ACS-5

Starport Module – Hotel Complex

Main Lobby
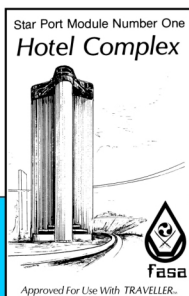*Restaurant*
Tourist Rooms
Luxury Rooms
Sub Level One

Hotel Offices
Theater and Shops
Penthouse
Sky Top Restaurant
Sub Level Two
Plus the Secret Levels

Includes
Starport Module, Book 1-
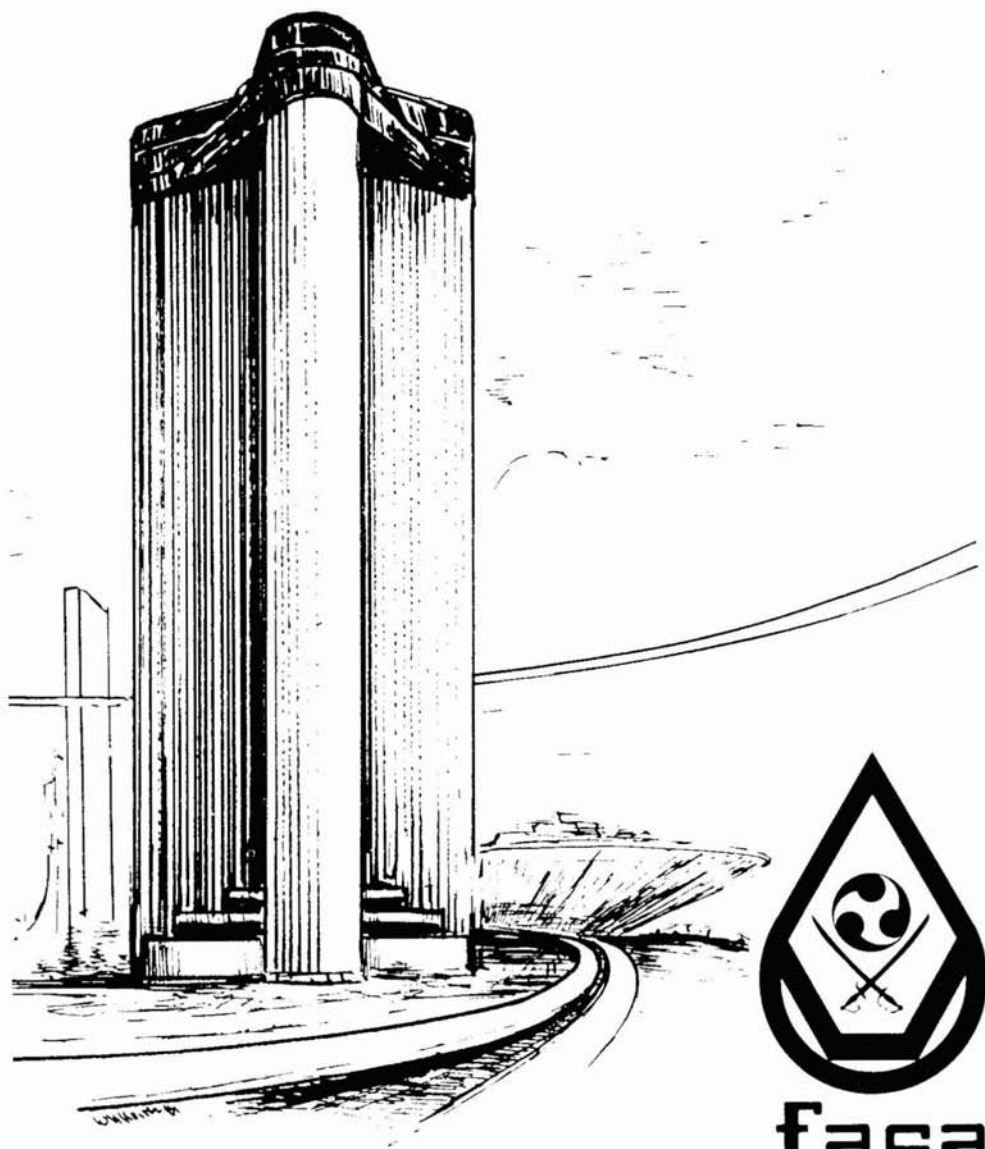Starport Module, Book 2 (not produced)-
  Edited to include Floor Plan Images within the text.

Star Port Module Number One
Hotel Complex

Approved For Use With *TRAVELLER*™

Star Port Module Number One
Hotel Complex

fasa

Approved For Use With TRAVELLER™

ROLE-PLAYING
FFE
GAMES
ACS-5
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UPDATED AND RE-EDITED
The text of this book has been re-edited to correct obvious errors, and reformatted to include smaller deck plans for reference. The Deck Plans have been edited for clarity.

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Written by	Ross Babcock
Scenarios by	J. Andrew Keith
Art by	William H. Keith

The pages that follow detail some of the features that are found in the luxury hotels that might be visited on a variety of planets by Traveller adventures. Facilities such as these are common in A and B Class starports throughout most of human-settled space. The basic design which appears in these pages can be encountered on almost any kind of world; variations will be those caused by environment (air locks for exotic or airless worlds, etc.), differences in size and extent of accomodations, and, of course, those subtle factors that will make each and every building unique, no matter how similar they may be in layout.

These hotels are presented in a modular format. The number and type of accomodation floors, the exact entertainment facilities, and the overall size of each hotel can be varied according to the modules used. In a Traveller game or campaign, the referee should be responsible for determining, in advance, the nature of the hotel's basic layout, using the available floor plan types provided in this package. Though envisioned specifically as a Starport Hotel, this material can be used for almost any kind of hotel facility on worlds of Tech Level 7 or higher.

Persons interested in learning more about starport facilities in general should consult The Journal of the Travellers Aid Society Number 7, published by Game Designers Workshop, which covers starports in some detail.

GENERAL INFORMATION

Because of the nature of interstellar travel, the tradition of reservations has all but disappeared; hotels which cater to large numbers of visitors from on-planet (or sometimes from other planets in the same star system) may still allow rooms to be reserved, but by and large accomodations are available on a first-come, first-served basis. This is especially true of the three penthouse suites normally available at the hotel.

Rooms are taken at the reception desk in the main lobby. They may be rented for up to a week without special arrangements; a credit check is usually made on guests who indicate that they are planning to stay more than a week's time. In most cases, identification will be checked via thumbprints, retinal patterns, or the like, with computer verification of the individual's identity being made through the security office. The referee may waive this process at his discretion.

The reception desk also handles a number of other important hotel functions. Bellhops are available here to handle baggage. Arrangements for special hotel facilities — meeting rooms, banquet halls, etc. — can be made. The clerk at this desk can also make arrangements for local excursions' guides, vehicles, and other necessary services can be provided through him. Lastly, the reception desk is used to disseminate information. Pamphlets and printed brochures on subjects of interest can be found here. The clerk can consult a computer terminal to answer almost any question on the hotel, the starport or city, and the planet as a whole. Also, messages can be left at the desk for other visitors.

ACCOMODATIONS

Rooms vary according to size and luxury requested by the guest.

Room Features

A wide variety of special features distinguish the rooms found in the hotel complex. The penthouse suites and certain other rooms can be individually conditioned, through grav plates, temperature and humidity controls, and other systems, to reproduce a wide variety of conditions suitable to almost any taste or requirement. Even the overall appearance of the room can be changed, if desired, thanks to the wall-sized viewscreens that can be programmed to depict views of a number of famous planetscapes or scenes. Use of these facilities costs the guest more, depending on the complexity of the adjustments. However, they can also increase the comfort of almost any guest — even those of some non-human species — no matter what special conditions are required.

All rooms contain a sophisticated entertainment/communications center. A cable video system provides visual communications with any other room in the hotel, or with certain hotel offices. The system is also linked to that of the world (though lower tech planets will not have video communications available). This same system taps into the hotel computer system to call up information.

Entertainment programs, both locally originated and canned programs played by the hotel itself, may be viewed, along with business reports, current news, and other such programs of interest. Finally, the video center can tap into the hotel computer for a variety of other entertainment features, including music, games, and even computer-moderated role-playing exercises. Games of all kinds can be played alone, or several guests in different rooms can be linked for competitive or cooperative relaxation.

Civilized planets (Tech 7+) usually feature satellite systems that can tie the hotel communications net to any point on the planet. Messages may also be sent to ships or colonies in orbit, or to other inhabited worlds.

Safety and Security

All floors are equipped with smoke detection equipment, and alarms will sound in the case of any fire or smoke cloud of significant size. Sprinkler and/or foam fire protection systems are also installed on each floor. These are remotely operated from security stations. They require activation by security personnel, as a fail-safe against false alarms or system malfunction.

Security monitors command views of all hallways and common areas in the hotel. Each has a small blind spot (perhaps 1.5 meters directly below the camera location). The referee should designate exact locations in the event that characters are specifically concerned with such. Monitor cameras are unobtrusive, but can be spotted by any characters with Intelligence 8+ or electronics skill.

Characters engaging in some illegal or suspect activity may be noticed by security personnel posted at monitors. Such notice, however, is not certain, particularly if the activity is brief or the area is one which is not particularly important. A basic throw of 11+ is required in any particular round before characters are noticed by security. The roll should be modified to reflect the duration of the activity, the importance of the location (the casino, for example is a more sensitive location than a random hallway), and other special circumstances. The referee should feel free to make whatever modifications he thinks will best suit the situation.

Keys

An electronic pass key is generally used to lock and unlock all hotel

doors. There are three general types of pass key; Guest Keys, Level Keys, and Master Keys.

Guest Keys are issued to guests, usually two for each room. There are usually one or two extra Guest Keys available for each room. A deposit of Cr10 is required for each key, and failure to return it results in forfeiture of the deposit. When guest keys are lost or not turned in, the hotel has the room's lock altered before a new guest takes the suite.

Level Keys are issued to various hotel staff and maintenance personnel. They give access to all rooms on a particular level. Typically, such keys are found in the possession of bellhops, maids, and other employees with responsibility for a particular level of rooms. Similar keys are issued to workers.

Master Keys are reserved for the use of Hotel Security and Management. They may open any door on any level.

Rooms and private offices have inside bolts or chain locks that can provide an extra degree of privacy and security. These may only be used, however, from the inside. A door may never be sealed against pass keys when the guest is not in.

