

Trading Team



Trading Team by J. Andrew Keith

This folio adventure is designed for characters with Navy, Scout Service, Merchant, or other backgrounds in the employ of a large merchant company in the Reavers' Deep sector. The referee may draw characters from any source desired, including existing campaigns; a mix of skills spanning many fields is desirable.

The characters used in Trading Team are assigned to the Far Trader Scotian Huntress. Details on the statistics, performance, and layout of the ship are unnecessary for this adventure, but can be found, if desired, in GDW's Supplement 7, Traders and Gunboats. The referee may also find material on Mercenary (Traveller Book 4) and Citizens of the Imperium (Traveller Supplement 4) useful.

Approved For Use With

TRAVELLER™

*Science-Fiction Adventure in
the Far Future*

Marischal



Adventures

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Trading Team

Background: The risth was a valuable beast. Scent glands from the animal produced a rare chemical combination much in demand as the base for a line of luxury perfumes. Even with the price of interstellar travel, it was actually cheaper to gather the glands from the creatures rather than creating the chemical in the laboratory.

The beast is native to Htalrea (Ea 0905 E767610-0), a world within the sphere of influence of a client state affiliated with the Aslan Hierate. Trade with the planet has been firmly monopolized by a large Aslan trading corporation, which charged exorbitant prices when selling the processed chemical to human firms along the fringe of the Imperium.

Caledon Ventures became interested in opening trade with Htalrea; breaking the Aslan monopoly on risthscent would open a chance for enormous profits. To explore the possibilities of setting up regular trade with Htalrea, Caledon has ordered the Trade Pioneer team aboard the Scotian Huntress to pay a visit to the planet. The native culture there is to be contacted and persuaded to hunt on behalf of Caledon, which will pay in some desirable medium of exchange for the risth glands. Trade goods are mixed, mostly metal implements, edged weapons, cloth and preserved foodstuffs. The hold of the Scotian Huntress is loaded with these, the crew is briefed, and the mission begins.

Briefing: Only the most basic information is known concerning Htalrea, as the Aslan have been careful to guard their monopoly. Very old records of surveys exist, enough to give physical data and maps of the two main continents. These same records indicate that the natives, a bipedal, vaguely humanoid species, are to be found in the North Continent. Other information indicates that these natives are still in an early stage of development, just making the transition from a hunter-gatherer culture to that of a stable agricultural society. Family-based tribes form the basis of native communities. Tribal independence and pride are apparently important, and the data indicates that the natives place a high value on ritual and ceremony emphasizing these factors.

As seasoned veterans, the trade team knew that the mission would be a delicate one; any attempt to negotiate with an entirely new culture usually is. Native sensibilities could be easily offended, especially in a culture like this one where ceremony is considered vital. Everything depends on the team's making a good impression . . . as always, it is not just the issue of a commission or a bonus that's on the line . . . it could be the lives of everyone aboard.





Referee's Notes

Htalrea: On arriving at the planet, the Scotian Huntress assumes orbit and begins a survey of the world. As expected, the natives are confined to the North Continent. The survey will eventually determine a region best suited to landing and making contact, as several native villages are spotted by orbital mapping. No matter what village they seek to approach, the villagers are a friendly group who have had previous contact with the Aslan. Thus communications -- and negotiations -- open quickly.

As attempts to trade begin, the Scotian Huntress team is taken aback by the native reactions to human trade goods. When tooled steel blades of various kinds are displayed, they evoke a great deal of interest from the tribesmen. They gather around, excited, and many begin pulling out their own daggers and short swords in front of the rack. The natives, proud and independent, have evolved an elaborate ritual surrounding their trade which helps conceal the notion that they are depending on others for anything. Basically, they feel that it is necessary to prove that you do not need to trade by showing that you can provide the same general thing for yourself if necessary. By throwing down knives, they show an interest in trading for those offered by the adventurers, while proving at the same time that they can make their own.

They will expect the traders to do the same, proving that they don't have to trade, but want to, anyway . . . by showing that they can go out and kill a risth on their own. Should the players have trouble coming up with the answer, or if the referee wants to hasten proceedings, an interpreter can explain this process to the ignorant strangers. The natives simply will not trade with people who do not follow this custom -- the whole idea is unthinkable.

