity flashes which will blind almost any photosensitive tracking equipment or unshielded eyes. Two of these will in fact explode (having encountered unfortunate Jessa squadrons), though the team will get down otherwise without distress. Once down, however, weather trouble may cause either of the team boats to miss the landing site. If so (roll 9+) then there is a good chance that the boat(s) involved will come down in water, though there is a slight chance of crashing aground (2-10 water, 11-12 ground). The referee should decide what, if any, equipment is lost or damaged in a crash, though any loss should be minimal. If there is no crash, then the team has come down on the projected landing site. This is Farnham's starport, a laser-cut plateau atop an old cliff on the cape of the southernmost continental land mass in the northern hemisphere. There is a frontier base (Advanced Base, Book 3) there, but nothing else. All of the vehicles reach the landing site safely. The weather is cool and windy (since the team has landed at night in the northern hemisphere), with the end of a storm raining steadily down on the team as they sort the equipment and get the mission started.

TRAVEL

(Referee Only)

Once the team has landed, it will have fifteen minutes to get out the boats and set up the ship's radio in order to tell **Machiavelli** that they are all right before the ship reaches the nightside terminator and is obliged to leave orbit. After this,

the **Machiavelli** will remove to the third planet to wait for one standard month. If no word is radioed to it at that time, her captain will leave the system and return to CFI with the news of failure of the mission. The ship will return to Galatea at monthly intervals and wait for radio contact for a period of one week. Any other type of aid would be impossible because of Genem's hold on the planet.

After radioing, the team will have to use the map box to decide on their course of travel. The map box has been fed all information previously listed, plus all readings from the descent to the surface. These readings indicate faint energy sources as shown on the map. If none suggest it, the referee should have Chantree suggest heading for the nearest of these sources and discover what it is. The team may arrange the equipment any way they wish, though the air/raft with the gun mount will have room for less material and fewer passengers. The VRF-Gauss gun and its ammunition hoppers take up the same amount of space as two passengers.

The weather should be determined from the start of the trip, and is rolled on the table below. Travel may be done in any formation, though the team will soon discover that radio communication between vehicles is poor past 2 km distance apart. Unless the team is carefully using the inertial locator, there is a base 7+ chance of drifting in any compass direction by up to 3 hexes while flying. This is critical, since only about 9 hours of continuous travel can be expected each day-travel at night through the mists is dangerous, with modifiers to encounter and weather rolls as stated below.

Roll 2: clear, V1 hex, none, no effect, seas calm.

Roll 3: clear and windy, V1 hex, none, 10-20 kph, seas low.

Roll 4: cloudy and windy, V½ hex, 1500 meters, 10-20 kph, seas low.

Roll 5: light fog, V2D-2, 500/1000 meters, no effect, seas calm.

Roll 6: medium fog and windy, V2D-2, 400/1000 meters, 10-20 kph, seas low.

Roll 7: medium fog, V2D-4, 300/1500 meters, no effect, seas calm.

Roll 8: heavy fog and wind, V2D-6, 200/1500 meters, 10-20 kph, seas low.

Roll 9: heavy fog, V1D-2, 100/2000 meters, no effect, seas calm.

Roll 10: storm, V1D-2, 0/1000 meters, 20-40 kph, seas high.

Roll 11: storm, V1-3 km, 0/1500 meters, 40-60 kph, seas high.

Roll 12: storm, V1D-3, 0/2000 meters, 60-80 kph, seas high.

Each roll reads as follows: Weather, Visibility, Ceilings, Crosscurrents Speeds, and Sea Height. Weather is rolled for each hex entered, shifting all weather conditions up two pips for each inland hex traversed (so that a roll of 12 is read as a roll of 10 on the table and a roll of 4 is read as a roll of 2. Rolls of 2 and 3 are considered clear weather). Visibility cannot be lengthened with equipment, only adjusted. Crosscurrents effect travel by reducing headway speed of vehicles at stated rate only as long as vehicles travel against the wind; otherwise, all speeds stated are considered tailwinds and increase headway speeds by stated amount. Altitude and vehicle speed must be specified by vehicle pilots per turn. Any crosswind may shear a vehicle's altitude by a number of meters equal to half the wind's speed; impact with any wave may reduce a vehicle's speed by ¼. The referee should determine the direction of a given wind every other turn. Above and below stated ceilings weather may be considered clear or semi-clear, respectively; likewise, visibility is very bright above stated ceilings, murky below where there is

fog over ocean terrain. Calm seas have no height, low seas have waves 1-3 meters high, high seas have waves 1D+2 meters high. The referee should elaborate on the perils of the flight during foul weather conditions, and should also determine the maneuverability of the particular vehicles being employed during each weather condition. Lastly, night travel reduces visibility by ½ and there is a chance (if flying) of losing altitude unawares (9+ per ½ hex, loss of 100 meters each time).

JESSA ENCOUNTER AND STORM

(Referee Only)

Assuming maximum speed, the adventurers will travel for three or four days at the most without reaching their immediate goal (depending on drift, this may even be longer), during which time they will encounter some of the native creatures of Galatea's oceans (See ENCOUNTERS). Around the fourth day, the team will proceed into the worst fog they have yet encountered. This will be as heavy fog, Roll 8 on the weather table, and the going should become difficult. A feeling of apprehension grows as storm sounds are heard in the direction in which the team is flying, when suddenly, someone will see a glint of metal in the air ahead and to port (left). At the same moment, gunfire will rake across the line of air/rafts. One of the NPCs other than Freeman must be wounded; if the wounded man is a pilot, the referee should have the particular vehicle flown drop out of line in a violent nosedive. One air/raft will have engine trouble anyway, and it will steadily lose altitude. Any answering fire will be completely random, though the team should catch a glimpse of a small figure on a body-wing (like a hang-glider) as it plummets into the mists below with a wounded cry.

The following action must move quickly, allowing the players little time to react to their situation, with a wounded man, possibly more of the unknown enemy in the vicinity and a storm almost upon them. If anyone tries to locate land, they will discover that the inertial locator has been destroyed by the sniper, so that they must fly blind and hope for an Atlantis (SEE Encounters - Ocean Events) or some other land to show itself through the fog. The storm will come up fiercely (as a roll of 12 on the weather table), and soon the air/rafts will be driven relentlessly down towards the towering waves. At least one of the air/rafts should catch a wave, flip and go crashing into the rocky shore of an island which suddenly looms out of the darkness. The team will be scattered by the storm, those on the doomed air/raft tossed out while still over water or brought down among the rocks along the shore. The other air/rafts may try to land nearby, but the wind and the terrain will prove too dangerous, and they will have to fly inland before landing roughly within dense rainforest. Some of the team may be knocked unconscious, others bruised and cut, but miraculously none will be badly hurt except the gunshot victim. The storm will not let up until morning, and the company will hardly be able to regroup until then, the individuals taking what shelter they can find, though the injured NPC should not be left behind. Freeman will be the last to regroup in the morning, having discovered that his personal transmitter has also been lost in the night's calamity.

ISLAND AND THE KING GETHEN

Upon regrouping the following morning, the team will discover that the crashed vehicle is useless for the time being and will require a week's repairs to allow it any short flight capacity. Also each of the other air/rafts has suffered storm damage. Furthermore, some equipment and definitely some food is bound to have been lost in the storm. Most catastrophic of all will be the discovery that the ship's radio has been lost and that consequently, the team is without communication with the **Machiavelli** unless it can find Genem's base and hope for some kind of radio equipment there. On the other hand, the map box, still intact, delivers the suprising information that the island upon which the team has landed is one of the energy sources discovered by the sensors during descent from the **Machiavelli**. Because of this, it should be suggested (by Chantree if it becomes necessary) that the team proceed discretely inland to locate these energy sources and discover what they might be.

While the players are debating the best way to travel inland, they will hear a shot from the direction of where ever the injured man has been left (notice that it is imperative that this is away from the rest of the team - Chantree will have suggested this if no one else does, for the sake of not worrying the injured man). Hurrying towards the scene, they will come upon Freeman, who had apparently slipped away from the conversation. He will be found still standing over the injured NPC, gun in hand, clearly having shot the man to death. In the moment which follows, he will explain that it had to be done, or else the wounded man would have slowed them down, or worse, would have been the first to tell why they had come if the team were captured. It will be a tense moment, but Chantree will stop any further violence, leaving the players with their suspicions.

After this, the team will proceed by whatever means inland. It should be stressed that the time required to repair the damaged air rafts will cut into the time left for the completion of the mission. The air/rafts suffered damage to their lifting capability. While they can still move they cannot raise above the forest. Chantree will strongly suggest that the party proceed on foot and should eventually convince the others to follow his lead. The rainforest eventually draws back, and the team climbs into rocky hills. The going will become slow, and it will be late afternoon when the team climbs onto a broad ridge descending on the far side into the flat protected interior of the island. This will prove to be quite barren, with only slight vegetation, though here and there there may be familiar foodstuffs growing. The quiet of the place is deceptively peaceful, so that when something is sighted not far ahead (1.5 km), the team may be suprised. Upon investigation, it will prove to be a cache of mining equipment surrounding a fair-sized complex, though no buildings past equipment sheds are present. The mine is a tri-rail track of curious design. Everything is abandoned and in poor order.

