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1980

LEE'S GUIDE

Approved For Use With
TRAVELLER
Science-Fiction Adventure
in the Far Future

VOLUME 1

LEE'S GUIDE TO INTERSTELLAR ADVENTURE



Gamelords, Ltd.

LEE'S GUIDE

TO

INTERSTELLAR ADVENTURE

Volume 1

by

Gregory P. Lee

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Introduction

PUBLISHER'S NOTE

The galactic travels of retired Naval Admiral Aramais P. Lee (1047-) stand as some of the most extensive and elaborate wanderings ever undertaken by a citizen of the Imperium. Born and raised in the coreward reaches of the Imperium, Lee served with distinction in the Fourth Frontier War, as a cruiser captain of noted daring and as one of the most youthful battleship commanders in the fleet. After his retirement from the Navy in 1089, Lee participated in further Imperial surveys, operating in the Deneb Sector, Corridor, and Spinward Marches. Since the early 1100s, he has traveled these same sectors as a trade representative for the Vilani corporation Sharurshid.

During his many travels, Adm. Lee kept detailed journals of his observations about each of the worlds he visited. The Admiral has proved to be an astute observer, able to quickly grasp the crux of a planetary situation and its potential implications. His commentaries on these events are often filled with acerbic critiques of the policies followed by the local government or Scout units in the area, and cogent analysis of the options not taken by these officials.

Aramais' nephew, Gregory Lee, has recently undertaken the arduous task of editing this mountain of notes, attempting to assemble them into a comprehensive memoir. Gamelords is grateful to Mr. Lee for sharing excerpts from that material with us, and look forward to publishing further installments as they become available.

Harry Harrison's Deathworld trilogy, Frank Herbert's Dune series and many of the most successful episodes of Star Trek owe part of their appeal to a common factor aside from well-created characters and plot-line. Each work shares a common premise: the heroes (Jason dinAlt, Paul Muad'dib, and Kirk/Spock/Bones et al., respectively) are thrust into an unexpected situation completely new and alien to them, a situation which must be understood before it can be changed, or at least escaped. The protagonists enter these situations through little or no choice of their own: they are not asked to become involved, they are not paid for their services, and their major reward at the end of their endeavors is that they regain power over their own destiny. As the characters interact with their environment, and begin to recognize the nature of the challenge they face, the reader/viewer also learns the same facts, and can make his/her own guesses about the proper course to be taken. This formula makes for gripping and exhilarating science fiction adventure.

This adventure supplement seeks to make use of this successful premise as a means of constructing a series of challenging **Traveller** scenarios. Each of these scenarios centers around a single planet with specific physical, sociological, and political characteristics. These characteristics themselves give rise to the adventure situations which the players must face after their arrival on-world.

These scenarios are designed to act as an adjunct or alternative to the normal **Traveller** approach of patron generated adventures. The players' party may come to a planet to fulfill a task for a patron, only to find that ongoing circumstances force them to temporarily change their focus to a very different sort of objective; when this new situation is resolved, the players may return to their original mission. Conversely, referees may use these scenarios in situations where the players' party, through misjump, an emergency repair stop, or plain bull-headed curiosity, lands on a world where no preset adventure has been prepared.

All of the scenarios in this book can be successfully run using only the basic **Traveller** system (Books 1-3); however, many of the situations contain options to allow players to utilize characters, ships, and equipment generated from **Mercenary**, **Striker** or **High Guard**. In addition, most scenarios suggest additional materials which can be used to enhance the referee's understanding of the situation, specific GDW Supplements and Adventures, or issues of **The Journal of the Traveller's Aid Society**.

Each world description provides complete planetary statistics, so that they may be plugged directly into the referee's starcharts as desired. Alternatively, if the referee has already laid out his campaign universe, he/she can match one of his existing worlds to the requirements of the adventure, by using the table below that identifies acceptable statistical ranges for each planetary parameter. Finally, those referees using **The Spinward Marches** or **Solomani Rim** supplements as locales for their campaign will find possible settings identified for each adventure. Since these candidate worlds are chosen only by UPP, the situations described may contradict descriptive material already in print; referees may resolve such conflicts as they see fit.

WORLD UPP RANGES								
	Port	Size	Atm.	Hyd.	Pop.	Govt.	LL	TL
World 1	X-E	Any	0-3	0-2	0	0	0	Any
World 2	D-B	Any	4-7	0	5-7	2-5,8-D	Any	4-8
World 3	X-E	5-8	4-9	3-8	0	0	0	Any
World 4	C-A	0	0	0	5-8	1-2,4-5,8-9	Any	A-F
World 5	D-B	5-A	5-9	3-8	3-5	A,C	0-3	6-B
World 6	E-D	5-9	4-9	3-9	7-A	7	Any	6-8
World 7	B-A	3-A	4-9	4-9	5-7	6,8-9	8-A	9-C
World 8	X-E	5-9	6,8	5-8	0	0	0	Any
World 9	C-A	4-A	4-A	9-A	6-9	5-6,A-C	8-B	9-F
World 10	E-D	5-9	4-9	3-8	7-9	7	Any	5-7

"Scavenger Hunt"

WORLD 1: X232000-0 A G NON-INDUSTRIAL

Appropriate Settings in the Spinward Marches: Pavanne; Nirton; 871-438; 567-908; Bronze

Appropriate Settings in the Solomani Rim: Pollux; Altair; Kishakhpap; Inkhugi; Rimmon

Acceptable UPP Code Ranges:

PORT - X-E	ATM - 0-3	POP - 0	LL - 0
SIZE - Any	HYD - 0-2	GOV - 0	TL - Any

From the Journals of A. P. Lee —

"During my terms of service with the Navy and the IGS, I had two occasions to visit the desolate little planet that the Imperium has code named 'Firestone'. It would be hard to imagine a more unappealing environment than this barren pile of rubble, whose stark, sparsely vegetated terrain has been pockmarked and rearranged by countless bombardments and practice demolitions as thousands of raw Imperial recruits have struggled to learn the arts of war and survival. The planet's entire face has but one noteworthy feature — a pair of thin, jagged, absurdly elongated peaks known as the Fingers, that pilots and ground forces alike use as a navigational/directional aid (legend has it that there were once four of these towering appendages of stone, and that two have since been reduced to galactic debris by the errant aim of the Imperium's gunners. Having borne witness to some of these maneuvers, the legends may be true). On my first tour of Firestone, my views of the world were strictly aerial, and my awareness was attuned to little beyond the task of scoring well in the bombardment exercises we had come to practice. Years later, on a refresher exercise in rough terrain landings, I had the dubious opportunity of spending a few days planetside. Most of all, I was appalled at the junkyard we had turned the place into. Equipment of all types was strewn about the face of Firestone, much of it salvageable, some of it of supposedly 'Top Secret' design. The enormity of this waste made me wonder why none of the services ever took the time to recover the valuable resources that had been abandoned here. I guess that each branch is too busy making its pitch for higher appropriations to develop new and better weaponry to consider the virtue of frugality . . . Besides, there's always tomorrow . . ."

World 1 is a slab of rock with few minerals and no potential as an agricultural colony. With no exploitable aspects, the Scout service determined that the best disposition for the planet was as an Imperial training ground.

The planet is used in "shifts" of several months by the Navy and the Scouts, with occasional use by the Army. The Navy uses the planet for gunnery training and Marine ground maneuvers. The Scouts and Army use the planet for hostile environment training. When any of the services makes use of the planet, its normal Amber Zone coding is increased to Red, for both security and safety reasons; maneuvers are normally scheduled up to five years in advance, barring war or local emergencies,

so that the codes remain up-to-date. In the absence of active maneuvers, the planet remains coded Amber due to the presence of unexploded armaments and other potential navigational hazards.

If World 1 is the players' true objective, the group will probably have been provided with information on the planet's current status; on a 10+, this information will have been rendered obsolete by an emergency situation. In such an event, the maneuvers being conducted at the site at the time of the party's arrival will be top secret, and will involve either the testing of a particularly lethal weapon, defense system, toxin, etc., or the presence of troops of one of the services.

In preparing this scenario, the referee should decide which service, if any, is training when the adventurers arrive (roll 2D):

2-4 Army	8-9 Navy
5-6 Scouts	10 combined Naval-Marine
7 Marines	11-12 not in use

If Naval units are encountered, the referee should roll an additional die to determine their specific purpose. On a 1-2, they will be practicing planetary bombardments (perhaps in conjunction with Marine maneuvers; see below) using deadfall ordnance, missiles, light energy weapons, or spinal mount energy weapons (an unauthorized ship entering such a target area will truly be taking its life in its hands). They may (3-5) be staging fleet maneuvers, of a scale to be determined by the referee, using dummy unpowered weapons (referees should note, however, that these simulators may be equipped with some kind of device to facilitate scoring — in the form of a visual or radar tracer — that may be of a type sufficient to give the players a good scare if they are "hit"). On a roll of 6, the Naval forces will be practicing piracy-suppression techniques; the adventurers' ship could, through its illegal entry of this space, become the unintended quarry in these maneuvers.

Marine maneuvers, often held directly in conjunction with Naval maneuvers, may include simulated boardings. Landing exercises may be held, using small craft as well as capsules (see Adventure 1, *Kinunir*). Landing maneuvers will generally include ground combat maneuvers, though some training objectives may require that these exercises be held separately. Hostile environment/survival training may also be in progress.

Army's maneuvers will be quite similar to Marine's ground combat exercises, but there will be no boardings and only minimal landing practice. Scouts may be taking hostile environment/survival training on the planet. They may be training for 'wilderness' landing, as many of the worlds visited by the Imperial Grand Survey have no starport facilities. Alternatively, the Scout units may be taking a full survey of the world as a training exercise.

Players may come to this world in search of salvageable ships or military equipment left after previous maneuvers (perhaps acting on rumors that the planet is currently unoccupied). Examples of material

that might be obtained in such a salvage effort would include jump-drive cores, the contents of ships' lockers, advanced navigational or tracking devices, or hand arms (functional ships' guns or unexploded ordnance will be a considerably rarer find). Alternatively, characters may have been hired as spies by a corporation or a hostile political power, to observe and report on the current maneuvers (this is a particularly plausible scenario if rumor has it that some type of new ship/device is going to be tested). Finally, the players may also arrive in the system unintentionally, as a result of a misjump or hijacking. Regardless of the reason for their presence, the players will likely find it difficult to enter the inner system without attracting the attention of the service units present (with full scale naval maneuvers proving virtually impossible to evade, and Army/Scout maneuvers affording the best chances for secrecy).

The bulk of this adventure will revolve around the interactions between the players and the military units present (or the mechanized or biological spawn that previous units have left behind). As previously noted, circumstances may unfold such that the adventurers are initially perceived to be part of the ongoing exercise, and will be fired upon by practice weapons, or hailed to cease acceleration for boarding as part of piracy suppression practice. The players will have to evade these attacking units before they can proceed with their activities. In most cases (6+ on 2D), the units participating in the maneuvers will be fairly raw recruits, who will be unlikely to realize the true nature of the group.

The greatest risk to the players will come, however, if word of their presence gets back to the staff officers organizing and supervising the maneuvers. These commanders will be competent military men who, if the intruders pose a security threat, will quickly organize their trainees into a coordinated system-wide dragnet to locate the intruders, with live ammunition. Such a dragnet will likely be quite lethal; however, the recruits manning the ships in such an operation will also be far less accurate than a normal fighting crew -- this will tend to counterbalance the massive superiority in strength and numbers these units will possess.

In each situation, the referee will likely need to generate planetary maps and charts of local space, noting the location of salvageable materiel and unexploded armament caches. The referee also must determine the exact size, current position, and nature of the service units involved. The size of the adventurers' group (and the level of resourcefulness it has shown in the past) should be carefully considered in creating these opposing forces, to make the scenario both challenging and survivable.