There are some occasions when the entire penthouse floor is taken by a single guest's entourage. In such cases, special arrangements can be made with the hotel to have elevator service to the penthouse floor limited. The same kind of pass key can be made necessary to take the elevator to the penthouse level again, Level and Master keys can override this lock. These arrangements must be made with the management, and are rarely resorted to except in the case of important guests.

THE CENTRAL CORE

The heart of the hotel complex is the central maintenance access core, which pierces the hotel tower from the lowest sublevels to the penthouse. Ladders and lifts connect the walkways that encircle the central shaft at each level, where panels provide access to the hotel's important machinery and electronic systems. Air circulation, phone relays, lift machinery, video, electrical and environmental control circuitry conduits are funneled through the central core. Six access hatchways on each floor, each prominently marked with "AUTHORIZED PERSONNEL ONLY" signs and opened by level keys only, allow service personnel to enter the core.

For obvious reasons, the central core is closely monitored by Hotel Security. Adventures attempting to enter the core may be able to apply various skills — mechanical, electronic, or jack-of-all-trades — to attempt to spot and bypass various security systems, and to tamper with the core equipment.

The Central Core connects to Sub Level Two and its support machinery.
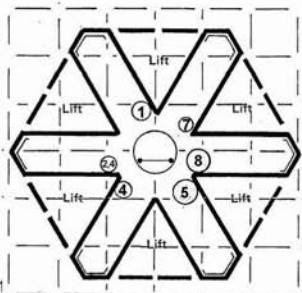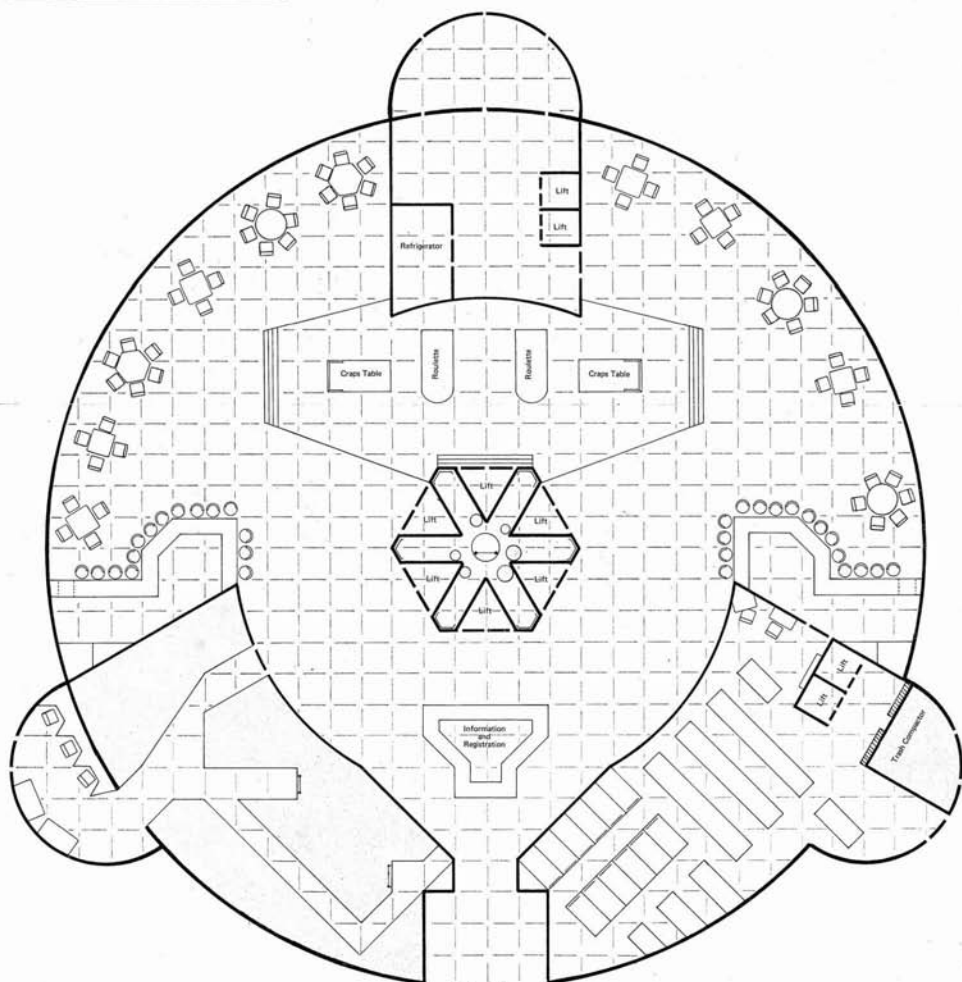
THE FLOOR PLANS

The Floor Plan sheets are further detailed on the following pages.

MAIN FLOOR -- HOTEL COMPLEX 00

On worlds tied into the Imperial economic web, of course, most financial transactions are handled entirely by computer, with the hotel's computer deducting the cost of rooms, meals, game chips or whatever directly form the guests' accounts.

LEGEND

WC	WASHROOM
Lift	ELEVATOR
▢	CHAIR
○	BARSTOOL
⬗	COMMAND CHAIR
⌣	COMPUTER CONSOLE

Lift
Lift

Refrigerator

Craps Table

Roulette

Roulette

Craps Table

Lift
Lift
Lift
Lift
Lift
Lift

Information
and
Registration

Lift
Lift

Trash Compactor

RESTAURANT -- HOTEL COMPLEX 01

The dining level contains two wings of dining rooms, and a large, three-part circular bar. The kitchen occupies the third wing. On worlds and in climates where atmosphere and weather permit it, the outside balcony is open to hotel guests. Although not as exclusive as the Sky Top facilities, the dining area serves only the best in a wide variety of cuisines, including local specialties, as well as popular Imperial dishes. Prices range from Cr 20 per person, to hundreds of credits for specialty or exotic dishes.

LEGEND

|	
WC	WASHROOM
Lift	ELEVATOR
▱	CHAIR
○	BARSTOOL
▢	COMMAND CHAIR
◡	COMPUTER CONSOLE
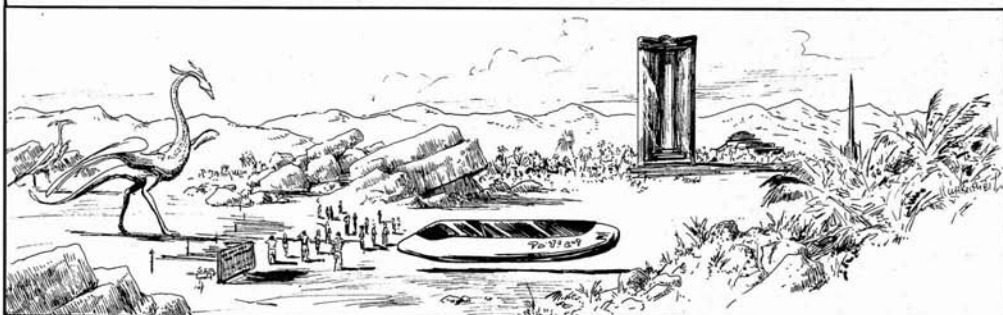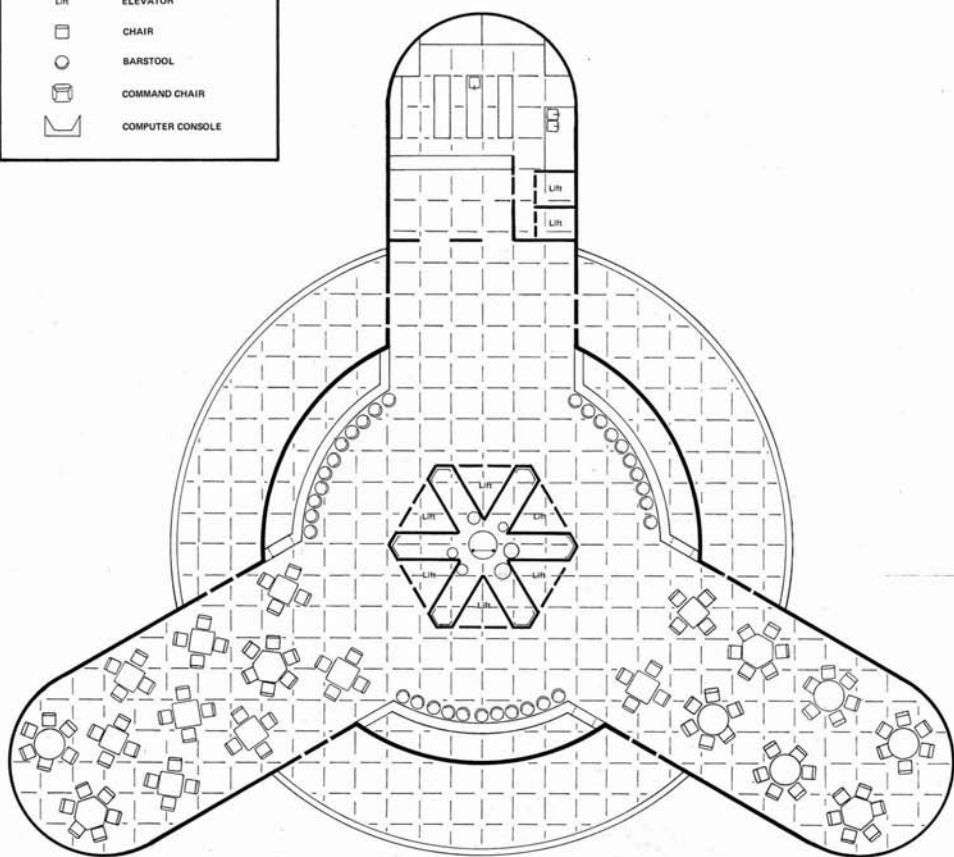
THEATER AND SHOPS -- HOTEL COMPLEX 02

The theater level occupies the third floor, since the main level is two floors in height. The two small theaters show an almost unlimited range of visual and visual-sensual shows. Four small shops are also located on this level. Items for sale might include clothing, reading material, snack or specialty foods, gifts, and local specialties, novelties, or souvenirs. (The referee is responsible for determinging the availability of particular items.)

The third wing of this level houses a kitchen. A small restaurant with an outside balcony caters to walk-in patrons.