At this point, a decision must be made as to whether the team continues inland on foot, or returns for the air rafts. Preferably the first decision will be reached (Chantree will support this). If, however, the second decision is chosen, the team will be captured by the Jessa on the beach, only modifying the scene with Seleq given below. If the air/rafts are used at any other time on the island before the team meets Seleq, the referee must carefully contrive some reason for the team

to be in a situation in which they may be caught away from the quick escape of the air/rafts.

If the team follows the track, they will encounter a series of hoppers filled with coal, again strongly sealed. At other points, there will be more mines, all in the same condition of security but with heavy use and little repair, or possibly oil pumps nodding silently at work. The same silence hangs over everything, though the team should become more and more convinced that they have found the source of their energy readings, for it will be evident that many of the mines and pumps have seen recent work. Eventually, the team will spy movement ahead on the track, away from them. On it are several small lizard like creatures, all dressed in loin cloths and weapons sashes and armed with either rifles or pistols and swords. Some are 'riding shotgun', others lounging on the tops of the tall cars. The engine and the third car of seven are each mounted with a pair of weapons roughly equivalent to American Civil War machine guns. The train is escorted by two armored halftracks, similarly occupied by weaponed lizard like creatures.

The team may attempt to make contact or follow in secret, but not long afterwards they will be ambushed by a company, fifty strong, of the same creatures, most armed only with crossbows and swords, but lead by an imposing figure in bright blue kaffa and bone white armor armed with an SMG who stands above them and orders them - in Anglic - to drop their weapons 'in the name of the King Gethen Theq Turrys'. If anyone thinks to ask, the creature will announce himself with pride as the 'Knight Seleg, Captain of the 1st squadron and Wingman of the King's Lancers'. The referee must emphasize the fact that the players are surrounded, outnumbered, and for the first round of fire out-gunned. If the players open fire with their automatic weapons, both sides will suffer very heavy casualties. The ambush must be fully described to the players and the results of any attack emphasized. During the first round all of the Jessa will fire their crossbows. This means that each of the players will take a number of hits. Granted a number of Jessa will also be hit but the outcome of any fight will result in the end of the adventure. Surrender is the only real outcome of this encounter. Seleg will personally bind the team, and he will make it clear to them that because of their impudence, things will be the worse for them. If there is no fight, all the better, since in either case, the team is then mounted on Thikuii (See Galatean Zoology section) and the company rides away from the tri-rail towards the hills on the far side of the island. The journey is rough, and as they enter the hills, they see familiar-looking body-wings circling in the air, the lizard creatures flying upon them calling down to the Thikuii company. As the beasts pass through a narrow gorge in the hills, they will see more armed guards on the rocks above (1D x 4) and beyond this will ride out into a small valley nestled between the hills. Here they will see 1D x 100 of the lizard creatures, including some smaller females and young children running to greet them. Seleg will be welcomed adoringly, and the team will be the obvious center of curiosity and much talk in a language completely incomprehensible to them for the time being. Dismounting, the company leads the team towards a stiff path cut back into the rocks of the hills leading up towards the summit of a narrow cliff. Reaching the top, they will be amazed to see a squadron of double-wing fixed engine aircraft sitting astride the plateau. They will be escorted to these, and loaded in them as passengers. The biplanes will then take off with a stutter of engines, and the team will find themselves climbing into an evening sky

towards a heavy cloud embankment. Passing through this, the ocean and island below disappear from view, to be replaced by the spectacle of a vast winged airship riding the purple-hazed winds above the clouds. Pennants fly from ramparts girding its crest and belly, and the wings support broad decks where other biplane squadrons lay dwarfed by the immense size of the dirigible. It is bristling with guns for and aft, and gardens and pavillions and parade grounds and barracks all contend for space on its lower decks, while behind there rises a slender tower. To this last structure the squadron now descends, while above and below them, other planes as well as smaller dirigibles hang suspended from the stars or go buzzing past. The tower proves to be a castle in itself, with landing lights winking the squadron into a wide high-arched hall.

Here, the team is taken by Seleq through a series of passages and courtyards, past other creatures dressed much as he is or more elaborately still (all armed with pistols), until at last the company comes to a round hall whose opulence is astonishing. The team is led up to a raised dais, upon which an older looking lizard creature lounges amid silken pillows and jewelled cups of spiced leaves. Though old in appearance, he is still a strong figure, with a wise and kindly look about him. Seleq addresses him as 'my lord King' and explains about his capture of the team near the tri-rail. Gethen listens intently, and when he is done, he asks to hear the team's own story - who are they? where do they come from? and most important, what is it they have come for? The players must answer for themselves, without Chantree's help. If they have succeeded in convincing the King of the truth of their mission (5+) then he will welcome them as strange friends, and bid them take their places by him that he might hear more. What follows may be considered a question and answer period, with Gethen explaining that he is King of the Jessa, the lizard creatures of Galatea. He will tell how his people long ago took to the skies to escape the Drowning of their lands, fighting one another for possession of the mines which alone could supply them with the fossil fuels necessary for the survival of their fleets, until eventually Gethen succeeded in uniting the Jessa as King and began searching for new lands upon which the Jessa might again thrive without fear of flood or feud. The Jessa obviously never developed sea travel because of Galatea's killing storms and the great size and ferocity of her larger sea creatures. He will also explain that he knows the basic language of the Imperium because of the Others. The team may suspect these are Genem operatives, but Gethen will not be able to assure them of this, saying that he has never seen the Others. Instead, he says that the Others are those who have given aid to his enemy, the Prince Jahina by supplying him with better guns and planes. With these, Jahina has warred against his King, Gethen, for the crown of the Jessa. He has taken much of the lands which are still left to the King, and forced Gethen steadily north here to the Reaches, where the King's fleet waits for the end, for Jahina will soon have all the mines, and with them, all the fuel which the King and his fleet so dearly need.

At this point, another company will arrive, having captured another prisoner. This will be a wounded Jessa, who, the guards will say, was found on the shore after the previous night's storm. Gethen will recognize him as the Thane Terssii, Jahina's cowardly servant who betrayed the King and fled to his enemy's side. Upon seeing the team, Terssii will cry out and struggle to escape. The referee should make this clear to the players - that they are the object of Terssii's fear. The players should realize (perhaps via Chantree) that it was Terssii who attacked



them in the fog before the storm, and upon questioning, Terssii may admit to this. He may also certify that Genem operatives are the Others whom Gethen spoke of and he may even give the location of Genem's base before collapsing from fear and exhaustion. On the other hand, any or all of this information will have to be extracted from Terssii through careful interrogation, for he will more often than not try and lie his way out of any question put to him. Terssii will, in fact, lie in answer to any question on a roll of 5+. Players with interrogation skill may use it as outlined in book 4; Terssii will break on a roll of 2 exactly and tell all. Finally, Terssii will attempt to buy amnesty or mercy from the King and the team by telling them that he has seen Cohaine in the company of Jahina and the 'General', the chief Genem operative on the planet, and that the team is wasting its time, since in fact, Cohaine is working with the Others - that he is no less than their leader! The team should hear some element of truth in this confession, though it will of course contradict everything that they have been told by CFI and Omnipax from the start.