"Thirst"

WORLD 2: C360657-C NON-INDUSTRIAL, DESERT

Appropriate Settings In the Spinward Marches: Zenopit; Catuz; Melior; Sarina; Junction; Jae Tallona; Romar; Penelope; Anselhome; Atson

Appropriate Settings In the Solomani Rim: Swinburne; Gramercy

Acceptable UPP Code Ranges:

PORT - D-B	ATM - 4-7	POP - 5-7	LL - Any
SIZE - Any	HYD - 0	GOV - 2-5,8-D	TL - 4-8

World 2 is a desert world with a mid-sized population and a modest indigenous technological level; the world produces several goods that are relatively uncommon in this sector of the galaxy, however. Anxious to obtain access to these goods, the megacorporation Hortalez et Cie, LLC, negotiated an agreement with the leaders of the small confederation of trade towns that then existed, by which the company obtained certain broad-ranging trade rights in perpetuity in exchange for financing the construction of several large scale water manufacturing plants. The desert sands of World 2 are composed of ferrous oxides. These sands are processed at several central locations with hydrogen from nearby gas-giants, producing water and raw iron. The plant operation is paid for through the export of the by-product iron.

The trade towns have grown into small cities in the presence of a plentiful source of water; their leaders have become the highest figures in a central government. Only a limited number of on-worlders will be trained to understand and maintain the higher technology embodied in the water production system. Hortalez et Cie also maintains a high profile in the affairs of state, and controls two of the seven seats on the world's Supreme council. Some of the nomadic tribes of the world have stubbornly opposed the cultural changes brought about by the water plants and have stuck to their simple ways, having little or no contact with the planet's cities, and refusing any sort of integration or citizenship. The government has done little to force this situation, given the vast expanses of unaffected desert still remaining.

Players may initially arrive on World 2 for a variety of reasons, including repairs and refueling, or a routine trade run. If they have shown a willingness to operate on the shadier side of the law, they may be following rumors that one of the nomadic desert tribes on the world has discovered a plentiful native source of a potent anagathic. They

may be a small mercenary unit, sent by Hortalez et Cie to check out rumors of nomadic unrest. Finally, if the adventurers possess Admin or Bribery skills of 3+, they may be sent to World 2 as representatives of a rival megacorporation seeking to negotiate mineral or other rights on the planet. Referees may note that this last scenario has the advantage of bringing the players immediately into contact with central government officials in a position that makes them beholden to the good graces of these rulers.

Regardless of their original objectives, the players will first have to deal with a full-scale planetary crisis. Upon their arrival on planet, the players will most likely journey to the world's largest city to conduct their business. A few days later, the city's water processing plant will be severely damaged by an object falling from the sky at meteoric speeds. The starport's defenses prove to be too distant to eliminate the threat. The loss in water production resulting from this disaster will place a great strain on the remaining plants and diminish the water rations of the populace. Within a week of the incident, the adventurers will be treated to the pandemonium of a once stable world gone wild: water riots, looting, and political turmoil (possibly including open rebellions by communities whose plants are producing sufficient water for their own needs). The central government will invoke a state of martial law, including a draft on all able-bodied, trained personnel (including the players) to remedy the emergency. Anyone caught avoiding the draft will be arrested, and viewed as a possible subversive. All launch clearances will also be cancelled for the duration of the crisis, and the world's modest planetary defenses (found only at the spaceport) will be mobilized to stop any ship trying to violate this edict.

The characters will be placed in whatever situation best suits their talents and equipment. If they are technically oriented, they will be put to work repairing (if possible) the plant, building small emergency plants, or devising methods to increase the production from the remaining plants. If the adventurers' skills are mainly military (including mercenary units), they will be responsible for security details and riot patrols. If they have access to a starship, they may be sent (accompanied by native personnel) on missions for essential equipment for the repair or rebuilding of the water plant. Additionally, a wealthy patron might hire the adventurers to import water for his/her own use during the crisis. Such units may also be placed on patrol to stop any vessels intending to prey on the population during the emergency. Examples might include pirates and other looters whose ships may be the target for boarding actions and **Snapshot** style combat, or any other types of criminals the referee may see fit to include.

If the referee wishes to add to the intrigue surrounding the crisis, there may be political opposition parties on the planet whose leaders will seek to take advantage of the disaster to force reforms or even the overthrow of the existing government. Agents of these groups may therefore attempt to sabotage the players' efforts. To add further complications, certain high-ranked (and trusted) officials in the present government may be in league with these opposition forces. These added

touches will be particularly relevant if the referee decides that terrorist activity was the cause of the initial disaster.

The adventurers may also, during or after the emergency, become interested (or be forced by the government to become interested) in determining the nature of the object which damaged the plant. Players with Forward Observer skills will be particularly useful in such efforts. The referee may choose between several basic explanations for the incident, two examples of which are given below.

The planet may be determined to have been the object of attack by terrorists from on- or off-world. Terrorists from the native population may be fighting unjust banishment to the deep desert, or unequal distribution of water and other wealth. Terrorists from off-world may be making a visible demonstration of their power to the Imperium at large. It is also possible that these terrorists may be motivated by a desire for revenge against Hortalez et Cie for actions that company has taken on this or another world. These terrorists may, at the referee's discretion, be allied (at least temporarily) with the aforementioned political opposition. In this event, the object causing the disaster (probably a deadfall bomb) may possibly be traced back to its point of origin by a skilled Forward Observer or Navigator. It is also possible that the terrorists may launch or threaten a second attack, providing further opportunities for their identification and capture.

Alternatively, the object may be simply a chunk of rock, re-entering the atmosphere at an unlucky place and time. In this case, the referee should determine whether the meteor is the harbinger of a larger strike; if so, the amount of advance warning available to the planet as well as the additional damage that will be caused, should be planned out in advance of the adventure.

Naturally, it is to the referee's advantage to conceal the cause of the disaster for as long as possible to add spice and a "sinister" character to the adventure.

"Hide and Seek"

WORLD 3:

E874000-0

Appropriate Settings in the Spinward Marches: Huderu; Dawnworld; Tavonni; Mithril; Steel; Jerome

Appropriate Settings in the Solomani Rim: None

Acceptable UPP Code Ranges:

PORT - X-E	ATM - 4-9	POP - 0	LL - 0
SIZE - 5-8	HYD - 3-8	GOV - 0	TL - Any

From the Journals of A. P. Lee —

"During my stint with Sharurshid, I became briefly involved with this world, acting as an intermediary for an agricultural combine (in which Sharurshid was a major shareholder) seeking to purchase the rights for its development. I was asked to visit the world to check out the validity of the glowing Survey report, and was unable to find any unforeseen obstacles to its use. The planet has four major continental land masses and numerous coastal islands, each of which contains areas of lush vegetation and mineral rich soils. The color and diversity of the native flora were a particularly spectacular treat to the eye. I recommended that they pursue this license aggressively. In the end, though, our clients lost their bid — apparently over a particularly grievous cultural faux pas. I suspect a number of heads rolled in the aftermath."

This large world on the Imperial fringe has been fully explored and surveyed by the Scout Service. Full rights to its use have been purchased by a large corporation, Universal Foodstuffs ('UniFood'), which is scheduled to begin agro development in one year. There is little unusual about this world; in fact, the closing summary of the survey report ends by stating that "all in all, this is a bland world. Even the atmosphere is barely tainted enough to require a mask." A look at the medic's log for the survey will support the innocuousness of the planet; the most serious injury received by a member of the team was a broken arm due to a short fall. The referee should emphasize this aspect of the planet to the players, and make sure to mention the availability of these declassified documents.

The referee should use some sort of relatively innocuous mission to bring the adventurers here; for instance, an eccentric old noble from a neighboring world who dabbles in botany may have been impressed by a hologram taken on the planet of a particular flower that is indigenous to one small island off the coast of the largest equatorial continent, and would like the adventurers to retrieve one. He will supply all expenses, a clear liquid plastic which hardens rapidly (to be used in securing the desired specimen), and a sum bordering on the ridiculous, upwards of

Cr80,000, for the successful completion of the task. The mission should be made to not only seem safe, but almost comically simple.

The players will discover, however, that the zero population figure given for the planet has changed. A party of forty hunting enthusiasts were dropped on this world about a month before the adventurers' arrival. The members of this group have all hunted many of the most dangerous and challenging quarries in this and the surrounding subsectors, and have begun to find such sport rather mundane. As a group, they have decided that the most challenging prey is the most dangerous -- and the most dangerous species about, they have concluded, are those that are sentient. Thus, the group has agreed to hunt one another over a ninety day period, with the survivor(s) to collect a prize of Cr10,000,000 from an account funded by the participants and placed under the guardianship of a neutral party. At the time of the players' arrival, about 1/3 of the original group will have already perished at the hands of their fellow competitors.

The outfitting and organization of this unique expedition has been quite an expensive enterprise, which was primarily financed by one of the wealthiest competitors (the retired chairman of a major mining conglomerate). Most of the participants in the hunt, however, are extremely wealthy individuals in their own right (and include both men and women, as well as other races beside Humaniti in their number). Though most of those present have accepted the challenge purely for the thrill of pitting their skills against the best, at least one hunter is using the game as a means of exercising a political vendetta, while another is hoping to use the prize to revive his fast-fading financial fortunes (while eliminating one of his major creditors at the same time).

The ground rules of the hunt place certain restrictions on the types of weapons and equipment which can be used. No devices above TL8 are permitted, so that energy weapons and electronic sights are forbidden. Within these limits, the average member of the hunt will be well outfitted for survival; in addition to his/her personal arsenal, a hunter will possess survival and first aid gear, some sort of land or air vehicle, and a small quantity of emergency rations. A few of the more foresighted participants may have reconnoitered the world prior to the initiation of the hunt and cached supplies or ammunition in likely hiding places near their assigned drop-off points. Several of the contestants will have hunting animals in their possession, ranging from hunting pouncers or chasers to more exotic creatures such as the bloodvark (Journal 11). The use of poisons and neuro-toxins, while not specifically restricted by the rules, will be looked upon with disdain by all but the most desperate competitors.

Additional ground rules for the hunt have been agreed to. The hunt has been restricted to a single large island about 1000 sq. km in size (the same one that is the object of the players' search, of course), upon which the hunters have been dropped at intervals approximately 5 km apart; each hunter carries, in addition to his personal equipment, a small transmitter/recorder linked to an orbital satellite which contains a

central computer. This device enables hunters to tap the resources of the computer to obtain weather information, detailed topographical maps of the island, or library data. This allows the referee to provide the players with information they may need, but could not ordinarily get, provided they have managed to acquire one of the computer links. At the end of ninety days, the remaining hunters are to meet at a prominent landmark (a huge rocky promontory located in the southeastern quadrant of the island) to be picked up by a starship. As this deadline draws near, hunters will tend to gravitate toward this site, forcing the issue to a bloody conclusion.

It is only to be expected that the players, arriving amidst this competition, will become targets in the hunt, as the participants are unlikely to realize that they are not connected with it. In order to obtain the object of their search, the adventurers should have to trek some distance from their ship; this journey should take them through an area where a hunter has established a defensive position (complete with booby traps of fiendish and lethal design) to wait out the early part of the 'game'. The adventurers will be set upon from ambush and have to fight their way back to their starship (perhaps on foot if their vehicle is disabled during the course of the battle) in order to escape. Referees should note that the surprise nature of this attack and the expertise of the hunter will tend to counterbalance any advantage the players possess in this encounter due to superior numbers or weaponry.

If the players survive this initial encounter and remain on the world's surface, some of the hunters may get the idea that the adventurers have come to stop the hunt (although the Imperium has no position regarding such "sport", UniFood, as lessee of the planet, would almost certainly be concerned about the adverse publicity associated with the world's unauthorized use by 'bloodthirsty thrillseekers'). The corporation might well act as patron for a group hired specifically to stop such a trespass on the surface of its world, if word did leak out about their presence, but would be unlikely to completely reveal the nature of these intruders. As part of their assault, the hunters may attempt to sabotage the players' ship to prevent their escape. In such an event, the players will remain completely in the dark about why they are being attacked until they are able to capture and successfully interrogate one of the hunters (no simple task).

