Fate of the Sky Raiders

Approved For Use With

TRAVELLER®

Science-Fiction Adventure in the Far Future

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Fate of the Sky Raiders

Dedicated to Carter and Carnarvon, Evans and Stephens, and all who bring our past to light.

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"The curious dichotomy between the culture and the technology of the so-called Sky Raiders shall always remain an interesting factor in this civilization's unique makeup. It seems reasonable to argue that the Loeskalth culture, from whom the Sky Raiders derived, went from comparative primitivism to technological sophistication in a sudden quantum leap. One is tempted to suppose that it was the continued violence of the Vilani warfleets that led to the exodus of the Sky Raiders in their immense mobile worldlet..."

Excerpt from **Secret of the Sky Raiders**, Professor Chanis Laskan
Alzenei Press, 1110

Introduction

This booklet, entitled *Fate of the Sky Raiders*, is a comprehensive adventure designed for use with GDW's *Traveller*. This situation calls for the basic *Traveller* booklets (Books 1, 2, and 3 or The *Traveller* Book), plus Supplement 4, *Citizens of the Imperium*. No additional supplements, books, or other information is required. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove helpful during the course of this adventure.

Requires only Basic *Traveller* and Supplement 4

Although not required in order to play this adventure, certain other *Traveller* materials may enhance the enjoyment of the situation presented in this booklet. Book 4,*Mercenary*, Book 5, *High Guard*, Supplement 1, *1001 Characters*, *Snapshot*, *Azhanti High Lightening*, and the miniature rules in *Striker* can all be used in conjunction with this adventure. Three **FASA** products may similarly be of use: *Adventure Class Ships*, Volume 1 and Volume 2 present 15mm deck plans of several starships, including the Survey Cruiser encountered in this adventure; and *Legend of the Sky Raiders*, though not essential, are at least helpful in expanding the background presented in this booklet.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 295-1108; 295 is the current day (the 295th day of the standard 365-day year), while 1108 is the current year of the Imperium. Once the adventure begins, time should flow normally. If necessary, the date may be changed to correspond with a local situation.

Place: Saulente Inverness subsector Beyond the Imperium

Place: This adventure begins on Saulente (0704 C868755-B) in the Inverness subsector of the Far Frontiers sector. Saulente is a fairly minor world near the border of the Zhodani Consulate. It serves as a jumping-off point for trade and commerce into the Consulate space.

Date: 295-1108

USING THIS ADVENTURE

The referee may use this adventure as an independent game situation with pre-generated characters (as written), either in conjunction with the other two booklets of the Sky Raiders series or on its own, or it may be used with existing characters from an ongoing campaign. Changes necessary for a continuing campaign should be obvious.

REFEREE'S CHECKLIST

1. Assign characters
2. Allow equipment purchase
3. State situation
4. Guide characters through situations based on their actions.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. Characters are covered next in this section. The background and basic situation for the adventure begins on page 8, with further material contained in the remainder of the adventure booklet.

CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead.

1. Ex-Marine Captain G7C889 Age 34 4 terms Cr 2000
   Cutlass-1, Revolver-2, Tactics-1, Brawling-2, Leader-2 Cutlass

2. Retired Navy Starman 9986A7 Age 46 7 terms Cr1000
   Admin-2, Rifle-2, Computer-1, Medical-2, Ship's Boat-1 Rifle

3. Ex-Army Lieutenant 7A587A Age 26 2 terms Cr3000
   Air/Raft-2, Rifle-1, SMG-1, Electronics-1

4. Ex-Merchant Third Officer 687A96 Age 25 2 terms Cr4000
   Streetwise-2, SMG-1, Navigation-2, Steward-0 SMG

5. Ex-Scout 589A46 Age 30 3 terms Cr3000
   Carbine-2, Pilot-1, Jack-o-trades-1, Mechanical-1 Carbine

6. Ex-Navy Ensign 8597BA Age 22 1 term Cr1000
   Carbine-1, Forward Observer-1, Pilot-1

7. Ex-Rogue A89982 Age 30 3 terms Cr10,000
   Streetwise-2, Bribery-2, Brawling-1, Rifle-0 Rifle, Blade

8. Retired Merchant First Officer 598A76 Age 42 6 terms Cr60,000

   Engineering-3, Pilot-2, Jack-o-Trades-2, Brawling-1, Streetwise-2, Electronic-1, Mechancial-1, Shotgun-1

A skill level of 0 has been assigned to show some familiarity with a skill sufficient to allow use but conferring no real expertise. A skill of 0 with a gun (Rifle-0, for example) shows the preferred or best weapon for an individual otherwise without weapons skill.

REFEREE'S NOTES

Fate of the Sky Raiders is best played as an adventure extending over several sessions rather than as a single-sitting game. In this respect, this material is more like a campaign than a single adventure and allows the referee to more fully develop the flavor of the situation.

The referee should begin by reviewing the material on Page 88, entitled **The Sky Raiders.** This section contains background information available to the players as they begin the adventure. The referee's notes in that section also shows the special considerations needed to fit this adventure into the the structure of an ongoing Sky Raiders campaign.

Following this background, the basic situation for this adventure is presented. From this point, the referee may begin to steer the adventurers through the events outlined in this book.

Players should have only limited access to the material presented in this adventure. Library Data, planetary descriptions, and the initial background information can be reviewed freely. Other sections of the booklet, however, must be passed through the referee if they are to be made available to the players at all. The referee will want to add suitable embellishments, amplifications, or alterations, or alterations, according to the flow of the adventure and the needs of the game.

The referee should also take note of the enclosed mapsheets which contain a variety of maps which will come into play during the course of the adventure. Care should be taken to keep players from examining the maps before it would logically be possible to discover the information they contain.

The Sky Raiders

About 5300 years ago, the ruthless, aggressive minor human race known today as the Sky Raiders flourished in the Far Frontiers sector. The Sky Raiders are now known to be refugees who fled their home sector (the Gushemege sector, to rimward of Corridor) in the face of a campaign of absorbation by the Vilani, from whom the Sky Raiders (through several intermediate cultures) gained jump technology and other developments. These refugees travelled in an immense planetoid starship, crossing the Great Rift at sublight speeds, and then travelling by jumps to the Far Frontiers. Here the descendents of the original refugees finally halted their flight and set about a new life.

A proud warrior race by tradition, the refugees set out to carry on their old ways. The generations of ship dwellers scorned planet-bound peasants; they did not seek to take land or start an empire, but rather to pillage and plunder. The resulting centuries of wanton violence left a powerful and compelling impression of the Sky Raiders in the legends and traditions of many worlds in the sector. Eventually, though, the memory began to fade, until the stories were only dimly remembered. Vague myths of the powerful raiders from the sky and a lingering tradition of the vast hoard of plunder they gathered were all that remained.

Recently, however, archeologist Lorain Messandi has begun to piece together the true story behind the Sky Raiders. On Mirayn/Jungleblut she uncovered definite proof of the Sky Raiders' existance, and discovered that they were, indeed, human—a discovery that eventually allowed scientists to identify their original home.

Later, Lorain made an even more important discovery... an intact Sky Raiders fighting vessel at the heart of an ancient temple. Inside that craft, computer tapes were recovered that revealed the fate of the Sky Raiders.

Translated, the tapes told the story of a mutiny and civil war aboard the planetoid home of the Sky Raiders. Power was shut down and the craft escaped as the vast star-travelling worldlet slowly drifted into the void. A heading and speed were contained in the tapes which enabled a rough estimate to be made of the planetoid's whereabouts—presuming, of course, that the engines had never been reactivated.

Lorain's employer, the Institute for Systems Studies, located on Alzenei/Jungleblut, has decided to send an expedition to seek out the Sky Raiders planetoid. The lure of treasure—the fabled hoard—and the desire for knowledge both encouraged this decision. An extremely complete expedition has been assembled and an 800-ton survey cruiser with a competent crew chartered. The scientists and support personnel, their gear and their masses of research material and computer tapes are equally ready.

As this adventure begins, the expedition has been travelling for nearly four months and is now nearly at the end of its voyage.

Referee's Notes: This adventure can be played as an independent adventure or as part of the ongoing Sky Raiders trilogy.

As an independent adventure; the adventurers are hired as the security and general support staff for the expedition. They will have a general awareness of the background as outlined above, but not of the special referee's background which is discussed later on in this section.

As part of the Sky Raiders Campaign: the adventurers are the same characters given in *Legend of the Sky Raiders* and *Trail of the Sky Raiders*. The referee should take note of any changes in the group caused by play of those two campaigns (for example, if characters other than the pre-generated ones shown here were used, they should be continued, and if characters were killed, they should be replaced).

The group should have played through the other adventures; they will thus be more familiar with the background material--including the referee's background given below. Because of their past association with Lorain Messandi, the group has been hired as security and general support personnel for the expedition. Their starship is being stored (at Insititute expense) on Alzenei pending their return.

Special Background Notes: The Sky Raiders and their hoard have long been the object of a search by a greedy merchant-smuggler named Eneri Kalamanaru, head of Kalaman Enterprises. Twice already Lorain Messandi (and, in the ongoing campaign, the adventurers) has kept him from achieveing his goal. But Kalmanaru is resourceful; in addition to an interstellar trading company and a large personal fortune, he commands the support of the militaristic government of Desaekhe, a planet whose small but growing stellar empire is the major rival to Alzenei and the League of Suns, home of the Institute.

Kalamanaru has learned of the expedition, and is determined to stop it—and to discover himself the planetoid home of the Sky Raiders.

Kalamanru's people pose a great threat to the safety of the expedition; they may even now be ready to strike...

Saulente Stopover

The Survey Cruiser **Inquisitor**, in orbit around Saulente, is preparing to depart on the final leg of its voyage in search of the Sky Raiders planetoid. Personnel on board are enjoying a last bit of shore leave before making their leap into the unknown.

As the adventure opens, the referee should acquaint the players with the situation, background and nature of the expedition. Available NPCs and equipment should be described. Further equipment purchase, recruiting and the like can be carried out while on Saulente, if desired.

SAULENTE

Saulente: Planet in the Inverness subsector of the Far Frontiers sector. The official planetary statistics, based on the Protectorate survey of 1088, are as follows:

Saulente/Inverness 0705 B986884-0 Rich. G

Planet: Fifth of eight in system. Period 648.7 days.

Density: .96 standard. Equatorial diameter 14.976 kms.

Mean surface gravity 1.08 G. Rotational period 28 hours, 13 minutes 8.96 seconds. Axial inclination 3% 14' 17.6".

Remarks: An independent world near the edge of the Zhodani Consulate, Saulente serves as the major center for trade into and out of the Consulate proper for this region. Consequently the world is a common ground for people of a number of worlds, and there are a large number of Zhodani nationals to be found in the planet at any given time.

The world's strategic position and trade dominance in the stella region have combined to make it a wealthy and powerful world. Though not part of any interstellar community, Saulente is an influential and important planet with strong ties to many other worlds in the region.

THE INQUISITOR

The 800-ton starship **Inquisitor**, a survey cruiser of the *Explorer* Class, is a vessel designed specifically for exploratory operations in deep space. The orbit-to-orbit, partially streamlined ship maintains contact with planetary surfaces through two ventrally transported modular cutters; the ship itself can land only on small, airless worlds.

Inquisitor is owned and operated by New Horizons, Ltd., a starship charter firm based in the League of Suns. The ship carries a crew of 19 plus space for 8 security personnel and 20 scientists and researchers. The Institute for Systems Studies has chartered the vessel, with security and research staff provided by the Institute and crew by New Horizons.

