

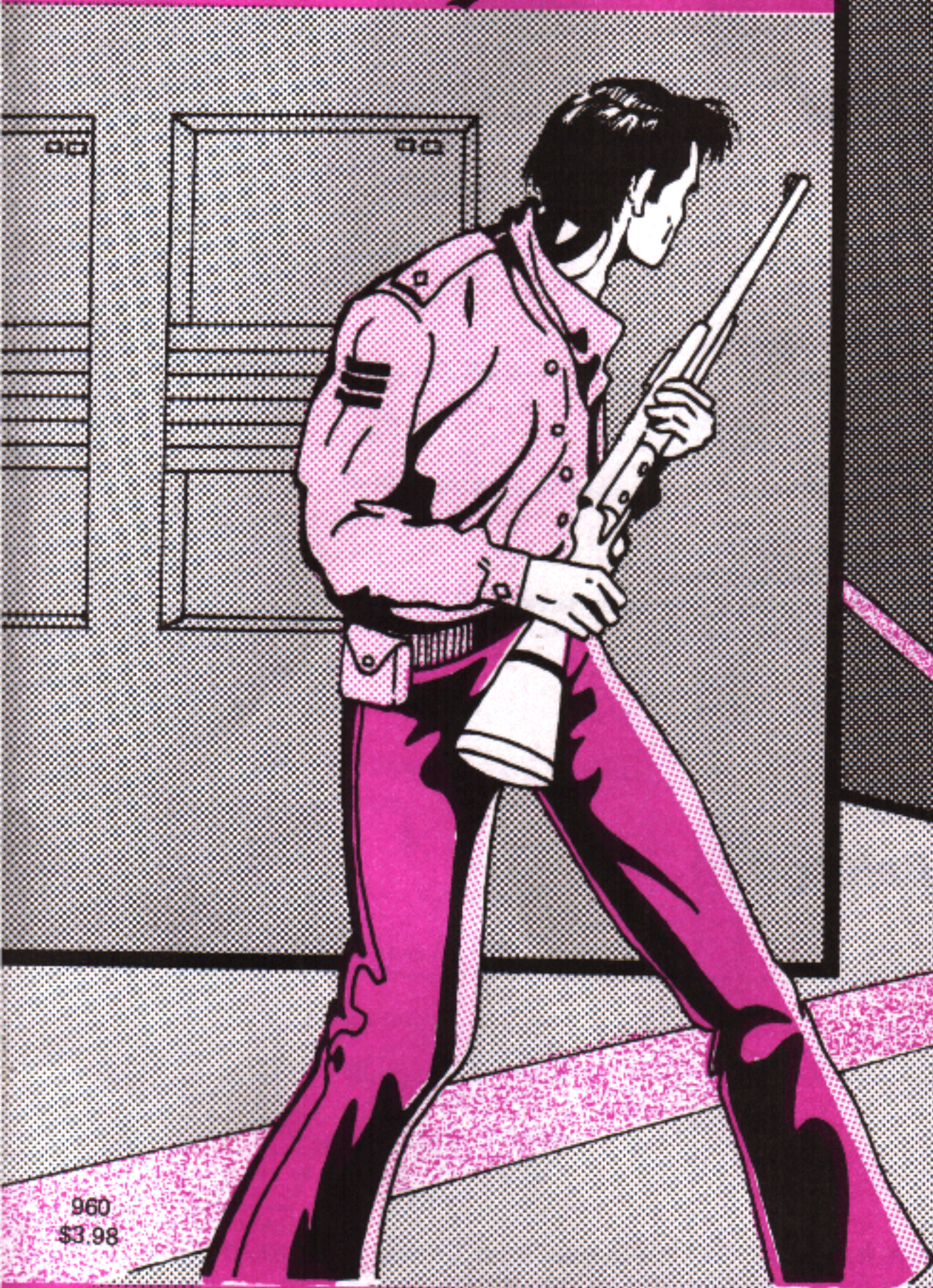
DARKLING SHIP



Science Fiction in the Far Future

by **DAVE SERING**

Judges Guild



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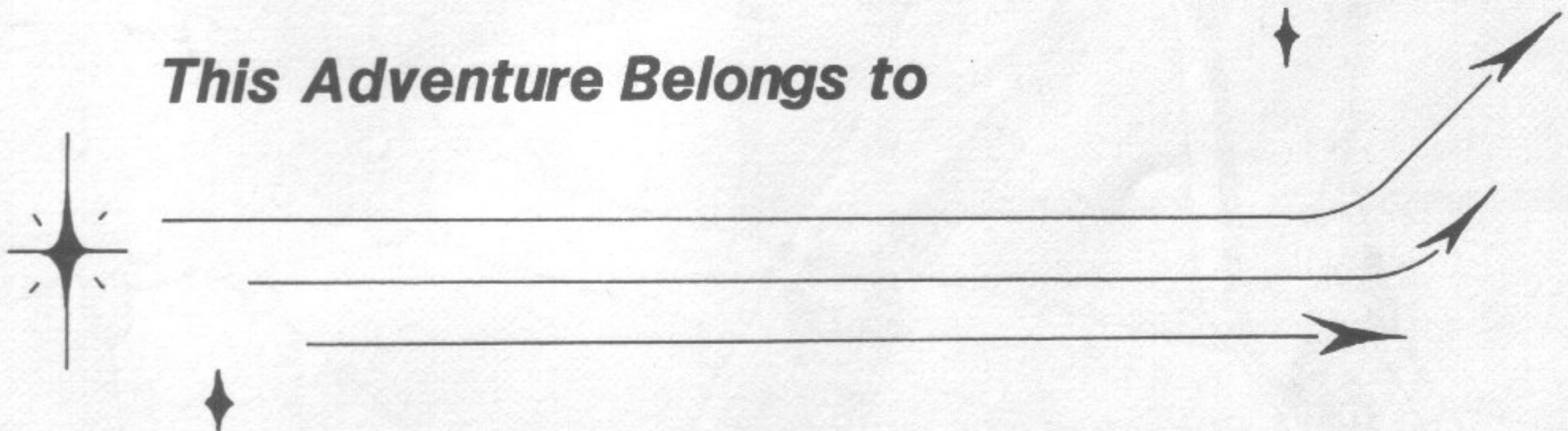


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This Adventure Belongs to



Introduction

This scenario is the third in a special series of connected adventures set in the **Judges Guild Gateway Quadrant** of the **Traveller**™ campaign universe. The **Border Prowler** series is designed to provide a Judge with a ready-made mini-campaign. Set up in tournament format with handout sheets of information, equipment, and pre-generated characters, this particular scenario can be accomplished with only a portion of the resources available in the crew and equipment of the **Hrunta**. Other crewmembers and other equipment will be called upon in subsequent scenarios. Each scenario is designed to be run independently. The Mission Briefing Statements on the handouts give sufficient background information for the play of that particular scenario. The events of the entire series of scenarios took place in slightly less than a standard year; consequently, no improvement in the skills or statistics of the given characters is permitted. Any of the scenarios can be set into an ongoing campaign by replacing any or all of the given characters by player characters who have the same overall assortment of skills. The **Hrunta** can then become a free-lance security vessel whose mercenary crew has been hired by the Imperium to investigate these irregularities.

To prepare for play, gently bend up the prongs on the staples in the center of the book. Remove pages 11 through 22 and bend the staples back down again. Cut the loose pages in half along the centerline fold except for pages 15/16/17/18. The plan of the Generation Ship is retained by the Judge, and the other loose pages are handed out to the players. The Judge should caution the players to examine the sheets closely. The Mission Briefing Statement ought to be read aloud and discussed. Each group of characters has different specialist skills, but each group was set up to be as useful and playable as any other. The equipment listed is far more than the minimum necessary to accomplish the assigned tasks. Equipment was assigned and the necessary reference information given on the back of the character sheets to speed up play by eliminating time spent on selecting equipment. Nevertheless, the Judge is encouraged to make such substitutions as seem best suited to the tenor of the campaign he or she moderates.

In tournament play, this scenario required six players and a time of about four hours. In campaign play, the Judge will be required to split the teams up among the available players. Tournament play requires strict attention to game time and quick action. The scoring system for rating tournament performance is given at the end of the booklet. Campaign play emphasizes leisurely participation by all concerned. In either instance, enjoy!

Mission Assignment: Darkling Ship

Subject: Analysis of the military and political implications of a series of abandoned installations discovered on the borders of Imperial Space. Data recovered by the **Hrunta** task force in the previous two missions indicates additional activity by the unknown parties took place in the **Satyressia** and/or **Darkling** subsectors.

1. Records indicate that the body of a Human in a **Vaccsuit** was found drifting in deep space among the clusters of asteroids in the trailing Trojan position of a gas giant planet in the **Pearlbase** or **Placid** systems. Identity of the body was not determined. It had been exposed to vacuum conditions for a long time. An electronic identity disk on the body was found to be of the same type as was discovered in an abandoned base in the **Spinstorme** system of the **Blackedge** Subsector.
2. A copy of a magazine-type publication was also discovered which contained an article on a generation ship. This slower than light speed vessel of about Tech Level 9 was depicted in photographs and drawings. A series of photographs of the bridge of command area showed some distinctive star patterns in the background. Computer analysis of the patterns shown indicated a location somewhere within the coreward half of the **Darkling** Subsector of the **Glimmerdrift** Reaches.

Orders: The **Hrunta** will transport **Tiger Force Three** and **Analysis Team Beta 421** to the **Satyressia** and **Darkling** subsectors. All resources of the **Hrunta** are to be at the disposal of **Analysis Team Beta 421** which is directed to investigate the area. **Tiger Force Three** is directed to provide whatever assistance may be required. **Hrunta** is to provide normal frontier services while engaged on this mission. Pirate suppression and Search and Rescue operations will have immediate priority over the intelligence mission. Identification of the Intruder has been assigned "Urgent Priority" (downgraded 127 - 1107 I from "Most Urgent Priority") by the Duke's Special Service.

ADCOMLEYSEC; 127 - 1107 I

The **Hrunta** was selected for the mission because she and her crew were successful in two previous investigation missions (**Judges Guild** products, **Amycus Probe**, JG 0710, and **Rogue Moon of Spinstorme**, JG 0720, \$5.98 each). The ship had recently been modified to serve as a mother ship for a commando unit. Half of the cargo hold had been converted to living quarters and life support, and the other half had been converted to carry two armored assault shuttles in semi-external mounts. Since the previous mission, repairs have been completed and all necessary replacement supplies and personnel mustered on board.

Judge's Notes

The players will have to decide which systems to search first. The Hrunta can commence the search upon breaking out of Jump in the Prippin System. The special scanning devices which will pick up the jamming used to camouflage the Intruder facilities will not work when the ship's normal military scanners are operating. Unless she uses her military communications system or goes to Battle Alert with active weapons-tracking systems, she will not be readily identifiable as a military vessel. The Hrunta crew have the choice of jumping to either the Pearlbase or Placid Systems. They may scan for Intruder indications but will find only randomly-encountered items from the tables on page 29. If the players pay attention to the material presented in the Briefing Documents, they will not waste time with any other systems in the Satyressia Subsector. The players may choose to visit any of the other systems in the subsector. If this scenario is being played in a campaign context, the crew of the Hrunta is encouraged to spend as much time as they want in whatever pursuit the Judge finds enjoyable. In a tournament context, the Judge should remind the players that they only receive 3 Victory Points for discovering that a system is free of Intruder indications. In either case, Random Encounters will be rolled for on the tables on page 29 once each day.

Upon jumping into the Placid System and conducting a search for the presence of special jamming, positive indications will be discovered in the Leading and Trailing Trojan points of the fifth planet, a large, gas giant. Also indicated will be a point in the orbital path of the fifth planet on the exact opposite side of the sun from the current position of the planet. Investigation of these positions will gradually uncover a small, metallic object floating in deep space. Two metallic spheres, each 4.37 meters in diameter, are connected by an 8.1 meter long, strangely sculptured, metal strut. A metal filigree of antennae extends as much as 4 meters in various directions from the spheres. A mild electrostatic charge periodically repels dust accumulations and keeps the antenna surface clean. This device is not armed but does have a self-destruct device which will activate if the machine is touched without a code signal first being given. The destruct charge is rather thorough, but most of its destructive potential is directed inward upon its components. Only an item precisely in front of one of the small access hatches will be exposed to possible damage. Upon a roll of 10 or more on 2D (DM of Vaccsuit Skill applicable), the person or item touching the device will take D + 4 hits from flying fragments. The damage will be such that examination of the remains will reveal only that the device was a recording spy or surveillance device.

The devices in the Leading Trojan and Planetary Opposition positions are intact and have their destruct charges armed. The device in the Trailing Trojan position, 60 degrees behind the planet in its orbit, is not intact though its jamming gear is still working. One of the destruct charges has fired, and the circuitry has been modified such that the other charge will not fire. Floating in the near vicinity, about a hundred kilometers away, is another blip. Somewhat further away, at 150 kilometers, is another blip. Both of these blips are rather small; they are under 3 meters in diameter. Also in the near vicinity, about 200 kilometers away, is a cluster of asteroidal debris that shows suspiciously heavy traces of metallic elements.

This spy device can be disassembled and analyzed. The scanning and recording devices are Tech Level 13 for the most part with several items of Level 14 and one component which must be Level 15. It was used to record its observations over several months or years and then transmit them at high speed in response to a special code interrogator signal. The tapes ran out of recording space long ago. Isotope dating from the components gives an age of 350 +/- 50 years.

Blip number one is a space-suited figure of Humanoid type. The Vaccsuit is a hard-shelled type of asteroid miner work suit and has been severely damaged by a fusion or plasma weapon impact. The occupant is a female Human, probably of Vilani descent and approximately 40 years old, who was killed by the depressurization of the suit. The Tech Level of the suit and equipment is around 10 except for a single item that looks like a remote control command unit of Tech Level 14.

Blip number two is a Vaccsuit constructed for a non-Humanoid type of being. The suit is an armored shell of slightly-flattened egg-shape with six flexible sleeves covering manipulative or locomotory limbs. The species of the suit's occupant is identifiable as that of a crypto-arthropod sapient known locally as a Kancer. These sapients are found in two somewhat widely separated areas in the Maranatha-Alkahest Sector but they are frequently found quite far afield on mercantile endeavors. The following section is an article from the General Library Data Bank and may be read to the players to remind them of what general knowledge they would have about this minor neighbor of the Imperium.

Library Data

"Kancers" is the name used by Humaniti in lieu of a physically unpronounceable triple click and small screech which rapidly ascends into the hypersonic range. The race is one of the six which comprise the confederation known as Supraherd T'tnaree in the Maranatha-Alkahest Sector. The major population concentration is the home planet Kashgar (1205) and the other five planets of Tsagon Usu (1207), Tingsin (1404), Uch Turfan (1406), Zilling (1804), and Tangra (1805). The population in Supraherd T'tnaree was estimated to just exceed 9 billion at the latest census. The Kancers are a very prominent element of the commercial activity of the confederation. Their trading vessels range as far as adjacent sectors on normal voyages but frequently have been found even farther afield. A second population concentration of Kancers exists in the Yakil-net Subsector of this Sector; it is the Flock Ktani, comprised of Jutiapa (0337), Masajua (0436), and Cuilco (0437). This area was settled by a political/religious group some five centuries ago, who requested "physical separation for deliberate development of deviant social structures." The current population is 4.7 million, most all of whom stay within their three systems. The Kancers of Flock Ktani are not inclined to mercantile activities and seem to be inward directed in their political activities.

The Kancers are considered to be descended from gatherer-type omnivore stock. They have warm-blooded bodies with three pairs of jointed limbs. The anterior pair of limbs has been specialized for fine manipulation as has a pair of small feelers situated on either side of the sideways-operating mandibles. Though possessed of an internal bony skeleton, the exterior of the body is covered with horny plates on the torso and head, and the limbs are covered with dense fur. The posterior and middle pair of limbs have both hoof-like walking surfaces and gripping ability. The anterior limbs are used primarily for manipulation but also have a small, hoof-like remnant which serves as a natural weapon. Clothing is worn only for physical protection from the environment; ornamentation is limited to metallic decorations set into the horny body plates which also serve as attachment points for carrying equipment. The Kancers are bisexual, lay eggs, and form family groups based upon the number six. The general racial psychological profile tends toward non-aggressive, cooperative activity although subgroups exist which differ significantly. For Traveller™ game mechanics, the statistics of the average Kancers are 768787.