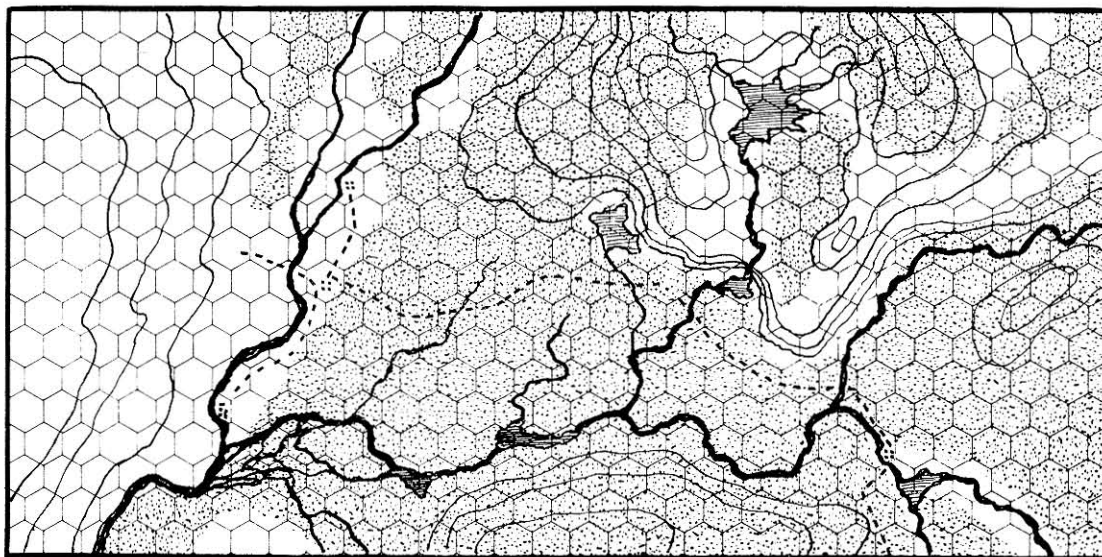
Hunting Trip: The upshot of the visit to the village is simple; the natives would be delighted to do business with the traders, but only if they first prove themselves by bringing back a risth. No particular restrictions are put on the party in seeking out and killing the beast, except for any limitations the referee may want to impose to limit equipment in the ship's locker (to keep the adventure from being too easy). A few practical considerations should also be taken into account:

The risth is found in forested areas, and makes its lair among boulders or caves in tree-covered hills or other rugged areas. Because of this, neither ship nor the air/raft available will have an easy time in travelling during the hunt. A party on foot will have the best chance of locating a risth, though it will also be in greater danger from this and other animal life.

The party must carry out the entire hunt without native assistance of any kind. Use the map provided to regulate the group's movement. Each hex equals 5 kilometers; on an average, one hex can be entered each hour by a party on foot. Every three hours, roll for an animal encounter on the table. Movement off the trails is halved, but the chances of encountering a risth will be increased. Rivers may not be crossed except at fords, but streams may be crossed at any time. Contour lines count as an extra hex when crossing each line, due both to increased difficulty in movement and, more important, to the rugged nature of these areas.

The risth is a large, agile carnivore that prefers to attack prey from above, dropping from trees or the tops of boulders and making use of its highly effective claws. Though they hunt separately, a risth often is found as part of a life-mated pair, sharing the same lair. The scent glands of the risth are used to produce a variety of odors, which play a role in the creature's courtship, hunting, and tracking habits. Each of the two glands can produce about 1/2 liter of chemicals, worth Cr2500 on the open market.

Ending the Adventure: By successfully killing a risth and returning it to the village, the team accomplishes the necessary task of impressing the natives. A trade agreement will ultimately be made, providing for tools, weapons, and other implements of an approximate value of Cr 250 to be traded for each risth killed and awarded to Caledon. The company will eventually build a small trading post, installing a factor and equipment to extract and preserve the chemicals on-planet. For successful completion of the mission, Calecon Ventures awards each member of the team Cr5000 as a bonus.



	<u>ENCOUNTER</u>	<u>TABLE</u>	Clear 9+	Forest 7+	Hills 8+	River 6+	
2	4	Intimidators	100 kgs	18/6	none	5 teeth	A6F5S1
3	1	Gatherer	50 kgs	15/6	none	4 claws	A8F6S3
4	6	Hijackers	25 kgs	10/4	none	8 claws & teeth	A3F6S1
5	1	Hunter	100 kgs	16/10	jack	4 teeth	A5F4S1
6	1	Intermittent	200 kgs	15/9	none	6 hooves	F9A7S1
7	5	Grazers	50 kgs	10/6	jack	4 teeth	F3A6S4
8	3	Intermittents	100 kgs	20/9	none	8 hooves & horns	F9A6S1
9	4	Flying Killers	12 kgs	7/5	none	4 claws & teeth	A2F8S3
10	1	Risth (pouncer)	200 kgs	20/15	jack	8 claws+1	AOFOS2
11	10	Chasers	50 kgs	12/8	none	3 teeth+1	AOF9S3
12	1	Siren	25 kgs	18/5	cloth	6 stinger	AOF7S1
13	EVENT: Lair. A risth lair is normally occupied by a mate-pair. Roll 2D; on a 5+ one beast is present, on a 9+1, two are present.						
14	1	Risth (pouncer)	200 kgs	20/15	jack	8 claws+1	AOFOS2

A DM+2 is applied to encounters rolled in a hex which does not contain clear or trail terrain.