The Survey Cruiser is capable of Jump 3 and 1G and carries 8 double pulse laser turrets. Lab space totaling 72 tons, plus 2 air/rafts, an ATV, and 60 tons of cargo space, make the ship ideal for its intended purpose.

Referee's Notes: Interior details of the **Inquisitor** should not be required for play of this adventure. Those who are interested, however, may wish to consult *Adventure Class Ships, Volume 2*, published by **FASA**, which contains complete deck plans and descriptions of the survey cruiser.

THE CUTTERS

Two cutters are carried on board the **Inquisitor** for use in planetary exploration and routine transportation duties. One cutter is fitted to carry an ATV, the other with a mix of passenger seating, small craft cabins, and cargo space.

A deck plan of this cutter is provided.

THE EXPEDITION TEAM

Six non-player characters will be of importance to the expedition— these are the Institute personnel who make up the core of the team. Several other characters of lesser importance may also be used at the discretion of the referee. These individuals may be used as "spear carriers" or to provide greater variety to the expedition. Additional player characters can be drawn from this group, or they can be omitted entirely.

SCIENCE STAFF

Dr. Lorain Messandi

Scientist 69ABA6 Age 26 2 terms Cr0

Leader-1, Carbine-1, Admin-1, Computer-1 Carbine

The Foremost authority on the Sky Raiders, Lorain Messandi has risen far. Once known chiefly because of her father's controversial theories, Lorain's work on Mirayn and Qarant has made her a well-known figure in archeological circles. Insatiably curious, bored by administrative detail, and not a little bit reckless, Lorain Messandi looks upon the search for the Sky Raiders asteriod starship as an adventure as well as a chance to increase her knowledge. This sense of adventure could lead her to take dangerous risks; Lorain is beginning to overcompensate for the boredom of her post as Assistant Director of Archeology at the Institute.

Dr. Vledistart Mirost

Scientist 996898 Age 38 5 terms Cr0

Computer-3, Rifle-1, Jack-o-Trades-1, Electronics-1, Carousing-1

Rifle

Dr. Mirost is a specialist in linguistic archeology and in the general area of most languages. Student and protege of Professor Chanis Laskan, Mirost is generally considered to be the second best linguistic archeologist available. Professor Laskan, the man considered best in the subject, is confined to a wheelchair and unable to undertake strenuous field work.

Mirost is exceedingly ambitious and wants nothing more than a big break that will allow him to eclipse his famous mentor. There are few things he would not consider doing in order to achieve his goal.

Dr. Heinrich Chandragora

Scientist BAC9B5 Age 34 4 terms Cr0

Computer-1, Gravitics-1, Mechanical-1, Electronic-1,Jack-o-Trades-1,

AutoRifle-1 Autorifle

An expert in alien technologies, Dr. Chandragora has done important work at the Ancients site on Khalfe and the digs on Mirayn in unearthing interesting and useful information on the function and operation of various alien equipment. His work on Mirayn has given him some background in Sky Raiders technology.

Dr. Chandragora is a large man, but surprisingly graceful and delicate in his movements. He is quiet and reserved, giving little away. A lifetime of hard work with little recognitition has made him somewhat cynical and mistrustful, and under stress he is likely to act on impulse, rather than with careful consideration.

Dr. Lurushar Gilenkaar

Scientist 688A97 Age 42 6 terms Cr0

Computer-2, Leader-2, Medical-1, Admin-1, Jack-o-Trades-1, Carbine-1

Carbine

An anthropologist by specialty, Dr. Gilenkaar is best known for his work among the Neolithic tribesmen of Kalebru. Small in stature, he is furtive and nervous in his movements. A scandal over some work Gilenkaar was reputed to have stolen from Professor Jothan Messandi's research has made him unpopular but his excellent work in opening contact with isolated cultures has made his employment in the expedition more important than personal considerations.

Gilenkaar nurses a deep-seated grudge against the Messandi family. He is also something of a coward and acts in an excessively cautious fashion. In any situation involving danger to Gilenkaar or to the party as a whole, the anthropologist will tend to behave irrationally—often causing extra trouble for his teammates.

Dr. Goezghae

Vargr Scientist 7A6885 Age 30 3 terms Dr0
Computer -1, Revolver-1, Jack-o-Trades-1, Survival-1, Blade-1
Revolver

The geologist attached to the expedition, Goezghae is a newcomer to the Institute. His background is excellent and his knowledge of the field superb. However, Goezghae shares with other Vargr a certain tendency towards instability. He is a loner by nature and does not take kindly to receiving orders. When he makes up his mind to do something, he usually acts—without regard for others around him.

Dr. Barbara DuVall

Doctor 5B9AC8 Age 30 3 terms Cr0
Medical-4, Computer-1, NO GUN COMBAT SKILL Medical Kit

A close friend of Lorain Messandi's, Barbara DuVall is a competent doctor. Her interest in medicine is overshadowed by her desire to travel. DuVall hates to be tied down and becomes easily bored when confined or limited for more than a few hours or days. Since she has never strayed far from civilization she tends to discount the potential for danger—and hence can get herself into trouble by inadvertantly placing herself in jeopardy.

MINOR CHARACTERS

The first four characters listed should always be used, if possible. Others can be added to the party or can be used as player characters, if desired.
Note: The total party, player and non-player characters together, should never amount to more than 20 individuals. Fewer characters are recommended for referees with less experience or any uncertainty about handling a large number of characters.

Cutter Pilot

Jeri Marrenda 88A768 Age 34 4 terms Cr
Ship's Boat-3, Vacc Suit-2, Rifle-2, Engineering-1 Rifle

A new employee of New Horizons, Marrenda is considered expendable by the Captain and knows nothing of the Inquisitor's real employers.

Cutter Gunner

Alexis Garcia A79684 Age 38 5 terms CR
Gunnery-4, Vacc Suit-2, Leader-2, Shotgun-1 Shotgun

Ex-Scout

Lance Dornath 9AB866 Age 30 3 terms Cr
Pilot-1, SMG-2, Grav Vehicle-2 SMG

Fiercely dedicated to the Messandi family, Lance Dornath owes his position with the Institute to Lorain's father. Since Jothan Messandi's death, Lance has transferred his devotion to Lorain and was involved in her adventures on Qarant.

Ex-Belter

Jack "Lucky Jack" McIntyre A88785 Age 38 5 terms Cr
Vacc-Suit -3, Engineering-2, Prospecting-1, Jack-o-Trades-1, Laser Carbine-0
Laser Rifle

"Lucky Jack" McIntyre is a former belt prospector with wide experience in ZeroG operations. He has been hired for his knowledge of asteroid mining and his skill in work performed in vacuum conditions.

1. Ex-Marine AA9685 Age 30 3 terms Cr
Brawling-1, Cutlass-1, Vacc-2 Rifle, Cutlass

2. Ex-Marine 898967 Age 22 1 term Cr
Rifle-1, Cutlass-1 Rifle, Cutlass

3. Ex-Army Lieutenant 77A865 Age 26 2 terms Cr
Tactics-2, SMG-2, Mechanical-1, Rifle-1 SMG

4. Ex-Army Trooper B86887 Age 34 4 terms Cr
Brawling-1, Computer-1, Broadsword, Tactics-1, Rifle-1 Rifle

5. Ex-Army Trooper 856B89 Age 26 2 terms Cr
Gambling-2, Medic-1, Rifle-1 Rifle

THE CREW OF THE INQUISITOR

Crew members of the survey cruiser Inquisitor should not be necessary to this adventure, except for the pilot and gunner noted above. If, however, the referee desires to make use of characters from the ship, the complement is as follows;

Pilot/Captain Shaggurap (See page 51)
Navigator
Medical Officer
Computer Officer
Chief Engineer
2 x Engineers
Chief Engineers
Chief Gunner
7 x Gunners
2 x Cutter Pilots (including character above)
2 x Cutter Gunners (including character above)

If these characters are needed, suitable careers may be used for generation. Most individuals will be drawn from Naval or Scout backgrounds, but Belters, Merchants, Marines, and even Pirates could also furnish suitable characters.

EXPEDITION EQUIPMENT

A large and diverse list of equipment is available to the expedition. This equipment is carried in the cargo hold of the Inquisitor, and must be specifically selected for transfer to the cutter in order to be carried to the asteroid when it is discovered.

Personal Equipment: Each character is considered to have the following equipment.

A Vacc Suit with oxygen for 8 hours and Short Range Commo Gear.
A Hand Computer.
A Vacc Suit Repair Kit.
A Blade or Dagger.
A Gun (usually indicated for each character, though substitutions are allowed), loaded with 4 extra clips of ammunition (where applicable).

Additional personal equipment can be purchased by player-characters; NPC's will carry only that equipment listed.

General and Scientific Equipment

The following gear is available to the expedition as a whole.

One Portable Air Lock
Four Medscanners
Ten Computer Language Translators w/ 5 memclips each (5 kgs) (ea. 5 kg)

Twenty Grav Belts	(200 kg) (ea.10 kg)
One Portable Computer	(25 kg)
Five Inertial Locators	(7.5 kg) (ea. 1.5 kg)
Four Metal Detectors	(4 kg) (ea. 1 kg)
Four Radiation Counters	(4 kg) (ea. .5 kg)
Two Bull Horns	(1kg) (ea .5 kg)

Ten Infrared Goggles	negligible
Ten Light Intensifier Goggles	negligible
Ten Electric Torches	(5 kg) (ea. .5 kg)
One Voice Recorder	(.5 kg)
One Shotgun Microphone	(1.5 kg)
Two Video Recorders	(2.5 kg) (ea 1.2 kg)
One Text Recorder	(1 kg)
One Metalwork Tool Set	(50 kg)
One Mechanical Tool Set	(20 kg)
One Electronic Tool Set	(5 kg)
Two Long Range Communicators	(2.3 kg) (ea. 1.2 kg)
Ten 50-meter coils of line	(20 kg) (ea 2 kg)
Two Grav Transport Modules	(1000 kgs) (ea 500 kgs)

Rations for 600 person-days are also included. Total mass is 300 kgs. A budget of Cr25,000 is provided to allow additional equipment purchase by the characters.

EQUIPMENT LIST

Equipment listed above is described in *Traveller* Book 3, or in the section below. Some equipment discussed below appears in The *Traveller* Book, and is repeated here for theconvenienceof those who do not own this edition of the basic *Traveller* rules.

Grav Transport Module: Utilizing grav technology, the grav transport module is a small container fitted with null-gravity modules to allow the transport of cargo. When activated, the unit counteracts the weight of cargo carried aboard, and can be pushed or pulled with minimum effort. Up to 1600 kgs (or 1.6 cubic meters)of cargo can be lifted in this fashion. Fuel is provided for up to 1000 hours of continuous operation.

Operation of the transport unit requires a character with grav vehicle skill. Unskilled characters tend to forget that while weight is nullified, mass is not. A basic throw of 10+ to avoid a dangerous situation applied whenever a non-ordinary maneuver is attempted while pushing or pulling a transport module (including turning, stopping, changing direction, etc.). Allow a DM +4 per level of grav vehicle skill. When such an incident occurs, it may be remedied on a throw of 7+; DM +2 per level of vehicle skill; if no expertise, DM -4.

The Grav Transport Module is 1.5 m long, 1.5 m wide, and 1 m high. Total volume is 2.25 m3. Weight (unloaded): .5 tons. Displacement: .17 tons. Price: Cr24030. Tech Level 12.

Portable Computer: The Halliers Mark II Field Computer features excellent data storage and retrieval capabilities and is a self-contained computer system often found on scientific expeditions. A standard library program is central to the unit, as is a linguistic analysis and translation program; a radio link allows tie-in by other computers, including hand models and Language Translators.