Alternatively, a hunter who has lost his equipment or his nerve may wish to leave the hunt, and approach the adventurers for passage away from the world. This individual may be the huntsman being pursued by the political vendettist (in which case his pursuer will not be far behind), or merely someone suddenly afraid for his own mortality. The other surviving hunters might again band together against this, on the suspicion that the frightened hunter has found a way to convince the neutral party that he alone has won the competition.

Finally, the players may be approached by a large embassy from the hunting party reporting that there is a cheater amongst them who is now using a high-tech weapon system (for instance, a laser with electronic sights, a PGMP, FGMP, Gauss rifle, ACR, or other **Mercenary** weapons) to

eliminate the other hunters quickly, efficiently, and from a safe distance. Again, the players' ship may be jeopardized, as the cheater (most likely the hunter awash with debts) will not want to take any chances on information reaching the neutral party that would void the contract of the hunt. For maximum excitement, of course, no one will know the identity of the cheater, and he may be part of the envoy which asks the adventurers' assistance.

It must be emphasized in advance (though not too vehemently, of course) that the players have no call to doubt the words of the IISS reports as to the safety of this world. The Scouts do not lie about or downplay danger. The adventurers should be put at their ease so that they will not equip themselves more heavily than they normally would. The referee may also discourage excessive shopping by having the amateur botanist offer an extra bonus if the party returns as soon as possible.



"After the Gold Rush"

WORLD 4:

B000514-A G NON-INDUSTRIAL

Appropriate Settings in the Spinward Marches: Zalbon (a truly perfect world, the comment in the book even mentions its mined-out nature)

Appropriate Settings in the Solomani Rim: Jackoyo; Andirish; Aqilat (treat as government type 1); Hsuarrdzan; Capella

Acceptable UPP Code Ranges:

PORT - C-A	ATM - 0	POP - 5-8	LL - Any
SIZE - 0	HYD - 0	GOV - 1-2,4-5 8-9	TL - A-F

This asteroid belt was heavily mined for over a century, as it contained an unusually rich mix of valuable minerals, metals, and core materials. However, the heavy mining by a huge population of miners eventually depleted most of the belt's resources, and about six million belters found themselves with no support. Many of these belters migrated to other belts, or into other professions, but those who could not afford or did not prefer those options joined to form a new corporation: the World 4 Asteroid Belt Resort.

The Resort is unique in this vast region of space, attracting many customers. The management attempts to cater to various levels of society, from those who can afford only tourist prices to those who can pay for the best that can be provided (legally or otherwise) by the Resort. The Resort can accommodate up to 15,000 guests, though usually only about two-thirds of that capacity is in use. The Resort features such diverse recreations as "mining" trips (really little more than week-long guided tours of the belt); rental of equipment to vacationers who wish to attempt prospecting (all equipment is equipped with radio transponders to aid in retrieval, and all guests are required to sign waivers and insure themselves, due to the high death rate amongst such amateurs); zero-gravity recreations such as sports or dancing; and, of course, large areas equipped with artificial gravity so that the vacationers escaping from their boring natural worlds can walk through the carefully tended gardens and interior cities.

A number of things can draw adventurers to this world. First, they might themselves be in the market for a vacation, if they are rich enough to afford even the tourist prices. Alternately, they may come as merchants carrying goods of interest to the Resort: wine, fine foods, illicit drugs, etc. They may be hired as tour guides in a pinch, if they have appropriate backgrounds. They may also simply be passing through the Resort on their way to another destination. Finally, of course, they

may be at the Resort under the direction of a patron -- as bodyguards, messengers, or whatever fits the goals of the campaign.

Mystery may seem out of place in an idyllic vacation setting, but such incongruities add to the spice of an encounter. The referee might involve the players in any number of crimes, ranging from theft to cold-blooded murder. They may become involved through their patron, if any (particularly if he is the victim); they may be hired to assist in the investigation (though there must be some evidence that they can carry out such an investigation available to the Resort); they may be falsely accused of the crime and have to prove their innocence (in which case the referee should be careful to block all avenues of escape, such as the adventurers' own starship); they may even be the actual perpetrators, either as hirelings or for their own objectives (in which case the referee will have to find a way to make them realize that committing the crime could help their causes, unless it is already obvious). It will be important for the referee to remember that, no matter how the adventurers are involved in the conduct of the investigation, the officials of the Resort will be eager for the investigation to be rapidly closed, so as to avoid adverse publicity. Indeed, the resort will not be overly concerned with the accuracy of its findings, so long as somebody is established as the culprit (and the crimes stop occurring).

The referee may also choose to design a spy scenario around the Resort, if his campaign will accommodate it. While there is little to be discovered through the Resort staff itself, government officials interested in selling out may do their bargaining here. Also, spies from governments hostile to the Imperium might choose the Resort as a safe place to meet. The adventurers, if patriotic or travelling with a patriotic NPC, might easily be induced to follow clues and rumors that something adverse to the Imperium is happening at the Resort. Alternately, officials from the Scout base might approach the adventurers to investigate (since Scout officials would be too well-known within the Resort), under the Detached Duty Office rules governing Special Auxilliary Personnel, or deputy clauses for former Scouts (Journal 6).

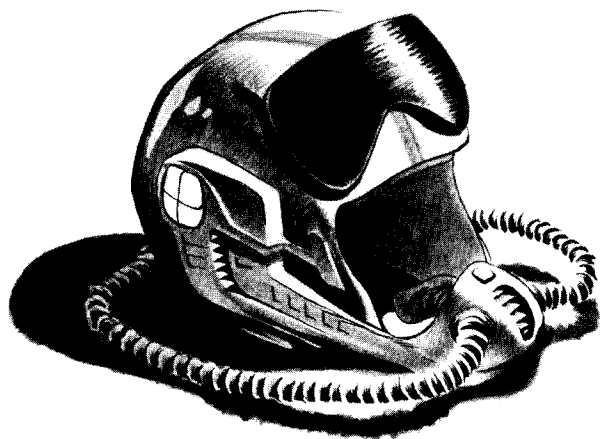
At least once every standard Imperial year, the Resort will be the target of one terrorist group or another, because it symbolizes massive amounts of wealth that are wasted on indolence instead of being distributed to those who need it. The terrorist attack can be nothing more than a small bomb, or it can be an entire guerilla action for referees interested in using the **Mercenary**, **Snapshot**, or **Striker** combat systems. The adventurers can be brought into the investigation for any of the reasons mentioned above. Mercenary units could be contracted by the Resort for a security mission, or may be on an all-expenses paid vacation courtesy of a satisfied patron. As always, of course, adventurers or mercenary groups may be hired by, or themselves be, the terrorists.

In any event, such a terrorist attack can be played out in several ways. First, the attack may be designed to decompress one of the hollowed-out asteroids. If the adventurers are in that asteroid

at the time of the attack, they will be involved from the start, and will also likely be motivated towards finding the terrorists. In the investigation, many of the characters' skills may come into play; a character with a Demolition skill level of 2+, for example, studying the fragments of the may discover the presence of a component part of the device that is unique to a certain planet. As the adventurers close on the perpetrators, of course, there are many chances for combat.

Another way the asteroid belt might be placed into confusion is through the discovery, or rumored discovery, of a previously unmined lode of radioactives or other valuable materials. Whether true or false, the rumor will result in a rush of claim-staking and prospecting. The adventurers will find themselves in a madhouse situation as the Resort fills to capacity and beyond. The rumor, if untrue, may be started by the Resort in an effort to increase its profits for the year -- perhaps because red ink is overwhelming black -- by a tourist who simply wants some attention or is playing a joke on friends -- or by a conman dressed as a miner (who may, of course, be willing to part with his 'claims' for a sum of money to be determined by the funds available to his victim).

If there truly is a lode, the referee must determine whether it is of sufficient value to be exploited by a corporation. If it is, the adventurers may find a job with that a mining expedition in positions commensurate with their experience and skills, for instance, freighter crew or security personnel. If it is not of sufficient value for a corporation to exploit, then the adventurers may wish to attempt exploitation on their own, buying claims to give them clear title, or hiring out to the holders of those claims. In such a case, though, there should be at least one character in the party who has had experience as a Belter and has a skill level of at least 1 in Prospecting. Belters may be generated through tables found in Supplement 4, whenever native NPCs are needed.



"Mother Lode"

WORLD 5:

C9773A0-D G NON-INDUSTRIAL

Appropriate Settings in the Spinward Marches: Wurzburg; Dentus (requires undersea mining techniques); Jesedipere; Shirene, Nutema, Windsor (treat as government type A);

Appropriate Settings in the Solomani Rim: Miasma

Acceptable UPP Code Ranges:

PORT - D-B	ATM - 5-9	POP - 3-5	LL - 0-3
SIZE - 5-A	HYD - 3-8	GOV - A,C	TL - 6-8

From the Journals of A. P. Lee —

"The mining colony at Tarenth is a wild place . . . an ore-rich planet which, due to the political strength of the planetary leader and the acquiescence of the subsector bureaucracy, is being run (though 'run' is a charitable term for the chaos that prevails) as a preserve for independent miners. In practice, this means that half the wild-eyed dreamers in this subsector are roaming these hills, seeking that one big strike — and that a large portion of society's flotsam are also lurking about, waiting to take that wealth away from them. The Scout base here is inadequately manned, and barely able to maintain a minimal amount of order in the spaceport. Consequently, out in the hills, only the strong survive — and from my experience, the strong aren't always the 'good guys'. I don't want folks thinking I'm against the little man — heaven knows I'm not — but it seems to me that this world could use some law and order, and a good housecleaning by an Imperial task force . . .

"The more I wander about the spaceport here, though, the more I get the distinct feeling that there is some sort of unseen hand of order guiding this chaos, some sort of master plan. I wonder if some of these miners might not be less 'independent' than they claim?"

This planet is a large world with high mineral deposits. However, by decree of the planet's leader, a charismatic and wealthy ex-Belter whom the other miners worship, no mining corporation may set foot off-port -- the world has been given over to independent miners, who may use any prospecting and ore extraction methods they desire and can afford on their own. Corporations are not allowed to sponsor such miners, though they may purchase ores brought in by the miners. The leader's apparent goal in establishing this world appears to be to offer independent miners a chance to operate in an environment free from competition from the wealthy and well-equipped megacorporations that dominate the interstellar metal markets.

Due to the leader's influence, the world has no centralized government (other than himself and a few picked henchmen) or organized peace-keeping authority outside of the Imperial Outpost (comprised of a

small Scout contingent), which is charged with enforcing the restriction on corporate interference. The lack of formal or customary restrictions on weapon use makes this world ideal for dishonest operators and scoundrels. Honest miners are often attacked by bands of marauders attempting to seize their ores or their worksites. As a result, virtually all individuals encountered on this world (honest or not) will be quite paranoid about strangers nosing about their claims, and will be inclined to "shoot first and ask questions later".

Upon landing on this planet, the Scout contingent at the starport will examine the party's credentials to confirm that the group is, indeed, independent. Once verified, they will be allowed off-port and may begin their prospecting, using whatever equipment they have brought or purchased upon payment of a small (Cr500) licensing fee. While searching for a good claim, the adventurers will also become heirs to the dangers of marauders and the environment, as well as suspicious miners who have found their own claims already. While many of these mines will be operated by a lone prospector or small group, there are also a handful of larger scale, 'co-op' mine complexes, in which as many as 200-300 miners have banded together to pool their resources and talents. Some co-ops will take on new members, if the latter can contribute a viable, working claim.