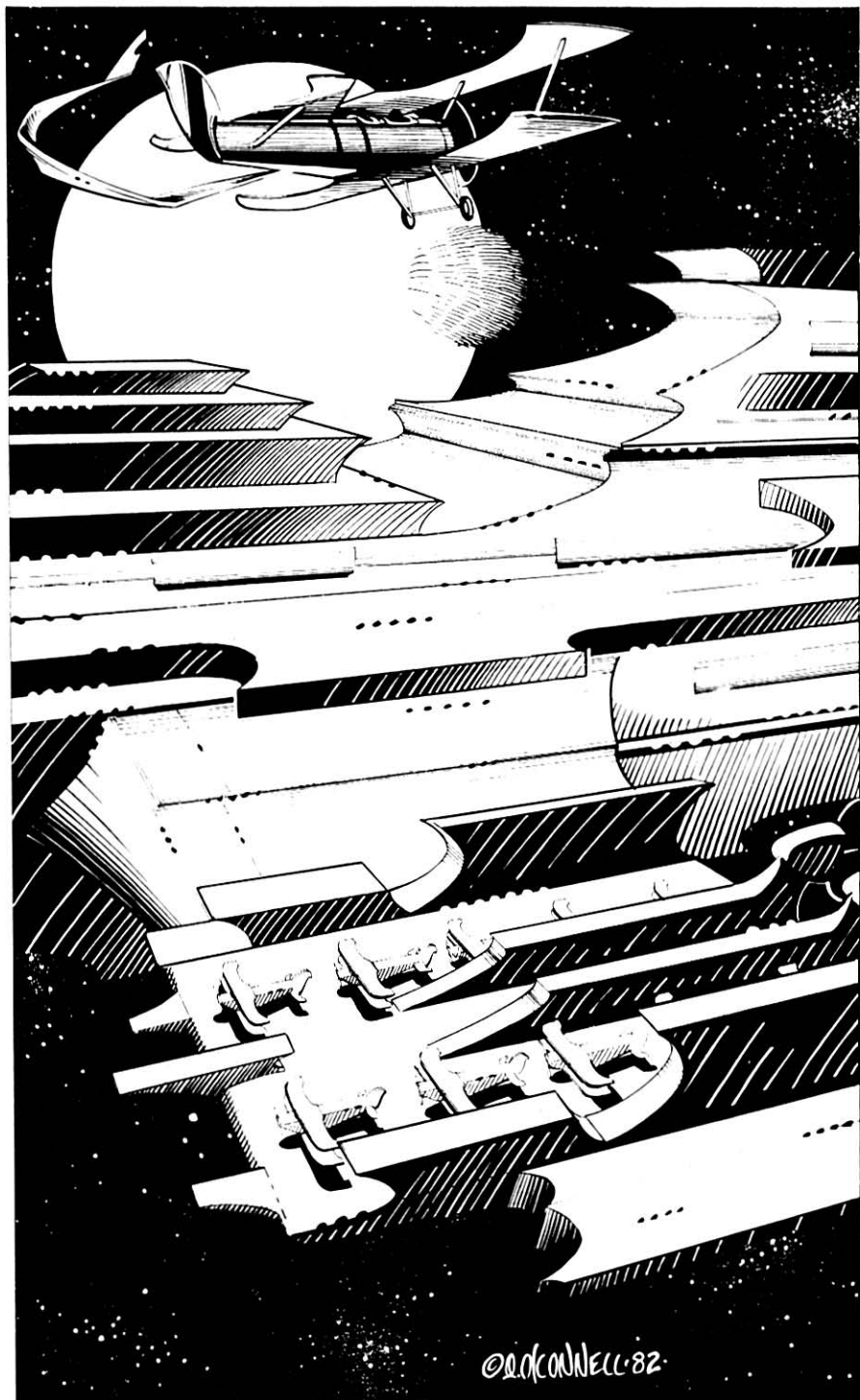
After these interviews, the King will offer the team rooms for the night, as well as food and wine and what entertainment they would desire, all of which the team should readily accept. The night will pass swiftly, but the team should be awakened by cries in the palace courtyards. Going to the throne room, they will find the King and Seleq waiting for them with the news that Terssii is dead, shot to death sometime during the night. His murderer killed a guard in a fight to get away, and then escaped by plane, having dropped his weapon - a concealed snub pistol. If anyone checks, it will be discovered that Freeman is missing. Terssii's murder, the assassination attempt on Garden Prime, the snub pistol in both cases, as well as Freeman's shooting of Marcus or Sallie on the beach after the storm all should now point towards the obvious truth of a spy within the team. The referee should point this out if the players have not yet understood, but should also make it clear that there's no hope of catching Freeman now. It may be assumed that Freeman will proceed to make contact with his Genem superiors, but if the team thinks to hurry back to the air/rafts to follow him, they will discover that Freeman has preceded them, taking one of the two functioning air/rafts for his escape. If any guard was left by the air/rafts, he will have been overpowered by Freeman (if a NPC, then killed on a roll of 10+). At this point, Gethen will offer to aid the team, willing to fly against Jahina and Genem with them while there is still time to solve the mystery of the mission and report to the **Machiavelli** before the month is out.

FLEET

(Referee Only)

Assuming the team accepts Gethen's offer, several actions must be taken into account during the flight of the Jessa Fleet. These are listed below. The flight itself will take just more than three weeks under good weather conditions, which, of course, can hardly be expected on Galatea. Other factors which can effect the length and success of the voyage are fuel limitations, possible enemy attack, etc.

1. Travel: Taken care of as described under TRAVEL, though every week the Jessa fleet must perform landing missions in order to obtain fuel from the island mines. Fueling takes 2D + 4 hours if the mines are owned by friendly forces



of 4-6 indicates the larger number. In cases where Gethen's fleet has gained enough recruits to make it larger than the maximum listed size of 648, treat the extra units as a single sum; i.e. a fleet of 702 combat effectives breaks down into a Fleet of 648 and a Force of 54. Gethen's fleet initially has 540 combat effectives.

Efficiency DMs are as follows: roll to determine whether enemy troops have been Genem-trained (8+); if so, add one to the efficiency roll. Preservation levels of units involved are determined as described in Book 4. In resolving combat, the element engaged DMs are changed to read as follows: +2 for fleets, -2 for scouts. Since Book 1 surprise rules are used as described above, the Encounter Type section in Book 4 is ignored, and the difference in efficiency of engaged units is applied as a positive or negative DM in the same way in which tech levels ordinarily would in Book 4 when rolling for fire results (this is to allow for greater or lesser offensive capacity of Jessa units of identical tech level). Finally, the Jamming table lists possible further DMs to the Fire Results table. Jamming of weapons is rolled for every other round of combat, applying a DM of -1 for Genem-trained enemy units. All personal wounds are 3D-2.

These rules should be sufficient for the depth of the scenario, though others may be supplied if the referee desires. For example, the referee might also want to include rules concerning visibility of ground terrain and the results of altitude, though it is suggested that generally, impact with any non-yielding ground terrain results in instant death, and impact with more yielding terrain (jungle, for example, or waves) reduces a vehicle's speed by one fourth and applies 1D+1 damage to the vehicle. Pilots wounded in any characteristic by one half or unconscious lose control of their vehicles on a roll of 9+, with a drop in altitude of 100 meters per round. Characters with vehicle skill may apply this as a negative DM.

4. Capture: Any enemy captured through combat may be interrogated. The referee is left to determine the exact nature of information which can be gained this way, but suggestions include information about Freeman's whereabouts, squadron bases and fleet movement, location of ammunition depots, etc.

5. Instruction: At any time, the players may, if they wish, use any instruction skill they have to teach the Jessa the use of the Genem weapons which will be won as booty from time to time. The Jessa use Tech 5 weapons except the SMG, but Genem has supplied Jahina's people with some higher tech weapons. These may be any Tech 6 or 7 small arms pieces, as well as the Tech 5 SMG. Furthermore, the team will discover to their surprise that the Jessa can learn the basic (level 0) use of any of these weapons within two weeks time, rolling as in Book 4 against intelligence for the final acquisition of the skill after training.

TABLES

WEATHER DMs

2-3	+3
4-5	+2
6	0
7-8	-1
9-12	-2

UNIT SIZE TABLE

	Wing (2)
	Team (3)
0	Squadron (9)
1	Lancers (18)
2	Group (27)
3	Group (45)
4	Force (54)
5	Force (81)
6	Escort (108)
7	Escort (135)
8	Flag Escort (270 or 324)
9	Fleet (540 or 648)

JAMMING TABLE

2-5	-
6-8	-1
9-10	-2
11-12	-3

FIRING MATRIX

	Individual	Wing	Team	Squadron	Lancers	Group	Force	Escort	Flag Escort	Fleet
Individual	even	-1	-2	-4	-7	-9	-9	-10	-11	-12
Wing	+1	even	-1	-3	-5	-6	-8	-9	-10	-11
Team	+2	+1	even	-3	-3	-4	-6	-7	-9	-10
Squadron	+4	+2	+1	even	-1	-2	-3	-5	-7	-8
Lancers	+5	+3	+2	+1	even	-1	-1	-2	-4	-7
Group	+7	+4	+3	+2	+1	even	-1	-1	-3	-6
Force	+8	+5	+3	+2	+2	+1	even	-1	-2	-4
Escort	+9	+5	+4	+3	+2	+2	+1	even	-1	-3
Flag Escort	+10	+7	+5	+5	+3	+3	+2	+1	even	-1
Fleet	+11	+8	+6	+5	+4	+3	+2	+1	+1	even

MASSIF

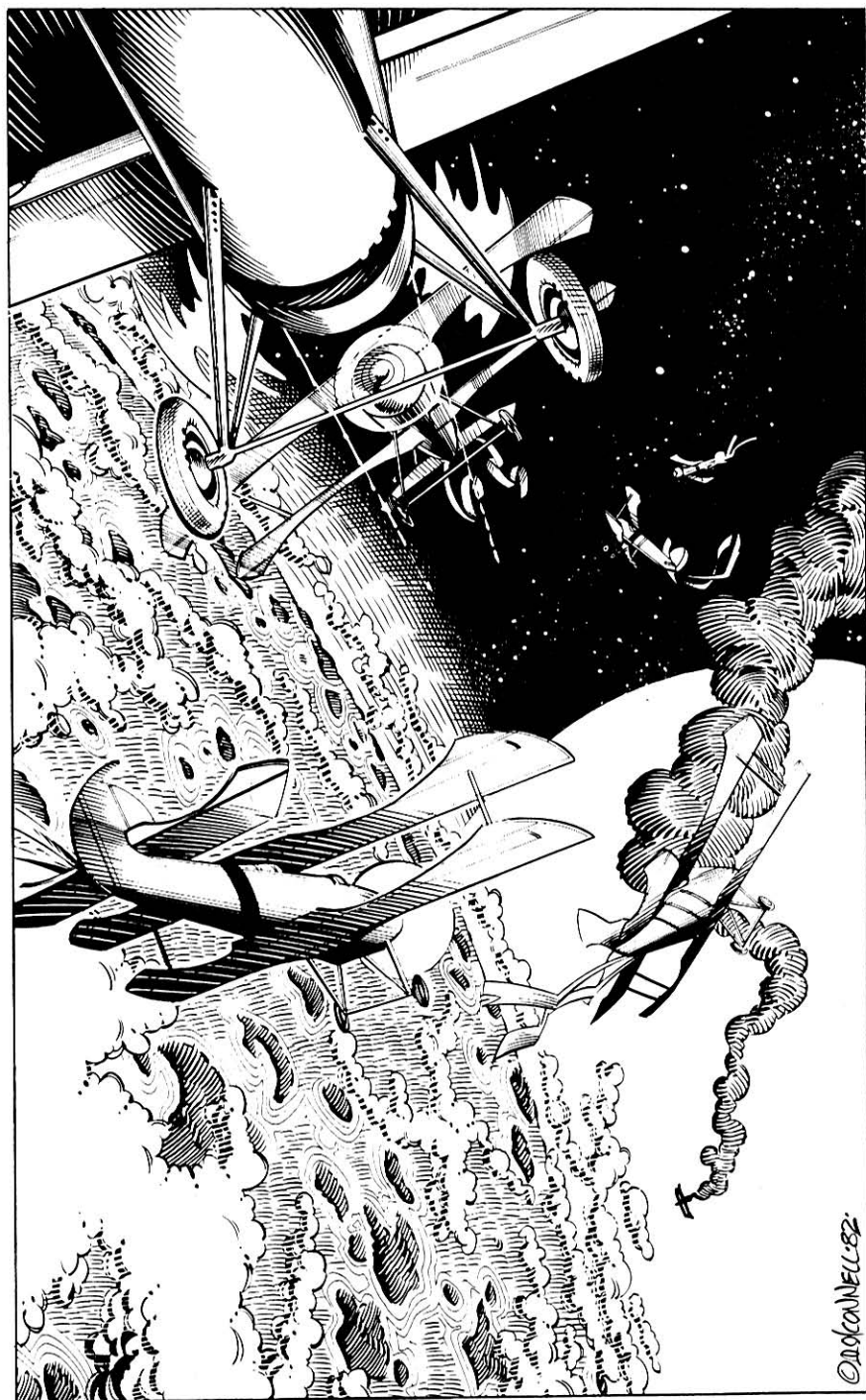
(Referee Only)