The computer is carried as a backpack; the need for a self-contained power source makes it rather bulky. Players using Book 4, *Mercenary*, may use this unit as a Map Box in addition to other functions described previously. Service Life: 500 hours of continuous use. Weight: 25 kg. Base Price (includes programs): Cr 500,000. Tech Level: 12.

Computer Language Translator: A handheld device used to translate in cases where beings have no common language. The basis of the portable CLT is a program package called a memclip. Each memclip contains programming for one language. Pre-loaded clips with known languages can be purchased for Cr 100 to Cr 500; blank ones can be purchased for Cr 10.

To use a CLT, two entities each take one unit furnished with memclips for both his own and the other's language. The units are adjusted to share a common radio frequency. Each speaks in his own language; the words are translated by the other's CLT and relayed to a speaker worn in the ear.

When memclips are not available, as in the case of a newly discovered language, CLTs can be patched in by radio to a computer with a linguistic analysis and translation program. The process of learning the new language takes several days; communications with data acquired this way will be on a rudimentary level and subject to garbling.

Prices and exact capabilities depend upon the model used. Those available in this adventure have receptacles for four memclips, weigh 5 kg, and can be carried in a hip pouch or by hand. Cost is Cr 5000. Tech Level 9.

Note: The Computer Language Translator is described in greater detail in Issue 5 of *High Passage* magazine.

Voice Recorder (Tech Level 6): Cr 100. Records voices or sounds on small tape cassettes for later playback or transcription. At Tech Level 13 recordings are made to holographic crystals of ten hours capacity. Tapes or crystals cost Cr 1. Voice recorder weighs 500 grams.

The recorders used by the party are Tech 13 units.

Shotgun Microphone: Cr 300. Acquires sounds from a specific point up to very long (500 meters) range and reproduces them for listening or recording. Weighs 1500 grams.

Video Recorder: (Tech Level 8) Cr900. Electronic recorder of visual images, either as single frames or sequential motion pictures using integral camera and lens system. Information is recorded on small visual tape cassettes for later viewing. At tech level 13, recording is on holographic crystal. Each tape can hold 60,000 distinct images or one hour of motion pictures; crystals can hold ten times that amount. Tapes or crystals cost Cr2 each. Video recorder weights 1200 grams.

Text Recorder: (Tech Level 10) Cr 1200. Keyboard and voice operated recorder of data, including notes, letters, and numbers for later analysis (usually by computer). Information is recorded on small tape cassettes cost Cr3. At Tech Level 13, data is recorded on holographic crystals instead. Tapes can hold approximately

20 million words; crystals can hold ten times that. Text recorder is capable of transcribing voice to text. Weighs 1 kg.

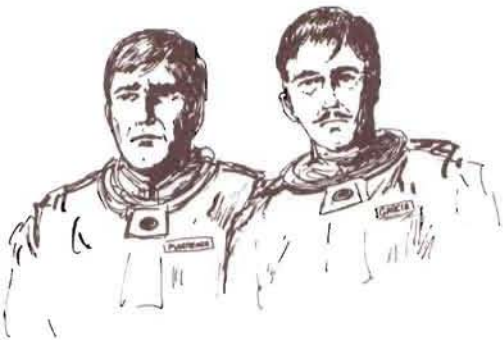
Recorders used by the party are Tech 13 units.

Medscanner: A device used by medical personnel attached to scout service missions. It includes several types of sensors (ultra-sonic scanner, infrared, and electric field sensors), and a small processor to integrate data. In one setting, it is a diagnostic unit which can record vital signs of patients and correlate data. With a radio link to ship-board computers, it can evaluate symptoms and recommend treatments.

In a second setting, it can be used as a sort of life detector, capable of distinguishing large animals at up to 50 meters; range is cut drastically if there are intervening obstacles. Size: 100mm by 176 mm by 20mm; it comes with a sling for carrying over the shoulder. Weight: 1 kg. Tech Price: Cr1500.

Portable Airlock: An inflatable, portable chamber that can be attached to the vacuum side of a bulkhead, entered, and pressurized, allowing a hole to be cut into a pressurized area without depressurization. It includes a patch held in place by pressure which seals the hole when the airlock is removed. Size: 500 cm x 20 cm x 200 cm (deflated); 1.5 meters x 1.5 meters by 2 meters (inflated); size includes a pressurized air cylinder and an automatic pump. Tech Level: 9. Weight 6 kg. Price: Cr1000.

McIntre



Marrenda Garcia

Into the Empty Void

Calculations made by the Institute for Systems Studies, based on data recovered from the intact Sky Raiders' ship on Qarant, has placed the most likely position of the asteroid starship which once carried the Sky Raiders within one parsec of Saulente (in hex -7-3 of the Inverness subsector). The task of locating it is, however, daunting; though a plot can be made with great exactitude, such a position determination is relying on data which may not be completely accurate, and depends upon a lack of other developments-- reactivation of engines, a disaster, etc.-over the intervening centuries. Inquisitor's mission is thus not an easy one, but based on the data available, is still a good bet.

The target area is empty space, divided only by the artificial mapping grids of explorers. Lying beyond the target region is Pieshanzsia, an outlying base of the Zhodani Consulate. The course plot of the Sky Raiders' ship should bring it to withing a comparatively short distance of this system within the next 150 years. Aside from these two distant landmarks, there is little of interest in the region.

Inquisitor's flight plan calls for a jump to the coordinates indicated by the computer, followed by a one-month search in a gradually widening sphere around that point. If nothing is found, the ship will jump back to Saulente and the expedition will be at an end. Food, fuel, and other supplies are all sufficient to support this plan.

In execution, however, the elaborate search plan proves almost unneeded. Within two days of beginning the search spiral, a dozen detectors aboard Inquisitor are triggered. Mass radar, neutrino emissions, and other detection systems pick up a large, slow-moving mass which is following the proper vector. Matching course and speed takes little time, and before long, the crew and passengers of Inquisitor can see their goal at last.

THE ASTEROID STARSHIP

Instrument readings soon give an idea of the size of the gigantic ship. It measures approximately 10 km x 8 km x 7.5 km, and displaces just under 50 billion tons standard. This is an awesome engineering feat; it is possible to convey millions of people and an impressive portion of the building civilization within this vast volume.

Computer-enhanced sensor readouts further define the magnitude of the ship and begin to give a hint of its current situation. Scans show that sources of power are dispersed in numerous small modules throughout the ship; a general analysis leads to the conclusion that all ship's systems were spread out in manageable units for greater efficiency and increased safety. From the power readings available, the computer predicts that many of the available systems on board are shut down (and have been for many years). Others, however, continue to function even after all these centuries, leading to the possibility that people descended from the original crew may also be present somewhere on board.

A damaged area is located on the surface of the asteroid, the location of an ancient collision with some large meteor or other space debris. Lorain is eager to make a preliminary investigation of the asteroid here and orders the Cutter prepared.

Thus far, there has been no sign of life, no response to signals of the presence of the Inquisitor. As the adventurers and the research team embark, all seems quiet...

Abandoned

Exploration of the crater from space turns up no additional sign of life, but several possible entry points, located deep in radiating fissures around the crater. Messandi selects one, and several members of the team don vacc suits, exit the cutter, and begin to explore the jagged openings which lead into a buckled metal corridor spotted amid the wreckage of the fissure wall.

It is during this operation that disaster strikes the party. It begins almost unnoticeably as the workers hear several calls from the cutter to Inquisitor. Suddenly someone notices that the Survey Cruiser is not responding. And then, incredulously, everyone realizes that the cruiser has begun to withdraw from the Sky Raider ship. Before reaction is possible from anyone, the ship has passed beyond 100 diameters...and vanishes into hyperspace.

The research party has been abandoned, left behind by the departing Inquisitor. The cutter is not capable of jump, and hasn't sufficient fuel or supplies (or space to carry such cargo) to travel in normal space to one of the neighboring stars (trips that would take 3-5 years at maximum acceleration even if fuel were available).

As everyone crowds together in the cutter, trying to decide upon a course of action, Lorain offers a possibility for consideration. The records from Qarant indicate that the Sky Raiders used two types of ships—nonstarships for raiding and combat and starships for exploration and advanced scouting.

Somewhere on board the tremendous asteroid vessels, there may be intact starships. Lorain and other scientific specialists might be able to translate enough to determine how to operate them...and the adventurers have the skills to actually handle the ships once the controls are mastered.

It is a slim chance... but it offers the only hope of ever returning to civilization. The party must board and begin a quest for something far more important than knowledge or lost treasure...it is a quest for life itself.

Referee's Notes: The Inquisitor's disappearance is a part of the latest plan formulated by Eneri Kalamanaru, the merchant prince who wants above all else to gain access to the hoard of the Sky Raiders. New Horizons, Ltd., is in his pay; the captain and most of the crew of the survey cruiser planned all along to discover the asteroid ship and then abandon the Institute team.

Kalamanaru is waiting on Saulente with a large, well-equipped expedition (including two small starships of the Descarothe Hegemonu Navy) for the exact coordinates of the Sky Raider ship. When Inquisitor delivers these, he will be ready to close in. With loot his chief interest, Kalamanaru is unlikely to actively seek out the Institute party...for him, their lingering entombment aboard the huge asteroid is fitting enough revenge for past injuries.

Within the Asteroid

As the adventure unfolds, the group will be forced to make their way through the asteroid starship as they search for a means of escape. In the course of their travels, the rules and information presented below will come into play.

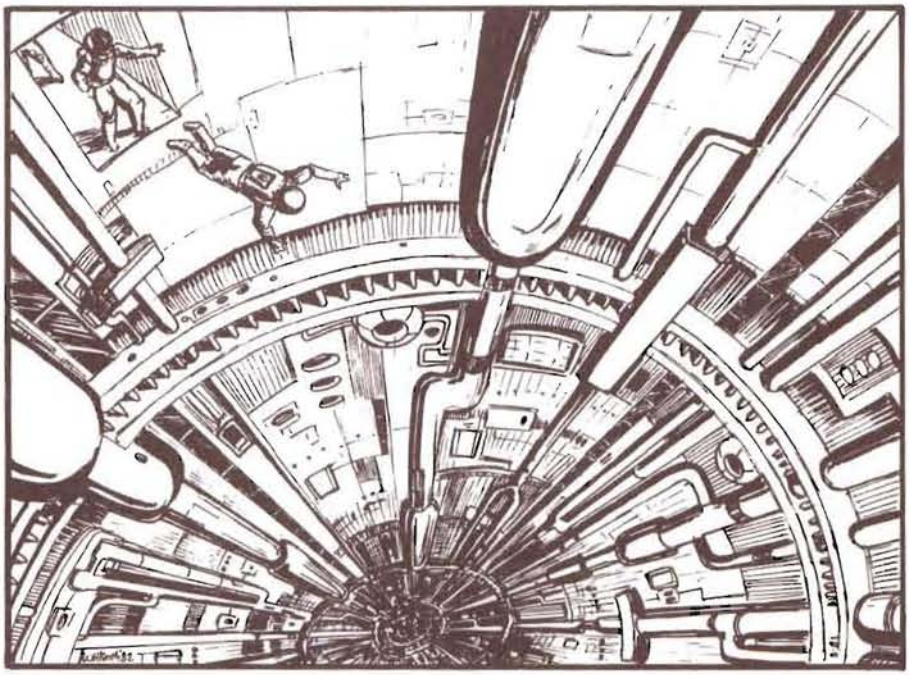
ENTRANCE

The chosen entry point is part of a corridor damaged by the impact which formed the crater. It is twisted and warped, and depressurized. In one direction, the corridor is blocked by rubble and debris; in the other, a pressure-tight door is closed. The door will not open as long as a major pressure differential exits; when the portable airlock is set up and pressurized, it opens easily.