The referee should assign probabilities that the group will find something of value, based on their location on the world, and the sophistication of their sensory and excavating equipment, a basic roll of 12+ on 2D is recommended for each week, with the following DMs: +1 for each level of Prospecting skill above 1; +1 for having a Scientist character in the party; +1 for having 4 or more characters in the party; +1 for native help (perhaps a prospector or scout who knows the area); and +1 for each level of equipment TL above 9. This roll should be made secretly by the referee. On a roll of 2 or 3 (unmodified), the area is totally tapped out, and will produce no usable material no matter how long the players look. Note also that there is no bonus for length of time spent on a given claim -- though the players will not know this. Producing veins will produce 1D x 10 kilograms of usable materials per week (roll on the table to the right, based loosely on the Trade and Speculation table in Book 2). Successful sites will continue to produce on a weekly roll of 5+ on 2D; players may continue to extract material until the vein is tapped out.

2D: ITEM:	PER 10 KG:
2-3 Crystals	Cr1,000
4 Radioactives	Cr20,000
5-7 Iron	Cr10
8 Copper	Cr100
9 Aluminum (Bauxite)	Cr400
10 Tin	Cr600
11 Silver, Gold	Cr1,000
12 Spec. Metals (Rare Earths)	Cr5,000

If the adventurers are less than honorable, they may choose to approach this world as marauders. Financially, the co-ops will be the best targets for marauders, but strategically they will be the hardest to bring down. In encounter situations, the referee should determine in

advance how forcefully a given miner (or co-op) will defend a claim, giving appropriate bonuses and penalties for the relative size of the attacking party, and the actual or perceived value of the claim. In most cases, both miners and marauders will be armed with TL9 or lower weapons; some of the most profitable co-ops may possess small caches of more advanced weaponry.

The referee should generate a set of miner NPCs to interact with the players, regardless of their approach to the situation. This is best done using the Book 1 procedure (or **1001 Characters**) and adding Prospecting and Vehicle skills (for a description of Prospecting skill, see Supplement 4). The referee may also adapt the Belter tables in Supplement 4 to planetside mining. It is not necessary to exhaustively detail the location of each miner or mining combine, but the referee should be prepared to give the players an idea of the general activity in various parts of the planet, as well as the location (or rumored location) of exceptional lodes. If the referee chooses, rumors of a major strike may be rife around the starport at the time of the players' arrival, luring the players to a finite area which can be more completely delineated (and which, of course, will contain a large concentration of both honest and dishonest characters).

At least one megacorporation, Sternmetal Horizons LLC (described in Journal 3 and Supplement 8), is making an attempt to mine this world without the knowledge of the leader (referees may of course substitute corporations from their own universe if they prefer). Using fronts and false paperwork, the company operates several large mines on the opposite side of the planet from the IISS base. They also operate a large and profitable mine much closer to the port; this mine sends its ores to the port under the cover of individuals and groups who have legitimate permits to mine the planet. These scabs 'sell' their cargos to the company at the port for checks of high face value, which can be cashed only at the site of the mine, and then for only a fraction of the written worth.

The adventurers may become involved with the corporation's operations either as employees or through their own activities on the world. These mines require personnel for security and mining positions; adventurers with any skills applicable to either operation will be able to demand a good price for their services. Note, however, that the corporation checks all prospective employees, using a battery of tests including a polygraph examination. Players applying for these positions will be refused (they were caught out, or seemed suspicious) on a roll of 2D greater than 1Q, -DMs for Computer (-1), Bribery (-1), Admin (level), or JOT (-1). If the character is indeed an undercover agent, apply a DM of +3 for general tension (polygraphs can be beaten, but it requires iron control, and this will show on the test if the operator knows where to look). The operations of the mines on the hemisphere opposite the starport require personnel to crew freighters; characters possessing skill level 2+ may hire on as crew based on their requisite ability (i.e., Navigator, Pilot, Engineer, Gunner). The mine near the port has a

slightly larger security contingent than the others, as squads are often rotated into patrols which play the part of marauders to discourage independent miners from working nearby. The near-side mines also employ operatives at the starport as clerks, purchasers, and so on, as well as individuals pretending to be independent miners to transport ores. Adventurers may start in a lower, less exciting position, but may be promoted if they show potential. Possible scenarios involving the corporation's mines include outside discovery by independents, cave-ins, encounters with patrols, or the track-down of a scab who has double-crossed the company and sold his shipment of ores to another corporation for a more lucrative fee.

The small starport, classified as D (with the exception that refined fuel is available), also requires personnel for its operation, including control tower communicators (required skills include Pilot or Ship's Boat at level 3+; Communications is helpful, but not necessary). The referee may wish to use such employment to launch players into the adventure, by providing them with an opportunity to notice signs of a large number of unexplained flights from the far side of the planet.



"Back from the Ashes"

WORLD 6:

D676976-8 INDUSTRIAL

Appropriate Settings in the Spinward Marches/Solomani Rim: (Because of the necessity for this world to be far removed from the normal space lanes, none of the worlds presented in these two volumes are perfect substitutes. Referees using these areas as the locale for their campaign may still utilize this adventure, however, by placing this world in an area outside sector boundaries but within the reach of the players.)

Acceptable UPP Code Ranges:

PORT - E-D	ATM - 4-9	POP - 7-A	LL - Any
SIZE - 5-9	HYD - 3-9	GOV - 7	TL - 6-8

World 6 is a balkanized world far off the regular space lanes. It is visited no more than once each two months by a Scout/Courier carrying mail, news, and small freight, and even less frequently by merchant, research, or pleasure ships. The system is 4 parsecs from the next nearest inhabited system; only an otherwise useless system with a gas giant between the two makes jump-2 travel possible for most vessels, and then only with the use of skimmed fuel.

There are two major world powers which dominate planetary politics; these nations have been engaged in a 'cold war' for the better part of the last century. Both countries maintains a high degree of military readiness, and devote a sizable fraction of their defense budgets to the development and production of advanced weapons systems. In the past 30-40 years, both powers have also begun making their first independent reach for space, using primitive fusion spacecraft to shuttle between the homeworld and its solitary moon. Each nation has established a permanent base on the moon with between 300-500 inhabitants, which serve both as research centers and as customs and containment points for interplanetary traffic. Relations between the two bases, like those on the planet below, are often tense, with frequent charges and countercharges that one or the other side is engaging in unsanctioned experimentation, illegal surveillance, or violations of treaty boundaries. The factor that has kept these conflicts from boiling over into war has been the very real fear of mutual destruction. Indeed, both sides have expressed sufficient concern over the importation of high-tech weapons and personnel by their rivals that the Imperium has banned the import of either weaponry or mercenaries. Distance serves to seal this ban without patrols; few mercenaries would go so far out of their way in defiance of an Imperial ban, and few of World 6's inhabitants ever leave the system.

Adventurers coming to World 6 may be merchants, betting on a long-shot for a profitable run, or might be chartered to carry sociologists or

other vague-science types to this world. They might even be induced to visit out of curiosity, wanderlust, or on the hint -- correct or incorrect -- that some campaign objective will be served by coming to this world.

Shortly after landing at the moon's containment port, however, the adventurers' original objectives will be rendered moot. Before their eyes, a series of blinding flashes will illuminate the face of the primary, building in intensity to a flickering crescendo of doom -- someone finally pushed the button, and the cold war heated up to a fatal temperature. Additionally, the two nations will reply to each other's attack (it matters not who started the debacle) with many of the biological weapons in their respective armories. In less than 48 hours, a world will have died; those who were not blown into radioactive dust have died from the plagues running rampant over the face of the planet. Since it is virtually impossible to totally destroy the population of a world without destroying the planet itself (a feat hard to accomplish, even for the Imperium), there will be survivors struggling to maintain life in the hell the world below has become; however, in those regions not sparkling with radioactivity, various plagues and diseases will ensure the death, lingering or quick, of anyone foolish enough to expose himself to the dangers -- the vectors for the diseases have survived, and will continue to propagate them for many decades to come. The world is, to all intents and purposes, totally uninhabitable.

Late on the second day of the holocaust, a shuttle will arrive from the planet at the base at which the players have landed. The transponders are inoperative, and the ship is effectively invisible to those at the spaceport. The pilot will attempt to guide his ship in to a safe landing near the players' craft, but will succumb to the plagues ravaging himself and his passengers, and crash. The resulting explosion and the shrapnel flying from the impact point will severely damage the players' ship; referees should prepare Damage Tables (such as those in Book 2) to indicate the nature and severity of this damage. The adventurers will find themselves stranded, with vital supplies low, and no reasonable expectation of help for at least two months.

The stranded colonists and their unwilling visitors will find only one small sliver of hope; the next planet out, indicated by unmanned satellite probe to be marginally habitable (X433000-0 Poor). The adventurers and the unhomed will have to struggle to survive, while they simultaneously attempt to repair the adventurers' starship to successfully make the transfer to the new planet, using parts cannibalized from the few primitive craft stationed at the two bases. The complex repairs will take several weeks to complete of the time left with damaged life support. Nonetheless, the adventurers will also have to surmount many other problems if they are to survive long enough to complete this task. First and foremost, it will be necessary to reconcile the remaining citizens of the two nations, who will most likely blame each other for the destruction of their homeworld; the players will be forced to deal with the frequent upheavals and flashes of temperament and the outbreaks of individual violence as various people in the two bases break under the strain. The question of minimal supplies will have to be

addressed; it will be necessary to begin hydroponic farming on a scale large enough to supply all food as well as breathable air; the survivors will also have to conserve and scavenge water. It may be necessary to locate and process sufficient raw materials to rebuild the starship's hull, or to locate and refine fuel to replace that lost in the crash's aftermath. During these efforts, the adventurers and survivors may also have to cope with the breakdown of essential equipment and supplies already short.

This adventure is best run with a relatively small party of players. Referees should roll once each week for major problems of personality and conflict among the personnel of the two bases, using 2D -- on a 5+, there will be minor incidents which may require intervention on the part of the players; on an 8+, these incidents will be significant enough to threaten the safety of some of the more vital base personnel or players; on a 10+, a riot will cause serious further damage to one of the bases, research areas, and/or the area in which the players' starship is being kept. (Referees should assign DMs to these rolls as appropriate to reflect any ingenuity the players have shown toward making critical work and living areas more secure.) It is suggested that referees refrain from causing any serious failures of life support equipment to occur until the players have had about two weeks to acclimate themselves to the severity of their situation; after that, all equipment should be considered fair game. A map of the moon should also be designed, indicating the sites of the bases, any mining or research sites, and major terrain features, highlighting the locations of those resources critical to the reconstruction of the starship.

Given the certainty that the players will have to interact closely with the base personnel in order for either group to survive, referees should generate some or all of the NPCs from the two camps (perhaps with help from Supplement 1, 1001 Characters). Most of the base personnel will be scientists, either Army or Flyers (Supplement 4), and should be portrayed as experienced, competent professionals with a high panic threshold even under the extreme conditions facing them. In particular, the two base commanders should be treated as basically reasonable people, distrustful of their former arch-foes but clearly cognizant of the need to put aside past differences for the present. Ideally, the two leaders should be given contrasting strengths and weaknesses to contribute to the survival effort (for example, one commander might be a charismatic individual with high leadership ability but a tendency toward rashness; his/her counterpart could be a rather taciturn hard-science type with strong problem-solving skills but an abrasive personal nature). In this way, the referee can emphasize to the players the importance of maintaining cooperation between the two factions.

Referees should note, however, that if the players are not scrupulously careful about appearing even-handed in their dealings with the two bases, there may be a fanatical faction from the apparently less-favored side that will decide to violate the cooperation order, and attempt to seize the players or their ship. Such an attack could greatly

set back the repair effort by resulting in injuries to key crew members, or the destruction of irreplaceable equipment.

The players may be able to repair their starship earlier than expected if circumstances are favorable. Roll 16+ on 2D each week to complete repairs, adding pluses for the skill level of the character with the highest Engineering skill and +1/each two weeks of work. If the players decide to depart, leaving the remaining survivors in the lurch, there is a good chance (6+ on 2D) that their preparations will be discovered prematurely, either through a leak from a careless (or moral) NPC crewman, or an observant colonist. If the adventurers' plans are exposed, they will be faced with an angry mob, lose their position of trust, and may very well discover that they will stay alive only as long as they remain useful to the survivors (potentially a very short time).