ASTEROID WORKBOAT

The cluster of blips making up contact number three can be resolved by precision scanning into a grouping of asteroidal debris ranging up to 300 meters in diameter and one artificial structure of metal. The metal structure appears to be a ship of some sort. It masses at least 100 tons and probably does not exceed 200 tons. The vessel is not emitting any signals on any known frequency; the power plant is inactive, and there is no response to any hailing calls.

The vessel carries no visible exterior armament and looks like some form of asteroid miner workboat. A close approach will verify that it is, indeed, an asteroid miner's workboat. It masses about 150 tons and is not capable of jump travel. The vessel carries no external identification markings and exhibits the scrapes and dents indicative of a hard working career. The Tech Level appears to be 10 or less. It is fairly crude, but is efficient as far as interplanetary crafts go. The hull is a close configuration of rather slab-sided form. A tough, semi-streamlined nose cap forms the bow, and the retractable fueling scoops located on the port and starboard sides of the Engineering Section permit skimming gas giants. The major portion of the ship is taken up by the cargo hold, which has a capacity of 100 tons. The Engineering and Crew sections form the rear one-third of the vessel. Engineering is the lower deck, and the Crew quarters and Bridge are above it.

The Cargo Hold measures 9 x 25.5 x 6 meters. Power-operated folding cargo doors comprise most of the port and starboard hull sides as well as a large portion of the top of the hull. An exterior panel covers a coupling where power from an outside source can be applied to open either of the side doors or the top doors. The top doors can also be cranked open manually with a large mechanical crank housed in a blister just forward of the doors in the hold roof. The top doors are partially open, and several large, bulky objects can be seen in the gloom within. The objects are the broken-down components of two more spy satellites. All the external antennae are detached and lashed in place. The spheres are crated separately and have several smaller crates for internal components yet to be installed. The connecting members are broken down into three sections each and have numerous internal cable connections carefully tagged and tied down. Detailed examination shows that the devices are primarily of Human manufacture, but certain critical components have been supplied by a non-Human source.

A manual pressure hatch in the after bulkhead of the Cargo Hold leads into a 1.5 x 1.5 x 3 meter airlock, the inner hatch of which gives access to the interior of the Engineering Section. The Engineering Section is in vacuum and contains the power plant, empty fuel tanks, the fuel purification plant, and the maneuver drive. All the equipment, including emergency batteries, is inert and powerless. An open manual hatch in the overhead ceiling is reached by a ladder and gives access to the deck above.

The Crews' Quarters and Bridge occupy all of the upper deck level and are also in vacuum. The floor hatch to the Engineering Section is located in the Bridge area. The Bridge contains the controls and computer and is separated from the Crews' Quarters by another manual pressure hatch. The Crews' Quarters contain two staterooms, a small galley, and two storage lockers. On the after bulkhead is another manual pressure hatch leading into another 1.5 x 1.5 x 3 meter airlock with a hatch to the outside.

Stateroom One shows signs of occupation by two male Humans. Diligent search will reveal a number of personal articles, but nothing which could give a concrete clue as to the origin of the craft or crew is in this stateroom.

Stateroom Two has been modified for occupancy by two different alien species. All the Human-configured furniture has been removed and replaced. One sleeping surface is comprised of a 2.1 x 2.1 meter square piece of 4.5 cm. thick sponge foam. The rough surface of the slab is comprised of a layer of sand glued to the surface. The other sleeping surface is a ceramic cylinder 2.1 meters long by 1.43 meters across a slightly oval diameter. The cylinder looks much like a piece of sewer pipe and projects from the aft bulkhead about .75 meters above the deck. Held attached to the top of the cylinder is a large, wrinkled package of aluminum fabric. The package is a flexible Vaccsuit with an inner mesh armor wrapped around a helmet and a life-support package. The Vaccsuit was constructed for a six-limbed being of about 100 kilograms. A glance into the pipe will reveal a large, lumpy mass occupying the back half of the pipe. Shining a light into the pipe will reveal a large pair of dully-glittering, multifaceted eyes above a huge pair of wickedly-barbed pincers. (A hasty look might lead a character to believe the creature to be alive and threatening. A roll of INT or less on 2D will indicate the character has not been startled. Those who are not successful roll again on 1D with a result of 2 or less indicating a Vaccsuit breach, DM of Vaccsuit skill being applicable.) The occupant of the pipe is, in fact, thoroughly dead.

Examination of the pipe will show the remains of a 100 kg. omnivore of some sort, probably a hunter or an eater. The entity died of starvation in a pressurized environment and only some time later after death was subjected to a very slow depressurization. Preliminary analysis does not give an answer to whether the entity was sapient or an animal. Considerably more laboratory work will be necessary (2 weeks) to give an opinion one way or another. On first impression, any of the analysis team will give an opinion of, "Probably not sapient. I don't see any ability to do fine physical manipulation. I won't bet on it, though!"

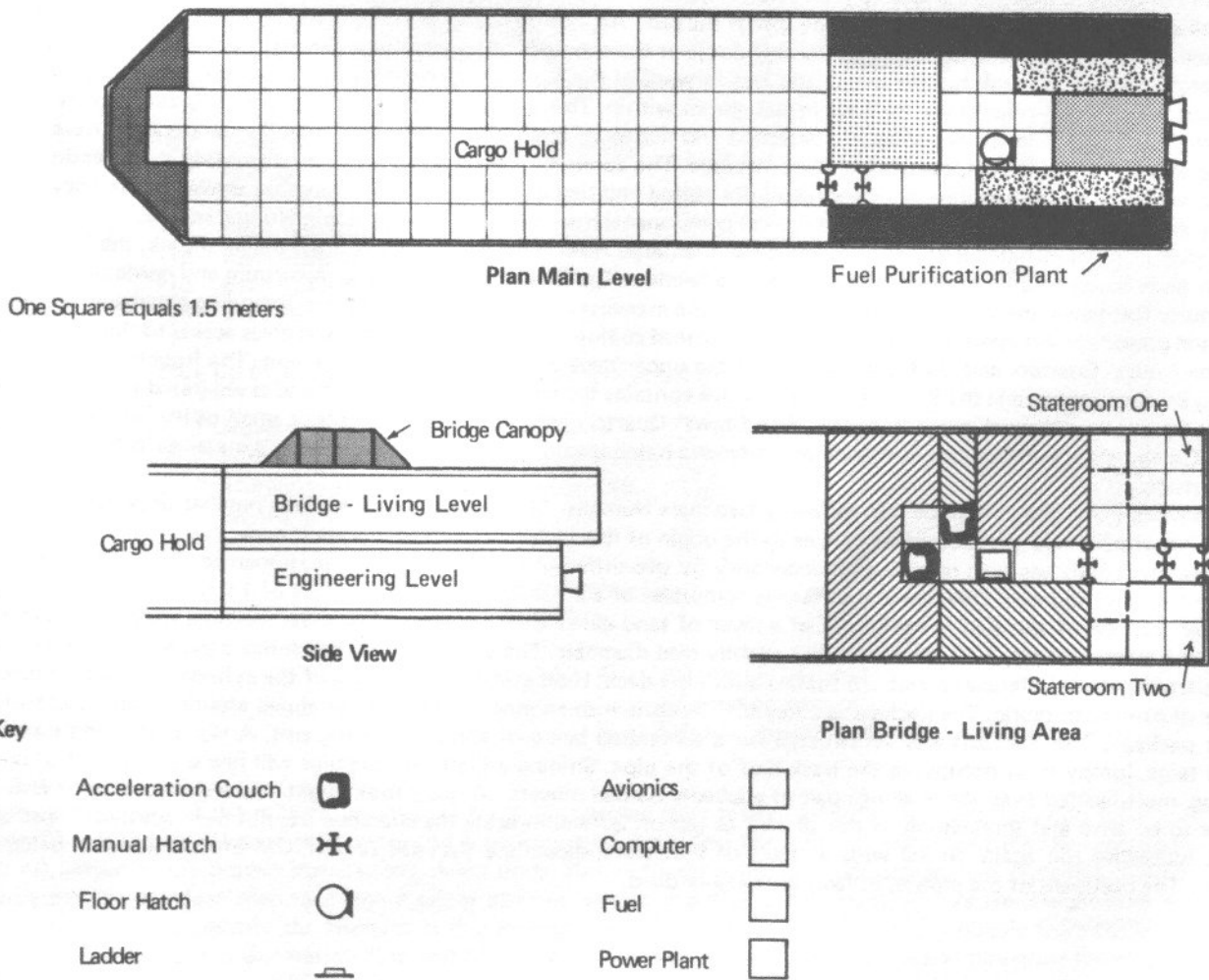
A detailed scan of the carcase on board the Hrunta gives enough information to figure its physical statistics in **Traveller** game terms.

Hunter 100 kg 19/7 As Mesh 6/9 Claws and Teeth A if Bigger 6+ F8+ S2

The analyst also says, "It is probably nocturnal and somewhat sensitive to bright light." The body is of a class not recorded in the Library Data Bank, but it is warm-blooded, lays eggs, is bisexual, and probably has a life span of 20 to 80 years. A limb from one of these creatures was found on the second mission (Judges Guild's **Rogue Moon of Spinstorme**, JG 0720).

Detailed examination of the vessel will reveal little more information. Food and water for at least several weeks was housed in the two large storage lockers in the Crew's Common. The machinery of the ship is all of common Human design. It has no identifying marks and could have been made on any planet for a radius of several sectors. The computer was wiped nearly clean; only part of one navigational memory bank can still be read. Computer scan of the data gives a date more than two but not greater than four centuries previous and a location in an area of the Lesser Rift a couple of parsecs to Rimward of the current location. No written material of any sort is on board. A puzzle game found in the personal effects of the Human-occupied stateroom appears similar to a type still common today in some sections of the Ginlinchy Concordance.

ASTEROID WORKBOAT PLANS

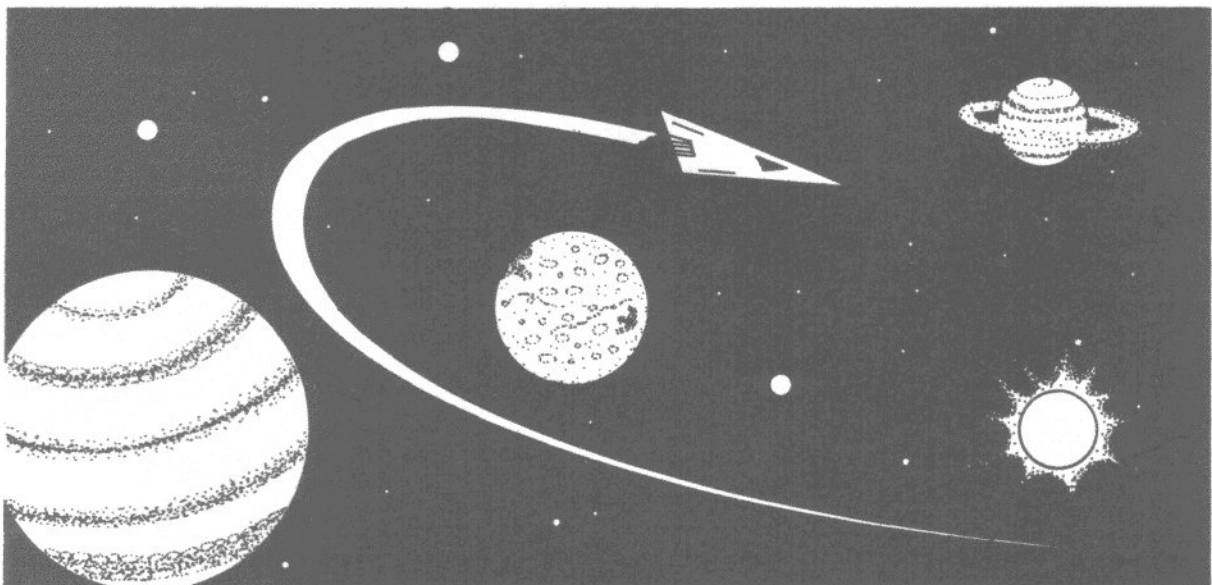


SMALL CRAFT DESIGN WORKSHEET

Tonnage	Tons	MCr	Ship Name
	150	9	
Maneuver Drive	1		Configuration <i>C/ase</i>
Power Plant	1		Tech Level <i>9</i>
<i>Fuel Purification</i>			Energy Points <i>1.5</i>
Power Plant Fuel	3	4.5	
Bridge	4.5	13.5	
Computer	9	.038	
	4.5	-	
	20	.75	
	1	2	
Weaponry			
Sand			
Laser			
Energy			
Particle			
Missile			
Crew - Officers	4		
Ratings	8	1	
Low Berths			
Troops			
Cargo	100		
Total		30.788	Agility 0
Architect		.308	
Discounts			
Total		31.096	

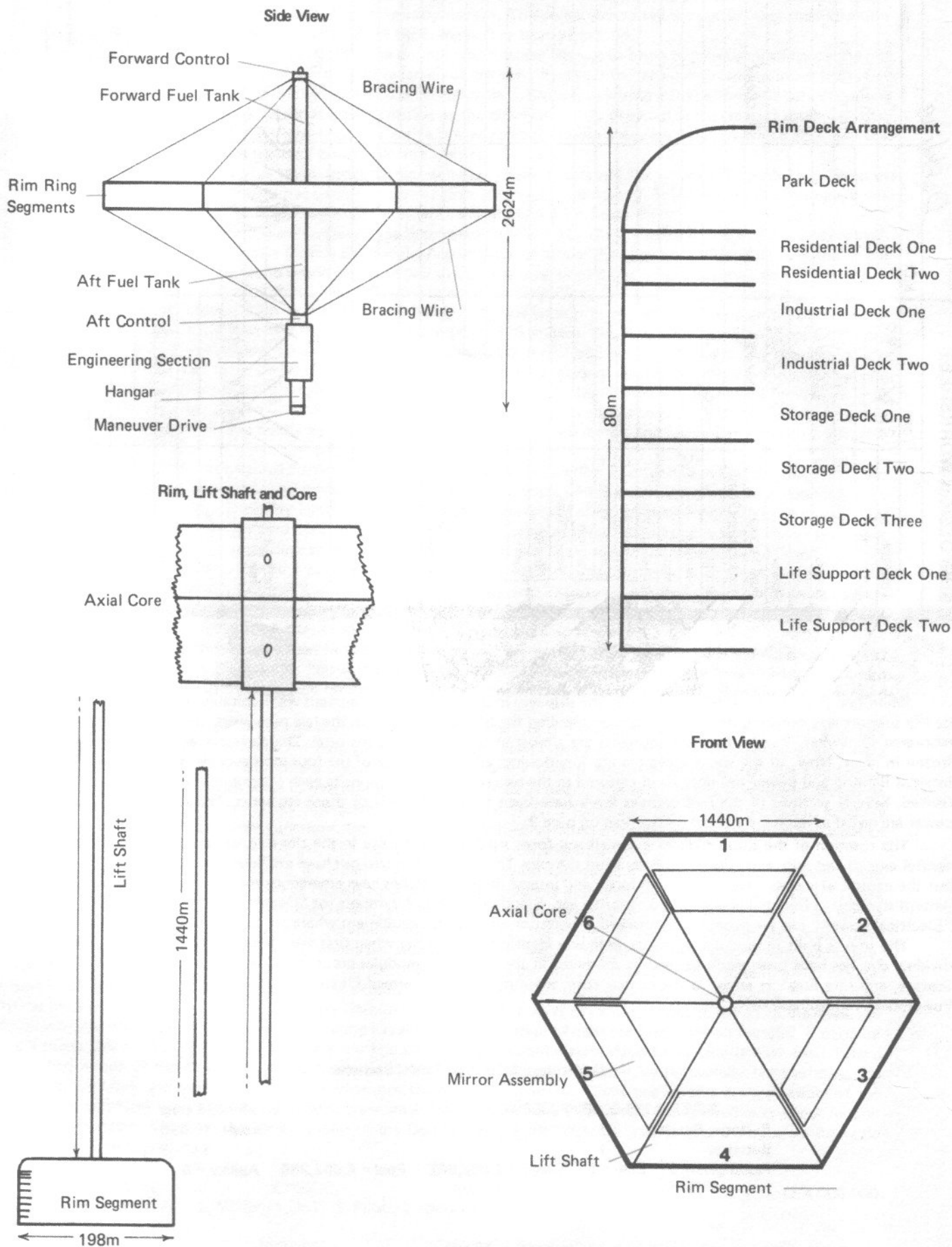
Workboat High Guard Statistics

AB-140111-000000-00000-0 MCr 31.1 35 tons
 Passengers = 0 Low = 0 Cargo = 100 Fuel = 4.5
 Agility = 0 Crew = 4 TL = 9





GENERATION SHIP CONFIGURATION



SHIP DESIGN WORKSHEET			Ship Name <i>Darkling</i>	
	Tons	MCr		
Tonnage	25,364,698		Configuration	7
Jump Drive			Tech Level	9
Maneuver Drive	50,729		Energy Points	
Power Plant	760,940			
Jump Fuel				
Power Plant Fuel	4,582,286			
Fuel Scoops	Ram Scoops			Bussard
Purification Plant				
Bridge	30,752			
Computer	R			
Armor				
Spinal Mount				
Repulsors				
Energy Wpns				
Particle				
Meson Gun				
Missile				
Sand				
Laser				
Energy				
Particle				
Missile				
Meson Screen				
Dampers				
Force Field				
Small Craft				
Park	1,832,914			1,710,730 m ²
Hydroponics Crew - Officers	1,955,109			
Ratings	879,799			16,896
Low Berths				
Troops				
Cargo	2,932,663			
Industrial Total				Agility 0
Architect				
Discounts				
Total				

IN Form 10

10

Darkling Ship

When first boarded by Albert and Charlie, the ship was in a mess. Only one segment was habitable for Humans, and even its life support was breaking down. They quickly repaired the life support, and, in the last nine years, the park segments have recovered somewhat. Two of the park segments are almost at optimal conditions now. The elevators were broken down or frozen in place. Now, all the spoke elevators are functioning, and at least one of the four interlevel elevators has been fixed. Internal lighting and power has only been restored to the two ring segments opposite each other whose park levels have been revived. Several sections of the hydroponics levels have been restored in each of those segments. The segments with active power are noted as numbers 1 and 4 on the plan on page 9.