This pressure-tight door leads into an Accesss Shaft.

ACCESS SHAFTS

The heart of the asteroid layout is the presence of Access Shafts, wide, straight zero-G tubes running at various angles throughout the asteroid. These connecting tubes provide access to a variety of other modules, which open up at all angles and in no apparent order from the tube.



Though the openings of various modules are labelled, the translations that can be made provide no clue as to the contents of any particular module or group of modules. There is no way to predict what type of module will be explored next.

MODULES

Connected by Access Shafts, the various functions of the ship are handled from individual modules. These are large areas devoted to some particular purpose. Plans and descriptions of typical modules that can be encountered are included in this adventure.

Some modules open up into much larger regions. This is true of agricultural modules, which open up onto actual farms, often of great size; docking bays are also very large, and have the capacity for a large number of ships.

EXPLORATION

When the group is exploring, they will travel via Access Shaft. No maps are provided for this; the group merely announces their intention to seek a new module and enters the Access Module proper. Roll for an event and then proceed to investigate a new module. Time spent in the Access Shaft will be at least 1D x 5 minutes and often longer (if the group is making a special effort to travel far from their previous location).

When a new module is reached, the group will pass through a short connecting tunnel. At this time, the referee determines, secretly, the nature of the module being entered. Roll on the table below:

2-3	Control Complex	(1)
4-6	Industrial complex	(1 d x 10)
7-9	Agricultural Complex	(2 d x 10)
10	Power Center	(2 d)
11	Docking Bay	(1 d x 10)
12	Surface Module	(1 d x 5)

The number in parentheses shows the number of connected decks (all use the same floorplan and basic information) which are in the module.

The referee must also determine certain important information about the module. First, is it operable—are conditions such that people can live there or not? Secondly, is it inhabited?

	Operable	Inhabited
Control Complex	7+	11+
Industrial Complex	7+	6+
Agricultural Complex	8+	6+
Power Center	8+	9+
Docking Bay	10+	10+
Surface Module	7+	11+

If an area is rated as "inhabited" but not "operable", a special Encounter takes place. See the Special Encounters table.

An operable area is operating at a low power level; non-operable areas have one or more ship's systems shut down. If an area is not operable, roll on the tables below.

Extent of damage: Roll 1 d for number of systems which may be inoperable.

Systems

Gravity	out on roll of 5+
Lights	out on roll of 4+
Electronics	out on roll of 5+
Doors	out on roll of 7+
Climate	out on roll of 8+
Atmosphere	out on roll of 10+

The Extent of Damage roll shows the actual number of systems down; the referee should select which basic systems are out by die rolls and/or his own judgement.

If gravity is out, all actions are conducted in Zero-G. Lack of lights requires artificial lighting to see. Electronics are required to operate any equipment found in the area. Doors that are out must be breached (100 points of damage inflicted by energy weapons). If climate or atmosphere are not functioning, vacc suits are required.

Damaged systems may be repaired; see page 41.

If the module is inhabited, the referee next determines what the local culture is like (see Cultures). Finally, events, encounters and other occurances are resolved. These are checked once per module entered or once per day, whichever comes most frequently.

MAPPING, DIRECTION-FINDING and MOVEMENT BETWEEN MODULES

Mapping: The interrelationships between modules are too complex to keep track of. The referee (and the players) should not be concerned with connections from place to place. The module floorplans are provided only the purposes of resolving encounters and other specific activities that may arise.

Direction Finding: If it becomes necessary to retrace a path—to rejoin comrades left behind, or to return to a specific module of interest— characters should not have trouble finding their way. A number of different methods can be used to double back—intertia locaters, trail blazing (identifying areas as they are passed through), use of hand computers to record information, or guidance by radio transmissions are all possibilities. Basically, this should never become a major concern. A character who loses his equipment and is moved while unconscious will be in trouble...in fact, it is unlikely that he will be found, or find his way out. This should be used to discourage individual excursions!

Movement Between Modules: If characters attempt to double back, they can reach a specific goal in the time it took them to travel from that point, plus 1D x the number of modules passed through minutes. Keep a log of what modules are entered and how long each journey takes to facilitate this.

Referee's Notes: The procedures for determining the content and condition of various modules are given as a guide. In actual fact, the referee should not rely entirely on random procedures to establish each module. Periodically he should change or ignore die rolls and set the scene to suit the needs of the adventure. These rules are meant to supplement the imagination of the referee, not replace it.

At all costs the referee should avoid becoming repetitive. The adventure is not intended to be an exercise in examining rooms; the room exploration should be only a part of the overall process of investigating the ship.

Module Descriptions

The following are basic descriptions of the various modules of the asteroid starship. The referee should feel free to embellish or change these as he sees fit.

CONTROL COMPLEX

1. **Living Quarters**: Each room contains furniture, personal effects and similar items. In areas which are not inhabited, these havedeteriorateddbadly; areas which are inhabited will contain a mixture of old artifacts and new (but often more primitive) objects.

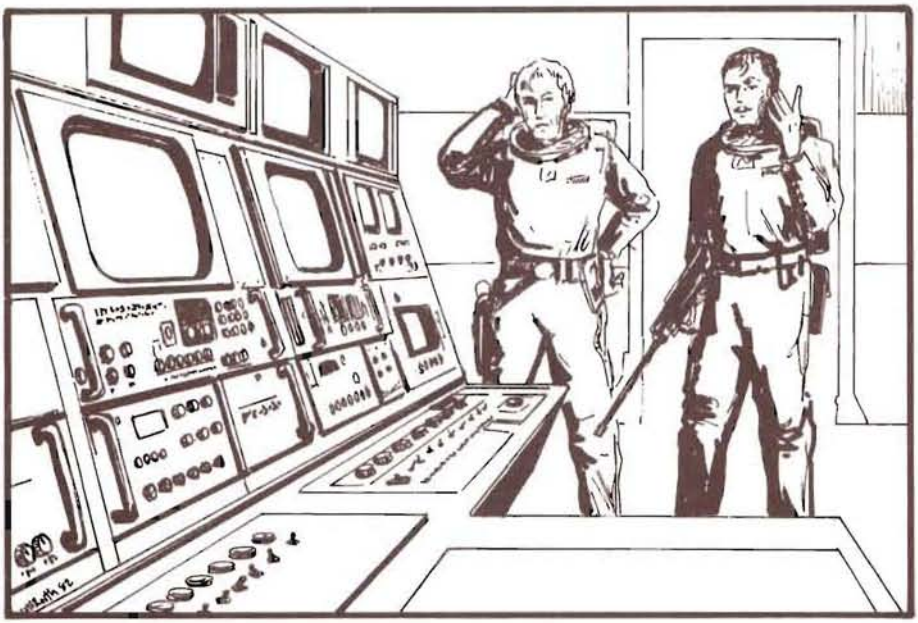
2. **Computer Room**: Control consoles in this room tie directly into the complex computer bank. Some are terminals; others are monitors used to trouble-shoot computer operations or tie in wtih other sections of the ship.

3. **Control Console**: These controls relate strictly to navigation.

4. **Plotting Board**: A clear, three-dimensional, computer projected holograph can show projected courses. Not functional unless computer and navigational controls are operational.

5. **Master Control Console**: This console, with a single chair, would appear to be the position manned by the senior officer of the module. Repeater consoles can call up information from many substations, but no actual controls exist here.

6. **Computer Room**: Identical to No. 2.



7. **Weapons Coordination Room**: When activated, control boards show camera views from various weapons stations. Controls seem primarily devoted to feeding tactical information to individual batteries.

8. **Weapons Status Board**: Banks of controls show status of various weapons.

9. **Plotting Board**: Computer-projected, three-dimensional holographic display projects tactical data, targets, etc. Not in operation unless Weapons Coordination and Computer systems are activated.

10. **Main Control Room**: Banks of controls and chairs cover a wide variety of functions. The room is ringed by monitor screens which can be patched into various control stations from the communications consoles.

Control Boards—

a. Engineering/Power Plant
b. Docking Bay
c. Computer terminals
d. Life Support
e. Communications

11. These rooms are filled by chairs facing a raised dais at one end. They would seem to be briefing rooms.

INDUSTRIAL COMPLEX

1. **Living Quarters**: Discussed above.

2. **Main Assembly Area**: This is a large chamber filled with heavy machinery. A lift shaft takes up a large portion of the room for bringing in raw materials and removing finished goods. Exact contents of the compartment vary according to the function of the plant. On a roll of 10+, parts will be found that can be used to repair minor damage (level 2 or less) on ships.

3. **Secondary Assembly Areas**: Sub assemblies were/are conducted in these areas. They are much the same as No. 2, but smaller.

4. **Offices, etc.**: These rooms contain offices, supply rooms, and miscellaneous other small rooms. Each is different and exact contents vary from floor to floor and module to module.

5. **Control Room**: If operable and powered, this room can activate the main lift and power up the machines on this level.

AGRICULTURAL COMPLEX

1. **Living Quarters**: Discussed above.

2. **Elevator Banks**: These operate only if power is on-line.

3. **Agricultural Monitors**: Controls in this section tie in to the master controls governing climate in the fields. Readouts and monitors can survey the farmlands outside.

4. **Gravity Boards**: Lifts in area No. 5 operate in two directions, connecting the various floors of the complex in one direction and opening into the fields in the other. Controls here operate the lifts and coordinate gravity to avoid accidents.

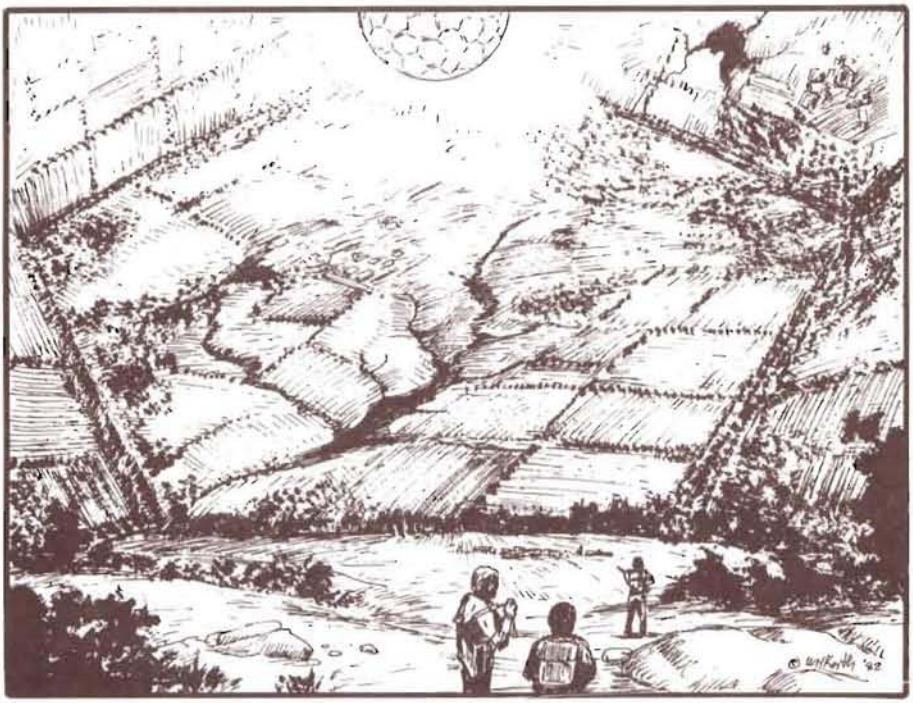
5. **Main Lift**: This lift connects all other levels or opens to the fields, depending on control from area.