The referee should bear in mind that the Scout packet is scheduled to return 2-1/2 months after the adventure begins; roll 10+ on 2D from the eighth week onward, adding DM +1 for each additional week. If the adventurers are incapable of repairing their starship, or prove otherwise unable to master the situation, they may be rescued by the Scouts if they can signal the packet. The packet will not search for survivors unless signalled; they will presume that the newly glowing night side of the planet is the last monument to a perished society.

If the adventurers are successful in repairing their vessel, and in leading the unhomed to the new planet, they will certainly be asked to aid in its exploration and settlement (and might be offered high-ranking positions in the colonial hierarchy or large tracts of land as incentives to do so -- granted, these offers are not likely to start the players turning cartwheels of joy, but it's all the colonials have to offer). On-world, colonization will involve a survey of the planet's surface (referees will need to generate planetary maps and animal encounter tables for this world; its environment should be treated as contentious but survivable), and the construction of shelters and processing facilities for basic necessities. The players may also use the Scout packet or their own starship to go off-world as part of a diplomatic mission seeking aid and/or additional settlers from the nearest inhabited system.

"Crime and Punishment"

WORLD 7:

A454669-A A AGRICULTURAL
(SUBSECTOR PENAL COLONY)

Appropriate Settings in the Spinward Marches: Karin; Joyeuse; Inthe; Beater

Appropriate Settings in the Solomani Rim: Shalgar; Kaguk (almost perfect, the world is an Imperial prison)

Acceptable UPP Code Ranges:

PORT - B-A	ATM - 4-9	POP - 5-7	LL - 8-A
SIZE - 3-A	HYD - 4-8	GOV - 6,8-9	TL - 9-C

World 7 is a small world with a thin atmosphere. It has been put to use as an Imperial Penal Installation holding some of the worst criminals in the surrounding sector, most of whom have received life sentences. These convicts are put to work on a number of large labor-intensive farm complexes, whose outputs provide a cheap source of food for several nearby planets.

The prison has been placed under the jurisdiction of the Navy by the subsector Duke; there is no civilian authority on planet. As a result, security on World 7 is very tight. Indeed, it has increased markedly over the past 5 years; the original class B starport was upgraded to A in the same time period. The naval base maintains several warships on active duty status at all times, and there is also a large complement of fighters and system defense boats. The Marine garrison at the base is larger than normally found at the average naval base -- much larger, in fact, than the penal nature of the planet would seemingly require.

Extra ships and manpower are stationed on this world to prevent outsiders from discovering the covert activities at the penal colony. The planet currently houses 5-10 (4 + D6) military research installations, all of which are isolated, some on islands, in mountainous territory, deserts, and even underground. Each has a Marine garrison. The studies conducted by these installations are wide-ranging, but have one common denominator -- all make extensive use of convicts as unwilling experimental subjects. Research performed at these facilities may include testing of interrogation techniques, chemical or biological agents, body or mind-altering drugs, or genetic experimentation. These activities are being carried out with the sanction of the Subsector Admiral, who has caused such experimentation to be carried out for the purpose of determining the usefulness of the various techniques and substances in warfare, although the experiments in many cases violate

Imperial rights of sentients, by their use of prisoners as test subjects. This makes the maintenance of complete secrecy ever more important.

Characters may come to the penal world at the outset of the scenario as traders or merchants, seeking to turn a large profit on a cargo of luxury items (resale value DM+3). A rich patron may charter the party to transport him to the world in order to visit a close relative or loved one incarcerated there. The players may be hired to attempt to free a convict, legally or otherwise. Finally, if the situation is appropriate, players may even be sentenced to the farms for 6 months to 10 years as punishment for violating some Imperial statute, major or minor.

Upon arriving in the system, characters will encounter a very thorough and complete naval blockade, information about which is readily available in neighboring systems. All ships entering the system will be stopped and boarded, and have their entry papers scrutinized. Anyone who appears even remotely irregular will be feared to be an Imperial agent, and will be carefully watched. The adventurers will find that the spaceport city has few amenities, and equally tight security. All comings and goings from the city are carefully monitored, and the party may find itself being followed.

From this point, players may learn about the mysterious goings-on in a number of ways. If the party makes contact with members of the convict population as part of their original mission, they will almost certainly hear stories about sudden and unexplained disappearances of prisoners from the farm compounds (possibly including the very individual they seek). Conversely, the adventurers may be approached by a small group of scientists who have become sickened by the atrocities being committed in the name of research, and want to obtain passage off the world in order to "blow the whistle" on their former associates. Finally, one or several ex-prisoners, now rather hideously transformed by some sort of exotic virus or strength-enhancing drug, may escape from one of the research compounds and go on the rampage in the general direction of the city. In this last case, the authorities will feverishly attempt to recover or destroy the creatures before their true identities can be guessed; during the duration of the crisis, surveillance of off-worlders will be tightened still further and players will almost certainly have to evade a tail before they can investigate the incident freely.

If the military authorities believe that the characters have learned too much about the research being conducted, they will almost certainly move to arrest them. Any 'trial' resulting from such an arrest will be a sham at best, with the characters sentenced to long terms on the prison farms. There, the characters will face encounters with political prisoners and hardened criminals, grueling labor in the fields, and a sadistic, well-armed guard contingent. These guards know little of the nature of the research being conducted, except that the experiments conducted are nearly all ultimately fatal; they are well aware, however, that their own jobs and continued well-being depend on their success in preventing prisoner escapes, and they take to this task with an

animalistic fervor. On rare occasions, scientists from the research units will visit the farms in search of a particular type of 'stock'.

Once every 4-6 weeks, 1D convicts will suddenly disappear from each of the camps, leaving no trace; on a 10+, one of the players will be among the missing (each party member rolls 2D, low roll losing). There are likely to be recognized 'bosses' among the prisoners who have paid off the guards to keep themselves and their friends off the victims list; anyone crossing these bosses will greatly increase his own chances of being taken (DM-3). Referees should allow players selected as experimental subjects to encounter the aforementioned scientist faction seeking to end the inhumane conditions on the planet, to provide them with a realistic chance at survival.

Once the players discover the secret of this world, their reaction to this discovery will determine the course of the rest of the adventure. If the players elect to ignore the implications of the situation and save themselves, referees wishing to cut off such an easy escape may seek to complicate matters by having a convict or renegade scientist stow away on the players' ship. If the players try to cause a breakout at one or more of the penal farms (either as convicts or outsiders), they will find that the convicts will make willing -- though probably uncontrollable -- allies. Such an uprising will prove extremely difficult to engineer, and will still leave the party stranded -- and hunted -- in an area heavily patrolled by hostile forces.

If the characters gather evidence or damage any of these installations themselves, they will face all the consequences that the local Marine and Naval garrisons can bring to bear, if they are discovered (9+ chance of discovery by a patrol per day, allowing appropriate die modifiers for the party's use of protective terrain and/or effective surveillance strategy). However, if the players can somehow get off-world with proof of the misdeeds occurring on-planet, the potential rewards for exposing these unsanctioned acts to the Imperial authorities are great. If the players appear to need outside help in breaking the case, or making their escape, the referee may have a high ranking Imperial subsector official come to the planet on an inspection tour (the reward given to the players should be proportionally reduced of course, based on the degree to which the party is forced to rely on the skills of this official to make their escape).

"Unnatural Selection"

WORLD 8:

X966000-0
(STAR VARIABLE)

Appropriate Settings in the Spinward Marches: Tavonni; Mithril; Dawnworld; Huderu; Jerome, Steel (add water — treat as hydrosphere 5)

Appropriate Settings in the Solomani Rim: (The Solomani area is too densely populated for such a potentially attractive world never to have been colonized; the planet may at the referee's discretion be set up somewhere outside sector boundaries.)

Acceptable UPP Code Ranges:

PORT - X-E	ATM - 6,8	POP - 0	LL - 0
SIZE - 5-9	HYD - 5-8	GOV - 0	TL - Any

An Earthlike world on the Imperial fringe, World 8 has not yet been extensively surveyed, although IISS briefs indicate that it is a world with exceptional potential as a colony for humans. The only drawback to the world is that astronomical observation (from an adjacent system) has shown that the Type G star which the world orbits is a variable star with a short but irregular period. This effect has a profound impact on the planet's biosphere, as explained below.

World 8's fairly close orbit around its star makes it somewhat warmer than the average world. The equatorial belt is marked by large deserts, and the polar icecaps are small. The tropical regions are far more extensive than on Earth, and, indeed, vegetative cover is fairly dense throughout the temperate zones, although every type of ecosystem covered under the **Traveller** rules can be found somewhere on the planet. The primary's fluctuations do not have any immediately noticeable effects on the biosphere; however, these variations have resulted in an unusual situation in the genetic makeup of the planet's flora and fauna, creating a great diversity of potential encounter situations.

On this world, there are no true 'species'; the lowest taxonomic unit would be the genus or family. All members of a given unit appear to be able to interbreed with one another (as if man could interbreed with gorilla, or moose with deer). Thus, one specimen of a given creature may be far more potent than another, although the two appear to be the same at first glance. Examples of variations of this type might include slight changes in the jaw configuration of a carnivore, providing more leverage for biting; alterations in the opacity, odor virulence, or toxicity of a creature's secretions or venom; or greater streamlining or refinement of leg or wing musculature on whose speed is their means of escape.

Mimicry has become a favorite response to the situations of life amongst the creatures of this planet. Herbivores use this tactic to resemble more deadly beasts, in order to remain unmolested. In a more unusual twist, however, some predators mimic less dangerous creatures to aid their hunting. Over time, the effect of these tactics has been a reduction in Herd encounters, and the outgrowth of smaller grouping patterns.

Before beginning this adventure, the referee should take the time to prepare a progression of animal encounter charts for each of the terrain areas that the adventurers will traverse. Whenever an encounter with a given type of creature is rerolled, the referee should utilize these variant tables in order to make each situation memorable and unpredictable to the players. The referee may use each of the variant tables in succession, periodically double back to old tables, and occasionally throw in major anomalies (such as mimics) to confuse and challenge the players. All of the variations to be encountered already exist, and may be met at any time during their stay on the planet.

As the players' mis-identification of creatures and subspecies continues, there are bound to be situations in which the party unknowingly puts itself at risk against animals more lethal than they perceive. The referee should present these encounters in a balanced fashion that will give all but the most hardened hack-and-slashers a chance to realize their error in time to escape a potentially fatal confrontation. He may even wish to provide clues to the party by allowing them to observe some of the more lethal creatures they have previously encountered in combat with one another, giving them an excellent opportunity to comprehend the nature of their danger under comparatively safe conditions. At all times, the referee should be careful not to turn the confrontation among the native flora and fauna into one between him/herself and the players; the party should encounter as many pleasant surprises as vicious ones.

The amount of time and detailed preparation needed to set up and administer the situation evolving on this planet, and the subtlety with which the nature of the threat posed by the world reveals itself to the players, suggest that the scenario designed to bring the adventurers to World 8 should take several weeks or months to complete.

One type of assignment option is an exploration/survey mission, requiring the party to remain on the world for a long period. A referee whose players are not involved in a continuing campaign, may choose to have the players generate characters from the Scout service (and, perhaps, one or two from other services who can be temporarily attached to the Scouts). These characters should be completely generated, except for the mustering out procedure. They can be considered, rather, to be partway through their last tour of duty, giving the referee an opportunity to let the party truly earn their mustering out benefits.