The flight to Geenem's base will take just more than three weeks, with the trip lengthened by bad weather or other conditions determined at the will of the referee, though in any case, the team should have just enough time left within the month term of the ticket to rescue Cohaine when the fleet reaches the base. This, it may have been learned beforehand, is located within the hollowed out top of a mountain massif. As the fleet descends towards the massif, they will see it rising 500 meters above the ocean, surrounded on three sides by smaller massifs (1D-3 x 100 meters tall). The main massif holds the base, and is roughly square with four pulse lasers emplaced at the corners. Two of the smaller massifs will house field howitzers firing at the fleet as it approaches. Furthermore, the approaches will be guarded by a force 4 of enemy craft (planes only). Prior recon will have been no more successful than to show the information presented on the map. Thus, the laser batteries will be seen, while the howitzers are buried in the cliffs of their massifs, and so will not be discovered until the battle begins.

Gethen will insist on attacking the base instead of merely letting the team go it alone, and if the team attempts to slip away in secret, they will only have 1D-4 x 10 minutes before the King will have discovered their absence and will begin his own assault of the stronghold. If the team tries to attack the base in secret, there is a chance that they will be discovered by Genem's troops before getting too far (4+ for each 10 minute period). Otherwise, the fleet will be discovered within 4 kilometers, with the howitzers making themselves known at that point. All enemy rolls on the Fire Results Table should be reduced by a DM -1 and weather conditions are up to the referee (though if determined randomly, apply a DM -2).

The battle will be furiously fought by all units, and all enemy units at this point are Genem trained for conditions of efficiency. If specific Jessa characters are being played out, then the Prince Jahina should be leading the Force 4 protecting the base (his personal Lancers might be recognizable by certain colours for example). To reach the base massif itself, the pulse lasers must be avoided or put out of commission. To avoid them requires extreme caution, since the most obvious way of escaping their immediate line of fire is to fly in under them - but this means risking the perils of the waves and unseen massifs (it is assumed that this particular spot of ocean is the location of major faulting, the process of which has pushed up cone shaped massifs leveled and eroded over time by the storms). The referee should detail the battle closely, especially as the team nears the base massif. Regardless of how they reach it (from above or below the lasers), the team will have to contend with Genem guards armed with Assault Rifles defending the cliffs. Chantree may help out through this by using his RAM Grenade Launcher skill, aiming at the laser batteries on a roll of 7+, otherwise firing at the guard detail. Only two of the vehicles are allowed to be damaged badly enough to crash or be destroyed, excess damage being applied to the team randomly, but it is imperative that the team (whatever is left of it) reach the top of the massif.

Here, they will see the Genem base lying within the hollowed out massif crown, operations building on one side, fuel depots and maintenance vehicle bays on the other, with ammunition and materials docks on a third side. In the middle,



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above the rest slightly, stands a landing platform of reinforced concrete, a small shuttle (as in Book 2, but only 8 person capacity) on one side and a Cohaine Courier (streamlined Type S) in the middle. To add to the confusion of the situation, the Courier is preparing to take off, its double pulse laser turret ready to fire. Koenig will be seen escaping through the airlock while at the same moment, someone would see Cohaine at the side, being led towards the ship under armed guard led by Freeman (2D guards). The team will respond as it wishes, but the referee should have the turret gunner open fire on a 6+, applying a DM -2 to each shot. Freeman and his company will not reach the ship in time, for Koenig will betray them at the crucial moment, sealing the airlock. Koenig may be wounded or killed depending on the depth of the scenario (See Endpapers), but Freeman will at this point make a dash for the operations building. There is an HMG emplaced in front of the building, which will now open fire on the team to cover Freeman's retreat.

The team will at this point have several things to concentrate on: the ship about to lift off, the turret trying to pin them down, as well as the HMG covering Freeman's escape. The referee should be very careful how the situation is handled, and should apply a DM -1 to all enemy fire (except the turret as described above). In any case, the following things must happen within the course of the next action (in whatever order, and with whatever modifications): the ship must escape (even if damaged), and at least some part of the team (if necessary, led by Chantree's orders) must reach the operations building, having taken care of the HMG and/or its crew. They will make their way into the interior of the building, investigating it as they deem necessary, but there should be encounters with more of Freeman's team. The fight may be done in any way the referee desires, but Freeman should be killed in the melee. Cohaine will be found in the aftermath, unharmed and scared.

COHAINE

(Referee Only)

Once he is found, Cohaine will warn the team of Genem's real purpose on Galatea. To their horror, the team will learn that the ship that escaped them is carrying another Cohaine: with Koenig as his operative, Genem has been pirating the sector for bodies and equipment to secretly build a duplicate Cohaine, a TIP Simulacrum (see Library Data: TIP)! This simulacrum, with Koenig behind it, is bound for the conference in the real Prince's place, and they have to be stopped before they succeed in ruining the conference and drawing CFI into a war it can not possibly fight or survive. The team will have to radio the **Machiavelli** quickly if they want to preserve a hope of saving the ticket. With the ship's radio lost, the team must scavenge through the ruins of Genem's base to find a substitute. This will be found either within the operations building itself, or, if the surface-to-orbit communications equipment there has been destroyed in the fighting, then another substitute can be made from the radio in the shuttle still on the landing dais by launching the shuttle into orbit to beam a continuous signal for the **Machiavelli** to receive. This done, the **Machiavelli** affirms its instructions, and the team has nothing more to do but wait until the ship returns for them, having succeeded in capturing Koenig and Cohaine's double.

EPILOGUE

(Referee Only)

In the aftermath of the rescue, the team may learn several things, all of which may prove useful for the future if the scenario becomes part of a larger campaign. First of all, the team will be reunited with the King, who has successfully destroyed Jahina and won the day (a variation on this would have Gethen die in winning the battle, while Seleq captures Jahina). After this, they will be at liberty to dig through Genem's leftover files and equipment for the following pieces of information:

1. Genem has been interfering with the autonomous development of the Jessa civilization by supplying Jahina with arms and ammunition in return for mining rights and enclave privileges on Galatea. There is further evidence to suggest the exploitation of captured Jessa Thanes for use in mining of radioactive materials for use in TIP projects here.

2. Genem has used Jessa as privateers and pirates to implicate them in its schemes to the point where some among them have become criminally liable for these actions against their own will; i.e. out of the necessity of giving such service in exchange for badly needed technology.

3. A Genem mineralogical survey suggests that Galatea's ongoing seismic violence makes the planet a veritable furnace for production of almost any heavy alloy.

4. Captured files describe major portions of the TIP project used to produce the Cohaine simulacrum, including micro-surgical grafts from kidnapped donors. Note: Omnipax will pay a Cr 50,000 reward for sole title to this information, though he will promise to kill if he has to get it and/or keep it quiet.

5. Chemical, medicinal, and surgical equipment found at the base will prove to have been stolen from a Qwuim Bosak ship. The bodies of those kidnapped to be used as TIP graft donors will also be found in cryogenic storage beneath the operations building.

The team may do as it pleases with this information and any other that the referee decides to include in the search of the Genem base. The Jessa, on the other hand, will be extremely interested in the weapons stores abandoned by Koenig in his flight, and may even be interested in what the team can reveal about the potential value which mining Galatea could bring the Jessa in terms of direct contact with the technologically advanced peoples in nearby space. Gethen or Seleq will be predisposed towards this, and may even go so far as to offer the team exclusive rights to profits as trade counsellors and advisors. The team should realize the danger in this, of course, since Genem still nominally holds the planet, but they can expect that if they accept Gethen's offer to act as the beneficiaries of the Jessa race, Genem will be hard pressed to deny them the privilege in light of its own disaster on Galatea. Genem may even wind up in the embarrassing position of having to formally request corporate enclave on its 'own' world, with the team members themselves acting as the Jessa's representatives.