The rotation of the ship produces a centrifugal force substitute for gravity in the rim ring sections. "Up" is toward the central axis of the ship, and "down" is away from the axis. The rim segments do not have artificial gravity-generating devices, but the central axis does have them. All exterior and interior doors or hatches have emergency manual operating controls of a pattern standard in Imperial Space some 5 centuries ago. Standard Universal Symbols for "Danger," "Airlock," "Radioactive," "Electrical Power," etc. are prominently marked on exterior and interior equipment where appropriate.

The ship is built in modular segments; each was identical to the other when first manufactured. Subsequently, some individual changes have been made to specific modules. In the rim, these modules are termed the Park, Residential, Industrial, Storage, and Life Support areas. In the central core, these modules are termed Flight Control, Offices, Engineering Control, Powerplant, Hangar, and Drive.

Generation Ship High Guard Statistics

SZ-Z701125-000000-20000-0

Batteries Bearing	1	25,364,698 tons
Batteries	1	Crew = 16,896
Passengers = 0	Low = 0	TL = 9
Cargo = 2,932,663	Fuel = 4,582,286	Agility = 0

Mission Briefing

Previous Activity: The Hrunta and her crew just participated in a series of commando raids on specially camouflaged secret installations recently uncovered on the borders of the Imperium's Ley Sector. A total of nine installations has been uncovered to date. All were built around three centuries ago, operated for a period of about 100 years, and then were deliberately abandoned although automated security equipment was left activated. The installations were built and operated by unknown Humans of about Tech Level 14 with extensive use of Tech Level 15 components supplied by another source. That other source appears to be an alien race at present unidentified. Information uncovered in the last raid indicates the presence of a sub-light speed generation ship somewhere in the coreward half of the Darkling Subsector of the Glimmerdrift Reaches Sector. The Hrunta is directed to investigate this region for evidence of the unknown Intruders, find this Darkling Ship, and discover its involvement, if any, with the Intruders. Enroute, the Hrunta is also to investigate the Pearlbase and Placid Systems for the presence of Intruder activity.

The previous installations have been camouflaged by a special distortion field which diverts sensor scans. The Imperium Navy has supplied to the Ley Sector Provincial Forces some experimental equipment modified to detect this jamming. Each installation had at least one weapons emplacement capable of heavy energy weapon anti-ship fire. (In *Traveller*™ game terms, Energy Weapons attack of Factor 6 as fired by a Computer Model 5.) Assault Boats were fired upon at a 5 kilometer range, and Recon Drones were fired on at a 2 kilometer range. The beams did not fire upon Human-sized targets. Ground and internal base security was provided by three different types of robots, termed Type A, Type B, and Type C. Type A has a hover-fan propulsion capable of a maximum speed of 20 kph, armament equivalent to a Laser Rifle, protection equivalent to Battle Dress, and takes 10 hits to render unfunctional. Its sensor equipment can track a Human-sized target at a range of 1,000 meters and can fire with the equivalent of DEX 9. Type B has a wheeled propulsion capable of a maximum speed of 15 kph, armament equivalent to a Laser Rifle, protection equivalent to Battle Dress, and takes 12 hits to render unfunctional. Its sensor equipment can track a Human-sized target at a range of 200 meters and can fire with the equivalent of DEX 10. Type C has an anti-gravity propulsion capable of a maximum speed of 20 kph, armament equivalent to a Light Assault Gun, protection equivalent to Battle Dress +1, and takes 15 points of damage to render unfunctional. Its sensor equipment can track a Human-sized target at a range of 1,000 meters and can fire with the equivalent of DEX 10. Some vital equipment control consoles are protected with anti-tampering thermite charges. The analysis team has special equipment designed to disarm these charges and tap into the computer banks.

The interiors of the installations were lined in a smooth-surfaced white plastic or ceramic coating. All room corners tended to be slightly rounded, and the rooms had lighting apparati set into the ceiling in the form of a silvery sphere which glowed when activated. Controls were marked with the color yellow and/or an outlined geometric figure to indicate open-on-activation. Controls marked with the color blue and/or a solid geometric figure indicated closed-off-deactivation. Although the computers operated upon standard, binary-based codes, the number system commonly used by the Intruders was a base-12 system. The alphabet appears to be based upon a syllabary in which each letter indicates a specific spoken sound.

Current Mission Status

Though accurate dimensions were not determined from the magazine article, the Darkling Ship is estimated to be in excess of 20 million tons. The capacity of Human-sized passengers will exceed 10,000. It does not appear to be fitted with jump drive, and its maneuver drive would be capable of, at most, one-tenth of a standard gee of acceleration. The configuration is a central shaft surrounded by a hexagonal ring. The central shaft appears to be comprised of a bridge, fuel tank, engineering section, power plant, hanger bays, and a maneuver drive in sequential order from bow to stern. The surrounding ring probably contains the living quarters. The entire ship probably rotates slowly, both to provide a minimum artificial gravity and to enhance structural stability. The most probable point of access will be located on the central shaft in the hangar bays or the bridge area.

After debriefing at the Starbridge Naval Base (Starbridge, Ley 2217), the Hrunta was resupplied and directed to proceed to the coreward area of the Darkling Subsector via Pearlbase and Placid in the Satyressia Subsector. After a rapid journey at maximum jump, the Hrunta breaks out of jump drive in the Prippin System (Ley - 0737) and heads into the gas giant to fill her nearly dry fuel tanks. With refueling easily accomplished, the players must now decide whether to jump to Pearlbase or Placid as play commences.

Hrunta High Guard Statistics

CP-A143542-0402000-56104-0	MCr 791.21	1000 tons
Batteries Bearing 1 211 1		Crew = 20
Batteries 1 211 1		TL = 14
Passengers = 6	Low = 0	Cargo = 184
EP = 50	Agility = 0	Fuel = 458
		Troops = 0

PLAYER 1 NAME _____

A. crewman _____ pilot assault boat one
488AB6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1
vacc suit 1
pistol 2 mags 10 rnds ea.

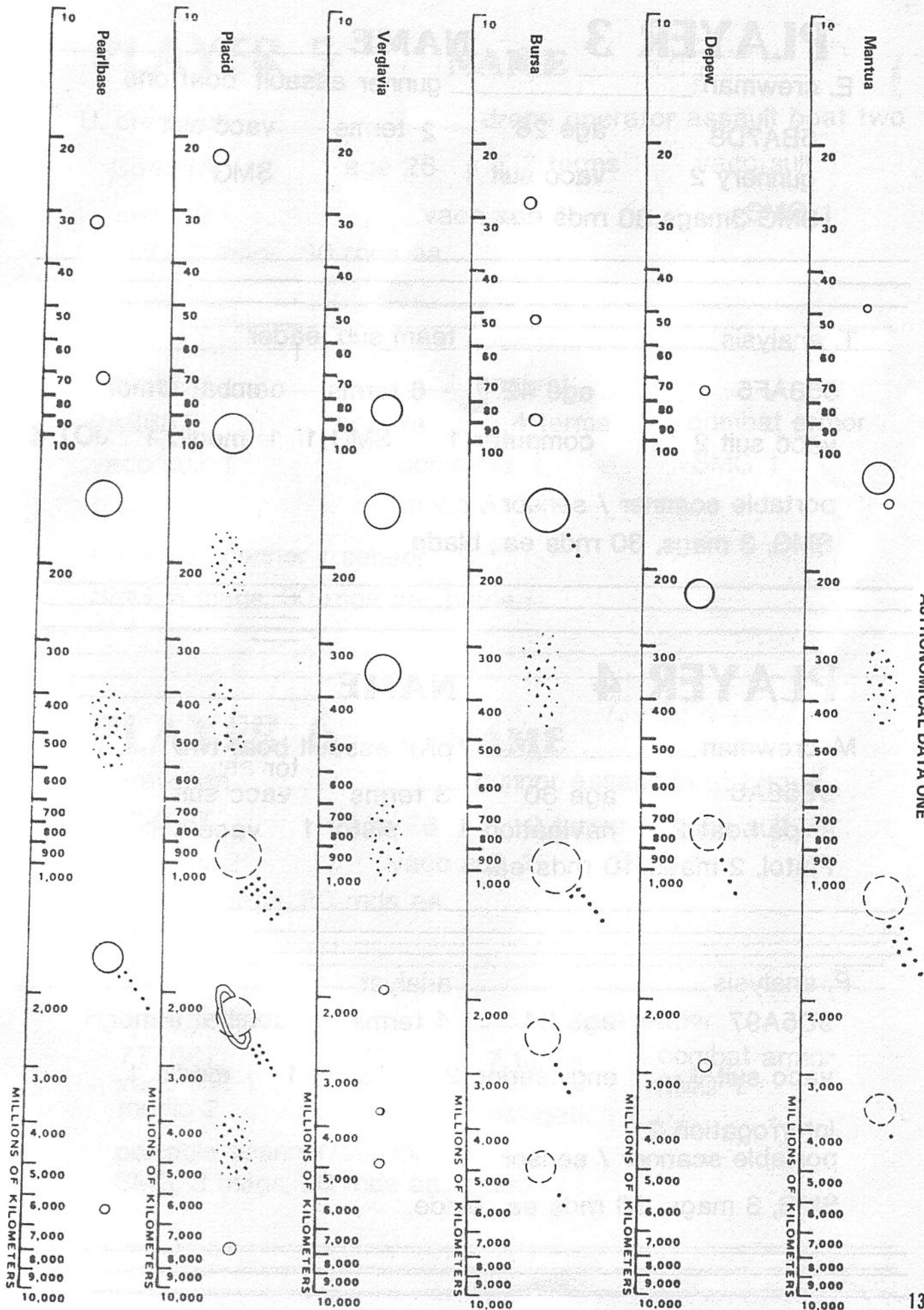
D.analysis _____ analyst
83A8A7 age 34 4 terms combat armor
vacc suit 2 navigation 1 JOT 1 SMG 1
pilot 2 computer 2
portable scanner / sensor
SMG, 3 mags, 30 rnds ea., blade

PLAYER 2 NAME _____

I. crewman _____ drone operator assault boat one
56A857 age 26 2 terms vacc suit
elec 2 vacc suit 1 SMG 1
SMG, 3 mags, 30 rnds ea.,

L. analysis _____ analyst
68B955 age 34 4 terms combat armor
vacc suit 1 computer 1 SMG 1
elec 3 pilot 1
portable scanner / sensor
SMG, 3 mags, 30 rnds ea., blade

ASTRONOMICAL DATA ONE



PLAYER 3

NAME _____

E. crewman _____ gunner assault boat one

5BA7D8

age 26

2 terms

vacc suit

gunnery 2

vacc suit 1

SMG 1

SMG 3mags, 30 rnds ea.

T. analysis _____ team sub leader

558AF5

age 42

6 terms

combat armor

vacc suit 2

computer 1

SMG 1

medic 1 JOT 4

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

PLAYER 4

NAME _____

M. crewman _____ pilot assault boat two

9958A6

age 30

3 terms

vacc suit

ships boat 2

navigation 1

pistol 1

vacc suit 1

Pistol, 2 mags, 10 rnds ea.