The party will be assigned to a survey of this world lasting 7-12 (6+1D6) months; this survey will concentrate on establishing the world's

suitability for human colonization. Once equipped with weapons, exploratory and scientific equipment, vehicles, survival gear and any other equipment the referee will permit (the players should be allowed to 'request' anything they desire, but need not have their requests fulfilled), the party will land on the world and begin their survey. From the start, their observations will be plagued by their exposure to the many creature adaptations described above, combined with occasional equipment failure and possible illness resulting from the star's fluctuations (see below). The party should be provided with a ship suitable to the referee's campaign and the size of the survey team: a standard Scout/Courier may be chosen for a small party, while a slightly larger party could use a Survey Scout (Donosev Class -- see Supplement 9). If a very large party, or one with numerous NPCs is involved, a Broadswold Class Mercenary Cruiser, converted to scientific purposes, may be chosen; alternately, a lab ship of the type described in **Death Station** (Double Adventure 3) or a **Leviathan**-class cruiser (Adventure 4) may be used. The referee should be aware that these are only a sample of the many ship possibilities available.

The referee may instead determine that a scout survey of this type has already been completed. In this case, civilian scientists may decide to conduct further research on the planet. The players may become part of such an expedition, either as scientists (if they possess the appropriate skills), or as the crew of a lab ship. In addition to the dangers to the party resulting from predator encounters, the adventurers will have the added burden of tracking and capturing specimens -- a burden which will grow if the scientists begin to suspect the cause of their inconsistent observations.

Another situation, involving exploitation of the world by a corporation, might be chosen by the referee. The characters (normally mustered out) could be hired to participate in a more extensive survey of the world, holding positions suitable to their talents. In this option the ship used should likely be one of the larger vessels described above, to allow both the realism of a number of NPC specialists and a large complement of sacrificial lambs ('security men' -- those NPCs who will die to provide clues and information for the players). The referee will have much greater control over the equipment assigned to the survey, but should permit clever players to purchase (using their own funds) anything that they feel might be useful in this endeavor.

An entirely different type of scenario which could be set on this world is a search. The adventurers are hired to seek a lost item or person -- a starship that has disappeared (this adventure might, for example, be combined with a 'lost survey scout' scenario), an eccentric hermit being sought by his family, or a fugitive on the run. In this scenario, the adventurers could be forced to follow an old trail for several months, picking up small but vital clues every few days, while simultaneously encountering the frequently changing flora and fauna. If well designed, this scenario could be extremely exciting, both in the discovery of clues to the mystery, and in the problem of survival in this

highly competitive biosphere. A success-only contract might further heighten the tension, and will certainly encourage the adventurers to persevere.

The 'search' scenario can be used to accommodate mercenary groups by making the item sought larger and more important. The mercenaries might be paid to seek out the escaped leaders of an unsuccessful revolution or of a government which has fallen to revolution, to return them for trial. Again, a success-only ticket would encourage them to achieve their objective.

Another way the adventurers might become involved, or re-involved, with this world, is to be hired for one year to guard and assist an attempt at colonization. Despite warnings from the Scout service and others, there will be people who cannot resist the lure of an earthlike world. Colonization may be attempted for any number of reasons: the colonists may have an intolerable situation on their homeworld(s), such as religious or political persecution, or severe overcrowding; they may be agents of the corporation which has sponsored the earlier survey on this world; they may simply be fools who think they have the skills and determination to conquer this wilderness. It is also possible that they are unaware of the unusual nature of this world.

A final scenario for this world is a shipwreck. The adventurers should be present, as passengers or crew, on a ship which misjumps into the system, damaging the jump-drives severely enough that they cannot be repaired in deep space. Stranded, the adventurers will be forced to land on the planet, as the starship's life-support cannot be expected to function for more than one month. The referee should envision a number of scenarios dealing with their struggle to survive and explore, keeping them occupied and hopeful of rescue, until aid finally arrives.

All of these scenarios should be designed to incorporate the unpredictable effects of the star's fluctuations, which may take the form of sunspot activity, producing frequent waves of static on radios and other communications gear, as well as problems with detector apparatus. Occasional flares, evidenced by an increase in the sun's apparent brightness for a few hours, could cause a depletion of the planet's ozone layer; the additional radiation reaching the planet's surface during the period of the next few weeks (until the ozone layer can regenerate itself) will have many effects. Animals will tend to disappear from the general scene, as many of them go into hiding and short periods of estivation to escape the worst effects of the high radiation period. Some heretofore unseen varieties of small plants and minor animals will appear, grow quickly, reproduce, and die as the high levels of radiation fade; they require a strong energy source and cannot survive in the usual 'dim' sunlight. Spectacular sunburns on relatively short exposure are not uncommon, and the characters will be subject to them if they fail to take heed of the warning given by the larger animals' behavior, and the flare itself. Referees should roll for sunburn on 2D once per week in these circumstances; the lower the result, the worse the burn -- if players fail to take any precautions at all, negative DMs should be given (2nd degree

burns are quite likely), but positive DMs should be awarded for thoughtful behavior or use of protective devices (parasols and umbrellas, zinc oxide ointment as a sunscreen, full battle armor, etc.).

The referee may choose to use encounter tables from Supplement 2, **Animal Encounters**, as the base for the many similar animals to be found on this world. Permutations on these tables should not be discarded after play; instead, the referee should keep them with the supplement, using the basic information contained therein to give variety to animal encounters on other planets of similar characteristics.



"Troubled Waters"

WORLD 9:

A75A8AA-F WATER WORLD

Appropriate Settings in the Spinward Marches: Equus (treat as government type A); Roup (treat as TL9)

Appropriate Settings in the Solomani Rim: Ugarup; Eshallim; Khiirshag; Poseldon (treat as population 7); Grendel; Arrukir; Misinasha; Edaazun; Culdee

Acceptable UPP Code Ranges:

PORT - C-A	ATM - 4-A	POP - 6-9	LL - 8-B
SIZE - 4-A	HYD - 9-A	GOV - 5-6, A-C	TL - 9-F

From the Journals of A. P. Lee —

"During my years as a Navy man in this area, we occasionally used the vast island starport facilities here for repairs, refueling, and an occasional much-needed liberty. Life here is pleasant, though a bit cramped, as the bulk of the human inhabitants of the planet made their residences in undersea domes or great seagoing houseboats. These colonists have forged a lasting, if occasionally rocky, relationship with the native undersea-dwelling race, providing the most adaptable of their population with education and training in the use of our technologies. To be sure, there are occasional native complaints about human violation of their ceremonial grounds, which are not without foundation — unfortunately, the very characteristics that tend to accord an area sacred status often also make it an extremely valuable resource base. It is hoped that continued expansion of native education will gradually reduce these tensions over time, but old ways die hard . . ."

This world is a water-dominated planet with only a few island land masses, one of which contains the landing facility for the class A starport. The world surface has a tropical climate due to its proximity to its sun; this tends to perpetuate the dominance of the seas, as it prevents ice caps from forming to deplete the ocean and thereby increase land area. Many kinds of aquatic life have evolved in the world's vast oceans, particularly in areas of shallow water (long, gently-sloping plains and huge undersea plates ranging in average depth from 50 to 300 meters deep). Plant and animal life are abundant, as are large mineral deposits which can be mined using sophisticated (TL 9+) underwater mining techniques.

This world also has its own sentient, basically humanoid, race of water-breathers, amphibian creatures which possess gills as well as lungs. The origin of this race may be determined by the referee; it may be assumed to have evolved naturally on the planet, or may be a transplanted and genetically altered breed of Humaniti left here by the Ancients.

The natives tend to be semi-nomadic gatherers; some tribes wander the ocean from season to season, while others have become rather sedentary, operating around 'cities' erected near breeding or farming grounds. All retain a tribal culture not unlike that of the Plains Indians of North America. For the most part, the race lives in a fairly low-tech state (TL 4-5), with a few technological advances that are quite alien in concept and design, and specially fitted for undersea use. In particular, the culture has developed organic counterparts to many forms of basic equipment and tools, and has learned to adapt and utilize the natural offenses and defenses of other undersea creatures. The native government is type 0, with tribal considerations held paramount; disputes between tribes are traditionally settled by great councils among area tribal leaders, or by recourse to single challenge combat. Religious beliefs are largely superstitious, and ceremonial rituals have a high degree of importance; a number of sacred areas have been established, and are maintained in a completely natural state.

About 250 years ago, a group of air-breathing humans began to colonize the world, completely unaware of the presence of the native race. The air-breathers, who now constitute about 40% of the planet's total population, have cultivated an economy and lifestyle based on aggressive exploitation of the planet's undersea farming and mining potential. The majority of the air-breathers live in undersea cities, huge clusters of domes and cylinders designed to sustain air pressure; the largest of these cities, located nearest the starport, serves as the planetary capital. Other colonists live on massive floating houseboats or submarines. The colonists soon made contact with the indigenous culture, and negotiated treaties with the various tribal governments setting aside large tracts of land for native use. The natives learned how to utilize some of the land-based technologies of the colonists, including the smelting of metals, and found interesting new uses for some of these items.

As their population and economic needs grew, however, the colonists became more and more bent on increasing the profits from their operations and began to push outward into the lands ceded to the native population. The air-breathers' leadership (up to and including the present ruler, a charismatic ex-mining executive holding nearly dictatorial sway) have all willingly encouraged their people to ignore the treaty agreements, at times going so far as to support the interlopers with armed force to protect against reprisals. There is little fear of Imperial disapproval of this strategy, since official policy recognizes only the colonial government. Thus, the native race has been slowly pushed away from its ancestral territories. Many of the best foraging grounds, prized by the agro developers, have already been overrun; now even the sacred grounds are threatened targets as the expansion continues. The endangering of these last areas has finally spurred the tribal groups in the vicinity of the colonial capital to coordinated action. Their leaders have banded together and vowed to stop further intrusion of the air-breathers, and to force a retreat, if possible.

The natives have decided to seek these ends through the use of guerilla and terrorist tactics. At the referee's discretion, the natives' mentors may be either

- 1) mercenary air-breathers who have decided that the water-breathers' cause is just, or have allied with the natives out of convenience to serve their own, perhaps nefarious, ends; or
- 2) some members of the native population, able to step aside the mental set of their own society, who have gained access to the Imperial education system (either on- or off-world) and have learned the aggressions of Humaniti -- and its weapons -- all too well.

Using funds raised through the off-world sale of various indigenous sea plants which, unknown to the air-breathing colonists, have powerful medicinal effects, or supplied by their air-breathing mentors, the natives have obtained specially-designed Gauss weapons to supplement their own modest arsenal.

The players will arrive on this world just as the natives are preparing their first assault. The adventurers may be drawn to the world as traders, tourists, or in the service of a patron. If they are a mercenary group, or have experience in Underwater or Zero-G Demolition and Combat, they may even have been hired by the colonial government to investigate rumors of native discontent. Whatever their objective, the referee should arrange to have the adventurers present in the central city at the time of the first attack. The natives will detonate an atomic weapon which has been placed in a deep undersea fissure very near the city's domes. The resulting explosion will cause earthquakes, which in turn will set off a tidal wave.

The havoc created by these natural forces will be tremendous. The earthquakes will damage many buildings in the undersea city, while the tidal wave inundates the nearby starport. On a roll of 5+ on 2D, the adventurers will find themselves trapped in a section of the city which has developed a slow leak; safety computers will automatically seal watertight doors to isolate this section from the rest of the city. Direct escape to the outside will prove infeasible, as the section will not possess sufficient undersea gear for all present. If players are trapped in one of the city's older domes, the situation will become even more desperate, as these domes will be the lowest priority targets of any central rescue efforts by city units.

Players should be made aware that there are tools and at least one functioning computer console in their section. Depending on the various skills of the group, possible methods of escape could include cutting through bulkheads into an adjacent section (which, according to the computer, is still airtight) or overriding the circuits on the emergency doors for an amount of time sufficient to allow pass-through. Any attempt to temporarily repair the leak in the dome itself, although hypothetically feasible, would have dubious chances of success. Whatever the players' strategy, time will be short and tensions high. The referee should include sufficient non-party NPCs in the section to allow

for panic, or even a small riot, which the adventurers will have to quell in order to effect their escape.