Encounters

(Referee Only)

The team may have animal encounters in two hexes daily. The referee rolls for the possibility of an encounter in each terrain type of the hex in which the encounter occurs; thus, if the encounter hex has both rainforest and Lowlands terrain, the referee rolls once on each of the Rainforest and Lowlands tables. Where the encounter hex includes land and ocean terrain, and the team is on land, roll only for the relevant land terrain. Book 3 procedures are used to resolve all animal encounters.

The tables presented generally describe the most prevalent terrain types of Galatea. Others should not be needed, but may be drawn up as the referee sees fit. Notes on terrain types are as follows: for each ocean hex, there is a chance (5+ on one die) of sighting 1D+2 islands; lowland terrain includes coasts at sea level and inland terrain up to 500 meters above sea level and is always considered clear (rocky and dunes) or grasslands; upland terrain includes coasts above sea level (cliffs) and inland terrain from 500 - 2000 meters above sea level, and is always considered as hills or wood. The Jessa are not encountered until after the team meets the King Gethen; thereafter, Jessa will appear as additional encounters per island on a roll of 6+, using all other rules under Contacts (See Fleet).

OCEAN (7+)

2	9	Muqath	1 kg	5/0	jack+1	12	as halberd + teeth	F8	A7	S1
3	4	Hunters	400 kg	21/18	none	5	thrasher	F8	A6	S1
4	7	Asaii	25 kg	16/7	cloth+2	25	hooves + teeth	F9	A5	S2
5	1	Satha	24000 kg	45/14	battle	28	as broadsword	F9	A5	S2
6	1	Grazer	12 kg	7/6	jack	9	as blade + teeth	F9	A7	S1
7	1	Intermittent	400 kg	21/7	none	19	thrasher	F4	A9	S1
8	19	Grazers	6 kg	4/7	none	2	horns	F6	A7	S1
9	1	Nesene	12000 kg	33/12	jack	17	as pike	F9	A7	S0
10		Event: See Ocean Events								
11	5	Killers	1600 kg	31/10	mesh	20	as body pistol	F9	A3	S2
12	1	Chaser	800 kg	27/11	jack	7	as halberd	F9	A5	S2

RAINFOREST (8+)

2	1	Hijacker	50 kg	17/10	none	3	teeth	F7	A7	S1
3	1	Satha	24000 kg	45/14	battle	24	as broadsword	F9	A7	S1
		(Coastal Lowlands only; otherwise reroll encounter)								
4	3	Reducers	200 kg	18/11	none	16	stinger and teeth	F6	A8	S1
5	5	Eaters - Thikui	200 kg	21/10	jack+1	15	stinger	F5	A5	S1
		(Never on Coastal Lowlands; otherwise reroll encounter)								

6	8	Grazers	12 kg	7/7	none	7 as halberd	F4	A9	S1
7	14	Grazers	25 kg	10/8	jack	11 as body pistol	F4	A9	S1
8	1	Grazer	400 kg	20/17	none	15 horns	F5	A8	S1
9	11	Chasers	25 kg	16/7	none	4 claws	F8	A5	S1
10	Event: Seismic Disturbance. Substantial tremors shake the earth, throwing characters to the ground on a 9+, suffering 1D-1 damage, and jamming or damaging any piece of equipment on a roll of 10+ completely unless repaired by skilled mechanics.								
11	2	Killers	12 kg	8/7	none	9 claws and teeth	F9	A3	S1
12	1	Chaser	200 kg	17/6	none	26 as halberd	F7	A7	S1

UPLANDS (9+)

2	2	Hijackers	100 kg	19/11	none	16 as pike and teeth	F7	A7	S1
3	1	Gatherer	25 kg	9/4	cloth	10 hooves	F5	A9	S1
4	7	Asaii	25 kg	16/7	cloth+2	15 hooves and teeth	F9	A6	S1
(Coastal Uplands only; otherwise reroll encounter)									
5	5	Eaters - Thikuii	200 kg	21/10	jack+1	17 stinger	F5	A9	S1
(Never on Coastal Uplands; otherwise reroll encounter)									
6	1	Flying Intermittent	12 kg	10/6	none	5 as blade	F9	A7	S1
7	2	Grazers	50 kg	16/12	none	6 stinger	F4	A8	S1
8	5	Intermittents	3 kg	6/5	none	5 stinger	F7	A6	S1
9	1	Pouncer	200 kg	24/7	cloth	20 as broadsword	F8	A4	S1
10	Event: Storm. The team is caught in a storm as Roll 12 on the Weather Table. On a roll of 10+ an individual (determined randomly) will be thrown by the winds 1D x 10 meters, suffering 2D damage. If the event takes place on coastal uplands, there is a chance of avalanche (a second 9+ roll), catching any character who fails to roll successfully against dexterity (with an automatic DM of +2) for 3D damage.								
11	3	Killers	50 kg	14/8	none	2 teeth	F9	A3	S2
12	1	Killer	100 kg	22/10	jack	11 as blade	F9	A3	S2

Ocean Events: Galatea's oceans are constantly in turmoil, subject to massive seismic upheavals which are generally responsible for the Drowning of the Jessa's lands which Gethen speaks about. Therefore, when an Ocean Event is called for on the Encounter table, two dice are rolled and on a 7+, the players will see a column of steam and smoke rising 1D x 1000 meters into the sky from half again the current visibility margin, accompanied by an enormous thunder as an island mass disappears into the boiling seas with frequent gouts of flame arching outwards from the area of the sinking land. Temperatures should be close to 65° Celsius at long range. The team can expect to see 1D x 100 Asaii circling and diving through the ruin to plunder the dead fish scalded by the event. On a 6- on the same roll, the team encounters rising land as a less explosive event, and on a 2 exactly, they encounter a floating island, its roots torn away by similar seismic trouble, slowly sinking as the currents drive it. In every case of this 'Atlantis' phenomenon, there should be 1D Satha present.

GALATEAN ZOOLOGY

(Referee Only)

While Galatea's heavy gravity precludes the development of all but a few massive creatures, its high atmospheric density allows for large inhabitants and particularly strong flyers. All in all, Galatea's animals prove to be quite strong enough to cope with their violent environment, and the oceans especially house some of the larger creatures, like the leviathan Satha or the great floating Nsene. Some of Galatea's creatures appear during the adventure as regular encounters, and a few of these are described below.

Nsene: These silent carnivorous vines act as a colony, tangled together to form one large mass of rope-like members which can crush a man to death within minutes. The Nsene is a mobile creature, part-vegetation and part-animal. It functions as a plant when immobile, rooting itself around its dead prey and feeding from their decomposition, while as an animal it slithers along the trees and dark floor of the rainforest or takes to sea to fish. Its barbed points are poisoned, though the poison is not toxic to the human system, and it will strike with these barbs first, and then try grapple with its prey once the poison has slowed it down.

Muqath: The Muqath is like a shelled jelly-fish, but equipped with powerful gas sacks which it uses for flight and defense. Often seen laced across the ocean's surface, the Muqath will submerge during storms. The danger in facing the Muqath, however, matches its apparent timidity, for it will feed on almost any material, including metals, by using a powerful reducing acid which will soon eat through most weapons or vehicles. In the rainforest, the Muqath is easily missed since it partially camouflages its shell to blend in with the forest floor, where it feeds on the remains of the Nsene's victims. Any touch on the Muqath's many outlying 'veils' immediately drives the creature to defend itself.

Asaii: These bird-like creatures nest high in the cliffs of Galatea's islands where they remain within easy reach of their ocean prey. They are narrow-bodied with long, slight, wings, brightly colored to confuse their prey and they can attain flight speeds of over 160 kph in Galatea's oxygen-dense atmosphere. They will most often be seen far out to sea, where they can spy the Satha's carrion lying in the deep water, which they then plunge into at great speeds, emerging shortly thereafter with their prize. The Asaii have no fear of the storms, and indeed seem almost to revel in them - surely the only creatures on Galatea to do so.

Thiduii (plural Thiku): The Thiku looks something like a cross between a Kangaroo, and a horse, a lizard, and a bat, with powerful hind legs which can propel it forward at close to 75 kph over short distances, and webbed external ribs which act like wings to let the Thiku glide and turn in mid-jump as well. The Thiku's long-clawed forelegs are used to carry its young, as well as defend or attack, while its great tail can break bones with its thrashing power. The Jessa have managed to domesticate the Thiku in much the same way humans did the horse, though even a broken Thiku retains a foul temper worse than a camel. Because of its low-sloped back, the Thiku is ridden jockey-style, with straps as stirrups slung high up its belly. Riding in this fashion is, to say the least, painful and possibly damaging to riders not quiet as agile or multiple-jointed as the Jessa, and a human rider might wind up with strained muscles and pulled tendons through the exercise.

Satha: The Satha is Galatea's whale, but land-going as well, for these mammoth creatures will come to land along the shores of the islands, and occasionally may even be found aground in inland coves and lagoons. The only xenological study done of them would indicate that they may be sentient, but virtually nothing native stands a chance against the great Satha, nor did Farnham's poorly equipped expedition. Because of this, Farnham's xenologist made the mistake of assuming that the Satha is uncommunicative, whereas, in fact, they are willing to make contact through any means possible. Indeed, the Satha have a peculiar understanding of Galatea's seismic troubles, and given proper study of their language, the Satha may prove invaluable information sources and on-the-spot assistants for future mining and construction operations on Galatea. The Satha have little love for the Asaii, and may be seen fighting them over its ocean carrion.