LEGEND

WC	WASHROOM
Lift	ELEVATOR
▢	CHAIR
○	BARSTOOL
⬭	COMMAND CHAIR
⌣	COMPUTER CONSOLE

Kitchen

Lift

Lift

Lift

Lift

Lift

Lift

Lift

Lift

2nd main Lobby

5
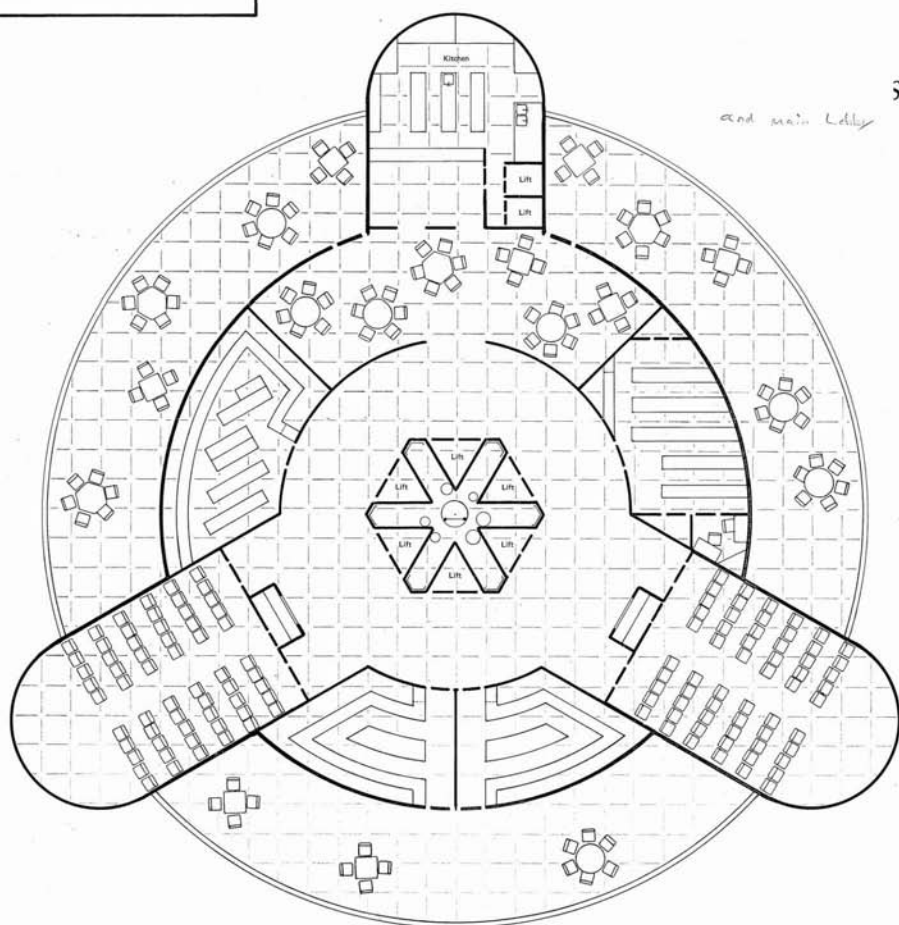
HOTEL OFFICES -- HOTEL COMPLEX 03

This floor contains the hotel management offices, travel service offices, and Hotel Security. The management wing contains a number of offices, including: offices for the executive manager, general manager, and three assistant managers. Each office has two rooms — an outer reception room and the inner office proper.

The security wing contains all overt security system and monitoring equipment. Each security office keeps watch over a different hotel facility, including:

1. Ground floor and casino
2. Main lobby
3. Elevators and lift shaft
4. Shops
5. Theater
6. Restaurants
7. Parking area and passenger waiting areas.

The travel section included offices for agents who arrange any type of travel, including on-planet tours, rapid transit bookings, and interplanetary and interstellar reservations. Other rooms are reception and interview areas, computer terminal stations, and repositories of travel literature and information about the planet, about other worlds in the system, about other worlds connected by commercial jump-routes, and about the local area can be found here.

LEGEND

WC	WASHROOM
Lift	ELEVATOR
▢	CHAIR
○	BARSTOOL
⬗	COMMAND CHAIR
∨	COMPUTER CONSOLE
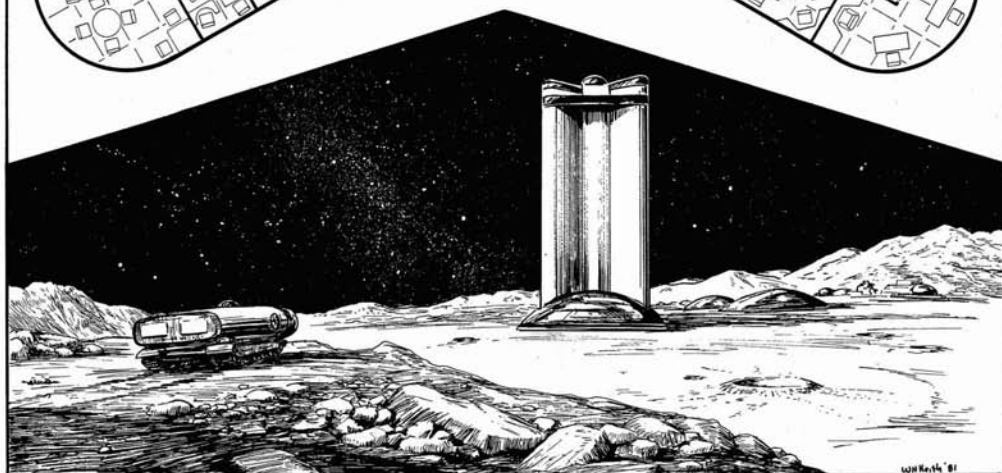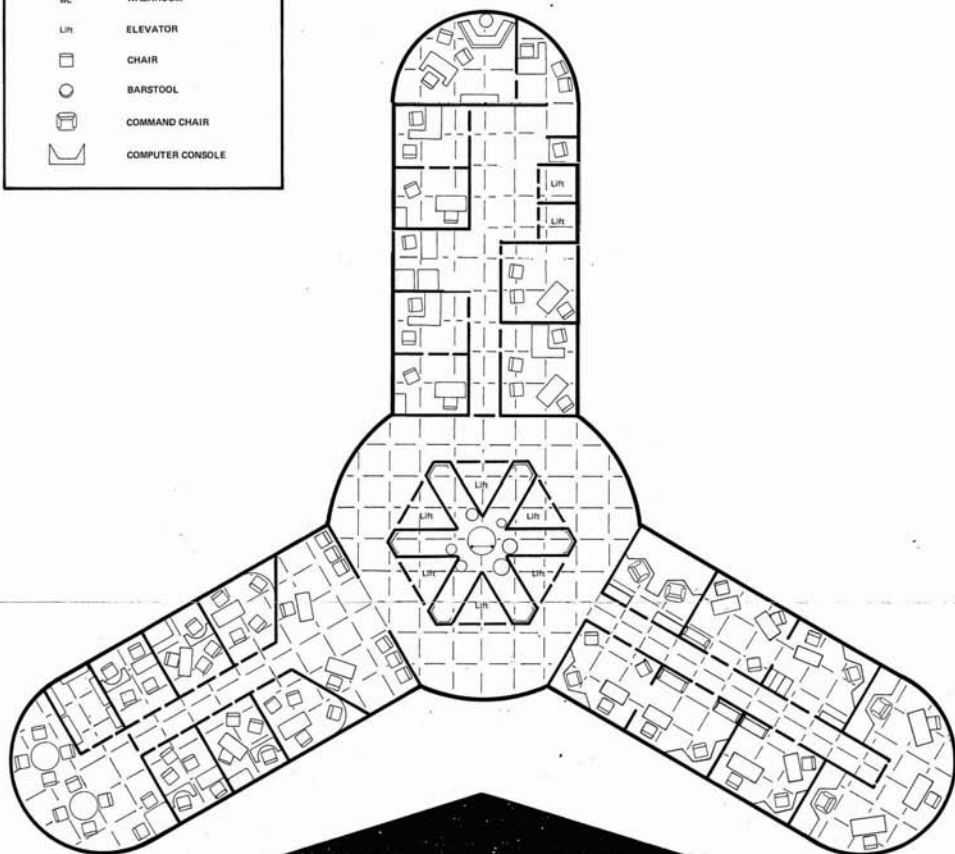
TOURIST CLASS ROOMS -- HOTEL COMPLEX 04-49

Rooms vary in cost according to the size and luxury requested by the guest. A standard, single room, a 3 x 4 meter cubicle, containing a desk, dresser, bed, and washroom facilities, costs Cr25 per night. The essentially similar double room, containing a double bed and settee or sofa in addition to regular features and measuring 4 x 4.5 meters, is Cr50 per night.

Two-room suites come next in size and price. The smaller suites rent for between Cr65 and Cr100, depending on such features as location (rooms with a view, for instance, normally cost more,) special environmental settings, and the like. A sitting room or parlor is available in these suites in addition to the sleeping chamber. Some suites intended for family use contain sofa-bed arrangements in the parlor for use with the family, etc.