6. **Small Storage Rooms**: Doors open to the lift for transfer of equipment and supplies.

7. **Access to fields**: These are airlock-type rooms without gravity. A doorway leading to the fields bears an inscription which can roughly translate as: "Caution: This End Up." The Module is placed at right angles to the plane of gravity in the fields.

FIELDS

Agricultural fields are large open chambers, roughly pentagonal in cross-section, often several kilometers across. Each of the inner faces of the pentagon is a complete field; a central area generated light and other climatic functions. Movement in these areas is just like outdoor movement. It is impossible to move from one set of fields to another (stepping from one face of the pentagon to the next) because of carefully sculpted varrier mountains. Adventurers with jump belts may ignore this.



In some modules, natives have taken up residence in the fields themselves; others continue to live in the underground modules. The fields are given over to a variety of different purposes, including crops of many types, park-like areas and grazing land for food animals. Some areas have been neglected and have become wild; others have suffered damage from a failure of environmental control equipment.

When exploring fields, a hatch leading into an agricultural module will be encountered during any particular half-hour period on a roll of 9+; when discovered, such a module may be a different floor of an already discovered module, or an entirely new one, at the referee's discretion.

POWER CENTER

1. **Living Quarters**: Described above.

2. **Control Center**: Controls here operate the engineering functions of this deck.

3. **Power Plant**: This compartment contains heavy machinery generating power for this part of the ship.

4. **Power Plant Coordination Center**: Controls along the outside of the room mesh with thegeneratorsin area 3. The trench around area 5 is surrounded by a low safety rail.

5. **Power Conduits**: A trench or pit, surrounded by a rail and bridged in two places, rings the Power conduit which ties each power plant to other parts of the asteroid. Some monitor controls essential to put power on-line to specific parts of the ship are located around the conduit proper.

The pit is in Zero-G, has no visible ends and is quite dangerous. Though a fall is not possible, air circulation is conducted through the pit as well and a character who falls can literally be sucked away to his doom.

6. **Drive Room**: Starship drive components are located in this room. The exact type should not be important in most cases but can be determined by rolling 2D. A 7+ indicates jump drive.

Components for repairing starship drives can be scavenged by a competent engineer from drive rooms by rolling a 10+ (DM + Engineering skill). Failure of the roll should result in a potential problem (see Repairs). Components must be scavenged from the appropriate type of drive room.

DOCKING BAY

1. **Living Quarters**: Described below.

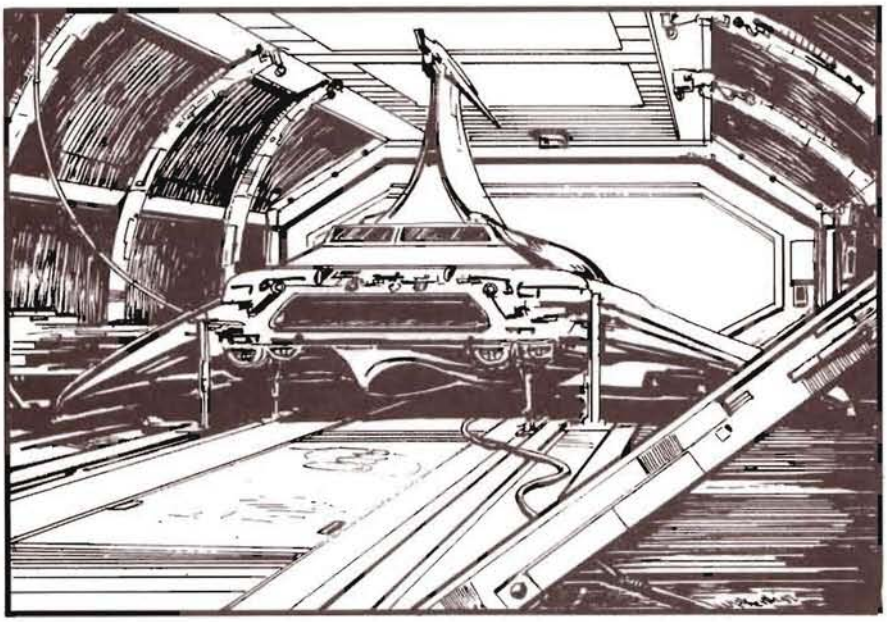
2. **Ready Rooms**: Large rooms ringed by lockers, which formerly contained flight suits, weaponry and the like. This ear is badly deteriorated. Access through the iris valves leads to the docking bay itself.

3. **Maintenance Room**: Large sliding doors give access to the docking bay proper. Various pieces of equipment are mounted along walls and maintenance sleds carrying equipment are contained in here.

4. **Storage Compartment**: Spare parts, gear and equipment are stored here.

5. **Bay Flight Control**: Controls here are primarily devoted to prepart preparation of craft for launch, pre-flight checks and communications.

6. **Bay Coordination Center**: Controls here coordinate bay operations with Control Complexes. Both this room and the Control Complex board must be activated in order to operate the bay.



THE FLIGHT DECK

Each flight deck is a very large area containing a large number of ships. Any particular flight deck contains between 50 and 100 ships of each type—sublight raiders and jump-capable scoutcraft. Fuel tanks are scattered around the area. In order to discover a fuel tank with fuel available, a roll of 11+ must be made. One roll is allowed for each flight deck explored, not for each tank.

No map is provided for this area; it is a wide, open space broken only by the ships and surviving equipment.

SURFACE COMPLEX

1. **Living Quarters**: Described above.

2. **Elevators**: This bank of elevators leads to adjacent floors; they run parallel to the surface of the asteroid.

3. **Weapons Control Rooms**: Control panels in these rooms handle various batteries, weapons bays (not mapped) and similar devices.

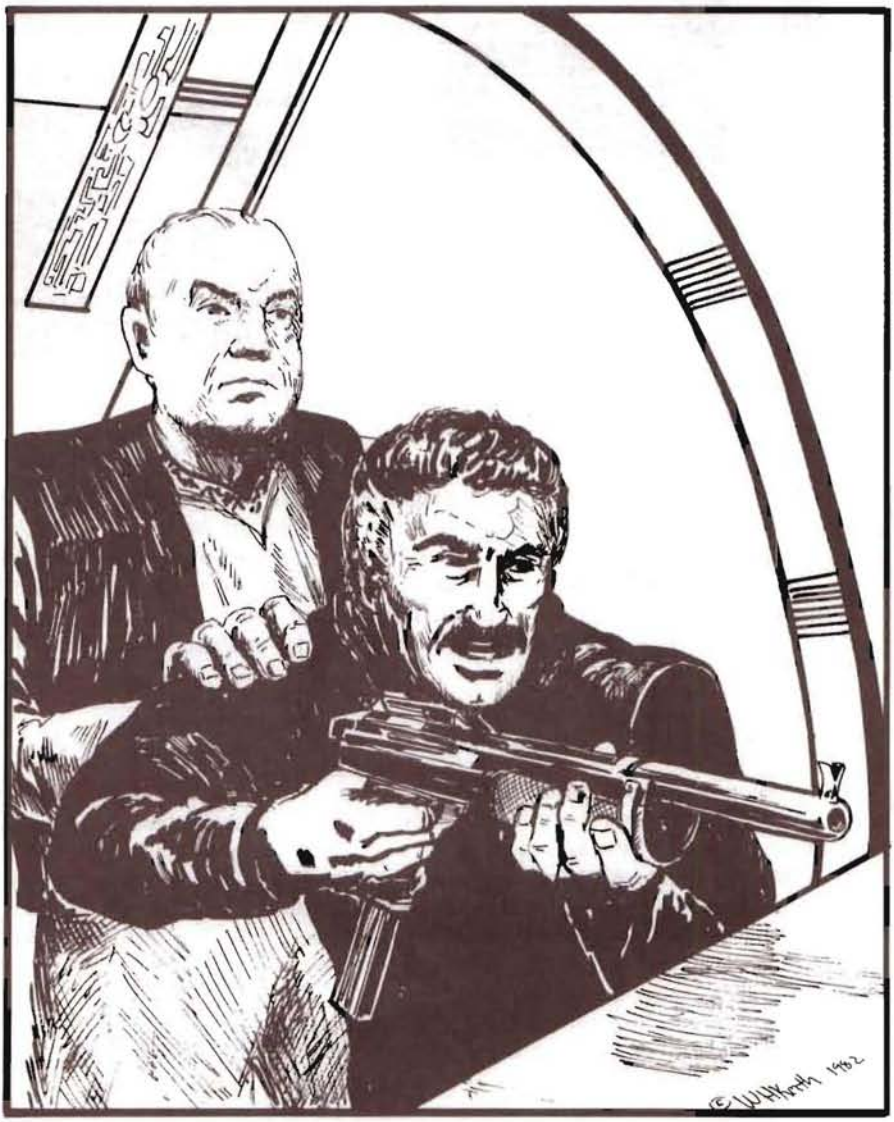
4. **Turrets**: Each room contains stored equipment, including vacc suits, spare arts and tools. Laser turrets are mounted along the outer wall. Ladders connect to other turret rooms above and below.

5. **Airlock**: The outer room contains lockers for vacc suit and eqiuipment storage. The airlock itself leads to the outer surface of the asteroid.

REFEREE'S NOTES

The brief descriptions given above are intended to be flexible. Details should be added by the referee. Most rooms (except those still used by inhabitants of the ship) will have little identifiable equipment and hardly anything useful. By and large, an atmosphere of long disuse should be cultivated.

It is urged that players not be permitted to see maps directly until they've explored a module complex thoroughly.



We've got them now Mr. Kalamanaru !

The Scout Ship

The jump-capable Sky Raiders' craft carried on board the asteroid were, in the days of the Raiders, scout craft. Squadrons of these craft could reconnoiter a new system to discover if there was any good reason for the asteroid to travel there. The more heavily armed, but non-jump-capable warships (such as that discovered on Qarant and presented in *Trail of the Sky Raiders*) were used to carry out actual raids. It is the possibility of finding and using an intact scout ship which offers the adventurers their best hope of escape.