MAPS

(Referee Only)

The only maps supplied in this book are of Gethen's island and the area of massif around Genem's base. Therefore, whenever an island is reached by the team, the referee has two choices. First, he may play out the geographical adventures of each island in a free-form style, without regard to specific terrain features or island size; or second, the referee may use the rules presented here for the construction of islands turn by turn.

To determine the size of the island, roll once on the appropriate table below. After this, a second roll determines a number of things. This roll is handled as follows: first, choose a coastal hex to begin the mapping of the island. The roll simultaneously determines terrain and topographical configurations, and applies both to each the initial hex and each of the six hexes surrounding it. The terrain is drawn in using symbols provided on the enclosed maps, and the number of the roll is placed in the initial hex to diagram the topography of all seven hexes involved in the roll. Of course, if any of the hexes surrounding the initial hex are ocean hexes, no terrain or topography is applied to them. The referee, having completed one roll, continues this process all along the coast until he returns to his initial hex. Thereafter, the referee moves inland from his starting place to map another ring, observing the same rules. Overlapping hexes in any case are ignored, observing only the terrain first rolled for those hexes. Water may be present in any hex at any time the referee chooses on a roll of 7+; a second roll on one die of 1-3 indicates still water, 4-6 moving water. If a river or stream are encountered, the referee determine randomly the direction it is running, though of course any running water will tend to move from higher to lower elevations and must empty into the ocean eventually. Common sense should be used in judging whether or not the drawn configuration is feasible. The referee should determine his own movement rules, though it is suggested that travel by foot is limited to about 5 kph, travel by Thiduii about 75 kph, and travel by air/raft as described elsewhere in the text. Terrain types and topographical grades should be taken into effect as well to determine actual progress, with referee-generated DMs.

ISLAND SIZE

2	5 km sq (1km/hex)
3	10 km sq
4	30 km sq
5	50 km sq
6	100 km sq
7	100 km sq
8	200 km sq
9	500 km sq
10	1000 km sq
11	5000 km sq
12	10000 km sq

TOPOGRAPHY/TERRAIN

[roll 1-3 for gradual change, 4-6 for steep change, per roll]

roll/terrain/topography

2	lowlands	125-250 - note 1.
3	lowlands	250-500 - note 1.
4	lowlands	sea level - 125
5	lowlands + rainforest	sea level - 250
6	rainforest	as above
7	rainforest	sea level - 500
8	uplands	500-1000
9	rainforest + uplands	as above
10	rainforest	1000-2000 - note 2.
11	uplands	1000-1500
12	uplands	1500-2000

Topography Notes: All elevations are static. That is, if a hex 2000 meters above sea level is followed by one rolled with a 9, then the terrain is falling to a new slope 1000 to 500 meters above sea level. Where contiguous terrain rolls are not at elevations included in one another (as an elevation of 2 is included in one of 5) or sharing a common limit (as an elevation of 2 shares a limit of 250 meters above sea level with an elevation of 3), a cliff symbol is drawn on the map. Such a cliff would exist between terrain at elevation 4 and terrain at elevation 8, and would be considered impassable or extremely hazardous to climb on foot. Cliffs exist along all upland coastal areas.

1. If coastal hexes are involved in the roll, terrain is drawn as upland instead of lowlands for all hexes in the roll, not just the initial hex.

2. If coastal hexes are involved in the roll, terrain is drawn as upland as well as rainforest for all hexes involved in the roll, not just the initial hex.

SPECIAL NPCs

(Referee Only)

The following characters are especially mentioned in the text, though others may be generated as the referee sees fit.

1. The King Gethen theq Turrys. 6A987C Age 66 12 terms Sword - 5, Revolver - 1, Leader - 4, Tactics - 1, Mechanical - 3, Biplane - 3.

Gethen is the old king of the Jessa, who managed to unite them many years ago, but who has now been driven into exile by the deceitful Prince Jahina theq Quina. Nonetheless, when the team arrives, he sees new hope to reclaim his lost crown and reunite the sundered Jessa Lords. Gethen is the finest swordsman in his fleet save for his trusted Knight Seleq, and his leadership abilities and capable understanding of tactics will make him an important influence in leading the fleet against Jahina's opposition. Though old and exiled, he is still a figure whose vision remains worthy of awe and due respect.

2. The Knight Seleq. 9CA97A Age 42 6 terms Sword - 6, Revolver - 1, SMG - 1, Leader - 2, Tactics - 1, Biplane - 3, Survival - 1, Mechanical - 2.

Seleq is the Captain of the 1st Squadron and Wingman of the King's Lancers, the elite troops of the King Gethen. He is intelligent, capable, and familiar with weapons. His curiosity about the team will be the foundation of respect of them as powerful equals and his willingness to learn from them will be the start of a strong feeling of comraderie between himself and the team.

3. The Prince Jahina. 8BB88B Age 54 9 terms Sword - 4, Revolver - 2, SMG - 2, Mechanical - 4, Leader - 2, Tactics - 2, Biplane - 4.

Jahina is cruel, selfish, and entirely the willing puppet of his Genem superiors, though at the same time, he is intelligent and dangerously capable - in this way, he has driven Gethen into exile and taken his crown. All that remains for him to take full title as King is to destroy Gethen and the independent lords in the Reaches, and he will stop at nothing to acquire Genem training so as to be more able to do this.

4. The Thane Terssii. 6A8642 Age 34 4 terms Sword - 2, Automatic Rifle - 1, Body Wing - 3.

Terssii used to be Gethen's servant, but he betrayed his King to join Jahina and Genem when he thought the fight was lost. Now, he does Jahina's dirty-work, with cringing obedience and a cunning guile that makes him dangerous to trust. The referee should play his character carefully, for Terssii is a master liar, and the rouge will more often than not give cleverly veiled lies in lieu of the answers he is asked for. In fact, his charisma may even effect the interrogators belief in his information as a negative DM if the referee so desires.

5. The Prince Damethon Cohaine. 8879AC Age 30 3 terms. Admin - 3, Blade - 1, Auto-Pistol - 2, Pilot - 1.

The Prince Damethon is considered by many as the sector's most capable diplomat and skilled businessman. Denying himself his father's repeated offers of partnership in the family's company Cohaine Futures, Inc., the younger Cohaine has instead claimed much press by taking a common education and working his

way through CFI's ranks from the bottom up. Though admittedly a 'desk-jockey', Cohaine nonetheless is possessed of a sharper and more adaptable mind than most of his upper-class kind, and faced with a fight, he knows how to handle himself capably.

6. Malachi Koenig 9AB887 Age 64 9 terms. Enlisted in Marine Infantry, transferred to Commandos after third term. Final rank - Lt. General. Enforced Retirement without pension, AWOL.
Auto-rifle - 4, Combat Rifleman - 2, Forward Observer - 2, Tactics - 2, Leader - 2, Recon - 2, Vacc Suit - 2, Zero-G Combat - 3, Brawling - 2, Zero-G Weapons - 4, Demolitions - 4, Survival - 2, Battle Dress - 2, High Energy Weapons - 1.
Awards and Decorations: 20 CSR, 13 Combat Commands, 7 Purple Hearts, 4 MCUF, 1 MCG, 1 SEH.

Koenig's career was one of unprecedented success and glory for the Protectorate, but his fellow officers lived in fear of him, and most of his command assignments were short-lived. By the end of his service, the High Command was beginning to assign missions to Koenig on a warning basis - the service would neither endure nor tolerate Koenig's slaughter of his own troops unless his command could achieve complete success. When, therefore, he failed to rout the Chalq Dhamon rebels from Shadowsand at the loss of almost all of his command, Koenig skipped the Board of Inquiry which would have forced his resignation. As Genem's secret pirate and operative on Galatea, he has sought to vindicate himself of the Board's old accusations by completely subodinating the Jessa and using their assistance as spectacular fighters to pirate the sector for equipment to carry out the TIP project on Galatea with an eye towards destroying CFI.



THE JESSA

(Referee Only)

The natives of Galatea belong to two races. One of these is the Jessa, the other is called the Satha. Of the two, the team will more often encounter the Jessa. Physically, the Jessa are small (average height 1.6 meters) and thin. They have a thick skin and a dexterity far surpassing human capacity. In fact, the Jessa have undergone a number of developments in order to adapt to Galatea's calamitous environment. In order to keep close watch through the mists for danger or prey, the Jessa has no collarbone, allowing him a 270% radius of vision (like an owl). His arms hang low from sloping shoulders, allowing the Jessa to run on all fours if necessary. The hands are six fingered on a wide palm, equipped with the equivalent of two opposable thumbs, while the elbow has been replaced with a ball and socket joint which helps make the Jessa masters of swordplay. Also, the tail, though small, has become prehensile, and is occasionally used for surprise in defense. The Jessa are also difficult to look at because, unlike the human face, the Jessa's has no nose to center the view, cheek membranes replacing olfactory and auditory centers at once.