If the players are successful in making their escape, they may become involved in other rescue, damage control, or medical assistance efforts. If unsuccessful, the referee should consider options for 'last-minute' outside rescue, either by city personnel or by water-breathers seeking to take human hostages. The latter event, of course, could lead to an ongoing underwater adventure as the players learn of the natives' further plans, and are either compelled or convinced to join their cause or forced to attempt another escape to bring news of these plans to the central government.

If the players have not fallen into the hands of the water-breathers, there will be plenty of possible assignments to undertake as the colonists attempt to return to normalcy. If the players have been instrumental in saving many lives (or those of critical personnel), they may be invited into the inner councils of the colonial government, and asked to investigate the cause of the explosion. On a lesser scale, players may find employment on repair crews working on the city or starport. The adventurers may still have their original business to complete on the world, requiring them to travel to other cities, houseboats, or one of the undersea farming/mining complexes. These travels may be interrupted by native ambushes.

Another scenario might involve the crash landing of a starship into a sacred tribal ground. The players should be placed conveniently near the crash in an undersea craft of some kind and find it incumbent upon them, according to the starship-in-distress laws, to attempt to rescue the ship's crew, even at the risk of enraging the natives.

The colonial response to these events, once the natives have been established as the probable source, is up to the discretion of the individual referee. Despite the expansionistic policies of the recent leadership, the colony is not highly militarized, and its populace has grown somewhat soft from years of placid existence. First responses are likely to be cautious, consisting primarily of increases in the security forces assigned to operations located along or beyond the originally ceded native borders. Other options would include

- 1) the mounting of a well-armed expedition to seek out and put down the rebellious native factions (which might involve the impressment of militarily trained off-worlders in port into this force, and would likely be a long and arduous process given the nomadic nature of the natives and the vastness of the seas),
- 2) a ruthless retaliatory offensive against the full native population (a tactic against which the natives will have little defense, but which flies in the face of the stated morality of the Imperium and is likely to drive the surviving native rebels to fanatical extremes),
- 3) an appeal for intervention by outside Imperial forces (likely to be slow in coming, but awesomely effective if it arrives). Once the colonists determine that a nuclear device was the source of the initial

explosion, they will have sufficient provocation to justify calling in the Marines; if this course is taken, a detachment of Imperial Marines may arrive at any time after the fourth week of the crisis (roll 2D once per week, 12+ for the Marines to arrive, with DM + 1 cumulative for each additional week of waiting -- +1 for the fifth, +2 for the sixth, etc.). The Marines will likely 'process' the situation with their usual efficiency; it is probable that the natives' off-world friends did not know of the nuclear weapons the natives had procured, for they surely would have warned them of the consequences.

If the natives perceive weakness in the colonial government's response, they may intensify the frequency and/or severity of their attacks, unintentionally forcing the colonists toward more extreme measures. Referees should note that the natives will probably have little trouble executing their initial attacks, due to the element of surprise. Thereafter, however, the guerillas will have to contend with colonial superiority in communications and intelligence gathering (e.g., aerial reconnaissance, sonar) if they are to evade detection and capture. Native tactics may include utilization of deepwater staging bases, and hiding out among peaceful (but sympathetic) native settlements.

The final climax of the crisis will come about two months after the first attack. The native leaders will threaten to set off a series of atomic explosions placed near each of the major cities, capable of destroying the entire undersea civilization, if their demands for Imperial recognition and territorial concessions are not met within a specified time frame. The colonists' central computers will confirm that, if the megatonnages and numbers of threatened explosions are as reported, the threat of total holocaust is a very real one. If the Marines are not already on the scene, the colonists will have to organize teams of adventurers to attempt to locate and disarm the cached bombs; each of these sites will be defended by well-armed native guerrilla units who will, of course, fight to the last man. Another party will be assigned the duty of locating the head of the local Imperial bureaucracy (the only man on-planet capable of granting the natives' demand for official recognition), who has chosen the present impropitious moment to take a vacation cruise on his personal houseboat -- destination unknown. Finally, the government will assemble a group of elite mercenaries to locate and capture the central command center and stronghold of the native forces. Players with appropriate skills can take part in any one of these missions, or become involved as part of the security forces assigned to quell outbreaks of panic among the citizenry or the evacuation teams preparing to move as much as of the populace as possible to the surface.

Of course, the players may well have discovered by this time that the air-breathers have been the real villains on this planet. The adventurers should not be discouraged from joining the natives' causes; in fact, the referee should set up at least one encounter during the players' travels in which members of the native leadership can be met under non-combat conditions. Players may also be converted through readings of planetary history, or through contact with sympathetic air-breathers. The natives will welcome anyone who appears to be a true ally

of their cause, even an air-breather. Players joining the native side may be used as emissaries to carry messages to the colonial government, teachers to provide weapon training to native fighters, or as members of commando or guard units. If the players own a starship, they may be sent off-world to purchase additional weaponry and smuggle these materials back to the native forces. (This pretext could also be used to bring the party here in the first place.)

Referees should also note that, regardless of whether the native revolt is organized by educated natives or outside sympathizers, only a handful of the terrorists will have any real knowledge about how the atomic devices at their disposal should be handled. Should many of these individuals be killed or captured during the preliminary attacks, the plan may collapse, or continue on manned by individuals with inadequate training, increasing the danger of miscalculation, premature detonation, etc.



"War Zone!"

WORLD 10:

D885979-6 S G A

Appropriate Settings in the Spinward Marches: Singer; Ruie, Aramanx (port facility becomes D); Marastan (requires cancellation of Imperial Reservation status); Enlas-du; Raydrad (treat as population 7)

Appropriate Settings in the Solomani Rim: Scipio (treat as TL6)

Acceptable UPP Code Ranges:

PORT - E-D	ATM - 4-9	POP - 7-9	LL - Any
SIZE - 5-9	HYD - 3-8	GOV - 7	TL - 5-7

From the Journals of A. P. Lee —

"History repeats itself, over and over, and all the wisdom of our experience often cannot change an outcome, no matter how hard we might wish it. This world is heading for a war, and the Imperium's best efforts to stop it have no more chance than a candle in a hurricane. The forces based here to enforce the restrictions on high-tech arms import are well-skilled and conscientious, but they can't catch every privateer — and even if they could, there are too many legal import items that can be converted (like a laser communications beacon) into a weapon. No, there'll be war here — and soon, I'll wager. The Commander of those patrolling forces will have some tough nights, deciding when, how to intervene. Me? I'll be far away from here, hopefully . . ."

World 10, until recently, was a Red Travel Zone due to its nature as a developing world, and the continuing tension among its many nations. A recent re-evaluation of this policy concluded that contact with outside worlds could only benefit the natives, both by furthering technological development and (hopefully) by lowering international tensions as the natives realize how large and powerful a universe they face.

The lifting of travel and trade restrictions is not complete. The world is still coded Amber, and the Imperium enforces a ban on the importation of "any technological products, or designs and/or specifications for same, which have a primary use in warfare, or which may be put to use in warfare to substantially increase destructive capability." This wide-ranging ruling has been left vague, since almost any high-tech civilian device can be modified for wartime use, and is enforced arbitrarily by the Imperial units in the system. At various times, the restrictions have been used to exclude radioactives and the technology for their use, advanced propulsion devices such as gravitics, tracking devices, and, of course, weapons systems of any type beyond the prevailing tech level. Other high-tech devices have usually not been prohibited; examples would include such items as advanced

communication devices, hand computers, or medical equipment (as advanced healing techniques and devices decrease the destructive capability of all weapons by making survival more likely). Each referee should utilize the definitions and examples given to generate his/her own list of restricted import items, and allow for some flexibility to take account of a given party's creativity is selling the 'harmlessness' of their cargo to the authorities.

Trade restrictions are enforced by the network of Naval, Marine, and Scout units which regularly patrol the system. Few ships will escape detection by the Interdiction Beacons and fighting vessels; the referee should roll 9+ for any players' starship attempting to make planetfall without detection and boarding, allowing a DM of +1 for Navigational skill of 3+ (in the primary navigator only) and a DM of +1 for Pilot skill of 3+. Crews caught carrying restricted cargo into the system will have both cargo and ship confiscated. Penalties will depend on the severity of the offense (with high tech weapon systems and atomic devices at the top of the list) and the Admin/Bribery skills of the party, and may range from a moderate fine to a 5-10 year sentence on a penal world (see World 7 for a possible adjunct adventure if the party should suffer this worst possible fate; see also Adventure 8, **Prison Planet**).

With or without the aid of modern technology, though, the political tensions on this world are leading inevitably toward a war which could eventually encompass most of the world in the absence of Imperial intervention. Due to the current level of technology and the prevailing mind-set of the natives, this war would be similar in some ways to the 20th-century (approximate -2480 IMP) Terran global conflict known as 'World War II', although even the presence of 'legal' imports such as computers and advanced communications devices will greatly alter the options available to the combatants. The referee should not draw exact parallels, but some of the same tactics, equipment, and political philosophies will be evident. The exact circumstances of the conflict should be considerably re-arranged to prevent players from having too much foreknowledge about the course of future events (e.g., a 'democratic' government may make a surprise attack on a major outpost of an oligarchical government in the early days of the war, the pattern of alliances may greatly differ, or a different power may develop the atomic bomb).

Initially, hostilities will likely be limited to conflict along one or two fronts. As tensions increase, amid the threat of multiple third party intervention, the Imperium will also increase its presence on the planet, bringing in observers and negotiators, and holding out the threat of Marine intervention. In areas near the existing war zones, Imperial ships may also be used to evacuate concerned non-natives to positions of safety. The customs vessels will be ordered to form a more thorough blockade, and the starport will provide available information to entering ships about the boundaries of the current war front, identifying those areas of the planet considered unsafe for travel.

The adventurers may become involved in this conflict either by accident or choice. The party may already have landed on the planet

prior to the outbreak of war, acting as traders, merchants, tourists, or in another capacity, and may somehow wind up in the active war zone. They may somehow be prevented (either maliciously or by an accident of war) from evacuating the world along with other off-world Imperial citizens at risk. The adventurers (accompanied, perhaps, by similarly stranded NPCs) will have to make their way to safety -- a neutral country, an Imperial outpost, or a ship leaving the surface -- avoiding attack or capture enroute. If the players (or their new-found companions) are important enough figures to the Imperium, they may be sought by Imperial military patrols, greatly enhancing their chances of survival. Conversely, if the adventurers have entered the system by evading the customs patrols, the Imperial authorities will not know that the party is on-world, and may even deny assistance once they are contacted (asserting that the party must have illegally obtained or forged their credentials). If the players have recently smuggled a cargo of prohibited materials onto the planet, they may suffer the further ignominy of learning that the materials they have just brought are being used against them.

As a second possibility, adventurers may have been enroute to the world (on legitimate or illegal business) at the time the war begins, arriving a few days after the outbreak of hostilities. The referee may postulate that, in the confusion surrounding the situation, the spaceport information concerning the extent of the war may not be completely accurate. Consequently the party may not be aware it is entering an active battle zone until they are engulfed in the conflict as targets or threatened bystanders.

Alternatively, a party may actually choose to enter the war zone seeking adventure or profit. The adventurers may be hired to transport journalists, sociologists, scientists, or wealthy thrill-seekers who want to observe, close-up, a world locked in the throes of war; conversely, they may be contacted by a patron anxious for the safe return of a loved one known to have been near the initial outbreak of hostilities. Finally, the players may seek to smuggle in embargoed weapons, equipment or supplies, either to fulfill a prior contract or to sell to the highest bidder. In this last case, the party will have to make their way safely past the increased Imperial patrols (now a 11+ base, with modifiers as previously stated).