P. analysis _____ analyst

9D5A97

age 34

4 terms

combat armor

vacc suit 1

engineering 2

SMG 1

medic 1

interrogation 2

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade



Forward



Aft

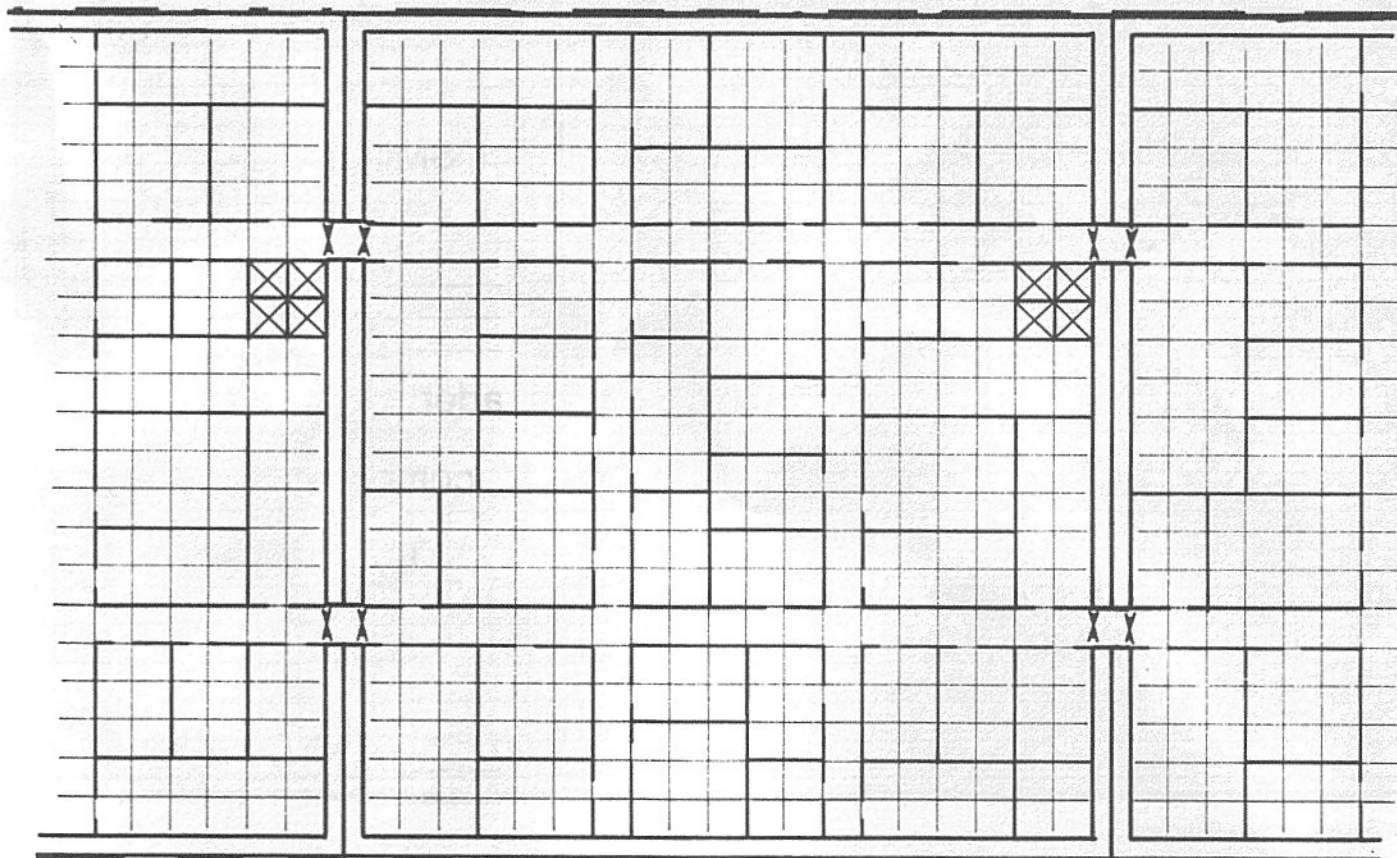


Spinward



Antispinward

Residential Deck Module



Each Square Equals 9 meters



Lift Shaft

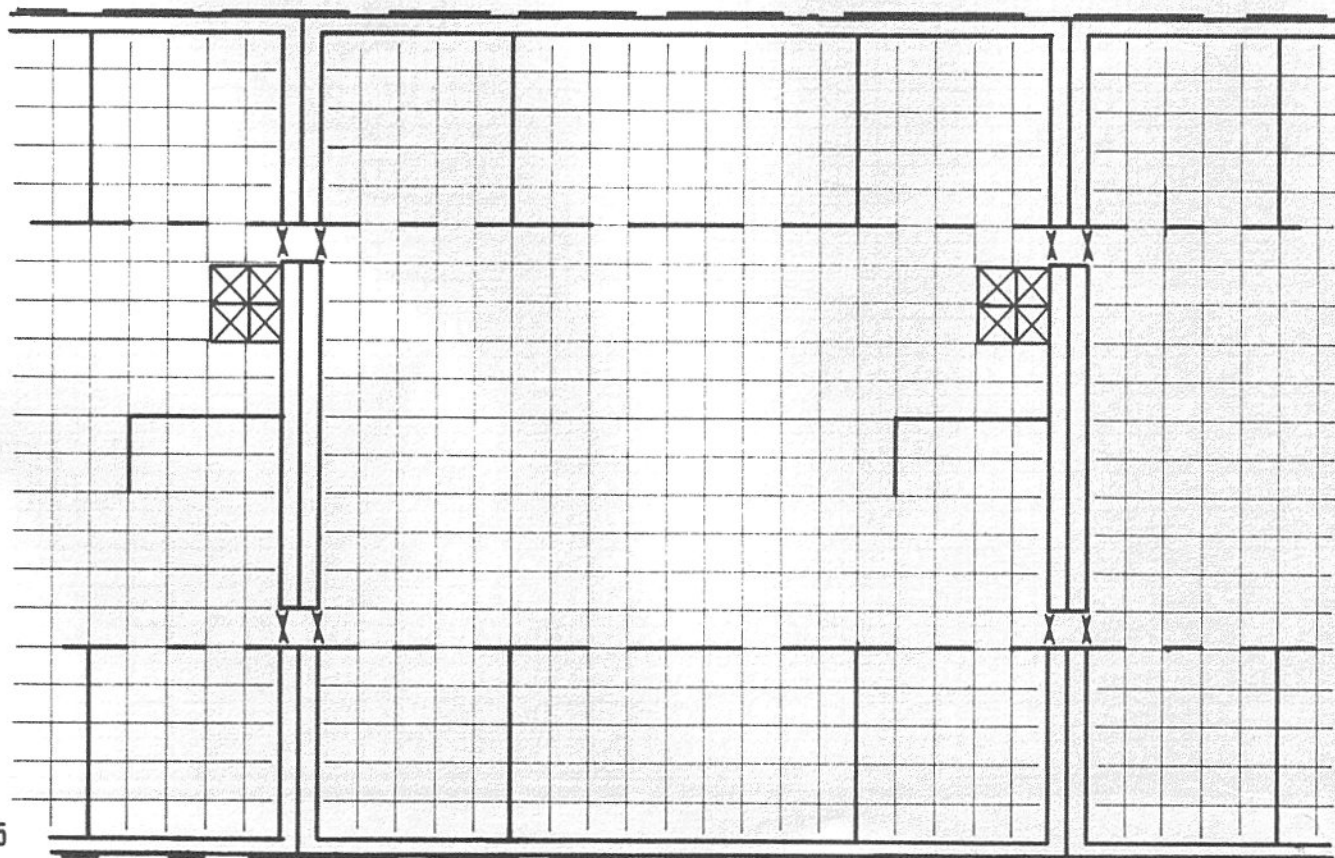


Bulkhead



Iris Hatch

Industrial Deck Module





Forward



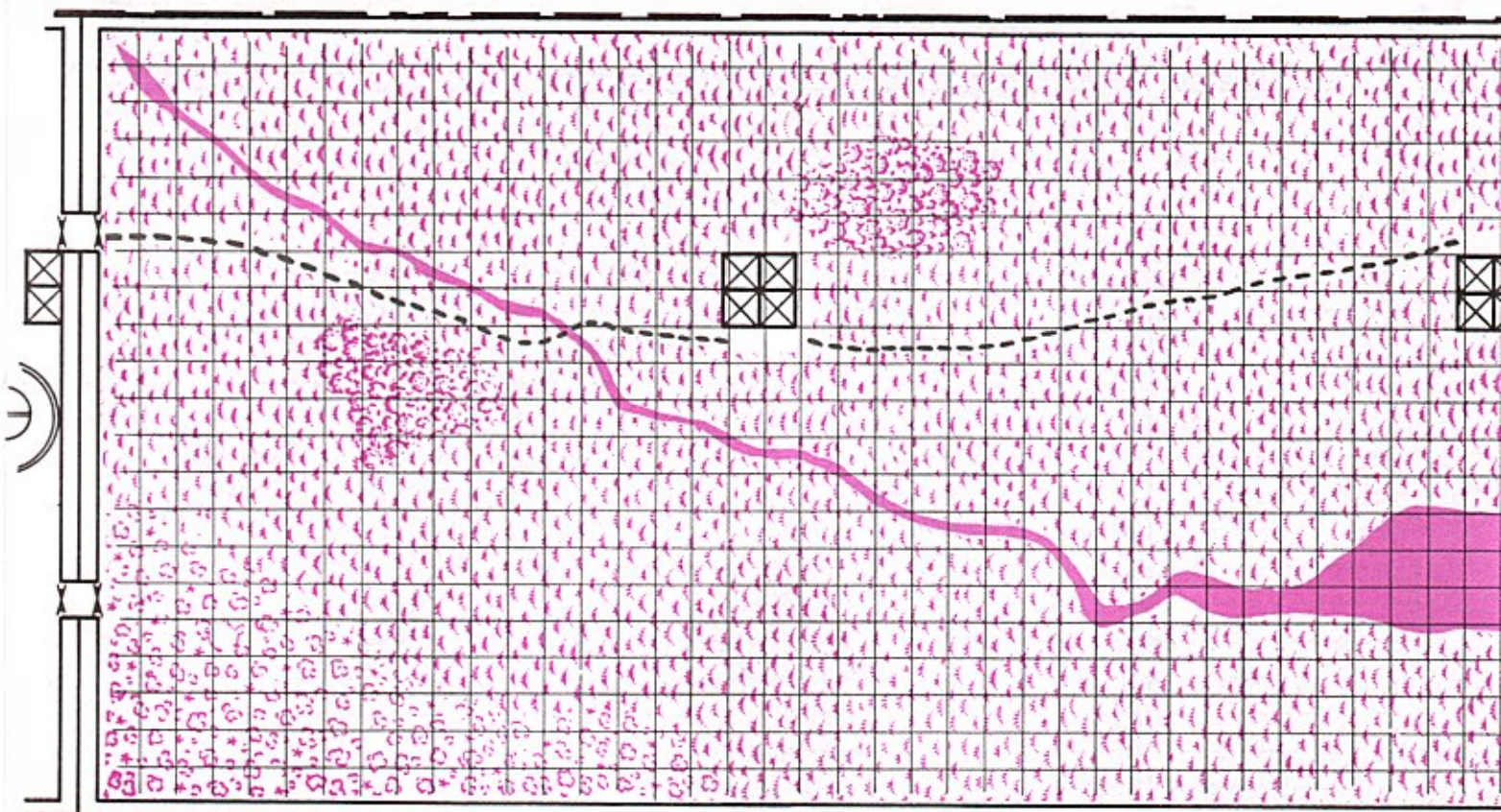
Aft



Spinward



Antispinward



Each Square Equals 9 meters



Lift Shaft to Axial Core



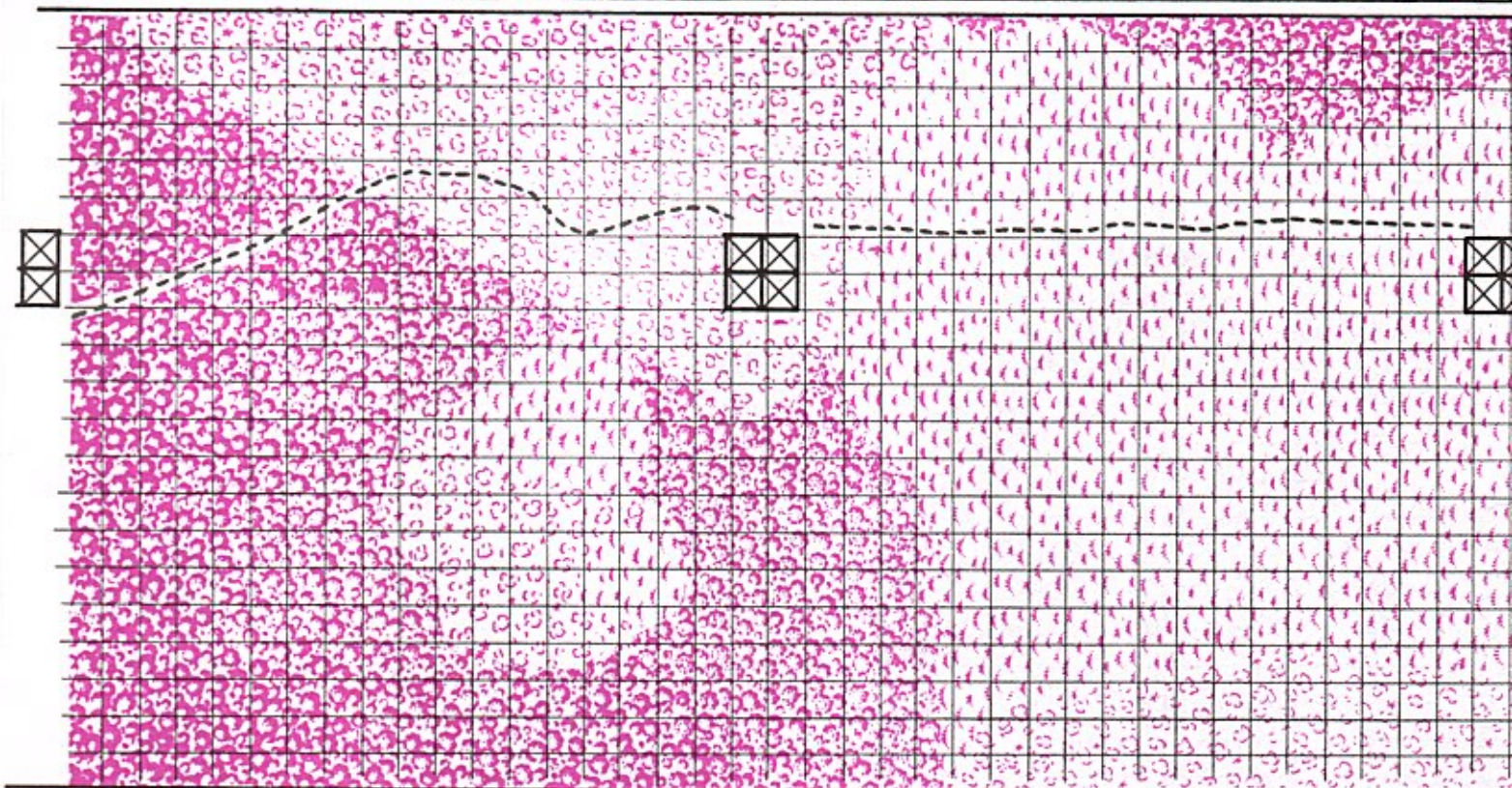
Lift Shaft



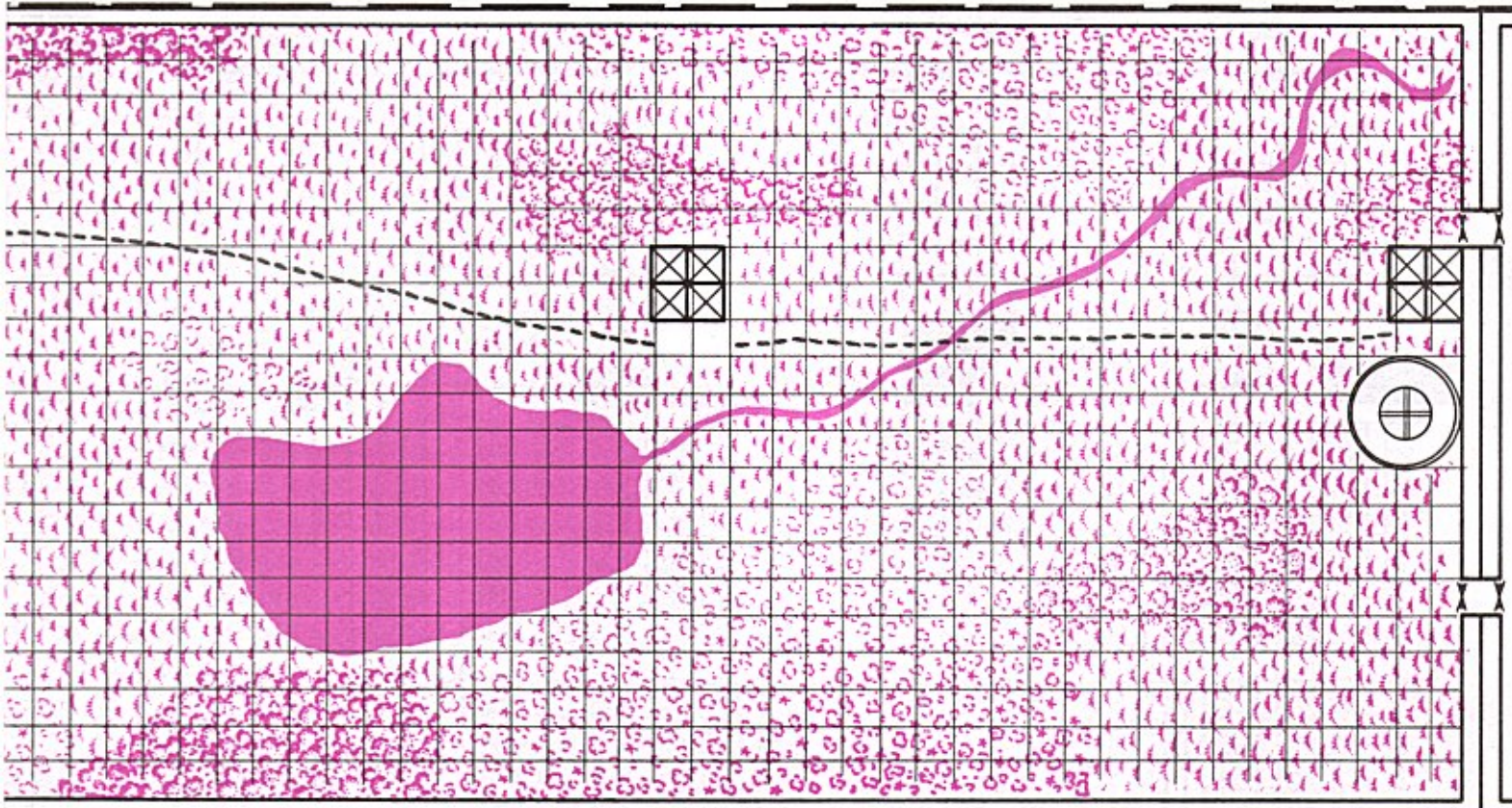
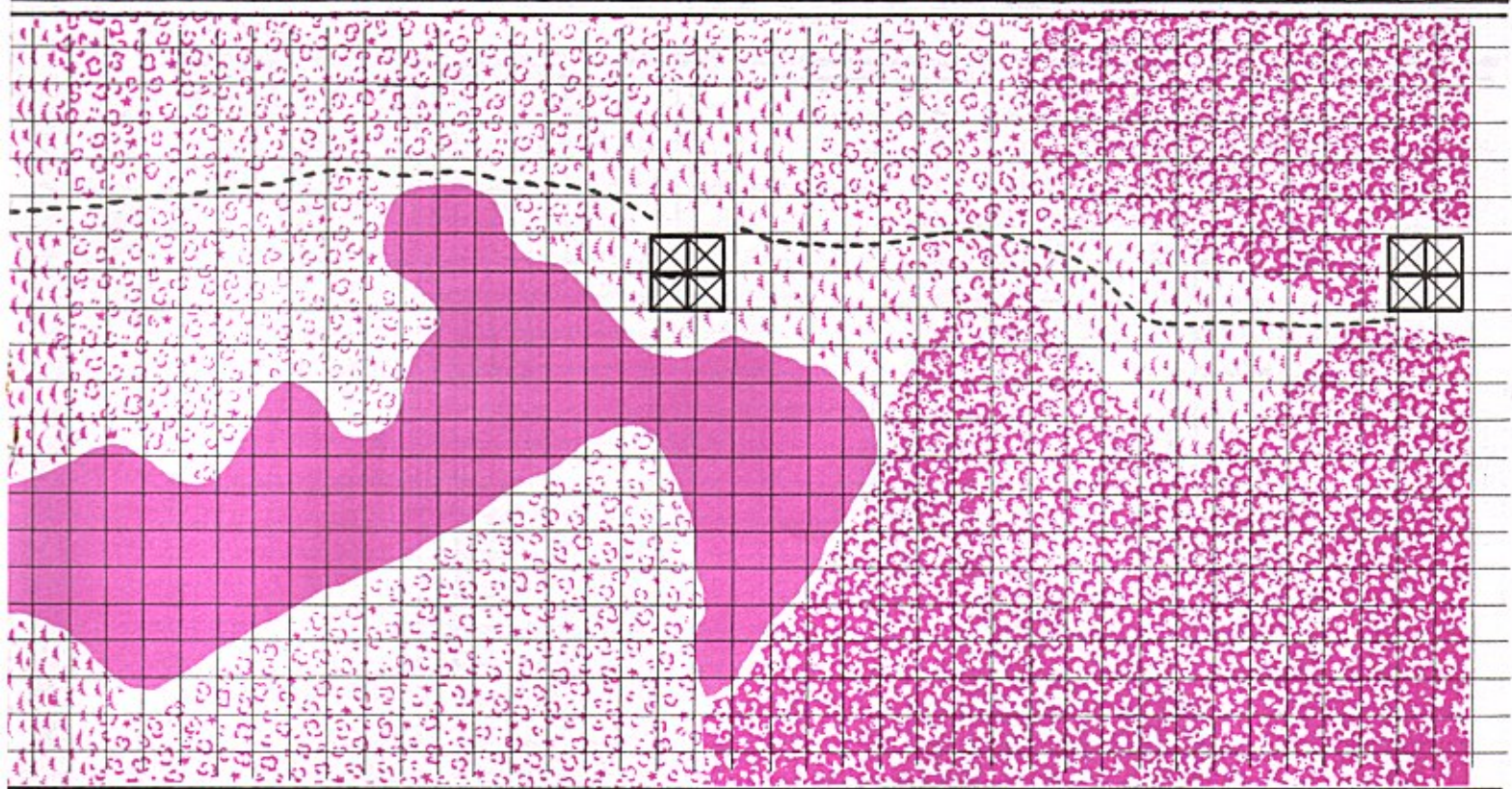
Bulkhead