As a race, the Jessa have been faced with the slow destruction of Galatea's habitable land, and have developed much as King Gethen describes. In fact, conditions have become so poor that the Jessa's technological evolution has been accelerated so that they reached tech 5 within an extraordinarily short time. Philosophically, the Jessa are similarly quick in their developments, having given up earlier mythos entirely. Instead, the Jessa have no need for legends and religion, and their history might be viewed as a continuous desperate Renaissance in order to meet the harsh conditions of living on sinking Galatea. Politically, the Jessa have reached a feudal state. This resulted from the need for a strong central authority to oversee the distribution and use of the planet's dwindling resources. Since the Jessa number only a few hundred thousand, their need to live airborne almost all the time makes for a high density of population within each of the small fleets. Individuals have consequently become dependent upon the stronger members of the race, and competition between these groups has taken on striking similarities to Earth's own age of chivalry, since the Jessa are acutely aware of the danger of anarchy. Thus, individual honor is valued greatly, and war has not become a matter of glory and personal whim until Genem's introduction of the notion. All this makes the Jessa amazingly perceptive and unbiased when the team arrives, and gives them a strong advantage over the usual culture shock that some minor races suffer at first contact with spacefaring peoples.

The Jessa are an interesting race in many ways. While they view the ocean as their nemesis, their own islands are dangerously temporary havens. Because of this, the Jessa have found it necessary to live for the most part airborne, but even this kind of lifestyle has its limitations, notably the fact that the great fleets depend on a rapidly diminishing resource of fossil fuels. Faced by an energy crisis, this severe, the Jessa remain a race living in between, trapped between the ocean close below and the unreachable stars overhead. In fact, though the Jessa have no particular superstitions or myths, they remain strongly influenced by the prevalent symbols of their tightly restricted universe. The stars, therefore, have always stood as symbols of permanence and voyage for the Jessa, and when the team arrives,

Gethen and others will not be so much amazed by the appearance of space travelers as pleased and willing to accept their presence.

Another facet of the Jessa's culture is the races' conception of space. Living on a dirigible, space becomes much more important than almost anything else. In fact, there is no money system on Galatea, since minerals are too precious for building and fuel to squander as pieces of exchange. Instead, space becomes negotiable, either through barter or promise, with the Jessa giving much more consideration to the latter than humans tend to. At the same time, however, the Jessa are tenacious in acquiring space, and in such a competitive environment, space goes to those who stand higher on the social scale. Because of this, the feeling of respect is almost overbearingly present in Jessa culture, while the same claustrophobia carries over into combat with dogfights and other aerial combat fought in dizzying rage.

Waste, of course, plays a large part in Jessa psychology - the Galateans will not tolerate it. In fact because of the narrowness of life in flight, the Jessa neither give up their dead to the sea (since the ocean is seen as the Enemy), nor bury them on the islands (for the same reason, since the Enemy is likely to steal the land). Instead, the Jessa consume their dead in highly ritualistic ceremony, considering it an honor to do so. In this way, the Jessa can be said to have a stronger belief of immortality than humans since the living more literally carry on the memory of those who have gone before.

Other features of Jessa culture include their notions of time and the elements. Since Galatea's geologic upheaval has forced them to evolve extra-ordinarily fast, the Jessa use their technology much more intimately than human kind has - seeing machines not so much as extra tools, but as close extensions of themselves. With their high intelligence and understanding of machinery the Jessa are able to adapt a wide variety of equipment to unusual and unique uses. In this way, too, the Jessa keep no written records, since they neither need to depend on continued reference to past discovery, nor do they feel any sense of security in keeping records, since everything on Galatea is equally and imminently perishable. In fact, the weight of the Jessa's oral tradition makes it possible for a Jessa child to learn much faster from one source than from several schools of thought and science. The Jessa are, in short, uniquely aware of their history and its potential uses, since they have less conception of time as past and future than as just now.

The Jessa are also obviously influenced by the elements in unique ways. Whereas fire became one of man's first tools, the Jessa have strong taboos against it, for reasons of the obvious peril it presents to their entire lifestyle. Metals, as well, are subject to powerful beliefs and are treated as treasures in any form. The Jessa are highly skilled metalurgists, it shaping the castles of the dirigibles into amazingly intricate forms. Their ability to work lightweight alloys is also essential in the construction of most of their flying equipment. Lastly, sea hunts are almost raid-like in scale and ferocity, with the Jessa coloring or barding their planes with streamers to "confuse" both their quarry and the sea itself, since the Jessa see the ocean as their Enemy.

ENDPAPER

(Referee Only)

Rescue on Galatea is designed to stand as a title with two meanings. The first is obviously the intended one, that of the Prince Cohaine, whose abduction stands at the center of a much more sinister plot than the players are initially lead to believe. In fact, the more the referee exploits the crisis going on between the independent corporate interests in the Far Frontiers, the better the game will be as the plot within the plot unfolds. Indeed, the players should begin to realize how high the stakes really are when they discover that Genem is even willing to use the obscure and unknown Jessa to insure the mystery of its designs. In this sense, then, the rescue of the Prince Cohaine is the point of the scenario. In fact, depending on the depth of the scenario, further adventures may include characters like Chantree and Koenig, and they should be kept alive so as to return again another day.

But the other rescue is that of the Jessa. Faced with the slow ruin of their own world, they are lost without substantial outside aid. Genem has exploited the Jessa for their own gain and with no thought to their eventual fate. The two most important factors in the rescue of the Jessa are the introduction of a written language and the use of high technology. High Tech techniques and machinery will enable Galatea's resources to be used to the fullest. A written language allows for the storage and communication of ideas, both among the Jessa and with other races. About the only problem the Jessa will face when trying to adapt to society off planet will be their lack of writing ability. The rescue of the Jessa fills out the adventure for the players and gives the referee a new race to bring into his own *Traveller* campaign. A few things should be kept in mind when generating Jessa: 1) They will have none of the skills requiring a formal education. 2) They will be slow in picking up such skills until the ability to read and write is learned. 3) Jessa will be above average in learning skills requiring dexterity and agility. 4) Physically the Jessa have above average Dexterity and Intelligence. 5) Because the Jessa are cold-blooded, they will require special thermal suits whenever circumstances take them into places with cool temperatures. The referee should use his discretion in future uses of the Jessa.