A larger two-room suite is also available, this one featuring two full-sized rooms. Sunken bathtubs are added to the usual ultrasonic shower facilities for maximum luxury. Large double beds, walk-in closets, and small kitchenette units are also available in these suites. Prices per night range from Cr150 to Cr250.
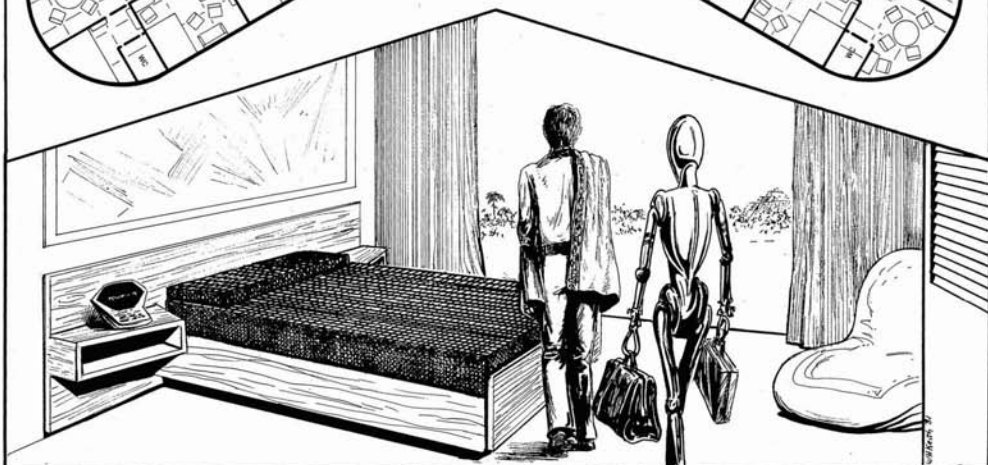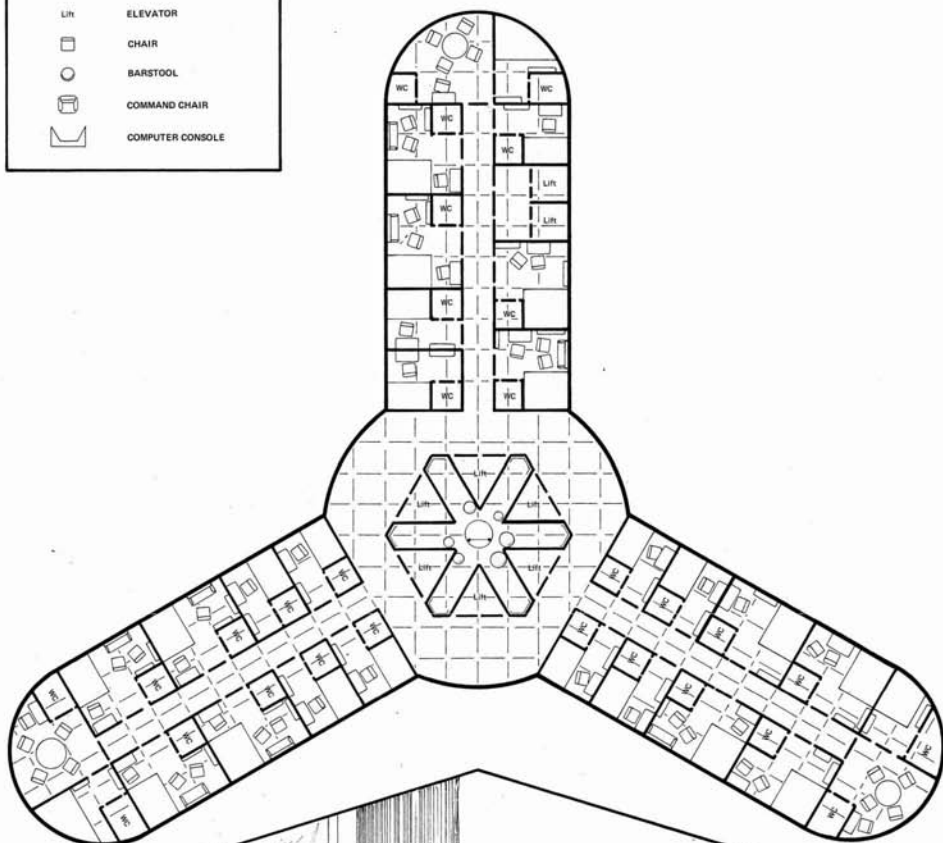
LEGEND

WC	WASHROOM
Lift	ELEVATOR
☐	CHAIR
○	BARSTOOL
☐	COMMAND CHAIR
⊔	COMPUTER CONSOLE

Drawn by Jordan Weisman

LUXURY ROOMS -- HOTEL COMPLEX 50-66

Luxury rooms are distinguished by the quality of the furnishings and the experience. Guests receive better service from staff (and are expected to tip accordingly). In general, a luxury room is priced double what a tourist room costs.

Rooms vary in cost according to the size and luxury requested by the guest. A standard, single room, a 3 x 4 meter cubicle, containing a desk, dresser, bed, and washroom facilities, costs Cr50 per night. The essentially similar double room, containing a double bed and settee or sofa in addition to regular features and measuring 4 x 4.5 meters, is Cr100 per night.

Two-room suites come next in size and price. The smaller suites rent for between Cr150 and Cr200, depending on such features as location (rooms with a view, for instance, normally cost more,) special environmental settings, and the like. A sitting room or parlor is available in these suites in addition to the sleeping chamber. Some suites intended for family use contain sofa-bed arrangements in the parlor for use with the family, etc.

A larger two-room suite is also available, this one featuring two full-sized rooms. Sunken bathtubs are added to the usual ultrasonic shower facilities for maximum luxury. Large double beds, walk-in closets, and small kitchenette units are also available in these suites. Prices per night range from Cr250 to Cr500.
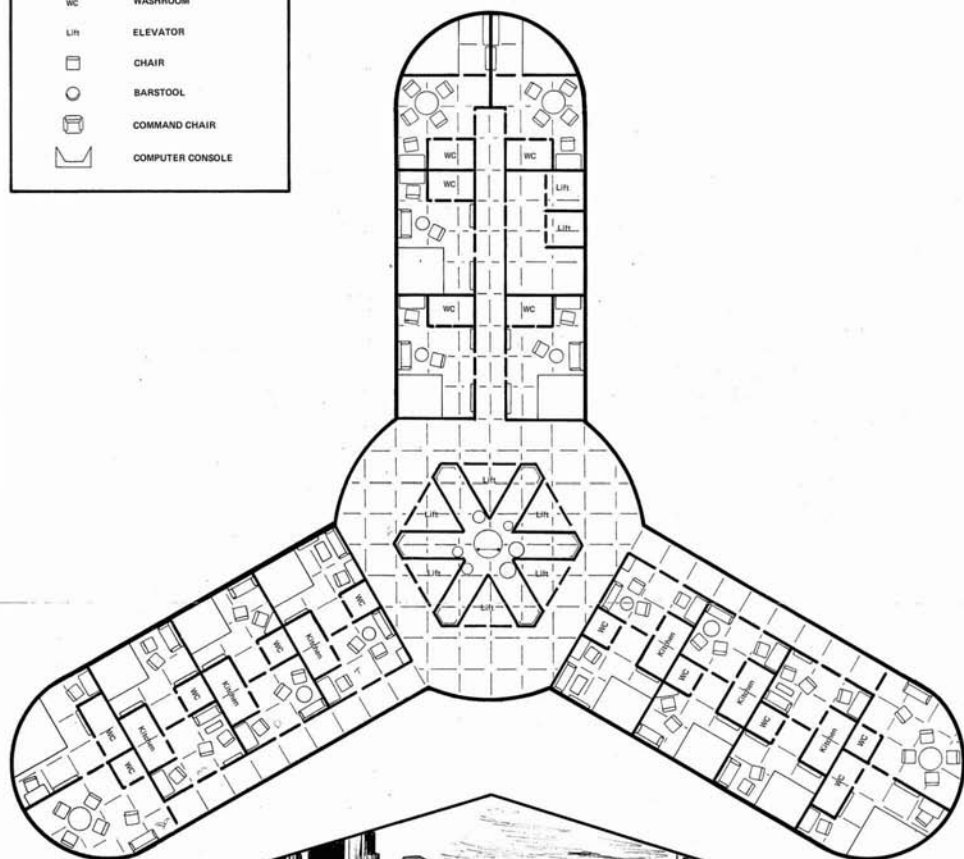
LEGEND

WC	WASHROOM
Lift	ELEVATOR
▭	CHAIR
○	BARSTOOL
▱	COMMAND CHAIR
◡	COMPUTER CONSOLE

SKY TOP RESTAURANT -- HOTEL COMPLEX 67

This is the upper entertainment area. One wing has a small and extremely exclusive casino, with several tables and a bar. The exclusive and expensive Sky Top Restaurant occupies a second wing, with the kitchen in a third.

The hotel's unlimited credit games can be found in the upper level cssino. Chips are brought up form the main level reception desk, or they can be purchased at the bar.

Three balconies give breathtaking views of the surrounding landscape. These are generally enclosed in transparent plastic, for the guests' safety.

LEGEND

WC	WASHROOM
Lift	ELEVATOR
▭	CHAIR
○	BARSTOOL
⬗	COMMAND CHAIR
⊔	COMPUTER CONSOLE

Kitchen

Lift

Lift

Lift

Lift

Lift

Lift

Roulette

Roulette

Craps Table

Craps Table
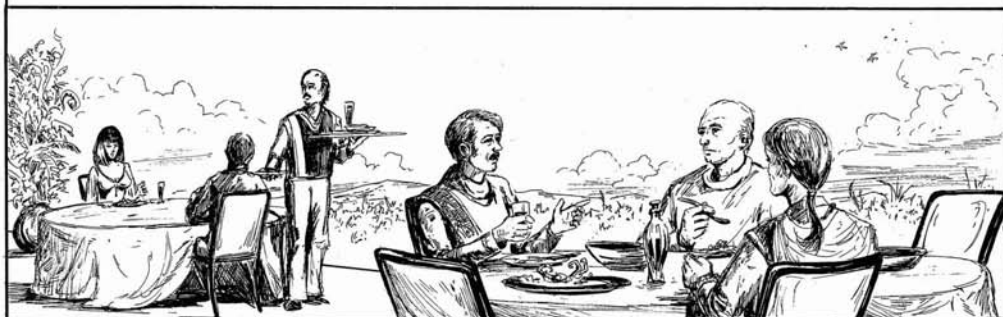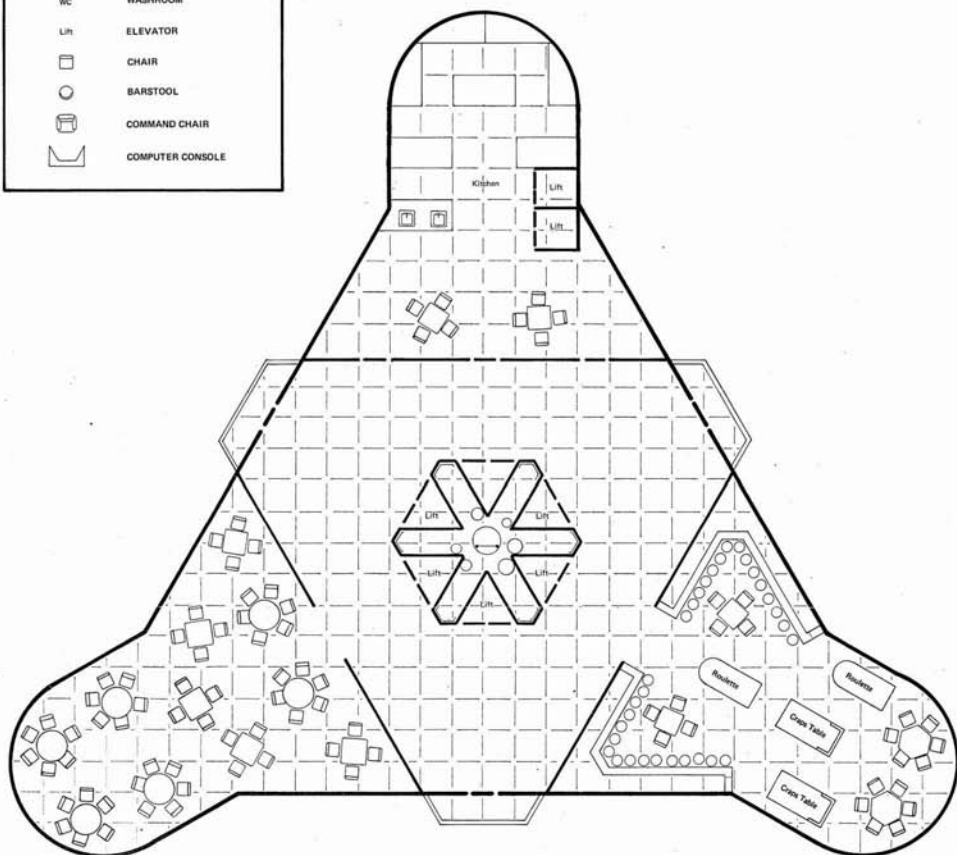
PENTHOUSE -- HOTEL COMPLEX 68