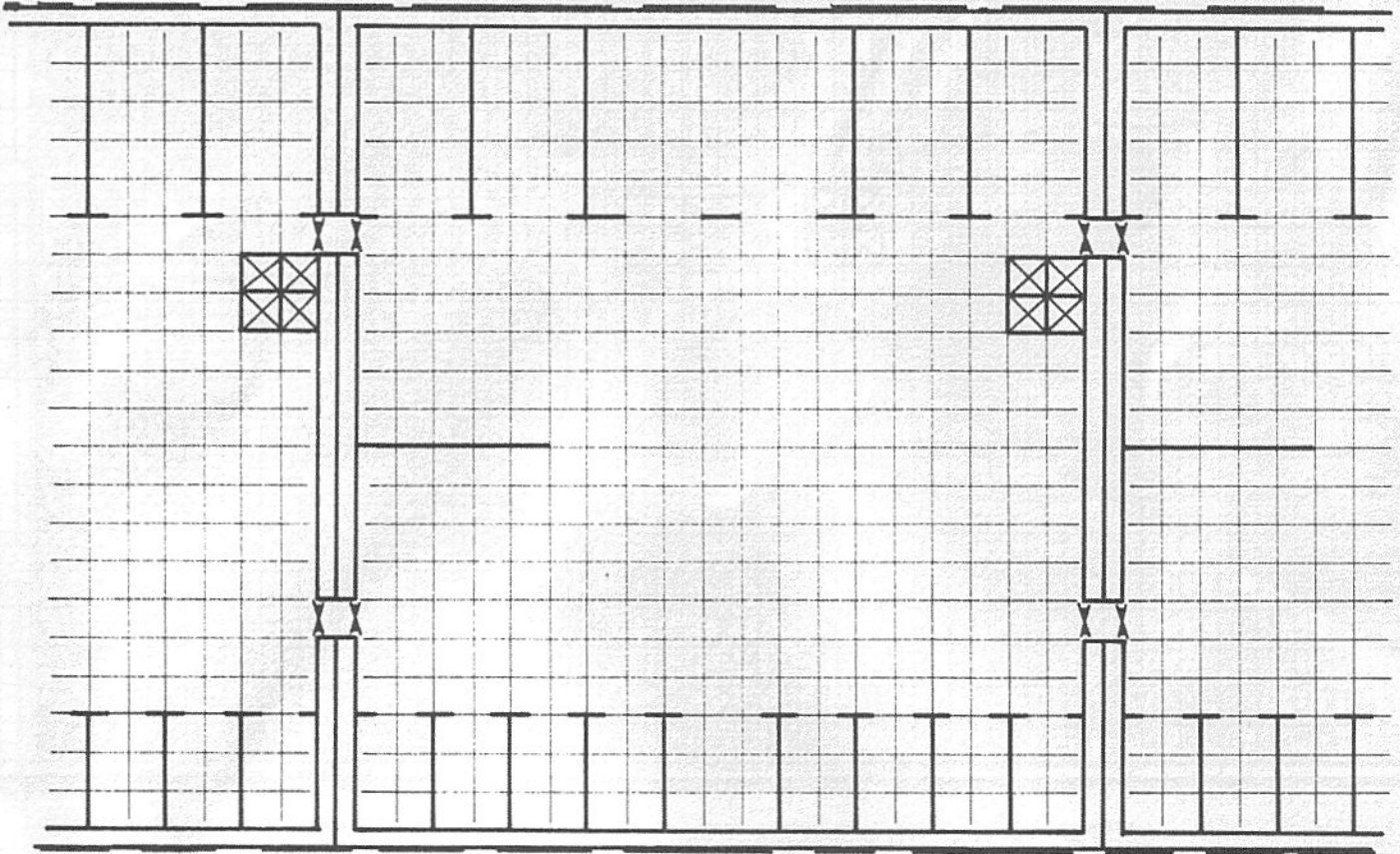
Iris Hatch



PARK DECK PLAN



 Forward
  Aft
  Spinward
  Antispinward
 Storage Deck Module



Each Square Equals 9 meters



Hydroponics Tanks



Life Support Machinery



Lift Shaft

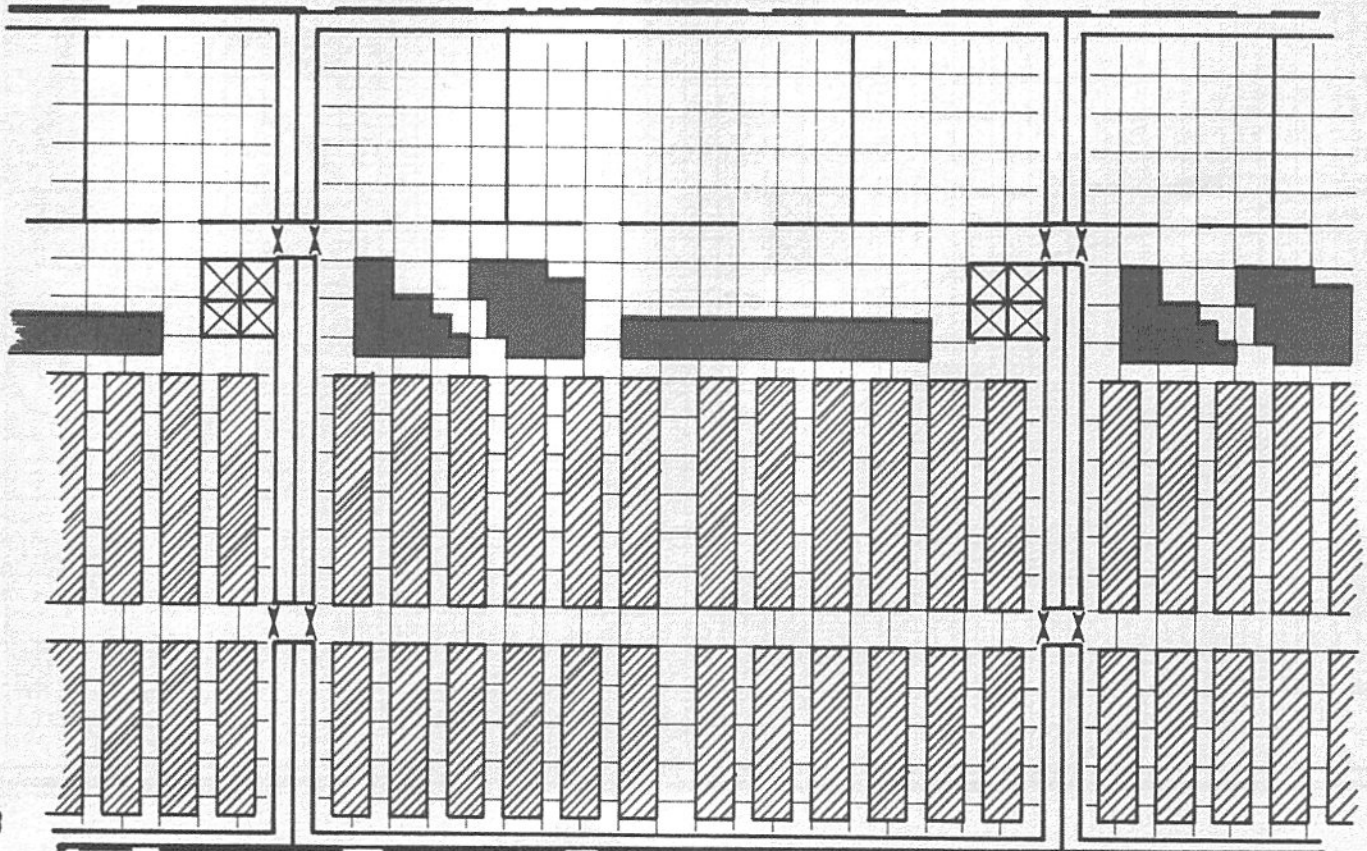


Bulkhead



Iris Hatch

Life Support Deck Module



PLAYER 5

NAME _____

U. crewman _____ drone operator assault boat two

35499A age 26 2 terms vacc suit

mech 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

X. analysis _____ analyst

9A8687 age 34 4 terms combat armor

vacc suit 1 computer 1 SMG 1

pilot 1 mech 3

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

PLAYER 6

NAME _____

Q. crewman _____ gunner assault boat two

754385 age 26 2 terms vacc suit

gunnery 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

H. analysis _____ team leader

777B67 age 46 7 terms combat armor

vacc suit 1 computer 3 SMG 1

medic 2 pilot 2 navigation 2

portable scanner/sensor

SMG, 3 mags, 30 rnds ea., blade

Equipment List

Assault Boat One

Characters: A, P, D, I, E, T

1 Ton Recon Drones, One: TL - 11, ½ ton, Remote Control Linked Anti-Grav Vehicle, unarmed, Sensors, 500 kph, Protected as Battle Dress, takes 15 hits to destroy; for Anti-Ship weapons, is treated as Armor 0, Agility 7

1 Ton Recon Drone Control Link: TL - 11, Remote Control with built-in Recorders and Display Screens, also simple Auto Pilot (direction and speed)

Demolitions Gear: 100 kg Plastic Explosive, Detonators, 500 m Primacord, TL - 7, one 5 kilo-ton Nuclear Device, 25 kg TL - 8

3 Ton Grav Scooters, Three

Assault Boat Two

Characters: M, L, U, X, Q, H

2 Ton Library Computer: Model 2, TL - 8 Programs, General Library, Analysis, Record

1 Ton Recon Drones, One

1 Ton Recon Drone Control Link

½ Ton Guided Missiles, Four

3 Ton Grav Scooters, Three

Weapons

PGMP - 13: TL = 13, Extreme Range = 1000 m (Battle Dress Only), Damage of 12D is halved at very long and quartered at extreme ranges.

Advanced Combat Rifle: ACR, TL = 10, Extreme Range = 1000 m, Damage = HE - 4D, Disc. Sabot, 3D, Slug 3D; Standard Electronic Battlefield Sight and Laser Rangefinder/Designator

SMG: TL = 7, Maximum Range = 400 m, Damage = 3D - 3

Pistol: TL = 7, Maximum Range = 200 m, Damage = 3D - 3

All Personnel have a 4 channel Communicator: 1) Boat Crew/Ship; 2) Commando; 3) Analysis Team; 4) General Band; Range: 400 km

Combat Armor: TL = 11, Pressurized

Battle Dress: TL = 13

Grenades: Three of the four carried are HE or HEAP RAM Grenades of TL = 10, which may also be thrown by hand. The fourth is an Anti-Laser Prismatic Smoke which can only be thrown and will fill an area 6 x 6 x 6 m in one round with smoke which will dissipate in 2 rounds.

All Personnel have Medical Kits, TL = 11, 1 kg

The portable Sensor/Scanners are linked to the Library Computer. They have Video Camera capabilities and, otherwise, operate much like the *Star Trek* "Tricorders." They have small internal energy cells and can run up to 50 hours on internal power. They can be recharged from any vehicle power plant (Shuttle or Air Raft).

Grav Scooter

A deep space work vehicle often known as a "Star Mule," this craft is a non-streamlined frame fitted with a small grav generator, powerplant, fuel tanks, and rudimentary avionics. With the fuel load normally carried, the Scooter may maneuver at a constant 1G acceleration for up to 100 hours. The vehicle is usually rigged to carry two Humans in Vacsuits, one of whom serves as the pilot. The pilot has a small radar and sensor unit at his disposal as well as a communications unit. Data from these devices is displayed on a CRT in front of the pilot. The accommodation for the passenger is often removed and cargo, equipment, or extra life support units installed in its place. Because of its configuration, the vehicle is restricted to operations in a vacuum and usually does not land on bodies with a gravity greater than .25 G.

A version of the Grav Scooter modified to have dual controls is used in most basic flight schools for Ship's Boat, so all persons with a Ship's Boat Skill are capable of operating a Grav Scooter at the full Skill Level. Characters with Pilot Skill operate at one level lower but never drop below Skill 0. A character with Vacsuit 2 Skill or greater may also operate a Grav Scooter at Skill 0.

All Grav Scooters are fitted with standard cable couplings which permit a single Scooter to plug in another Scooter on either side and operate the formation as a single vehicle. The Grav Scooter is designed under "Striker" rules and is converted to "High Guard" statistics below.

Grav Scooter: (Tech Level 12), Price: Cr 383,000, Height: 1m, Width: 2 m, Length: 5 m, Total volume: 7.575 m³, Weight: 3.0 tons Empty (6.0 tons Max), Equipment: 200-power radio, 500-power radar, life support for 2, 4 m³ cargo, Power: 1.5 megawatt fusion power plant consumes 2.25 liters fuel per hour; fuel capacity is a maximum of 250 liters, enough for 100 hours, Grav generators produce 7 tons of thrust for 2.0 Gs unloaded and 1.0 Gs loaded.