INTERIOR DETAILS

1. **Computer**: Equivalent to contemporary Model/2 computer.
2. **Bridge**: The following crew positions are present--
   a. Engineering
   b. Communications
   c. Captain/Navigation
   d. Helm
3. **Living Quarters**: Cabins were constructed as singles but can accommodate two people if need be.
4. **Lounge**: An open area for crew relaxation.
5. **Air/Raft Bays**: The ship's twin air/rafts are accommodated in fitted bays here.
6. **Airlock.**
7. **Cargo**: A set of cargo bay doors opens on each side. Ramps drop from each side from the forward part of the compartment.
8. **Maneuver Drive Room.**
9. **Jump Drive Room.**
10. **Power Plant Room.**
11. **Fuel.**
12. **Fuel Scoops.**

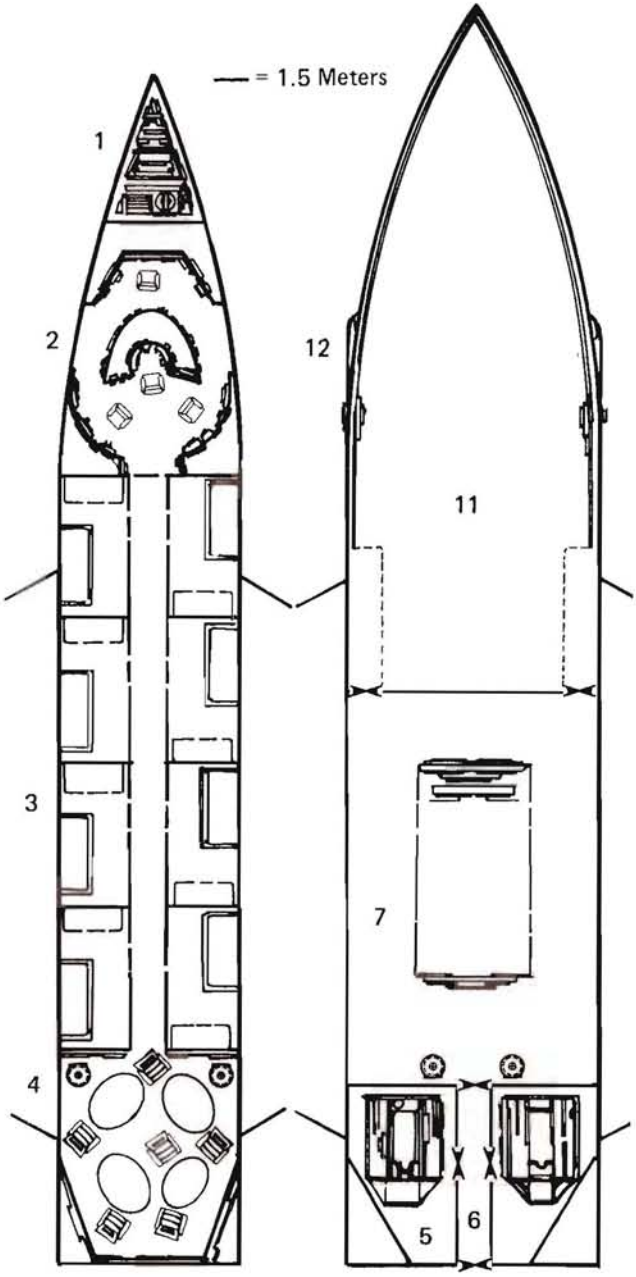
SYSTEMS

In order to operate the scout ship, a number of key systems must be operational. Until these are functional there is no chance of making it back to Saulente. These are:

Helm	Maneuver Drive
Navigation	Jump Drive
Computer	Life Support
Power Plant	Weaponry (optional)

In addition, the basic systems (light, gravity, electronics, etc.) must be functional and the ship must have an inside fuel supply and full hull integrity.

Each system should be checked through the use of the rules for use and repair of ship's systems (page). Repairs are also carried out in accordance with these rules.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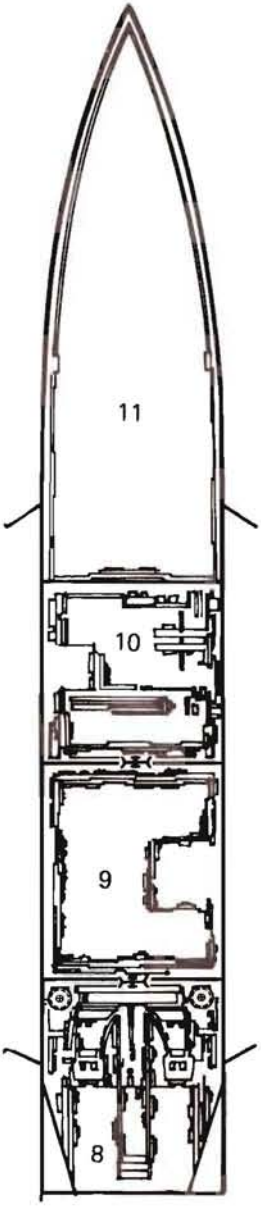

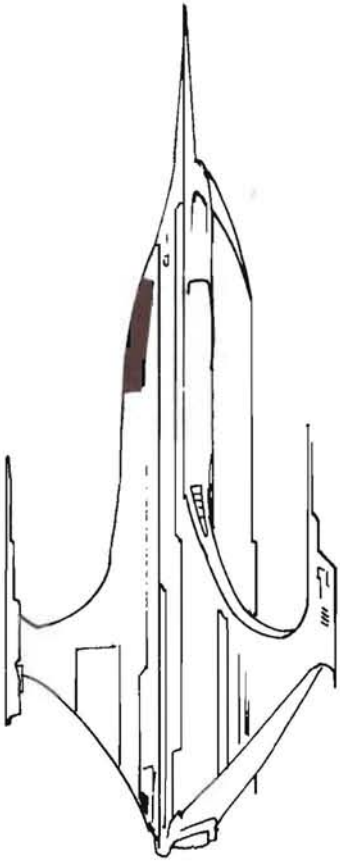

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Cultures and Civilizations

The descendents of the original Sky Raiders still live aboard their asteroid ship. Most, however, have long since regressed in technology and culture. Hardly any communities now exist which keep alive any memory of the true nature of the asteroid ship or the history of the Sky Raiders.

CREATING CULTURES

Certain key facts must be established each time a new culture is discovered. The referee should roll up this information and note it down whenever the group comes into contact with inhabitants.

Population: Roll 1D-2 for the population figure of any particular culture. Population is read in the same way as basic *Traveller*. Treat results of less than one as one.

Government: Roll 2D. The resulting numbers are normal government types, unless the result is a 7. If a 7 is rolled, roll 1 D;

1-3	Religious Dictatorship (type D)
4-5	Family/Clan (type 0)
6	Anarchy or Civil War (type 7)

Attitude: Attitude is a representation of the culture's hostility to outsiders and sets the basic tenor of their Reactions (q.v.). Roll 2 D—7+ Government type. A low number is a friendly, open culture; a high one is xenophobic and/or aggressive.

Technology: The range of technologies possible on board is limited. To determine the technology of a given group, take population and then apply the following additional modifiers:

Government type 5 +1
Government type 0, 3, 9, D -1

This yields the tech level of the culture.

Special Characteristics: Each culture may have one or more special characteristics that will influence their behavior and reactions. Roll 1D-2; then roll this number of times on the table below.

2. **Care for Equipment:** Reduce equipment damage by 2.
3. **Trap:** Culture pretends friendship. Apparent Attitude is 1D; real attitude is 1D +6.
4. **Short of Fuel:** Fuel traded or found gives Reaction DM +1.
5. **Short of Food:** Food traded or found gives Reaction DM +1.
6. **At War:** Military Support gives Reaction DM +1.
7. **Warrior Culture:** Proof of fighting ability gives Reaction DM +1.
8. **Recent Disaster:** Reduce population by 1; Attitude may be + or -1 d (referee option).
9. **Short of Implements:** Tools traded or found gives Reaction DM +1.
10. **Plague or illness:** Medical Assistance gives Reaction DM +1.

11. **Temple Treasure**: A room in this module is filled with ancient treasures.
12. **Human Sacrifice**: Religion of culture requires sacrifice of strangers or captives.

The referee should flesh out these characteristics to suit the culture and the needs of the adventure. The rules on Reactions show how many of these results may be used.

CONTACT

In order to establish contact with a culture, the party must approach them in some fashion. An immediate Reaction Roll (see Reactions) should be made, and the native response should take into account any special characteristics that turn up.

At this stage, the expedition must determine whether or not the civilization uses a language they have previously encountered. On each contact, roll 2D. The number rolled is the language number of that culture. If it has been rolled for a previous culture, it is the same (or very similar) to that prior language.

To learn a new language, computer language translators and the Portable computer are required. The process takes Old +5 days before a working knowledge of the language is on file. During this period, a Reaction Roll should be necessary each day to be sure the natives continue to cooperate. If the computer linkup is not available, the time is ten times that noted above and characters must then throw intelligence or less in order to acquire any facility with the tongue. A roll against intelligence may be made in this manner once each week after the learning period is completed. The aid of linguists (see Using Non-PJayer Characters) can cut down time spent learning the language, regardless of whether it is by computer or naturally.

Once a language is learned, conversations may still be garbled (even with computer translations, which may not be idiomatically correct). Each time an exchange of information is attempted, it is garbled on a roll of 5 or 6 on 1D . The nature and results of the garbling is up to the referee, as well as the decision as to whether or not the group is even aware that garbling has occurred.

Further relation between the group and the natives is impossible until a working command of the language is obtained.

REACTIONS

Each time characters attempt to deal with native cultures, the Reaction of the natives should be determined. The basic throw to persuade natives is a roll, on 2D, equal to or greater than their Attitude. Various modifiers influence this)some give from the Special Characteristic Table. Additional modifiers include the following:

For initial Reaction less than Attitude	-4 on later rolls
For initial Reaction equal to or up to +3 of Attitude	+1 on later rolls
For Initial Reaction +4 to 6 Attitude	+2 on later rolls
For initial Reaction +7 Attitude	+3 on later rolls
For each day of positive Reactions	+1 on later rolls
For each day of negative Reactions	- 1 on later rolls

The presence of anthropologist Gilendaar gives a further influence on native reactions.

Reaction rolls are necessary in order to get help, supplies, information and other support from locals. They are also made once each day, as long as the group is in proximity to the natives. Under stress conditions or provocation from the group, fresh Reaction rolls should be made with an extra DM-1D. Other times when Reaction rolls are required are pointed out in the appropriate sections of the adventure or can be designated by the referee. Exact responses should depend upon the situation and the needs of the adventure.

The referee should not reveal the exact details of Reactions to the players. They will have only the vaguest of ideas of what response they are generating, until the consequences eventually show themselves. Familiarity with a culture will make it easier to understand local civilizations ~~ad~~ their reactions, but such interpretations will never be very good.

INFORMATION

The natives of any particular module can give stories, legends, or other information that may be useful to the group. The table below can be used to provide guidelines or the referee can devise his own ideas. Information of this type is available on a roll of 6 made on one die for each new culture contacted.

2-4	The location of a specific, randomly developed but operable module is known and described.
5-8	The characteristics and location of a specific culture (randomly developed) is described.
9-10	Specific lines of inquiry pursued by the players can be answered (for instance, the location of a power plant or the location and characteristics of a neighboring culture of a higher tech level, etc.).

REFEREE'S NOTES

Interaction with natives should be fleshed out by the referee as needed. It is particularly important that the group not be able to proceed too quickly in their dealings, as this will make action too common.

The imaginative referee can draw adventurers deep into a web of complex intercultural rivalries and problems. Civilizations, as they are contacted, could have special problems which must be solved before the adventurers can gain the information or help they need. In theory, the adventurers could spend many sessions just becoming involved in this aspect of the adventure.

Don't feel too bound by these rules—let imagination and creativity expand the possibilities.

Encounters and Events

EVENTS

An event is possible twice each day or each time a new module is entered; whichever is more frequent. Events occur on a roll of 9 or higher that take place in inhabited modules. Use the appropriate table below.

Access Shaft Events

1. Door Jammed. Doors to chosen module will not operate. If an attempt is made to force it, characters are successful on a roll of strength or less and must roll dexterity or less to avoid 1D damage.

2. Air Current. A particularly strong air current threatens party. Characters without grav belts must roll dexterity or less (DM - Vacc Suit or ZeroG experience) to avoid being swept away for 1D x 5 minutes.

3. Lights Out. Section of shaft is unlit. Characters attempting to locate a specific module must roll 9+ to locate it without difficulty. If roll is not made, roll 2D x 5 minutes for delay.

4. Grav Sleds. A number of small, 2-man grav vehicles are tethered along the side of the shaft. If these prove to be operable they may be used like normal grav vehicles.

5. Sign. A door is marked with an inscription, which, if translated, indicates that a docking bay can be reached through this door (not necessarily immediately.)

6. Special Encounter

Industrial Module

1 Short Circuit. If any equipment is tampered with in this module, one piece of heavy equipment shorts out. Characters near the equipment in question (referee designates) take 3D damage each.

2-3 Equipment Explosion. If any equipment is tampered with in this module, a control console being operated explodes. Characters within two squares of the exploding console suffer 4D damage each.