The ultimate in luxury . . . and in price . . . are the three penthouse suites, each one taking up an entire wing of the hotel's uppermost floor. One of these is primarily intended for business meetings and the like, and contains eight standard rooms and a large conference center. This conference center features a variety of special facilities for businessmen, including a computer terminal, telecommunications equipment, and optional services such as catering, secretarial, and special security arrangements.

The other two penthouse suites contain the finest accomodations available. Each contains a number of rooms, including several bedrooms of varying size, a large living room, bathroom facilities, and the like. They are generally taken by wealthy guests with large families or entourages' on occasion, wealthy eccentrics with a taste for privacy and security have been known to rent such accomodations. The price for one night in a penthouse suite is at least Cr500 the prices are usually adjusted by the hotel, depending on the size of the party and the nature of the special services ordered.

LEGEND

WC	WASHROOM
Lift	ELEVATOR
☐	CHAIR
○	BARSTOOL
⬡	COMMAND CHAIR
⌣	COMPUTER CONSOLE

Drawn by Jordan Weisman
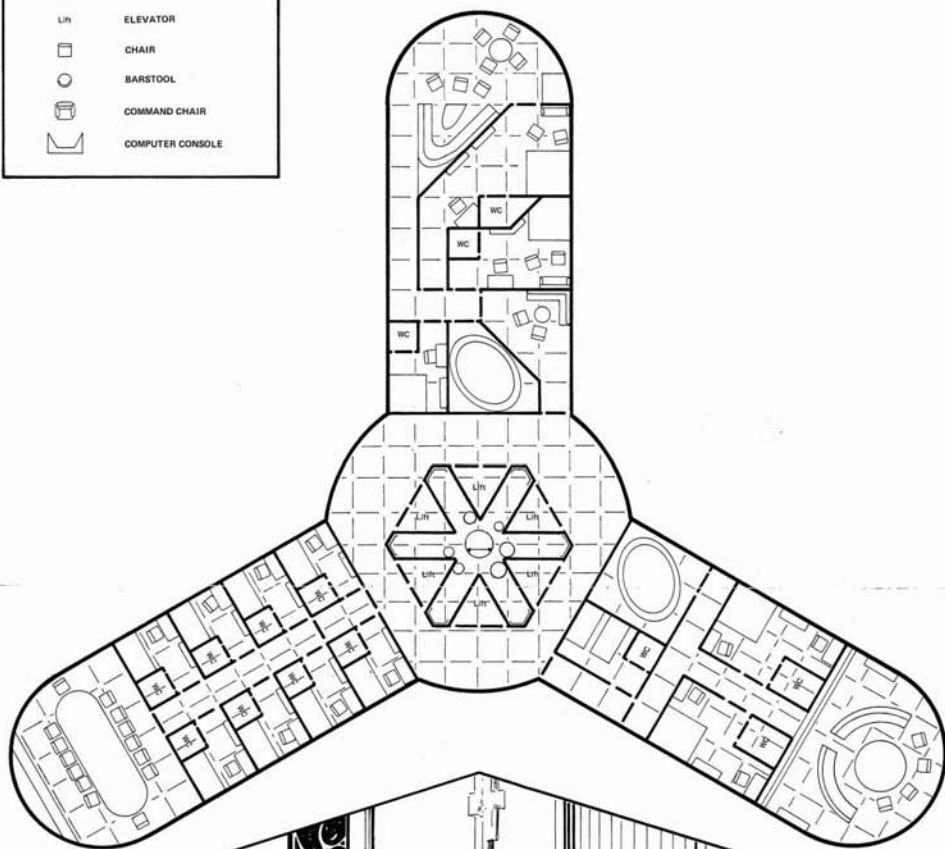
SUB LEVEL ONE -- HOTEL COMPLEX -1 (REVISED)

Sublevel 1 is the transportation level. Depending on the nature of transportation of the planet, parking areas, a rapid transit terminal, and vehicle storage and service facilities will be found here. The hotel floor plans depict a two-way monorail stop, with a three window ticket and information booth in the center of the passenger waiting and boarding area. Stairs or escalators lead down under the tracks.

Beneath the hotel proper is a large parking lot, with room for a number of standard sized vehicles. Traffic is monitored and regulated by two parking attendants.

Two storerooms, a restroom, and a waiting room for on-duty parking attendants are also located on the level. Overhead lighted signs, and directions on walls and pavements, give directions to the level's elevators, stairways, and exits.

Monrail and rapid transit schedules will vary, of course, with the planet, and with the nature of the city or starport the hotel serves. In general, trains will arrive and depart every two hours, with longer waits in the slack times of early or off hours. One to 10D passengers — the number of dice determined by the referee, depending on time of day and the immediacy of arrival or departure of a train — may be encountered in the waiting and boarding areas at any given time. Exact times of arrivals and departures will be displayed on monitors at the information desk, and on the walls of the waiting area.

The parking area — on worlds with a high volume of civilian surface transport — will always be at least ¼ to ½ full, and will be nearly or completely full during special events — conventions, giant corporate meetings, and such — when the hotel is booked to capacity. At tech 8 or 9 or higher, most — but not all — of the vehicles will be air/rafts. ID attendants — human or robot depending on the world and the local tech level — will be in the general area, moving vehicles, servicing equipment, or goofing off in the attendant waiting area. On vacuum worlds, there will be far fewer vehicles, and these will be large, pressurized tracked or balloon-tired explorer or excursion vehicles, or air/rafts with pressurized cabins. Much space will be taken up by service and maintenance bays, and the entrance and exit ramps lead to massive airlock doors.

Lift
Lift

Lift
Lift   Lift
Lift   Lift
Lift

WC
WC
WC
WC

Lift Lift
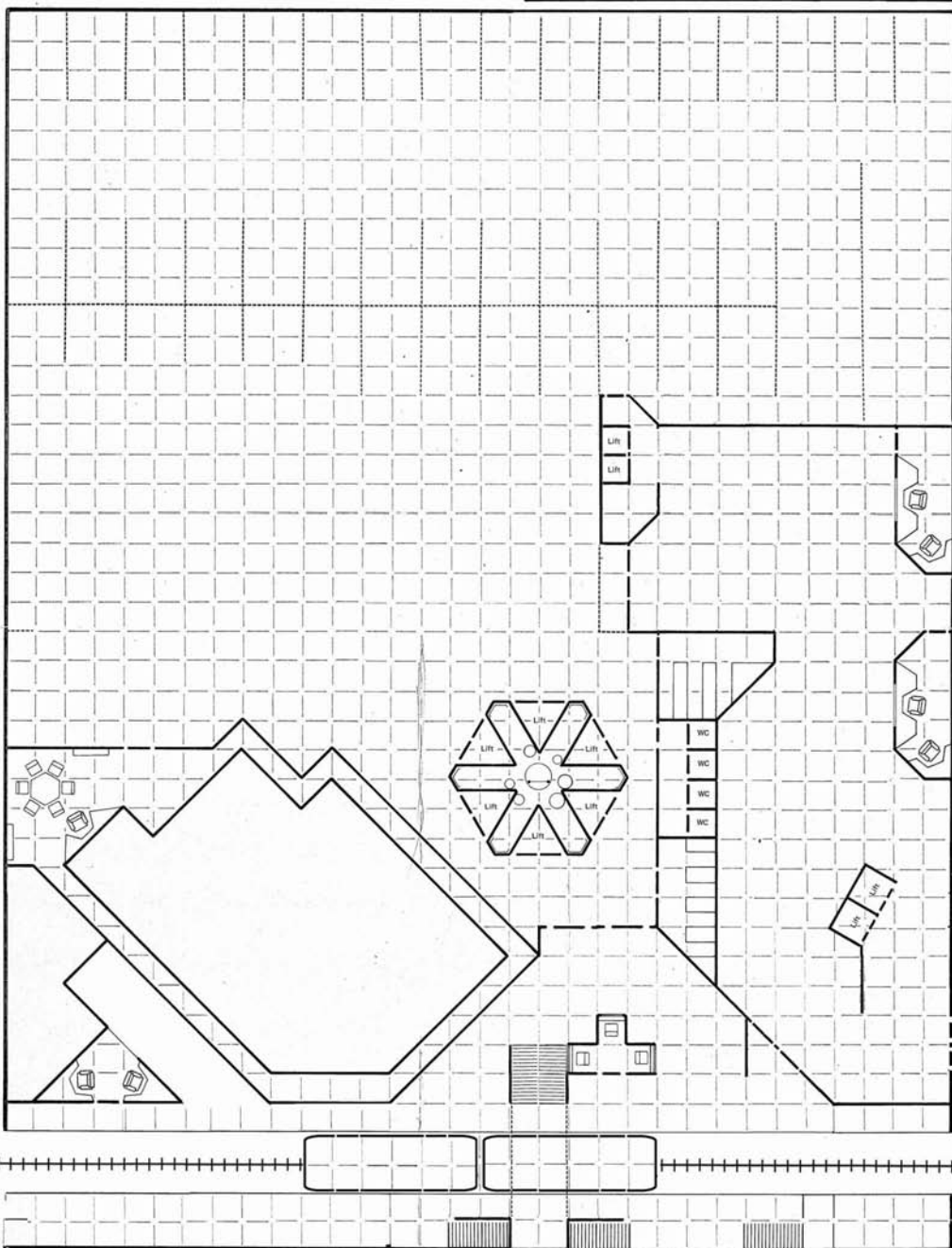
SUB LEVEL TWO -- HOTEL COMPLEX -2

This maze of passageways and pipes houses the central machinery of the hotel. Area 1 contains the main electrical distribution equipment, where incoming electrical lines run through a series of transformers and circuit breakers, are routed past the two service evelators and into the central core, through which power is fed to the entire building. Each floor has local circuit breakers for that level, and for each room or set of rooms.