All of the participants in this conflict have sought to gain technological superiority over their enemies through interdicted trade with the outside; these attempts have been largely frustrated by the customs patrols. Nonetheless, most of the major combatants in the conflict have assembled a modest arsenal of high tech non-atomic devices (a handful of laser rifles or carbines, improved artillery fire-control devices, advanced radar/tracking equipment, etc.). Replacement parts for these systems will be at a minimum, and maintenance procedures will be virtually unknown. Consequently, all the belligerents in the conflict will be extremely interested in capturing any off-world Imperial citizen possessing technical repair skills or scientific know-how, or any equipment that might be useful to the war effort. Conversely, a government may be seeking an off-world scapegoat to blame for the

high-TL weapons being used against them. All of these factors will tend to heighten local interest in any off-worlder encountered, particularly those prone to brag about their skills or importance.

It is likely that native air and ground (anti-aircraft) units will attempt to bring down any starship landing in their area. Although a battle between a fusion-powered, heavily armed and armored spacecraft and a squadron of internal combustion/propeller driven, machine-gun armed fighter planes is a hopeless mismatch, it cannot help but be an unique experience for the adventurers -- especially if they need to escape detection by Imperial observers, and must limit use of their lasers and other exotic weaponry.

If the party lands in the war zone voluntarily or involuntarily while in pursuit of their objectives (be they search-and-rescue, delivery of passengers or goods, information gathering, or emergency repairs), they may find themselves in the uncomfortable and challenging predicament of surviving behind enemy lines. If the players possess up-to-date maps and Imperial reports on native politics, they will stand a good chance (6+ on 2D) of being able to identify their position and the location of the nearest safe haven without undue delay. The players may have to evade or engage armed patrols seeking to recover the starship or its crew. Alternatively, the party may stumble into the midst of heavy fighting -- a coastal beachhead, a forest where armored divisions are squaring off, or a city undergoing severe aerial bombardment.

As the players make their way across the countryside, they may involved in one or more of the small vignettes that comprise the day-to-day drama of war -- a group of orphaned children needing an escort and transport to safety, a sniper attack, an unexploded bomb that must be disarmed. By providing assistance in these and similar situations, the players may make friends among the local populace who can provide them with useful information or sanctuary from pursuit. Conversely, players may seek to disguise themselves as locals to increase their freedom of movement. Streetwise skills will enhance the effectiveness of such an impersonation. Referees should note, however, that players choosing to disguise themselves as soldiers run the risk of being identified and pursued as deserters -- a crime punishable by death in time of war.

If the players should be captured, they will be taken to the nearest major military base or staging facility for interrogation. The questioning methods used by their captors may run the gamut from gentle persuasion to physical torture. The players' party may become separated during their internment; those individuals who possess skills in the areas of Military Strategy/Tactics, Engineering, or equipment repair, will be the most highly prized (and best treated) captives. In most cases, it will be up to the adventurers to prepare and execute their escape from these well-guarded compounds; if the referee wishes, however, another of the major powers may launch a commando raid to 'liberate' the adventurers (with no long-term effect on the players' status beyond an exchange of jailers). If they really manage to get themselves into hot water, the Imperial Marines may come to the rescue (though this may bring its own

set of legal consequences if their business on the planet was unauthorized).

A further interesting complication that can be introduced into this scenario is a discovery by the players that a group of interstellar mercenaries has entered the conflict on behalf of one of the major powers. The size of this mercenary force and the exact nature of its ticket are up to the referee, and should be related to the size and overall resourcefulness of the players' group. Given the strict importation laws, the players should realize immediately that there is no way that this mercenary unit can be on the world legally -- if the players can manage to report the presence of this group to the Imperial authorities, they will be handsomely rewarded for their efforts, and the unit will be outlawed within the Imperium forevermore. The mercenaries have been promised a sufficient amount (in Imperial currency, precious gems and metals) to justify the tremendous risk of banishment; if the unit realizes that it has been sighted, however, they will immediately initiate a full-scale effort to locate and permanently silence those witnesses. Thus, the players may find themselves hunted by well-trained veterans with weapons technologically equal or superior to their own, in addition to their other problems.

Referees preparing to run an adventure on this world should construct detailed planetary maps which delineate the borders of the various combatant nations, neutral or disputed territories, and the locations of all major on-world Imperial facilities. Referees should also develop a timetable of major land, sea, and air actions occurring during the first few months of the war, and the escalating responses of the Imperium. Descriptions of planetary military equipment may be generated using the rules provided in **Striker**, or by adapting WWII-era weapons systems to the **Traveller** format. The **Striker** rules on armor and penetration may also prove useful to the referee during the play of this scenario, particularly in regard to resolving combats between conventional aircraft, ground artillery, and spacecraft.

Adventures on the Xboat Routes

From the Journals of A. P. Lee —

"Never flew an xboat — never hope to fly one, either. Those homely little ships are the lifelines of the Imperium, though, our long-range eyes and ears. I found out their importance — and their fragility — during the False War. The pilots who fly them have a sense of their own mortality that we who ride the big ships sometimes lose . . . I know one thing — I'll come running if one of those little bleeders hollers trouble, no matter what I'm doing . . ."

The xboat system is the single most important means of communications in the *Traveller* universe, as discussions in Journal 6, Supplement 7, and Supplement 9 have made clear. For those referees not familiar with any of these materials, an xboat is a 100-ton vessel, manned by one or two individuals, which is capable of jump-4, but has minimal life-support and no maneuver capability. These vessels travel along pre-established routes, carrying messages (and occasionally, small packages) between systems. Most of the xboat's interior equipment is devoted to electronic information storage; when such a ship enters a system, it beams its data to the central computer of the xboat station. Information intended for delivery within the system and to planets not on the main route is transferred to Scout/Courier craft; the remainder of the data, along with other outgoing communications targeted for that portion of the route, is transferred to another xboat fueled and ready to leave for the next station on the line. The now helpless entering xboat is picked up by an xboat tender, a 1000-ton craft equipped for retrieval and refueling of several xboats simultaneously. USP statistics for both of these craft, taken from Supplement 7, are provided at the end of this section.

The xboat stations will have anywhere from zero to 12 xboats present, as well as 2-4 tenders. Station personnel will have the skills required to overhaul xboats and their computers as needed. The station itself will have a huge computer, powerful detection equipment (for tracking incoming and outgoing xboats) and excellent communications facilities.

The xboat system has greatly increased the speed of information transfer across the vast expanses of the Imperium. Because of the low maneuverability, lack of armament, and the great strain placed on the vessels involved, however, the overall system is exceedingly vulnerable to malfunction or attack. These features make the xboat routes a rich source of potential scenario adventures for player groups.

Adventurers may be brought into contact with the xboat system through a number of circumstances. The ship upon which they are travelling may suffer an equipment malfunction while in the vicinity of the station, and seek to avail itself of the latter's emergency repair capability. Players may stop to pay a courtesy call to a relative of an NPC crewman, or to meet with a potential patron. The players may also

have been hired to act as couriers, picking up or delivering an important package being sent by xboat. Finally, the players may simply be travelling in the vicinity of an xboat, tender, or station when an emergency distress signal is sounded.

The first type of scenario that can be envisioned is a fairly straightforward rescue mission involving either a single xboat or the entire station. The most dangerous problem facing an xboat is misjump. Xboat tenders are, of course, dispatched to the aid of xboats known to have misjumped, but the marginal life-support capability available (ten days to two weeks) means that the xboat pilot will also be forced to send a Mayday. The laws of the Imperium require any ship in the vicinity to respond. If the xboat is several days away from the nearest vessel (the adventurers', of course), the situation will become critical.

Alternatively, the xboat may make a miscalculated jump, in which it arrives in the desired system, but in an area where its inability to maneuver places it in immediate jeopardy. The referee may have the xboat re-enter normal space in an asteroid belt, near the gravity well of the system's primary or a planet, in the path of a comet, etc. In adventures such as these, the time limit becomes even more pressing, and the players' starship will be subjected to the same menaces that threaten the helpless xboat. Finally, the xboat station itself may be stricken, by a life support malfunction or a failure of its collision avoidance systems. All of these rescue missions will give players a chance to make use of a number of their skills, including Leadership, Vacc Suit, Ship's Boat, Medical, and any number of repair skills.

The referee may place further impediments in the path of players receiving the distress call. Passengers who have chartered the starship may be impatient and attempt to convince the crew to let the matter be: "Someone else can take care of it, after all." The adventurers may have cargo on board which has a firm delivery date -- perhaps there is a large bonus for timely arrival, or perhaps the cargo consists of perishable pharmaceuticals which must be brought to a world in the throes of an epidemic, forcing the adventurers to decide on the juggling of lives. (Note that even if the players have the best possible reasons for abandoning an xboat in distress, the authorities may still pursue and prosecute if they learn of the aborted rescue attempt.) Finally, the players may arrive on the scene, and encounter pirates who have also heard the distress call and are seeking to claim the stricken ship or station for their own purposes.

A second type of scenario involves an attempt by some outside entity to steal, jam, or tamper with the information being carried by an arriving xboat. The information targeted in this manner may include military reports sought by enemies of the Imperium or industrial trade secrets prized by rival corporations. The attempt may be part of an ongoing series of thefts that have attracted the concern of Imperial officials, or of the corporations who have been hardest hit by the losses. The latter may hire the players to investigate the matter or, if one or more of the party possess high (3+) Computer skills, to devise a means of foiling the thefts. In such a situation, the players may come into contact (as collaborators or foes) with IISS or Imperial Navy Security

computer experts on the same assignment. The thieves may be intercepting the transmissions from a starship, using a small drone-satellite set along the line of the in-coming transmission beam, reflecting it back to the home vessel; if the players can track the source of the signal (at first, likely to be like finding a needle in a solar system sized haystack), they may be able to give chase and pursue the perpetrators. The trail from this point may take the players off-system, or onto one of the system's inhabited worlds, becoming a full-fledged spy adventure if the referee wishes.

In the third type of scenario, the xboat vessels or station become the subject of physical attack. A local non-Imperial world or a world in rebellion against the Imperium might find it advantageous to destroy the station, in order to disrupt Imperial communications. This attack might also be the opening salvo of a major offensive, enabling the expansion of the scenario into major fleet actions (such as the Fifth Frontier War), as the Imperium amasses its forces to defend the besieged subsector. If a smaller scale action is desired, the attackers can be a terrorist group seeking to draw attention to their cause. These terrorists may attempt to destroy the station by a frontal assault, or by smuggling a bomb inside; alternatively, their objective may be to seize the station and its personnel as hostages. The latter situation can be used as the basis for a good small-scale Mercenary adventure, where the unit is given a ticket to retake the station with a minimum of damage and casualties.

Finally, the attack may not be against the station itself, but on one of its vessels. Brigands may wish to procure a vessel for piracy; an xboat tender or Scout/Courier craft is well suited to such employment, since such ships normally draw a minimum of attention when encountered. In such a circumstance, the players' ship would be presumed to be in the vicinity when the Mayday signal is given; the adventurers will have to act quickly to reach the scene in time to aid in the defense of the beleaguered craft. The players may also, of their own volition, make a theft attempt.

Most of the adventures described in this section have the virtue of being relatively short, self-contained scenarios which can be completed over the course of one session of play. Furthermore, because of the ubiquitous nature of the xboat system, these scenarios can be introduced into an ongoing, large-scale adventure, as a momentary diversion, or a means of satisfying players who are itchy for action after a long period of travel or surveillance.

XBOAT X-1540041-000000-000000-0 MCr 70.65 100 tons
Book 2 design TL=10
No weaponry installed CREW=1
PASSENGERS=1 (possible). LOW=0. FUEL=40. CARGO=1 (possible).
EP=0. AGILITY=0.

XBOAT TENDER XT-A411132-000000-000000-0 1000 tons
Batteries (3 turrets can be TL=10
Batteries Bearing mounted; see Supp. 7) CREW=6
Book 2 design
PASSENGERS=4 (10 if double occupancy). LOW=20. CARGO=60.
FUEL=150. EP=10.