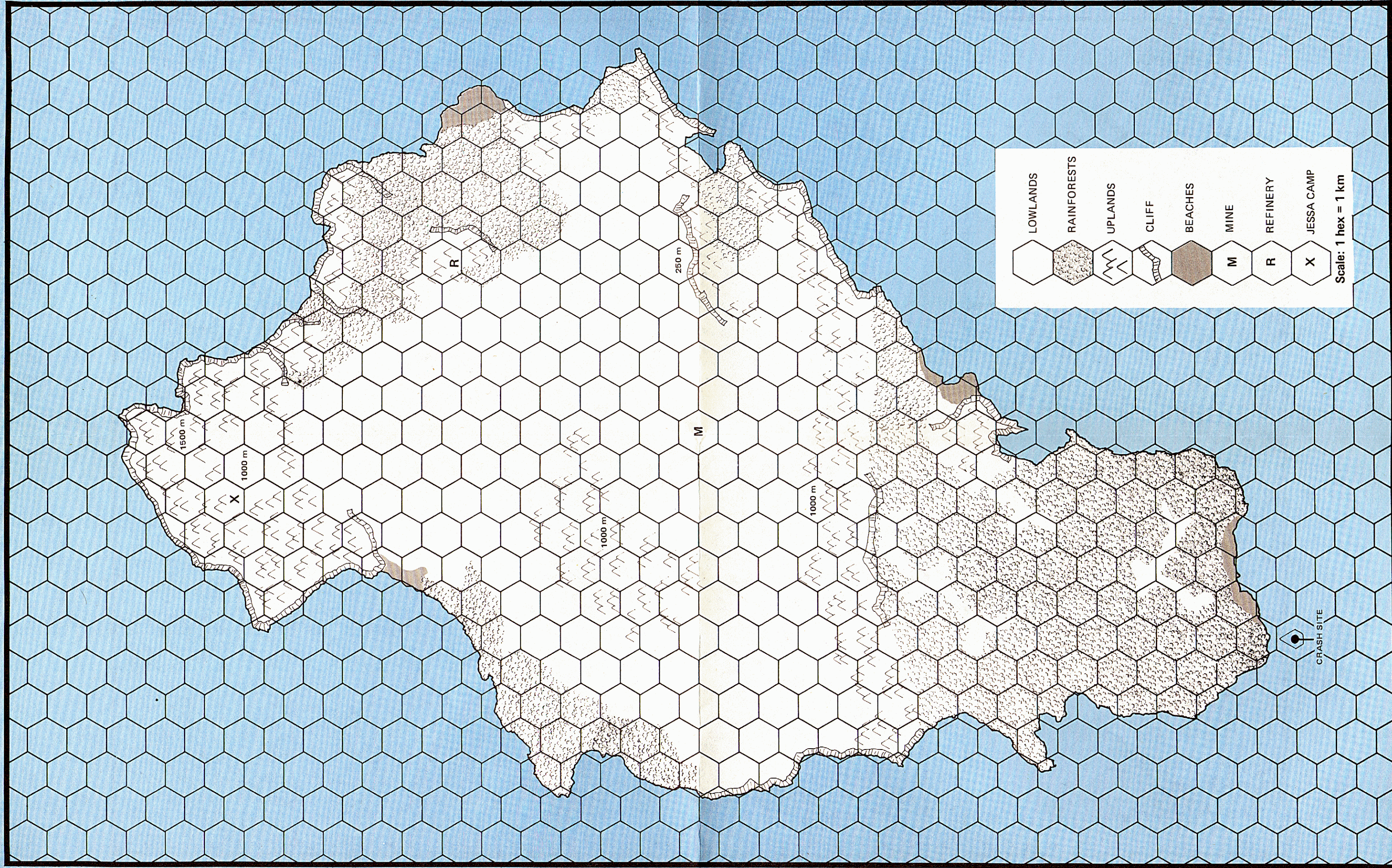
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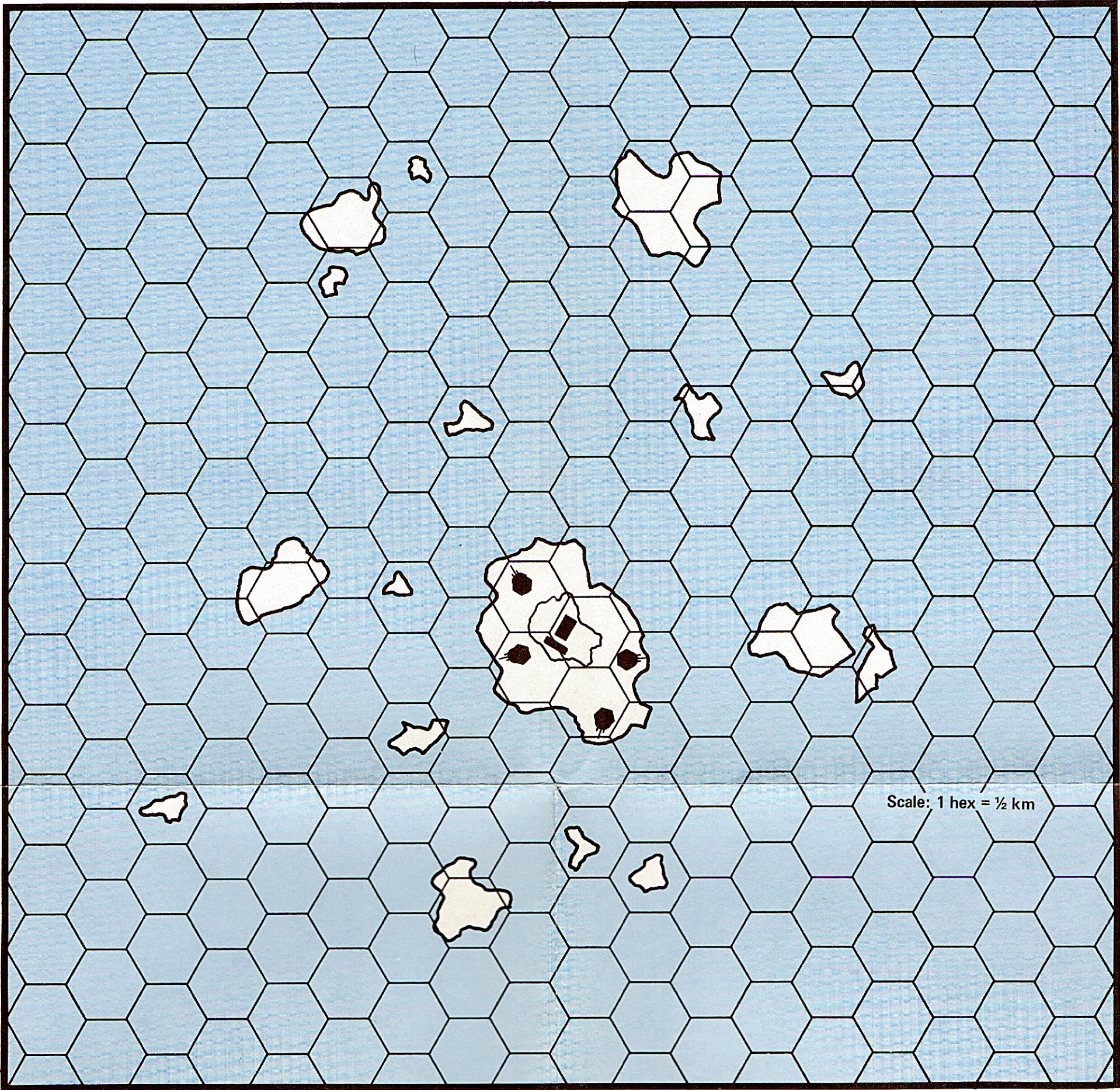
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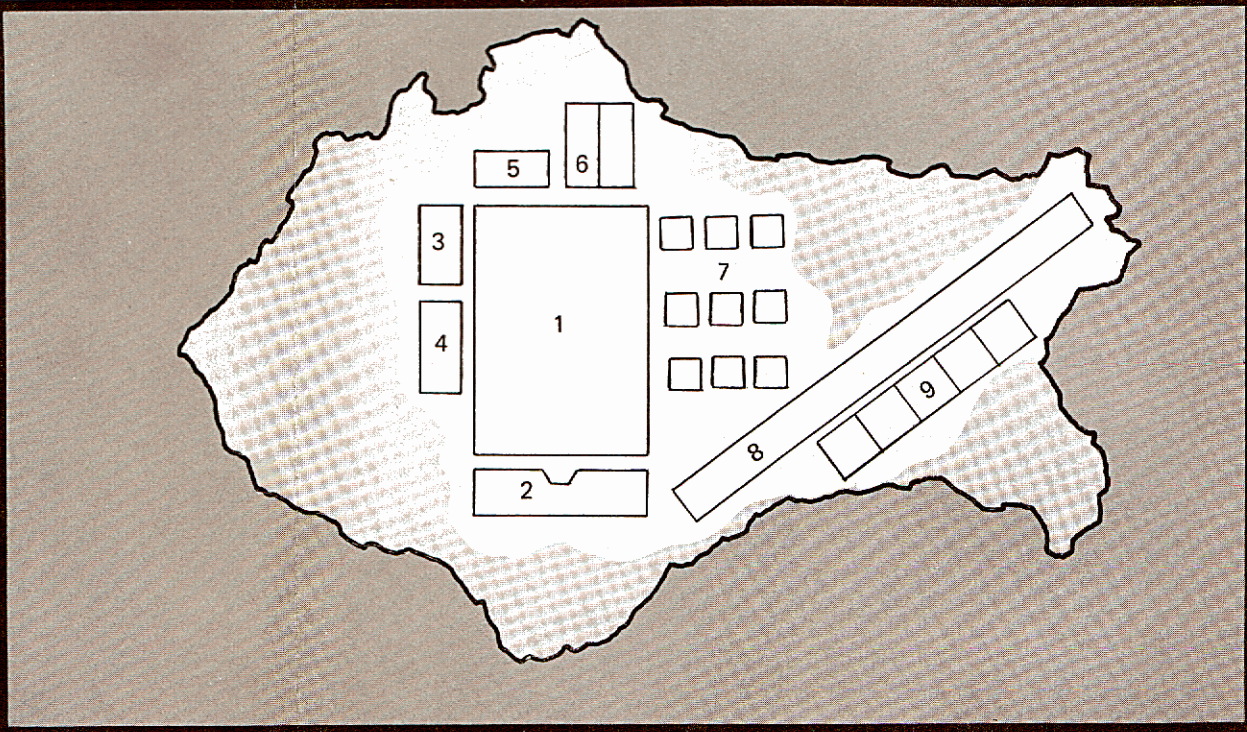
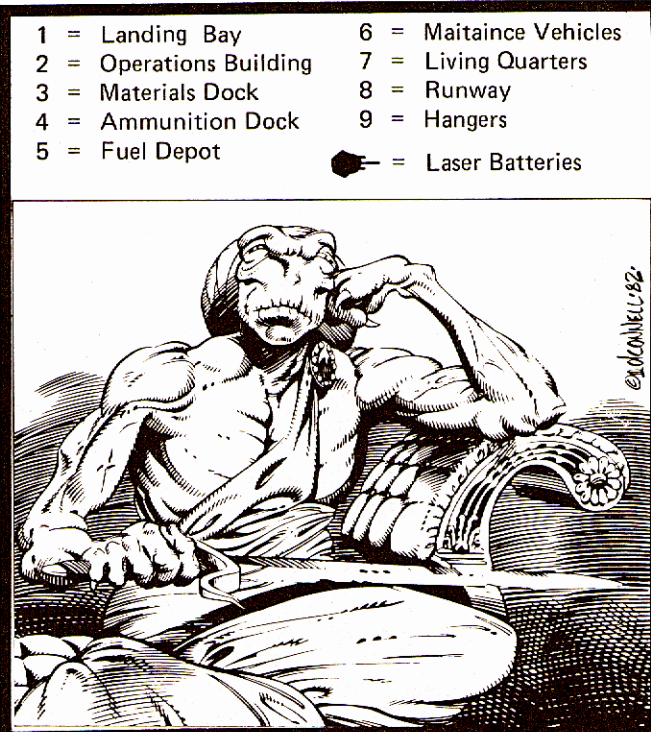
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Rescue On Galatea

Genem's Base



The mission seemed simple: rescue an abducted merchant Prince from the hands of a rival corporation in time to avert an interstellar war. The one month deadline seemed to be more than enough time to complete the mission. That is until the adventurers arrive at the planet where the prince is being held. Galatea, a world made up of thousands of islands and very severe weather made the mission a little more difficult, but then the intelligent natives, the Jessa, ended all hopes of an easy completion of what was once just a simple mission.