Area 2 contains the hotel's power generation plant. Depending on the local economy and tech level, this is usually a small fusion plant, with water reservoirs for fuel, but may be more primitive gydrogen or even fossil fuel-fired turbines. On-site power generation may be in addition to electricity "imported"from outside.

Area 3 has storerooms, with supplies of spare parts for most of the machinery and electrical equipment in the hotel, as well as a small machine shop, with drills, lathes, molds, field generators and other tools for repairing most of the hotel's equipment.

Area 4 contains the power relays and control systems for the hotel's environment control units. While temperature, air conditioning, humidity, and gravity are all controlled individually for each room or group of rooms, the central control, and the main heating and conditioning elements for the system, are located here. This equipment extends up through the ceiling, and into the main level above. Conditioned air is routed through pipes up the central core shaft to the public areas throughout the hotel.
event that characters are specifically concerned with such. Monitor cameras are unobtrusive, but can be spotted by any characters with Intelligence 8+ or electronics skill.

Characters engaging in some illegal or suspect activity may be nticed by security personnel posted at monitors. Such notice, however, is not certain, particularly if the activity is brief or the area is one which is not particularly important. A basic throw of 11+ is required in any particular round before characters are noticed by security. The roll should be modified to reflect the duration of the activity, the importance of the location (the casino, for example is a more sensitive location than a random hallway), and other special circumstances. The referee should feel free to make whatever modifications he thinks will best suit the situation.

Area 5 houses the hotel's water treatment plant. Heating coils dominate the area, but other equipment includes sewage rotting and treatment, treatment cells for the addition of chemicals or softeners, and storage reservoirs. Some hotels — such as those on vacuum worlds — maintain a central water reserve. On other planets, particularly on populous and highly developed worlds, water is piped in from outside.

Area 6 is the central elevator shaft, which extends through every level of the hotel. A level key is required to enter this level from the elevator, though, of course, all other levels are open to hotel patrons. Service elevators do not extend to the two uppermost or the lowermost level.

Area 7 contains communication routing, and a security console. All of the hotel's cable or wire based communications systems are centered here, where a computer terminal handles switching of interior and exterior calls, and critical circuitry can be reached for repair or maintenance.
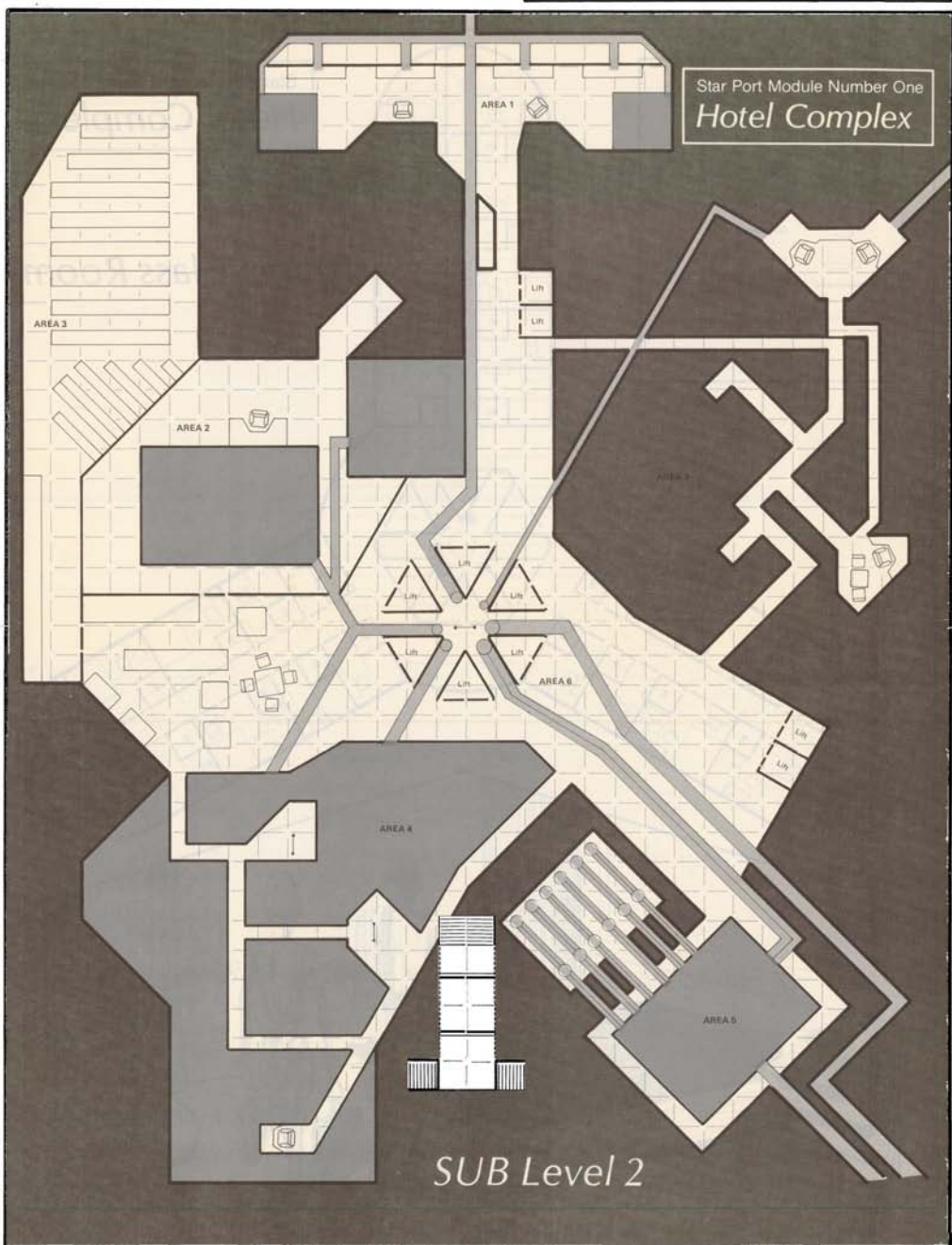
Area 8 (off map) is a wastewater treatment facility.

Star Port Module Number One
Hotel Complex

AREA 1

AREA 3

AREA 2

AREA 4

AREA 5

AREA 6

Lift

SUB Level 2

Situations

SITUATION ONE: BREAK-IN

Marcus hault-Larnell, suspected by Imperial authorities to be a courier for one of the dissident Solomani political factions in the subsector, has taken a two-room suite at one of the larger downtown hotels at Champa. Larnell was believed to be carrrying documents vital to the cause of the Solomani rebels on a nearby world, and the local Imperial Navel Intelligence office wanted a look at those papers. But the political situation was delicate; Imperial agents would be likely to get into trouble if they attempted to take action outside the extra-territorial jurisdiction of the starport compound. Rather than risk an incident that could give added fuel to separatists, the Intelligence Office chose to hire a band of adventurers to get the information they desire.

The party is contacted and hired with great secrecy, and the intelligence agents who make the arrangements do nothing to identify their official position. Payment of Cr2500, plus expenses, is offered to each member of the group if they arrange to get into Larnell's hotel room, find the papers in question, and photograph them without Larnell's knowledge. Any explanation -- except for the truth -- that the referee cares to give may be advanced to answer questions about the reason for the break-in.

Referee's Notes

The players will have to devise a plan for getting into the room, either using a stolen pass key or by tampering with the door. In the first case, they should be required to execute each phase of the plan step by step, avoiding detection as they secure a key, reach the proper floor, and make the break-in. If they opt to tamper with the door, they will find that it can be opened on a throw of 11+, thrown once each round. Electronics skill is a positive DM. Lockpick sets are NOT useful in this attempt, as these locks are electrical, rather than mechanical, in nature.

Other complications should be considered by the referee. For instance, the movements of Larnell might be considered -- and one or more characters required to watch, and if necessary, distract him. The presence of security monitors and/or personnel, hotel staff members, and similar additional problems can all be used to help make the situation more balanced (either for or against the players!).

SITUATION TWO: THE GAMBLERS

Alzenei was a planet where tourism was heavy, and gambling popular; the Alzenei Gateway hotel complex in Alzenei's main starport was one of the chief tourist centers on the planet. The casino at the hotel was well known, a haven for people all over the subsector who enjoyed games of chance. Amateur and professional gamblers all came, sooner or later, to try their luck at the Alzenei Gateway Casino.

By and large, the casino was honest . . . but periodically the management altered the chances a bit, especially when faced by a big winner or a rich sucker. Maurdel Jaellaer fell into the latter category, a rich industrialist who lost big at the casino. Jaellaer suspected crooked gaming, and he wanted a measure of vengeance.

He contacted a small party of adventurers and made an offer. He would stake them big — Cr5,000,000 — if they would agree to work the casino. They were to keep their eyes open for signs of cheating, and, if possible, they were to do their best to win heavily.

Referee's Notes

At least one of the characters in the party should have high gambling skill, and some of the others should at least have Gambling-1. They may be tempted to take Jaellaer's money and run. If this is done, the referee should arrange to have them pursued — relentlessly — by people in the industrialist's employ. It should be pointed out that this course of action may be risky to the players, and they should be encouraged to take the job as offered. Jaellaer has indicated that he wants to recover the money he lost perviously, some Cr 4,500,000. That means that he will allow the players to keep anything they earn over 9.5 million.

Games will be fair at first, until it becomes obvious that the players ar either very rich, winning a great deal, or cheating. At this point the house will begin to cheat. The section on Gambling Skill in book 1 deals with the uses of gambling skill, both in playing games and in detecting attempts at cheating.