4 Fuel Stores Small. (1D tons) store of fuel.

5-6 SPECIAL ENCOUNTER

Docking Bay

1 Equipment Explosions. (See 4-5, Industrial).

2-4 Fuel Stores. Large (2D x 10 tons) fuel stores.

5 Treasure. (See 5, Power).

6 SPECIAL ENCOUNTER

Fields

1. Brushfire. Large area catches fire.
2. 3D Grazers. Herd of farm animals are encountered.
   Characteristics:
   Grazer 400 kg 25/16 none 15 hooves and horns F3A6S2
3. War. Two groups are at war in this area over fuel supplies.
4. Village. A native village is discovered. Roll up characteristics of culture.
5. Open Lift Shaft. This leads into an unexplored Agricultural Module.
6. SPECIAL ENCOUNTER

Agricultural Module

1-2 Storage Area contains recently stored food.
3 Equipment Explosion. (see 4-5, Industrial).
4-6 SPECIAL ENCOUNTER

Power Center

1-2 Short Circuit (See 1-3, Industrial Module).
3 Equipment Explosion (See 4-5, Industrial).
4 Fuel Stores (as above).
5 Treasure Power Plant compartment is used as temple/storage area for treasure.
6 SPECIAL ENCOUNTER

Control Complex

1 Short Circuit (See 1-3, Industrial).
2 Equipment Explosion (See 4-5, Industrial).
3 Treasure (See 5, Power).
4-6 SPECIAL ENCOUNTER

Surface Complex

1 Short Circuit (See 1-3, Industrial)
2-3 Air Leak Low Pressure. Characters without vacc suits take 1D - 2 damage.
4 Treasure (See 5, Power).
5-6 SPECIAL ENCOUNTER

Special encounters occur on a roll of 9 or higher, made once each time a new module is entered or as directed on the event table.

SPECIAL ENCOUNTERS

1 **Bandits.** The party is ambushed by 2D natives, outlaws from a nearby culture. Generate information on their background. Bandits always attack without warning and cannot be negotiated with. If one is captured and an interrogation can be made (roll for positive Reaction), details of the culture cannot be revealed.

2 **Trade Mission.** Natives from a neighboring culture are visiting this module seeking trade. Roll to determine their home module using the regular rules to set up module types, as well as characteristics of their home culture. Set up details of the group's needs to best suit the adventure...the mission may have a surplus of fuel, useful information, etc.

3 **Native Scouting Party.** Military personnel are detected following the party. Attempts to contact them are fruitless. If they are approached, they fade away; if ignored, they follow for 2D hours. Other actions depend on referee judgement.

4 **Ambassadors.** Natives send delegation to visit the party, who have been observed previously. A DM +2 is made to initial attitude roll.

5 **War Party on Raid.** Natives from a neighboring culture are raiding for needed fuel, etc. Determine their home culture and module and from this establish their needs logically. They may be a source of hazard, assistance or information.

6 **Foraging Party.** Natives with various plunder—food, fuel, etc.—are passing through the module. Referee should set the encounter up to best suit the needs of the adventure.

Several of the special encounters reflect the unusual conditions which prevail in the asteroid ship. Natural resources are in short supply; fuel, food, metal for implements, water and many essentials will be the keys to the economy and political structures of most cultures encountered in the asteroid. Trade missions, foraging parties and raiding expeditions may all be met, each attempting to sustain their home culture by gaining more of these precious commodities.

The referee should do his best to work this aspect of the situation into the adventure. Special encounters, when they take place, should be established to further the needs of the adventure itself. A trading party could have access to needed fuel but be in need of some commodity the adventurers could help them gain, thus making the encounter an important part of the flow of the game. Common sense should guide the referee in incorporating these aspects of the civilization.

TREASURE

The fabled "hoard of the Sky Raiders" is very much in evidence on board the asteroid ship, though often in unusual ways. Living quarters rooms will each contain 1D minor trinkets. Most natives encountered will be wearing 3D such trinkets as part of their everyday costume. Other treasure is often found in large caches left in particular rooms for (usually) religious purposes.

This treasure is fairly valuable to the adventurers (if they ever leave the ship), but is considered of little worth by the locals. Gold and jewels are rather common on board—valuables on board the asteroid starship are things like wood, salt, hydrogen fuel, or other similar scarce items.

For this reason, locals are unlikely to interfere with characters interested in treasure, unless they object on religious grounds to removal of objects from a "temple" treasury.

Trinkets are usually 1D kilograms in weight and worth 1D x 500 credits apiece. The contents of a major treasury are worth 1D x Cr 1000 per kilogram removed; supplies are virtually worthless.

The discovery of the adventurers looting a temple treasury should have a massive negative modification in native reactions.

REFEREE'S NOTES

Encounters and events can be made as simple or as complicated as desired. The referee is urged to limit the number and frequency of these events as much as possible. It is also a good idea to come up with alternative results and interesting situations not covered here.

Shipboard Systems

To operate controls in the asteroid or to repair and operate the scout-ship needed for escape, characters will face the need for analyzing and repairing various systems found on board.

No system or control console can work unless electronics are operating in that area. Individual systems may be damaged to varying degrees. Unless each system is completely repaired, it will not function.

CONDITION

A control or system is fully functional only on a roll of 11+. If this roll is not made, roll 1D to find the Damage Level which is assigned to that system. The higher the number, the more difficult and time-consuming the system is to repair.

REPAIRS

To repair a system, two factors must be determined—success and time.

Success: Each time a die roll greater than the current damage number is made, that number is reduced by one. If the roll is less than or equal to the number, the system cannot be made to operate and is worthless.

Parts cannabalized from other sources can allow a worthless system to be worked on again, but the damage number automatically becomes 6 when the new work begins.

Various systems are affected by the use of various skills. Skill levels are used as positive DMs on the success roll (exception: Jack-of-all-Trades is applied at ½ basic value, rounding fractions up, to any of the following:)

Power plant, Maneuver Drives, Jump Drives and associated control consoles: + Engineering
Computers: + Computers, + Electronics
Communications: + Electronics
Other Controls: + Electronics
Electronic Lines: + Electronics
Navigation: + Computer, + Navigation
Helm: + Electronics, + Computer
Hull: + Mechanical
Life Support: + Electronic, + Mechancal
Weaponry: + Electronic, + Computer

To obtain fuel, it must be found and physically transferred. No skills assist this task.

Time: A success roll can be made only at intervals dictated by the difficulty of the repair. Time is determined by rolling 2D, adding the damage number and subtracting the skill levels applicable to the work.

Referee' s Notes: Repairs may be further assisted by various additional influences such as special NPC skills, availability of parts and other factors mentioned elsewhere in this adventure.

OPERATION

Before operation can be contemplated, the systems controls to be used should be translated. Written inscriptions may be translated as described on page 43.

Using Non-player Characters

The large size of the Institute expedition makes group interactions of particular interest. The stress of being marooned aboard the asteroid starship causes various members of the group to react in different fashions. This, coupled with varying motivations, experience and abilities, makes the attitudes and actions of each member of the expedition as important as the encounters and events taking place around them.

SPECIAL ABILITIES

Several NPCs have special training which makes them invaluable at certain stages of the expedition. These are reflected in the notes below.

Lorain Messandi:
- Translate written material: +3 to success roll
- Translate spoken material: +1 to success roll
- Assist Computer Linguisitics programming: 1 to time

Vledistart Mirost
- Translate written material: +4 to success roll
- Translate spoken material: +2 to success roll
- Assist Computer Linguisitics Programming: -2 to time

Heirich Chandragora
- Repair equipment damage: + or - 1 for success, -2 for time

Lurusher Gilenkaar
- Translate spoken material: +1 to success roll
- Interpret Native Reactions: +1

EXPLANATION OF SPECIAL ABILITIES

Translate Written Material: Inscriptions, signs and other written messages using the variant Ancient Vilani of the Sky Raiders culture can be translated on a roll of Education or less followed by a roll of 12+. Any character may have had previous exposure to early first Imperium Vilani. Some scientists with sufficient training have a favorable DM. One translation attempt may be made for a given message or inscription every 5 minutes; scientists with this ability never need to roll against Education to translate.

Translate Spoken Material: The descendents of the Sky Raiders employ a badly corrupted version of their original Vilani tongue. Any particular spoken message can be understood by a character who rolls Education or less followed by a roll of 11E. Some scientists with sufficient training receive a favorable DM. One translation attempt can be made each time a phrase or message is spoken. Scientists with this ability do not require a throw against Education to translate.

Assist Computer Linguistic Programming: The expedition carries several Computer Language Translators and a field Computer with a Linguistic program. It is possible to utilize these to acquire memclips permitting complete translation (both ways) of conversations with local cultures. Rules for this process are given on page . Scientists with a familiarity with Vilani or the written language of the Sky Raiders can speed up the process of acquiring the language as indicated.

Repair Equipment Damage: In attempts to repair damaged Sky Raider equipment, the assistance of Dr. Chandragora can be of significant help to both in terms of success and speed. This cooperation gives favorable die roll modifications to rolls make in accordance with the rules on page , even when other characters must carry out the actual work in order to bring specific skills (such as Engineering) to bear.

Influence Native Reactions: Dr. Gilenkaar, a skilled anthropologist, will provide an extra DM +1 on Native Reaction Rolls when he handles contact and negotiations.

Interpret Native Reactions: Under normal circumstances, the Native Reaction Roll should not be revealed to the party. When Gilenkaar is present, however, the referee should tell players the reaction is Unfavorable (2-5), Neutral (6-8), or Favorable (9+). Ths will allow them to estimate their standing somewhat.

NON-PLAYER CHARACTER REACTIONS

The NPCs of the expedition will each have a tendency to react in certain specific ways as the adventure progresses. At various times, as indicated below, specific characters will respond to specific stimuli. When the proper conditions arise, roll on the character's personal reaction table or follow whatever special instructions are shown.

Lorain Messandi

When faced by a chance of recovering information or artifacts of potential value, roll on the table below:

2-5 When a throw to understand something is failed, Mirost will claim to understand it anyway and give the group false information in order to preserve his reputation.

6-9 When a throw to understand something is failed, Mirost will claim it is not particularly important and will make a second attempt only if compelled to "keep trying".

10-12 Mirost will admit a failure to understand something.

Note: The referee may allow experience to come into play; if trouble results from one of his cover-ups, add "1" to the roll. If he gets away with one, subtract "1" from the roll. This can be made cumulative and/or modified in any other way the referee sees fit.

Heinrich Chandragora

Heinrich Chandragora

When faced by any situation where Chandragora might suspect betrayal or danger, roll on the table below.

2-3 Chandragora attacks the person or persons in question without regard for the position of the group or any other consideration.

4-5 Chandragora becomes belligerent and threatening. He must be persuaded (see PERSUASION) to cease and desist. Every combat round, roll 1D against this reaction table to determine changes in his attitude. While Chandragora is reacting in this fashion, normal Reaction Rolls made by locals or other non-expedition characters are given a DM -1.

6-8 Chandragora is extremely suspicious. He will agitate to others that he trusts (referee's option), urging that steps be taken. Once very minute, roll 2D + 1 to see if his attitude changes.

9-11 Chandragora is surly and uncooperative. He is sullen and will not respond to requests or conversation though direct orders will earn grudging obedience. The condition lasts for 1D hours, or until another reaction roll becomes necessary, or until a character persuades (see PERSUASION) him to be cooperative.

12 Chandragora is cooperative and helpful, though not particularly friendly.

Lurushar Gilenkaar

Two separate tables are provided for this character. The second one comes into play only as a result of a roll on the first.