ASTRONOMICAL DATA TWO

G

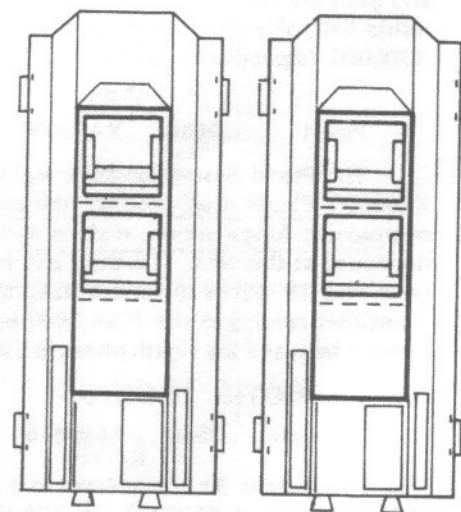
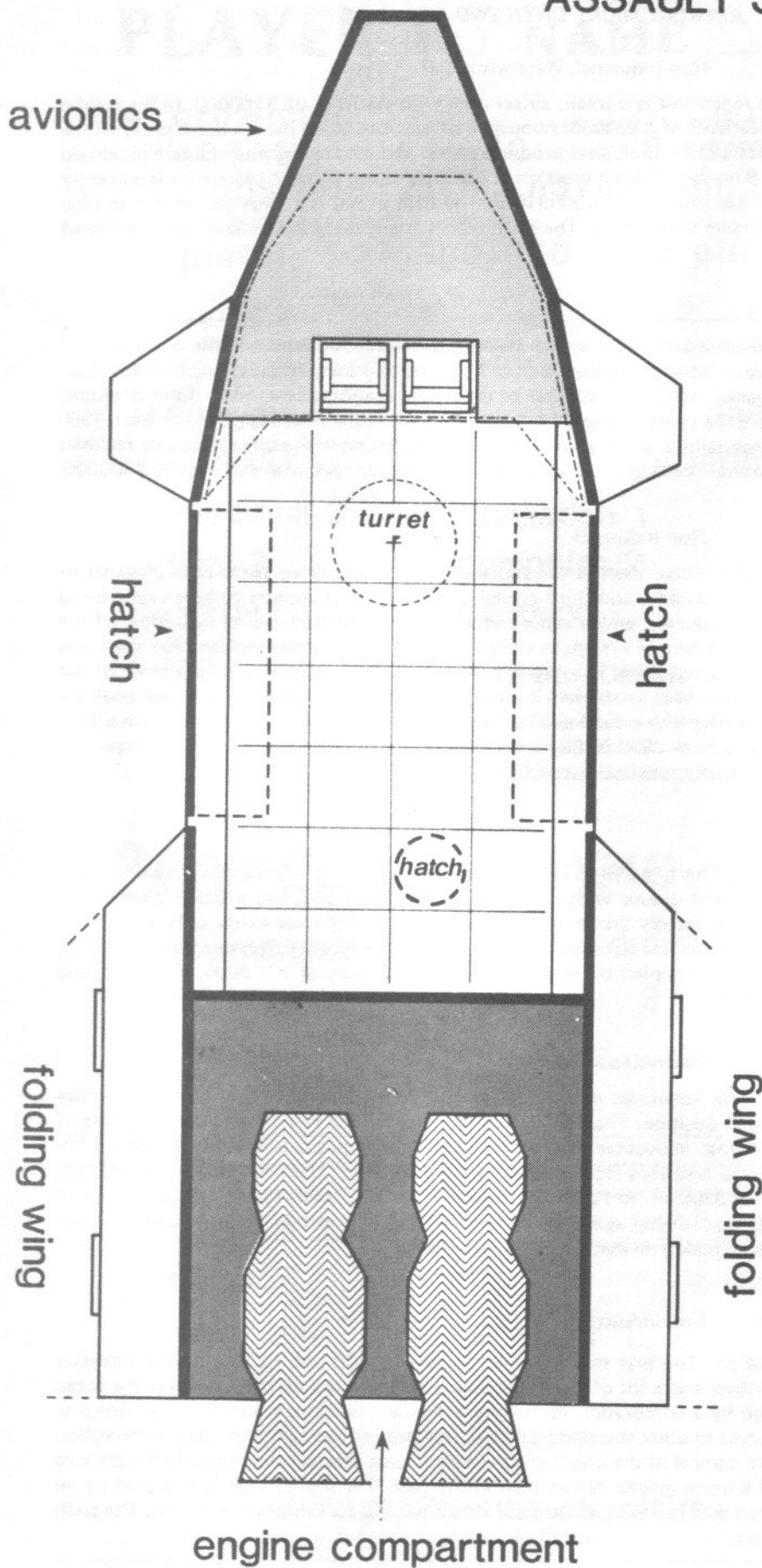
G

6

G

Non-Industrial

ASSAULT SHUTTLE



GRAV SCOOTER

Assault Shuttle High Guard Statistics

BY-0206821-930000-20002-0	MCr 43.733	40 tons
Batteries 1	Crew = 2	TL = 14
Passengers = 30	Cargo = 15	Agility = 5
	Fuel = 3.8	EP = 3.2

The Bursa System is the one which contains the generation ship depicted in the magazine. It is located in the Trailing Trojan position of the seventh planet in the system, a small gas giant with four infinitesimal rocky satellites. The signal that the scanners pick up is distinctively different from that of the spy devices. The Judge should tell the players that the indication seems "larger, stronger, or more intense" than that of the other items they have picked up.

Closing to within 10,000 kilometers will permit the normal Ship's sensor devices to begin to pick up readings on the object the jammer is hiding. The object is, physically, fairly large but not very massive. Interferometer readings indicate that its maximum dimension is more than 1,000 meters but less than 3,000 meters. Closing to within 1,000 kilometers gets the observer within the jamming shell, and the object can be identified as the generation ship depicted in the travel magazine article. Sensors also pick up the fact that there is at least one active power source. Certain areas are emitting waste heat, and the structure appears to be slowly leaking traces of breathable atmosphere.

Judge's Note: The generation ship has an active meteor defense system. Lasers will fire on any object which is aimed to pass within 1,000 meters of the ship and has a velocity greater than 100 meters per second. These are modified mining lasers and are not full weapons strength. In **High Guard** terms, it will have an Attacking Beam Factor of 2 directed by a Model 2 computer. A hit will do only Surface Explosion Damage as determined by 1D + 10. These lasers are rendered completely ineffective by the cloud of prismatic crystals from a sandcaster. A computer of Model 2 or greater will be able to pinpoint the laser installation location and direct fire to it only. Any hit will disable the laser since it has no armor protection.

Detailed scanning of the Darkling ship gives additional data on its dimensions and statistics. The central core is 2,624 meters long with octagonal cross-section on the ends and hexagonal cross-section in the middle. The diameter of the cross-section varies but averages a little over 150 meters without exceeding 175 meters. The ring is hexagonal in shape with a distance across the flats of 1,920 meters and a maximum diameter point-to-point of 2,880 meters. The individual segments of the ring are 1,440 meters long, 198 meters wide, and 80 meters thick. The inner surface of each segment has a rounded edge of a 16-meter radius and is made of some transparent material. These inner surfaces are illuminated by sunlight reflected from large trapezoidal shaped silver mirrors between each pair of spokes. The illuminated areas appear to contain vegetation. The mirrors seem to be a light aluminized film held rigidly by a frame. The spokes extend 1,440 meters and are cylindrical with a diameter of 20 meters.

The thermal scan shows that a small portion of the forward power plant section is active and radiating waste heat. Two of the ring segments are also occupied. The mirrors are reflecting light directly on the inner surfaces of those segments. The other four segments are only intermittently lighted and are not leaking waste heat although they do appear to be pressurized. Some waste heat emission from the forward control section indicates that areas of it are also occupied. Waste heat radiating as well as air leaks from one of the hangar bays shows that it is also pressurized. There are several exterior access hatches visible on various parts of the central core. Hangar bay doors have smaller access hatches of manual type built into them. Manual airlock doors are located on both the Control Section and Engineering Section. The central hexagonal part of the shaft appears to be a fuel tank, for the most part. Various rectangular patches on the sides and exterior of the ring segments may be hatches as well. Access to them will be difficult because of the centrifugal force of the ship.

As was suspected from photographs seen in the magazine article, the entire ship is rotating on its own axis at a rate of one complete revolution every 4.89 minutes. This is enough to produce a centrifugal force equivalent at the rim to 1 standard Gravity. This force will make it difficult to land on the hexagonal ring but will not have a great effect upon the ability to land on the core structure.

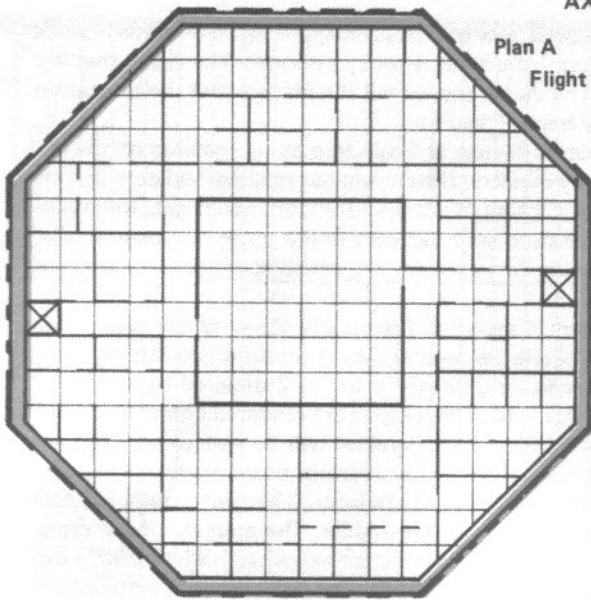
Judge's Note: If the laser anti-meteor defense has been disabled before the characters attempt to board the ship, Old Albert will send a pulse of power through the field coils of the Bussard Field Generator. He has too little power to give more than a momentary pulse. This pulse will have a disconcerting effect on any ship or electrical device within two kilometers' radius. It causes a momentary current surge or overload and trips all protective circuit breakers. All power-operated devices go dead. Only the Chem-Glo coldlights provide emergency illumination. After 1D x 10 seconds has elapsed, the circuit breakers can be reset, which will restore systems functions. None of the systems have suffered any damage, but the pilots will want to run a calibration check the next chance they get. The Bussard Field is only capable of the one pulse.

Old Albert and his partner, Thin Charlie, are a pair of asteroid miners who discovered this ship nearly ten years ago. They had been working over a section of the Trailing Trojans when a large blip suddenly appeared on their scanners. It couldn't have come out of jump because they would have detected that, and it didn't come in on normal maneuver drive because they would have picked that up. When it didn't respond to communications attempts, they drifted in close to see what they could make of it. Fortunately, they drifted in at under 60 meters per second and, thus, did not trigger the anti-meteor lasers. Eventually, they boarded the ship. For the last nine years, the pair has been scavenging the ship for materials and then selling it as salvage. They have spent a considerable amount of time in exploring the ship and have repaired some of the disabled systems. Old Albert has become obsessed with the mystery the Darkling Ship represents. Over the years, he has collected all the clues and information he can find. In his spare time, he is making a systematic exploration of each compartment on the ship. If peaceful contact is made, Albert will be delighted to share the knowledge he has accumulated. Albert and Charlie have their Type J Seeker docked in one of the hangar bays. The Seeker is half-loaded with salvage. The pair has renovated a large suite on one of the residential levels and may be found there when not salvaging or exploring. Albert and Charlie are well aware of the dangers a spaceman faces working alone, and both wear small radio transceivers with which they periodically check in with one another as a matter of habit. The alarm system of the Darkling Ship's computer is rigged to sound a signal on the radio circuit if it detects an approach.

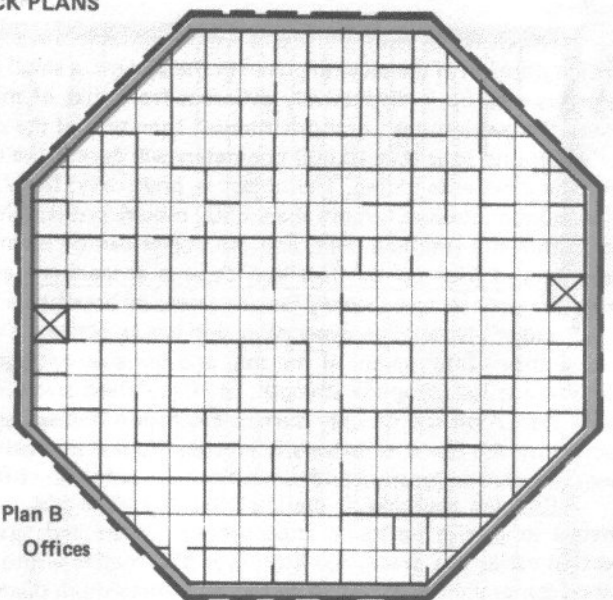
Charles Despina, Ex-Scout	675BD6	Age 54	6 terms	Cr 4,000,000
Electronics - 2, Vaccsuit - 2, Medic - 1, JoT - 3, Pilot - 2, SMG - 1				
Albert Kgon, Ex-Scout	568AD5	Age 54	6 terms	Cr 3,000,000
electronics - 1, Mechanical - 1, Medic - 1, Engineering - 3, Navigation - 2, Pilot - 1, Pistol - 2				

AXIAL CORE DECK PLANS

Plan A
Flight Control



Plan B
Offices

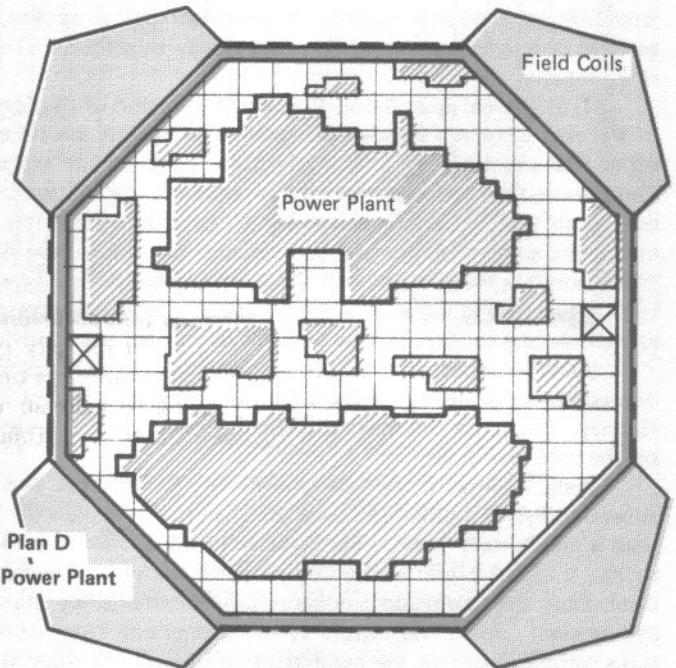
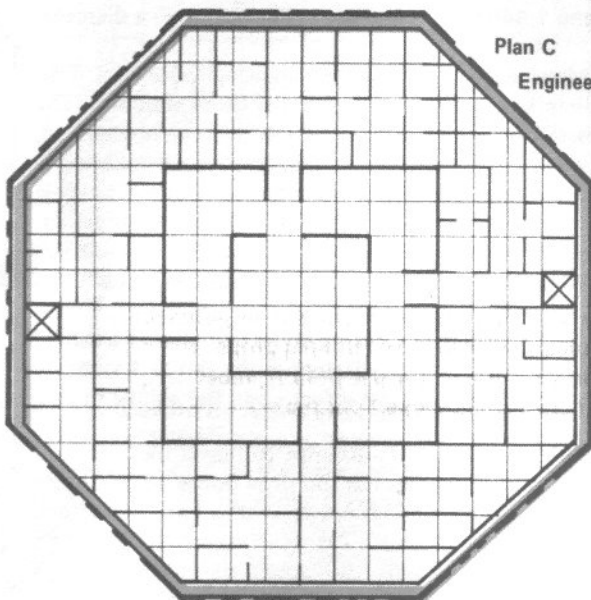