If the players are able to detect cheating on the part of the house, and call attention to the fact, the casino will have to go back to fair games. If, however, there are big winnings earned, some casino bouncers will do their best to quietly take the characters out of the way.

In the face of these events, the players should try to make their winnings, collect them, and then get to vehicle or the monorail to make good an escape from angry casino employees. Special considerations such as armaments, unusual events, and the activities of bystanders should also be taken into consideration by the referee.

SITUATION THREE: HOSTAGES

A terrorist group has seized the penthouse floor of the Regent's Crown Hotel complex on Anwoth. A shipping magnate, Allan Maolivir, with his family and entourage, are now being held there as hostages. The terrorists have submitted a list of unreasonable demands involving the release of dangerous political prisoners, transport to the starport and off-planet for themselves and the released prisoners, and other requirements which cannot be met by the planetary government. The security staff at the hotel, supplemented by local police, have sealed off escape. Right now, though, they have no way of helping the hostages . . . who will, the terrorists say, be executed one by one if the demands are not fulfilled within five hours.

Referee's Notes

Players may be hotel security pesonnel, or they may be adventurers with military experience hired by local authorities to assist the rescue attempt being planned. They should be asked to formulate and execute a plan to gain access to the penthouse floor, overcome the terrorists, and rescue the hostages.

Equipment and numbers available to both sides should be determined by the referee, with a view towards balancing the situation. The penthouse floor plans should be used, together with rules from GDW's Snapshot or Azhanti High Lightning, and pieces from Martian Metals Traveller Miniatures.

Actual resolution of the adventures will depend on the plan — approaches through the roof skylight and/or the central access core should be considered — and on the actions of the players and their interaction with the referee.

The referee should feel free to introduce other complications and embellishments to heighten the excitement and danger of the situation.

ENCOUNTERS

RESTAURANTS, SHOPS, THEATERS

2D	Encounter
2	Thief
3	Hotel Personnel
4	Hotel Personnel
5	Guests
6	Guests
7	Reastaurant Guest
8	Sightseer
9	Sightseer
10	Security
11	Security
12	NPC Adventurer

MAIN LOBBY

2D	Encounter
2	Penthouse Suite Patron
3	Naval Personnel
4	Casino Patron
5	Casino Patron
6	Guest
7	Hotel Personnel
8	Guest
9	Guest
10	Security
11	Security
12	Penthouse Suite Patron

SUBLEVELS

2D	Encounter
2	Security - Chief Watch stander
3	Security of secret complex
4	Maintenance Robot
5	Maintenance Robot
6	Maintenance Personnel
7	Maintenance Personnel
8	Plant Watch Stander
9	Plant Watch Stander
10	Lost Hotel Guest
11	Snooping Hotel Guest
12	NPC Adventurer

ROOM LEVELS

2D	Encounter
2	Thief
3	Guests
4	Guests
5	Maids
6	Maids
7	Guests
8	Guests
9	Maintenance
10	Security
11	Security
12	NPC Adventurer

ENCOUNTER EXPLANATIONS

GUESTS: This is the average hotel guest going about his business. Depending on the location of the encounter this may be shopping, sight seeing, or visiting their room. The type of person can range from tourists to business men. The number encountered would usually be 1 or 2 but no more than 5.

MAINTENANCE: Human maintenance man enroute to, returning from, or at the site of a routine repair job. The maintenance man will usually ignore just about everything and/or anything having to do with hotel guests. On the plant level there are a number of maintenance robots. These preprogramed machines will do nothing but their assigned tasks. If interupted they will wait until they are unobstructed and continue the job.

ENCOUNTER EXPLANATIONS

SECURITY: In most cases (1-5 on 1D6) this will be an encounter with a house detective. The man will be armed and will have a means of instant communication with the security office on the administration level. He will not know about the secret complex on the plant level. The exceptional encounter will be with a security officer. He will be armed and lightly armored. He will have knowledge about all the different security systems in the hotel.

HOTEL PERSONNEL: Porters, guides, waiters, and other routine personnel make up this encounter group. These people will almost always ask if they can be of service to the guest.

CASINO PATRON: These are patrons of the main lobby casino. They may be players at the various games, patrons of the bar, or just observers.

PENTHOUSE SUITE PATRON: This person or small group of people will be staying in one of the penthouse suites. There will be evidence of large amounts of money within the group. The encounter may be carried out like any other involving patrons.

NAVAL PERSONNEL: A uniformed officer (with or without staff) of any likely navy. The loyalty or alligence depends on the planet location and politics.

THIEF: The players catch a petty theif in the act. Depending on where the encounter takes place the crime can be a simple pickpocket or a room break-in.

MAIDS: Humans involved with the daily cleaning of hotel rooms and facilities. Usually female they will not offer assistance but will be cooperative if approached.

NPC ADVENTURER: This character or band of characters will be involved in some out of the ordinary activity. This may or may not involve or affect the player characters.

SIGHTSEER: A tourist local or otherwise who is visiting and making use of the hotel's facilities.

RESTAURANT GUEST: A guest of one of the hotel's many reastaurants.

PLANT WATCH STANDER: A watch standing engineer making the rounds of the machinery located on this level.

LOST HOTEL GUEST: An honestly lost guest wandering around looking for a way out.

SNOOPING HOTEL GUEST: A person whose curiosity got the best of him. He will be poking around the machinery and equipment.

Secret Appendix

Floor 13
Sub Level Two Alt
Sub Level Three

UNASSIGNED -- HOTEL COMPLEX 13

The hotel, observing Solomani custom, skips Floor 13 (the elevator has no button 13). In reality, there is a Floor 13 whose use varies from hotel to hotel (it may be a secret corporate suites; a base for intelligence operations, or home or home for the local mob.

LEGEND

WC	WASHROOM
Lift	ELEVATOR
▢	CHAIR
○	BARSTOOL
▣	COMMAND CHAIR
◡	COMPUTER CONSOLE

Lift
Lift

Lift
Lift Lift
Lift Lift
Lift
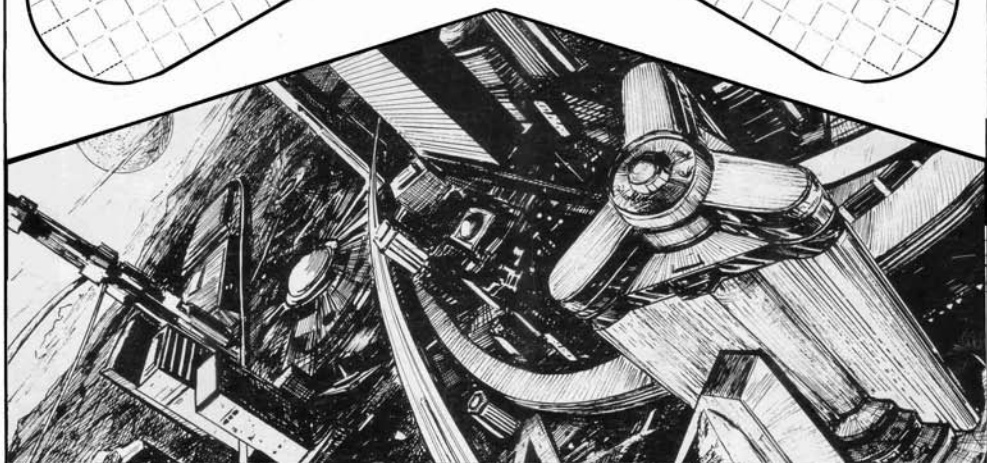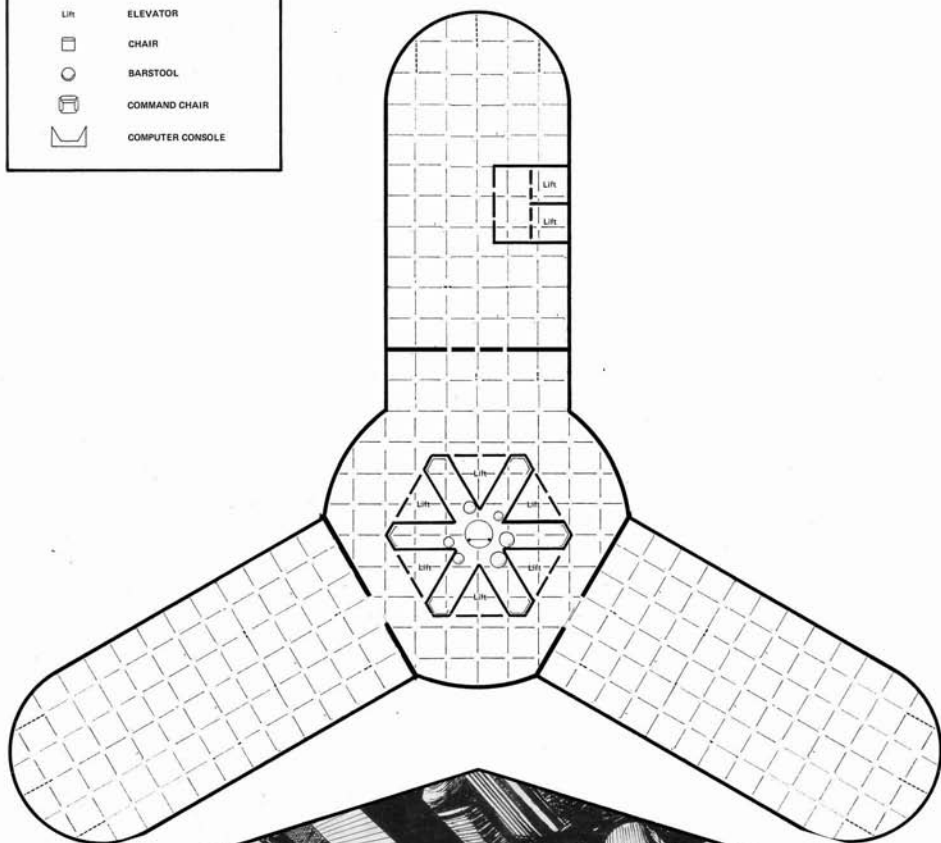
SUB LEVEL TWO ALT -- HOTEL COMPLEX -2*
The ALT map includes the Secret Security Complex located in Area 7.

Also located in this area, but not shown on the hotel floor plans, is a hidden security room. Disguised panels at the ends of the two dead-end passageways lead to a two-level high tech monitoring complex, from which the entire hotel -- including the security wing -can be watched. Only authorized personnel can enter (only they know it's there!) after being screened by several security and anti-trespass security scanners and monitors. Monitor screens are arrayed in multiple banks within, repeating the monitors in the security wing, and providing back-up monitoring of all strategic hotel areas.

Secret Security Complex

Shown on Sub Level Two Alt.
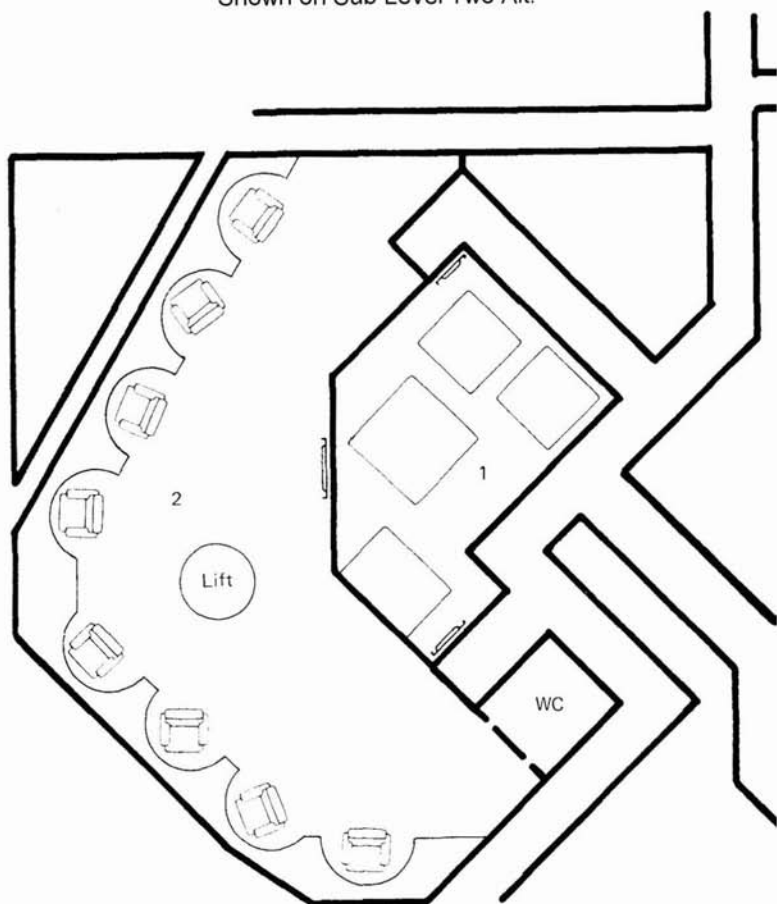
1 - Fake storage room, made to look unused.

2 - Monitor room.
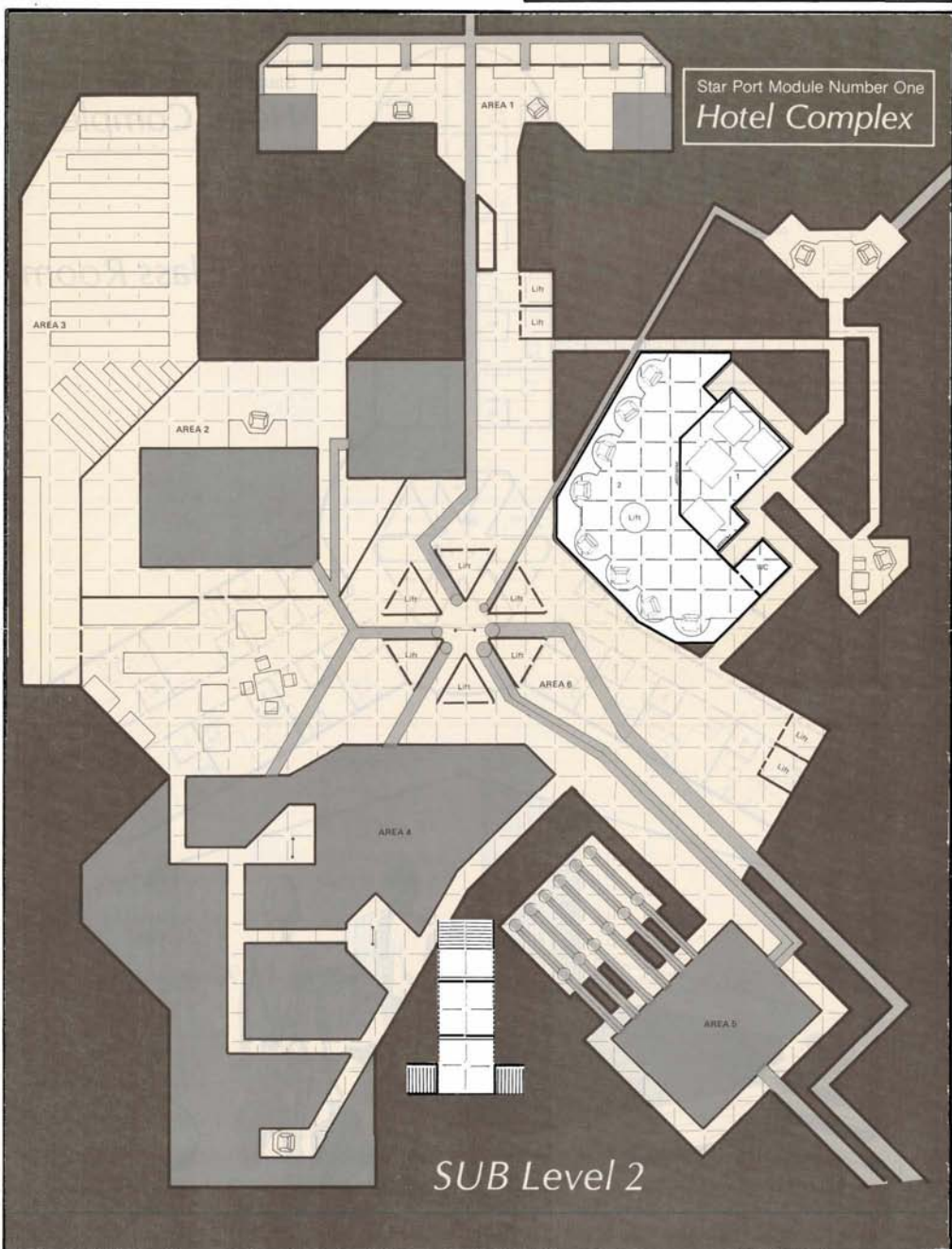
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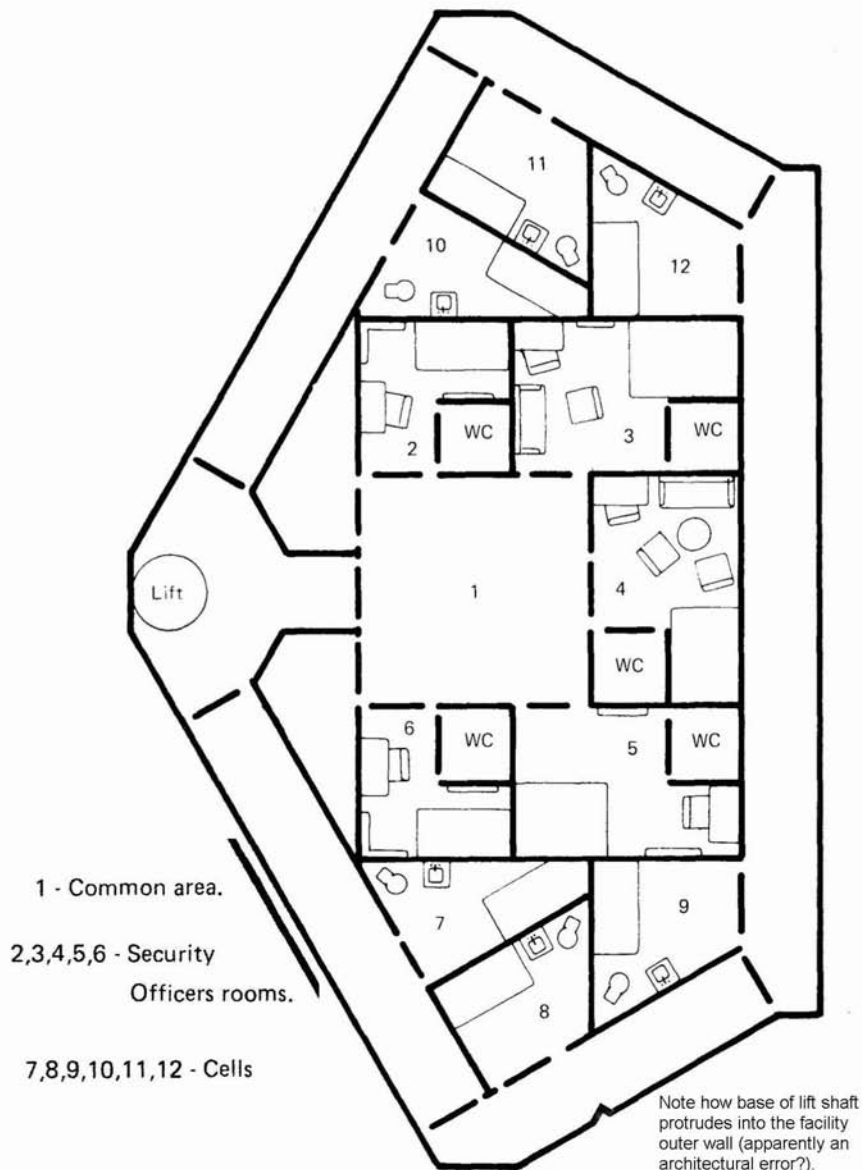Star Port Module Number One
Hotel Complex

AREA 1

AREA 3

AREA 2

AREA 6

AREA 4

AREA 5

SUB Level 2

SUB LEVEL THREE -- HOTEL COMPLEX -3

This map shows the lower level of the Secret Security Complex located directly below the Sub Level Two Alt installation.

11

10

12

2   WC   3   WC

Lift

1   4

WC

6   WC   5   WC

1 - Common area.

7   9

2,3,4,5,6 - Security
        Officers rooms.

8

7,8,9,10,11,12 - Cells

Note how base of lift shaft protrudes into the facility outer wall (apparently an architectural error?).

All hallways have built in weapons to create a crossfire, this is controlled by the monitors above.

Secret Security Complex

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