Each Square Equals 9 meters

⊗ Lift Shaft

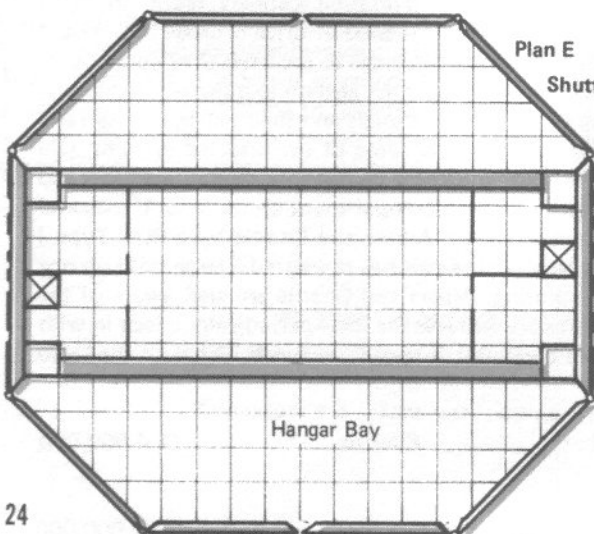
— Bulkhead

Plan C
Engineering Control

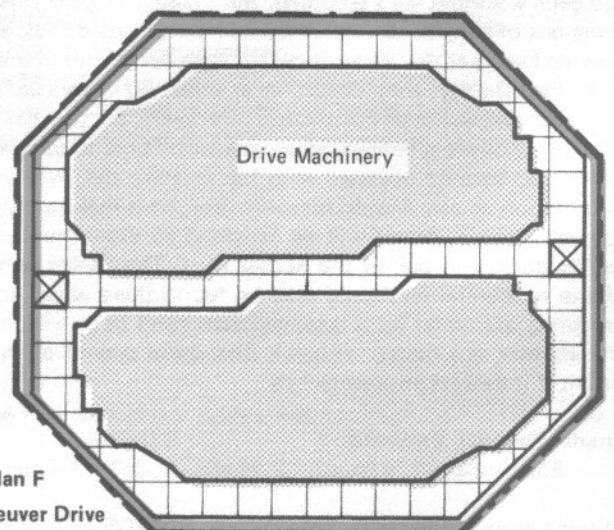


Plan D
Power Plant

Plan E
Shuttle Hangar

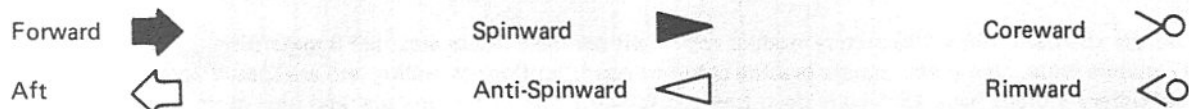


Plan F
Maneuver Drive



RIM SEGMENTS

The rim is comprised of six segments connected end to end to form a regular hexagon shape. Each of the segments is 1,440 meters long, 198 meters wide, and 80 meters thick. There are ten levels or decks in each segment. From innermost to outermost, they are: Park Deck, Residential Decks 1 and 2, Industrial Decks 1 and 2, Storage Decks 1, 2, and 3, and Life Support Decks. Aside from the Park Deck, each of the other decks is divided into eight large bays or modules separated by heavy, structural bulkheads. Access between the modules on the same deck is by means of two large doorways with power-operated iris valves at either end. Normally open at both ends, special sensor units will trigger automatic closure of the valves in case of pressure loss. Manual controls at these iris valves permit them to be operated as emergency airlocks. Each module also has a block of four large lift shafts which run from the Park Deck to the Life Support Deck 2 and provide vertical access between the different decks. The modules are constructed of thin metal or plastic sheets stiffened and strengthened by an inner filling of foamed rock. This type of construction is cheap, sturdy, energy-efficient, and especially suited to deep-space building projects by Tech Level 8 - 10 cultures. Common items found in all the modules are a set of arrow markings at all major intersections giving an alpha-numeric code indicating exact location with the arrows establishing four of the six cardinal directions.



Other standard items are the large, constantly-glowing radioactive coldlights mounted above each access doorway to another module.

Park Decks

The plan of one of the Park Decks is shown on pages 16 and 17 in its entirety. It is not subdivided by structural bulkheads and forms an open chamber 1,440 meters long, 198 meters wide, and 16 meters high. The coreward surface (or roof) is transparent and curves down in a smooth radius to meet the sidewalls of the deck. The sidewalls are solid and opaque up to a height of 4 meters. The entire Park Deck is covered with a layer of soil made from pulverized rock and organic waste which is 1 meter below the side wall on the edges and gently slopes down to less than a meter above deck level at the center. Two of the Park Decks receive the full amount of light reflected from the mirrors between the spokes, but the other four receive only partial illumination. Segment 1 Park Deck is an overgrown jungle, but most of Segment 4 has been trimmed so that it does resemble a garden or park in spots. The vegetation in the other four segments is mostly low, stunted bushes and a couple of spindly, skeleton-like trees. Some animals inhabit the Park Decks. Throw 7 or more for an encounter in Segments 1 and 4. Throw 9 or more for an encounter in the other four Segments.

Die	Animal Type	Weight	Hits	Armor	Wounds and Weapons				
2	Reducer (1D)	25 kg	9/7	As Cloth	1	Teeth	A10+	F 8+	S2
3	Gatherer	12 kg	6/11	None	11	As Halbard	A 9+	F 8+	S1
4	Intimidator (2D)	6 kg	5/6	As Mesh	11	Teeth and Thrasher	A 8+	F 7+	S2
5	Hunter	1 kg	2/0	None	1	Teeth	A*	F 8+	S2
6	Intermittent (1D)	6 kg	2/11	None	2	Stinger	A10+	F 9+	S2
7	Grazer (4D)	1 kg	1/0	None	1	Hooves	A 8+	F 5+	S2
8	Grazer (5D)	12 kg	4/8	As Jack	7	Stinger	A 8+	F 5+	S2
9	Killer	12 kg	8/12	None	3	Teeth	A 6+	F11+	S1
10	Intermittent	6 kg	6/3	None	12	As Broadsword	A10+	F 9+	S2
11	Siren	1 kg	5/0	None	1	Teeth and Claws	A*	F10+	S1
12	Pouncer	6 kg	4/2	None	2	Stinger	A*	F†	S2

A* if Bigger

A• if Surprise

F† if Surprised

The animals are fairly well used to the presence of Al and Charlie but are by no means tame.

One additional feature of each Park Deck is a small stream or lake which starts from an artificial spring or fountain near the center and flows "downhill" to the slightly higher gravity points where two Segments join. The heads of the Lift Shafts for each of the lower deck modules is located in a small pavilion-type building. Al and Charlie have cut foot-paths through the vegetation in Segments 1 and 4 linking these heads of the Lift Shafts.

Residential Decks

Built on a 198-meter wide by 180-meter long module, there are eight of these modules per deck. The deck is 4 meters high and has a pair of 9-meter wide avenues extending the length of each deck. Power-operated iris valves break up the avenue at each structural bulkhead. Two streets run at right angles to the avenue in each module. Each module is subdivided into 40 residential units which range in size from 18 x 18 meters (324 square meters) to 27 x 54 meters (1,458 square meters). Each residential unit had a service module which supplied power, communications, and life support. The interior of each unit was designed to be subdivided with light interior partitions by the inhabitants. All of these interior partitions are missing, and 50% of the service modules, wiring, and plumbing have also been removed. No personal possessions, furniture, or other materials remain. Al has personally searched better than 95% of the residential units for clues. A white chalk mark on the left of the doorway indicates the room has been searched, and two chalk marks indicate it has been completely stripped.

Industrial Decks

Constructed on the 198 x 180 meter module with 8 per deck, these areas are 8 meters high. The open area in the center is 99 meters wide. One meter square bracing columns run from floor to ceiling and are spaced about 20 to 25 meters apart. On either side of the central open area are subsidiary areas 45 x 45 or 48 x 81 meters, each reached by two 9-meter wide doorways. Piping and wiring to power heavy machinery was run along the ceiling. Only traces of it still remain. Al and Charlie salvaged or scavenged what little was left from the original disembarkation. Bolt holes, mounting studs, and foundation pads still litter the deck. Examination of them in five or more will permit a comprehension die roll. A result of 7 or more (DMs for Engineering Skill and one per INT of 9 or greater apply) will permit the characters to identify a factory production set-up for processing asteroid ores and manufacturing light industrial items of about Tech Level 10. Nothing of monetary or informational value has been left. Al has kept records of those few equipment plates and serial numbers he found during his salvage operation.

Storage Deck

Built on the standard 198 x 180 meters module with eight per deck, these areas are 8 meters high. The open area in the center is 117 meters wide. One meter square bracing columns run from floor to ceiling and are spaced about 20 to 25 meters apart. Five subsidiary storage bays 45 meters deep line the forward side of the module, and nine more small bays 27 meters deep line the aft side. Tiedown fixtures for securing crates, drums, or other storage containers line the floors, walls, ceilings, and support columns. Only scraps of litter remain. Al and Charlie have finished scavenging everything of value long ago. As usual, Al has fairly comprehensive records in his ship's computer of everything they found.

Life Support Deck

Constructed on the standard 198 x 180 meters module with eight per deck, these areas are 8 meters high. The major portion of each module is taken up by two levels of hydroponics tanks and growth lights. Circulation pumps for the fluids as well as harvesting equipment line the forward access avenue. On the extreme forward edge of each module are three storage areas 45 meters deep. These storage areas contain spare parts, atmospheric compressors and circulators, nutrient chemicals, and stored crops. Of the 16 Life Support modules in each segment, at least three are intact. Generally, two of the intact modules will be functioning, though only in a stand-by mode. Even in stand-by mode, only one module is enough to maintain Al, Charlie, and the Park creatures in comfort. Like many old hands, the two ex-Scouts are in the habit of always having a lot more life support available than is necessary for their current use. The other Life Support modules were either stripped in the disembarkation or salvaged by Al and Charlie. As usual, Al recorded every item they salvaged.

AXIAL CORE

The Core is braced to the rim with cables running from the rim to the Forward Control Station and to the After Control Station. From forward to aft, the main divisions of the Core are Forward Control, Forward Fuel Tank, Lift Shaft Mezzanine, Aft Fuel Tank, After Control, Powerplant, Hangar, and Drive.

Forward Control

Located at the extreme forward end of the Core, this section is an octagonal cylinder 144 meters from one flat side to the opposite flat side and 30 meters fore to aft. It contains six decks. All the decks of this section have artificial gravity set to provide .5 Standard Gees in the aft direction. The first deck is the Primary Flight Control (Plan A, p. 24). The central open area once housed the pilot's station and the flight control equipment. The smaller rooms contained avionics and electronics as well as a lounge for flight personnel on back-up status. The second deck is Primary Computer (Plan C, p. 24) which once contained the main ship's computer and all supporting hardware. This deck was completely stripped during disembarkation. Al found this section totally empty when they boarded the ship. The third deck is the Secondary Engineering (Plan C, p. 24) containing the back-up controls for the ship's engineering functions. All the equipment in this area had been stripped out at disembarkation. Decks 4, 5, and 6 are Offices (Plan B, p. 24) although most look as if they served for storage areas or living quarters for a long time. These areas were also stripped at disembarkation. Al found only a few discarded items of a personal variety. It is just unidentifiable junk, but he gathered it all up and put it in one of the rooms.

Forward Fuel Tank

Extending for some 900 meters, this section is an octagonal cylinder some 140 meters in diameter. Lift Shafts run alongside two of its flats and connect the Forward Control to the Lift Shaft Mezzanine. Divided by numerous internal bulkheads into many smaller tanks, this section is empty and contains no fuel.

Lift Shaft Mezzanine

Access between the Central Core and the Rim Segments is provided by a special Lift Shaft housed in the reinforcing struts. The reinforcing struts are 1,400 meters long and also have the mechanisms for supporting and controlling the illuminating mirrors. The Lift Shaft operates as a pair, one car always moving coreward as the other moves rimward. Al and Charlie have repaired all six of the Core/Rim Lift Shafts and keep them in operation. The Lift Shafts used to operate rather quickly, but Charlie slowed the operation cycle to lessen the strain on the old machinery. The Lift Shafts open into a large, open mezzanine. This area is 8 meters in the fore/aft direction and measures some 220 meters from flat to flat. The entire area is without gravity now but used to have artificial gravity on the after surface. A pair of Lift Shafts provides movement fore and aft along the core axis. These Lift Shafts are located on the rimward flats opposite Rim Segments 1 and 4.

Aft Fuel Tank

Extending for some 900 meters, this section is an octagonal cylinder some 140 meters in diameter. Lift Shafts run alongside two of the flats and connect Aft Control with the Lift Shaft Mezzanine. Divided by numerous internal bulkheads into many smaller tanks, this section still contains some 600 tons of fuel.

Aft Control

Located between the Powerplant and the Aft Fuel Tank, this section is an octagonal cylinder 144 meters from flat to flat and 30 meters fore to aft. It contains 6 decks, all of which have an artificial gravity set to provide .5 standard Gees in the aft direction. The first deck is Secondary Flight Control (Plan A, p. 24). The central area once housed the back-up pilot's station and flight control equipment. The area was thoroughly destroyed by thermite charges before Al and Charlie found the ship. The smaller rooms were less thoroughly destroyed. The Scouts got some valuable items intact when they stripped these rooms. The second deck is Secondary Computer (Plan C, p. 24) which contains the back-up ship's computer and all supporting hardware. Its banks were wiped clean when Charlie accidentally triggered a protective mechanism as he opened the door for the first time. (Al still hasn't forgiven him for that mistake!) All the equipment is still here. The third deck is Primary Engineering (Plan C, p. 24) containing the main controls for the ship's engineering functions. All vital equipment still functions, but Al and Charlie have had to make some fancy jury-rigs to keep it going. Decks 4, 5, and 6 are Offices (Plan B, p. 24), but they were converted to storage or living quarters. Al and Charlie found them empty and have since used them for storage of salvage.

Powerplant

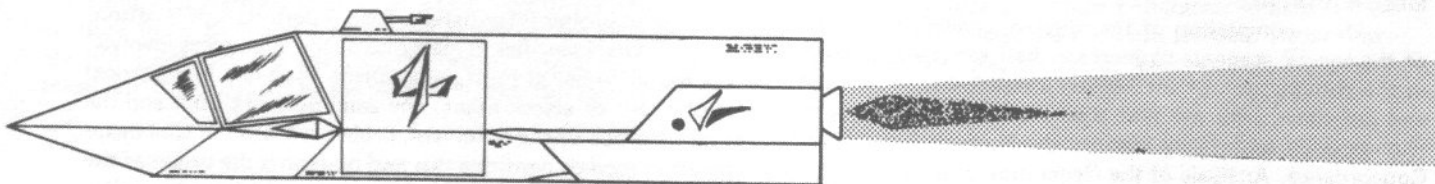
Originally an octagon 140 meters in diameter and some 400 meters long, alternate flats have been extended some 45 meters to house the Bussard Ramscope Field coils and the fuel purifying equipment. Only the auxiliary power generators are running. Though undamaged, this section had vital parts removed before Al and Charlie first arrived at the ship.

Hanger

An octagon some 140 meters in diameter and 200 meters long, its power-operated doors open on bays 126 meters wide by 30 meters high and 200 meters long. One pressurized bay currently holds the standard Type J Seeker, **Starduster VII**, owned by Al and Charlie. The other bay is unpressurized and holds a few odd bits of salvage. It is operational, but the ex-Scouts don't often use it. Between the two bays are storage areas, spare parts, and maintenance workshops. On the flats of the octagon, at right angles to the bay doors, are external mooring points for Heavy Cargo Shuttles.

Drive

The extreme after section of the Core, the Drive unit is a regular octagonal cylinder some 140 meters in diameter and 50 meters fore to aft. It is intact, but vital parts were missing when Al and Charlie first examined it. When in working condition, this drive unit can maneuver the ship at an acceleration of about .1 standard Gees. No Jump Drive appears to ever have been installed.



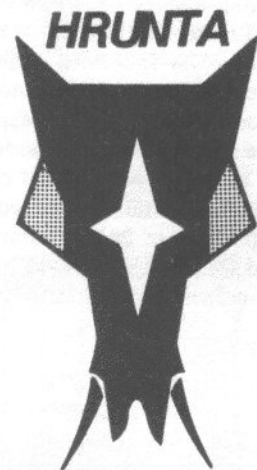
Tournament Play

The object of this scenario is to provide the players with some experience in the operational use of a starship. The only active combat opponents built into the scenario are the Pirates. In spite of the fact that the intelligence mission is the reason they are here, to play their characters effectively, the group must respond to all distress calls and pounce on Pirates at every opportunity! They are a naval patrol, and that is their job!

Tournament play commences with the Judge or players reading the Mission Briefing, the summary of the previous missions, and has the Hrunta breaking out of Jump in the Prippin System (Ley - 0737). The players should select from among themselves the player who is to run the Hrunta as Captain. As an alternative, the Judge may run the Hrunta, but then he or she should not award points for correct patrol behavior, only for intelligence mission tasks. While six players can be accommodated in this scenario, three players are to be preferred. The players should have five minutes to familiarize themselves with the characters, equipment, and background information. The most efficient mode of play is for each player to thoroughly study just one of the areas of information and then quickly scan the others as time permits.

Tournament Point Scoring

- 5 Determining that the Pearlbase System has no evidence of the Intruders
- 3 Determining that any system has no evidence of the Intruders
- 5 Responding to any distress call
- 20 Failing to respond to any distress call
- 10 Rendering assistance to distressed parties
- 20 Engaging a Pirate vessel
- 10 Destroying a Pirate vessel
- 20 Capturing a Pirate vessel
- 5 Locating a spy device
- 2 Destroying a spy device
- 15 Obtaining at least one spy device intact
- 2 Recovering Human body (Blip One)
- 20 Recovering Alien Body 1 (Blip Two)
- 10 Recovering Asteroid Work Boat
- 10 Recovering Alien Body 2 (on Work Boat)
- 20 Discovering Generation Ship
- 20 Peaceful contact with the two ex-Scouts
- 10 Damaging the Generation Ship
- 25 Each Assault Boat lost
- 5 Each Recon Drone lost
- 15 Each crewmember lost
- 10 Each Soldier lost
- 25 Each Analysis Team member lost



Ship's Emblem

Plus, up to 15 bonus points may be awarded at the discretion of the Judge for:

1. Novel uses of standard gear
2. Effective role-playing, staying in character
3. Thinking problems through before acting
4. Heroic actions where justified

Mission Debriefing

Information Recovered:

- | | |
|----------------------|------------------------------|
| 1. Intact Spy Device | 4. Asteroid Work Boat |
| 2. Alien Body One | 5. Generation Ship |
| 3. Alien Body Two | 6. Salvage Operation Records |

Mission Analysis:

Upon completion of the mission, analysis of the data collected gives further information. Item 1 permits modifications of the special scanners to increase their range and accuracy. Alien Body One identifies at least one of the alien races involved in the construction of the hidden installations. Alien Body Two is found to be, at most, sub-sapient (Ape-like intelligence) and associated with the first alien race (the Kancer) as some sort of guard or attack beast. The asteroid work boat and the Human body tentatively identify the Humans in this mystery as an offshoot of the Solomani, probably from the Ginlenchy Concordance. Analysis of the Generation Ship and AI's salvage operation records confirms this and pinpoints the origin as the Ginlenchy Concordance system of Wilmar (Glimmerdrift - 1107). It appears to be a highly-modified asteroid mining base city. Several of these were lost without a trace during a time of political turmoil some four centuries ago. Charlie suggests that the investigation of the rumors of "the Survivor Tribes" on Bursa might turn up some more clues.

JUDGES ENCOUNTER TABLES

All of the systems in this portion of the Darkling Subsector have a varying number of the spy devices in position. The innermost gas giant planet will have three devices in its orbit. One will be in the Leading Trojan position, 60 degrees ahead of the planet in its orbit. Another will be in the Trailing Trojan position, 60 degrees behind the planet in its orbit. The third device will be on the opposite side of the sun from the planet. Any further gas giants will have devices only on the opposite side of the sun from the planet. A second gas giant will have a device on a roll of 1 - 4 on 1D. A third gas giant will have a device on a roll of 1 - 3 on 1D. All of the devices will have an active jamming mechanism and will be detectable by the special scanning gear on board the Hrunta. Normal space traffic will be present in the system, and standard encounters will be rolled for on the table below.

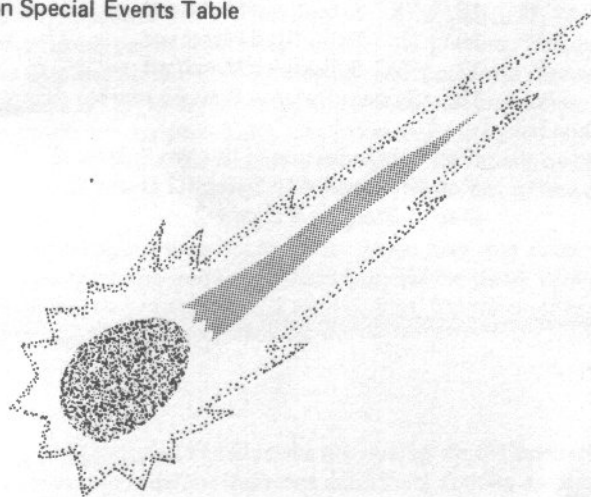
Encounter Rolls (Roll once per day on 2D)

- 7+ Roll again on Space Encounters Table
- 10+ Roll again on Ship Encounters Table
- 12 Roll again on Special Events Table

Space Encounters (2D)

- 2 Asteroid
- 3 Debris
- 4 Dust Cloud
- 5 Asteroid
- 6 Debris
- 7 Meteor Shower
- 8 Debris
- 9 Ion Cloud
- 10 Nebula
- 11 Debris
- 12 Comet

DM -2 if System has one asteroid belt
DM -3 if System has two asteroid belts



Space Encounters

Asteroid: An asteroid of at least 1D + 2 times the size of the players' ship is on a rear/side/front collision course. Roll Maneuver capacity or less on 1D to avoid (Die Modifier: Pilot Skill). Failure to avoid means taking 1D Hits, as if from a Missile. (**High Guard:** Surface Explosion Damage Table with Die Modifier of +3.)

Comet: The ship passes near by a comet. Roll Ship's Maneuver capability or less on 1D (Die Modifier of Pilot Skill) to avoid hitting a chunk of debris. If unsuccessful, take one Hit as if from Laser Fire. (**High Guard:** Surface Explosion Damage Table with a Die Modifier of +4. Critical Hits become No Effect.) Ships scanner range is reduced by half for 2D + 4 minutes due to dust and gases in the vicinity.

Debris: A chunk of debris is detected on the ship's scanner at a distance of 1D x 10,000 miles (double distance for Military Equipment). After 5 minutes study, roll 1D: 1 - 5: Natural debris; 6: Man-made debris.

Dust Cloud: The high density of dust in this region causes Laser Fire to be less powerful than usual. All Beam Weapons Factors are reduced by one for the next 1D x 10 minutes.

Ion Cloud: The presence of an ion cloud in this area causes Missile Fire to be less effective than usual. Each turn roll 2D: on a result of 5 or less, there is no change; on a result of 6, 7, 8, or 9, the Attacking Missile Factor is reduced by one; on a result of 10 or 11, the Attacking Missile Factor is reduced by two; on a 12, the entire Missile salvo detonates prematurely and does no damage.

Meteor Shower: A meteor shower occurs. 1D6 meteors strike the ship. Roll to hit with Die Modifier of Pilot Skill. (**High Guard:** Attacking Beam Factor of 1 with Die Modifier of Pilot Skill. Penetration is against Sand Factor 2. Roll on Surface Explosion Table with Die Modifier of +1.)

Nebula: The high density of nebular material in this area causes misreadings on the sensors. Any communications are also interfered with for the next 1D x 20 minutes as detection range is cut in half.

- Ship Encounters**
- 3 "S" Scout/Courier
 - 4 "A2" Far Trader
 - 5 "J" Seeker/Prospector
 - 6 Small Craft Sub-Table
 - 7 "J" Seeker/Prospector
 - 8 "S" Scout/Courier
 - 9 "A2" Far Trader
 - 10 "A" Free Trader
 - 11 "A" Free Trader
 - 12 Big Craft Sub-Table
 - 13 "A2" Far Trader
 - 14 "R" Subsidized Merchant
 - 15 "R" Subsidized Merchant
 - 16 "M" Subsidized Merchant
 - 17 "M" Subsidized Merchant
 - 18+ System Defense Boat on patrol

(Pop 6-) Undeveloped System 2 Dice - 2
 (Pop 8+) Developed System 2 Dice + 2
 Class A Starport 3 Dice + 2

- Small Craft**
- 1. Ship's Boat
 - 2. Launch
 - 3. Pinnace
 - 4. Cutter
 - 5. Shuttle
 - 6. Ship's Lifeboat
- Big Craft**
- 1. Fuel Shuttle
 - 2. Rescue Tug
 - 3. Tug
 - 4. Transport (200 ton, Maneuver 1)
 - 5. Mining Boat
 - 6. Shuttle



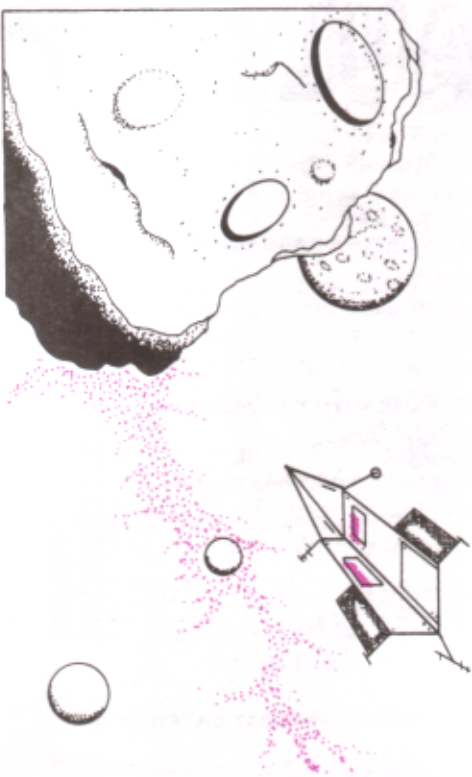
Special Events Table

1. Ship's Communicator picks up a distress call from a lifeboat. The signal is automatic but is slowly weakening. Should the party investigate, they will discover a standard ship's lifeboat drifting among a cluster of debris. The lifeboat has been disabled but has 12 Human passengers aboard in cold sleep. The medical officer states that their condition is such that he would prefer to attempt revival only at a hospital's medical facilities. The taped log indicates that the lifeboat is a survivor of a Pirate attack on the commercial vessel, **Takedeno**. The attack took place almost four months ago. The Pirate vessel looked like a standard "M" Subsidized Merchant and was claiming to have life-support problems.
2. Ship's Communicator picks up a distress message from the **Silver Moon**, which claims to be a type "M" Subsidized Merchant suffering life support damage after escaping an attack by Pirates. She also requests a navigational position check because her scanners were damaged in the attack. Roll a die. On a result of 1 - 4, the situation is as stated. On a 5 or 6, the vessel is a Pirate with a Type "M" which has been fitted with three triple beam laser turrets and one triple sand-caster. If the Hrunta identifies herself, the Pirates will probably flee since they are completely outmatched. In fact, the two attack shuttles would stand a very good chance of knocking the Pirate out all by themselves.
3. Ship's scanners pick up a very faint distress transponder. Investigation will reveal a very old, spacesuited figure with an ancient, solar-powered distress beacon. Judging from the degree of etching and discoloration on the faceplate, the Humanoid figure has been awaiting rescue for a very long time. Scan of the library data bank does not give any identification as far back as records on this subsector run.
4. The "All Ships Hailing Frequency" crackles with a request for medical aid from an injured asteroid miner. The Hrunta should immediately respond, but the rescue mission ought to be run as an anti-piracy "Storm and Board Assault" in full combat gear. The prospector is a little startled when the commandos come crashing in through his bulkheads, but, since the Hrunta can charge off the time, fuel, and supplies expended to training maneuvers, it doesn't cost him a single credit.
5. The Hrunta picks up several suspicious blips on her long-range scanners. The blips appear to be preparing to jump. Any attempt at communications or use of military high-powered scanners will cause the blips to jump with suspicious haste.
6. Message traffic analysis indicates that the Hrunta just missed a Pirate attack on a Type "M" Subsidized Merchant in this system. The victim was called the "Kalemon Comet", and her startled distress calls suddenly ceased. Analysis of the signals gives a 50% probability that the pirate is also a Type M.

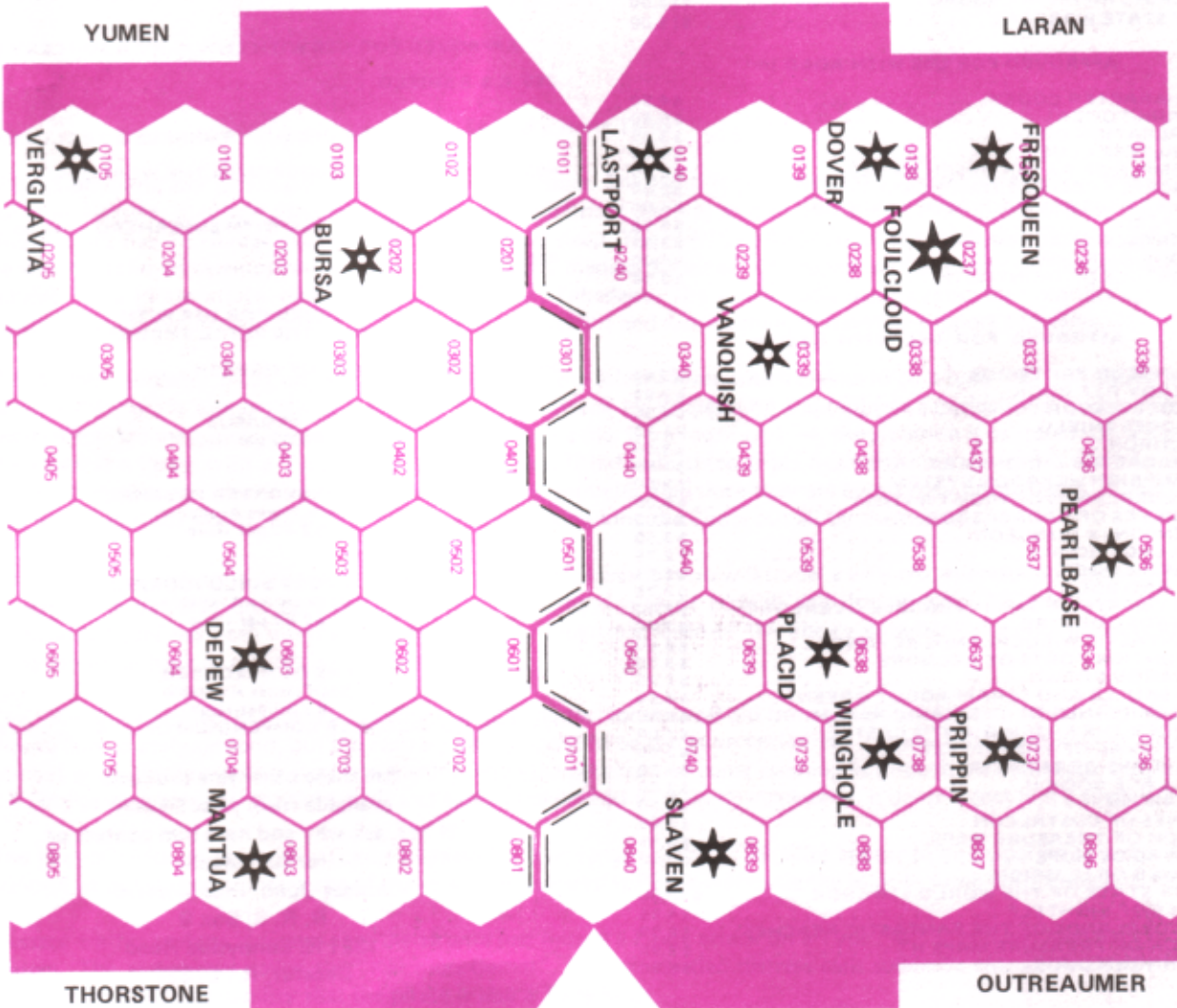
Coreward Glimmerdrift

The area of this scenario includes the rimward half of Satyressia Subsector in Ley Sector and the coreward half of Darkling Subsector in Glimmerdrift Sector. This is an area of low stellar density considered a prolongation of the Lesser Rift. Though near to the borders of the Imperium, none of these systems are claimed by any political entity, and most are undeveloped or sparsely settled, at best. The Imperium maintains a loose surveillance in this region from a small Scout base in the Depew system.

Fresqueen	0137	E89A212	A	Waterworld	G
Dover	0138	DA9A336	8	Waterworld	G
Lastport	0140	X200000	-	Undeveloped	G
Foulcloud	0237	D797410	7	Non-Industrial	G
Vanquish	0339	XAAA110	-	Undeveloped	
Pearlbase	0536	X998416	7	Non-Industrial	
Placid	0638	XA96000	-	Undeveloped	
Prrippin	0737	X9AA000	-	Undeveloped	
Winghole	0738	XAAA000	-	Undeveloped	
Slaven	0839	XA94000	-	Undeveloped	
Verglavia	0105	E338772	6		
Bursa	0202	D5406B5	5	Non-Industrial	G
Depew	0603	X7C7000	-		G
Mantua	0803	A9CA657	C	Non-Industrial, Waterworld	G



Satyressia - Ley Sector



Darkling - Glimmerdrift Sector