Gilenkaar's hatred of the Messandi family makes him dangerous while his cowardly attitude can bring danger to the party as a whole.

A coward by nature, Gilenkaar uses the Reaction Table any time the group is backed into a tight corner. The referee determines exact times to bring these reactions into play.

2-4 Panic. Gilenkaar breaks and runs in the face of danger.

5-6 Dangerous instability. Gilenkaar freezes, but roll 1D each combat round on this table to note possible changes in his attitude. On a second roll of 10 or higher he will attack Lorain.

7-9 Gilenkaar freezes in a position of relative safety and does nothing further until the threat is passed.

10-11 Gilenkaar functions but not well. In a combat situation, he has a DM -3 to hit. The referee should adjust other situations to suit.

12+ Gilenkaar functions normally.

Goezghae

When given orders, Goezghae will ignore them on a throw of 9+. He does not argue; he seems to accept the instructions and then goes right ahead with his won plans.

The referee should also allow Goezahae to take action that the group has not thought of or is unwilling to attempt any time a 6 + is rolled—which makes Goezghae a useful way of throwing an idea out to the group without direct intervention. Goezghae never discusses, however; he acts.

Barbara DuVall

When faced by a long period with little action, or when confined to one place for a long period of time, roll on the table below:

2-3 DuVall attempts to leave, by stealth if possible, to "explore". She is noticed on a 7+. If she does get away unnoticed, her disappearance is discovered 1D x 5 minutes later. The referee should determine where she goes, how she can be found and whether or not she gets into trouble.

4-5 DuVall complains of the lack of activity and tends to run risks (stopping to examine some interesting artifact when the group is making a forced march, etc.) Exact actions should depend on situation.

6-7 DuVall complains a great deal and grows increasingly frustrated. Reroll with 1D + 2 once each hour until some change in attitude or the situation occurs.

8+ DuVall puts up with the situation without complaints or problems.

Jeri Marrenda

Marrenda will attempt to take revenge upon discovery of any of the **Inquisitor's** crew (including Garcia, if Garcia is revealed to be in on the plot). If the situation arises, Marrenda will begin attacking the nearest appropriate target on a roll of 8+. The roll is made every combat round that an **Inquisitor** crewman is visible, unless Marrenda is persuaded (see PERSUASION) to the contrary.

Alexis Garcia

Garcia cooperates fully with the party until or unless he is faced with orders to fire on **Inquisitor** crewmen, or witnesses others about to do the same. Then he will attack party members, instead, on a roll of 8+. Garcia is still fanatically loyal to hs former employer who saved his father from financial ruin many years ago.

Lance Dornath

Dornath will always attempt to help Lorain Messandi if she is threatened and will fight regardless of odds if she is in danger. Dornath never abandons Lorain and will fight the rest of the party, if necessary, if there is a shred of hope of helping her.

Jack McIntyre

McIntyre is quiet, competent and cynical. He will say little but the referee should always reserve him as a source of useful advice to the group. A roll of 7+ should be required in any situation where advice might help, in order to allow McIntyre to give it.

Other Minor Characters: Other minor characters need not be assigned special reactions but these are allowed if the referee wants to develop them.

PERSUASION

From time to time, non-player characters become set on an idea which will not appeal to the players. When this happens, the player characters must pesuade the NPCs to see things their way. Generally, the result of the character's original Reaction Roll that triggered the situation (or a roll of 2D, if for some reason no Reaction Roll was made) becomes the number or less which must be rolled on 2D to influence the person in question. The roll may be made once every combat round, but until the actual persuasion is accomplished, there is a chance (roll 8+ each time) that the character being persuaded will not even be delayed by

the argument. And any time a '12' is rolled (unmodified), the character may pretend to be persuaded, but only until the player characters turn to something else. At that point the original action is attempted again.

Skills may influence persuasion rolls. Leader, Recruiting, Liaison, or other skills deemed appropriate by the referee should become a favorable modifier. Only one character may attempt to persuade any other character at any given time.

If necessary, a player can indicate that he will use threats (drawing a gun, for instance) to coerce a character. This gives a favorable DM equal to the roll of 1D. It is not wise, however, to allow characters to get too free with weaponry; characters who are threatened in the course of the adventure should become uncooperative (reduce the effects of their special skills and abilities and may defer their thwarted actions until the players are wrapped up in something else.

REFEREE'S NOTES

The guidelines provided in these rules will help keep each character consistent. Players should be encouraged to develop their characters in an interesting and consistent fashion; the referee is also encouraged to try his hand at developing alternative or additional personality traits and responses that will increase variety.

Kalamanaru

At some point during the course of the adventure, the referee may want to introduce Eneri Kalamanru's expedition. This is done entirely at the discretion of the referee, but makes a useful extra complication to be overcome by the party.

Kalamanaru's people cannot appear until three weeks have elapsed on the asteroid (due to travel times involved in bringing their expedition in). If the referee wants to bring about a confrontation, he should arrange to stall the characters, perhaps as a result of a meeting with some local culture.

Kalamanaru's Expedition:

The merchant has four starships in his expedition; including a 400-ton subsidized Merchant, the Survey Cruiser **Inquisitor**, and two 400-ton destroyer escorts of the *Zhdits* class, antiquated ships purchased from the Zhodani Consulate by the Descarothe Hegemony.

Personnel attached to the expedition include 24 Descarothe naval officers and rating, 15 Descarothe Tribunal Guardsmen, the crew of the **Inquisitor**, and twelve employees of Kalaman Enterprises (including Kalamanaru and some of his chief henchmen, described further on). A skeleton crew will be required for each ship (four men each), leaving around 50 people to board the asteroid starship.

Equipment:

Kalamanaru's expedition is well armed, carrying, for the most part, SMGs and automatic rifles, plus various sidearms. Almost any sort of gear up to Tech Level 10 is permissible for the merchant's group.

Objectives:

The referee should keep in mind the fact that Kalamanaru's primary concern is looting. The merchant has no real interest in the adventurers until and unless they pose some specific threat to him.Thus, his expedition will normally be encountered by accident, primarily in areas where stored Sky Raider treasures are to be found.

Referee's Notes:

Dalamanru poses two distinct forms of danger to the players and their companions. One is overt and direct—encounters with Kalamanaru's people tend to result in gun battles. The other is more subtle. By their looting, Kalamanaru's people can easily upset local native cultures and stir up trouble. If Kalamanaru and his expedition have been in an area, a negative modifier is applied to basic reactions by locals. Should they come on the scene after contact is established, the natives will reassess their opinion of the adventurers and make a new reaction roll—also with negative modifiers. In either event, the presence of Kalamanaru provides a dangerous complication to survival for the group.

The referee should be careful not to make the threat posed by Kalamanaru too great. The size and armament of the merchant's party should be adjusted for

play balance and it should not remain in a given area too long. Kalamanaru is attempting to sweep in as much loot as possible and wants to move fast; but he could take an interest in causing trouble if things are going too smoothly for the players.

It is suggested that the referee orchestrate portions of the adventure to cause a final confrontation with Kalamanaru. To do so, weave the elements that develop out of the adventure randomly into a logical climax. If, for example, the adventurers need to gain access to a Power Plant Module controlled by a particular group of locals, it may well turn out that Kalamanru is operating in the same area, possibly seeking an especially large cache of plunder. The natives might require the adventurers to rid their village of Kalamaru before allowing them into the Power Plant control room; alternatively, Kalamanaru's people might be in the same module as the controls when the adventurers seek to activate them, and the situation further complicated by a native attack. With a little imagination, any set of essentially random situations can be developed in this way into a fast-paced climax that will wrap up the adventure—and the campaign—with a flourish.

NON-PLAYER CHARACTERS—KALAMANARU'S PEOPLE

1. Eneri Kalamaru (Merchant) 756C87 Age 42 6 terms Cr NI
Bribery-3, Streetwise-2, Pilot-2, Navigation-1, Gunnery-1, Revolver-1

Kalamanaru is the wealthy head of Kalaman Enterprises. His mercantile empire commands a great deal of power in the Descarothe Hegemeny and adjacent areas and he enjoys a great deal of personal influence in the Hegemony itself.

Greedy for wealth, power and luxury, Kalamanaru ususally remains in the background, letting subordinates carry out his plans. But his overriding desire to find the legendary hoard of the Sky Raiders has brought him to their ancient planetoid in person.

2. Bren Pylory (other) 6A7A95 Age 38 5 terms CrNI
Streetwise-3, Bribery-1, Forgery-1, Revolver-1 Revolver

Kalamanaru's right-hand man, Pylory, is a furtive individual of uncertain background who usually oversees the shadier operations commanded by his employer. He is the sheld that keeps Kalamanaru and Kalaman Enterprises apart from the disreputable side of their business dealings. Nervous about his safety, Pylory travels with one or more bodyguards; he prefers to leave any active fighting to them.

3. Taren Gildinkur (other) C7B642 Age 34 4 terms Cr NI
Brawling-3, Blade-1, Streetwise-1. Rifle

Gildinker is Pylory's favorite bodyguard. Though not overly bright, Gildink—

areas

2. Bren Pylory (other) 6A7A95 Age 38 5 terms CrNI
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3. Taren Gildinkur (other) C7B642 Age 34 4 terms Cr NI
Brawling-3, Blade-1, Streetwise-1. Rifle

Gildinker is Pylory's favorite bodyguard. Though not overly bright, Gildinkur's imposing appearance and strength make him a valuable tool He can be easily recognized by his badly scarred face, ruined beyond the ability of any surgeon to repair. Ruthless and nasty, Gildinkur carries out to the limit any and all orders issued by Kalamaru or Pylory.

4. Dr. Delos Lokhav (Scientist) 8B99CS Age 30 3 terms CrNI
Computer-3, Admin-2, Body Pistol-1 Body Pistol

An expert on linguistic archeology, Lokhav was formerly employed by Kalamanaru as a spy with Lorain Messandi's office at the Institute. More recently, Lokhav has served as Kalamanaru's chief expert on archeology, directing the digs on Qarant and providing important information on the Sky Raiders as it was unearthed. He now heads up the scientific part of Kalamanaru's treasure-hunting.

5. Army Major Lazhekh 77BB85 Age 34 4 terms Cr NI
Leader-2, Rifle-1, SMG-1, Revolver-1, Admin-1
Computer-1, Ground Car-1, Medical-1, Tactics-1 SMG

An officer of the Tribunal Guard of the armed forces of the Hegemony, Major Lazhekh is a ruthless and sadistic individual. Previously commander of a network of secret police operatives, the Major has now been placed in command of the troops sent to back up Kalamanaru's expedition.

The Major's favorite pastimes are torture and plotting and he see himself as being on the mission to make sure that Kalamanaru and his people all continue to toe the line and act to the greater good of the Hegemony—the first signs that Desaekhe is becoming mistrustful of Kalamanaru, their onetime benefactor.

6. Navy Commodore Alzhiim 6756BC Age 56 9 terms CrNI
Admin-3, Computer-3, Pilot-2, Navigation-2, Carbine-2,
Vacc Suit-1, Gunnery-1, Engineering-1, Ship's Boat Auto Pistol

Senior naval officer of the Descorothe flotilla accompanying Kalamanaru, Alzhiim is a noble who owes his career to connections rather than to ability. Blustering and arrogant, Alzhiim is apt to make foolish decisions and issue rash commands. He is a fire-eater who prizes blind aggression over all things.

7. Ex-Scout Cyrus Shagguurap 99B784 Age 38 5 terms CrNI
SMG-3, Pilot-2, Navigation-2, Jack-o-Trades-1, Electronics-1,
Medical-1 SMG
Captain of the survey cruiser

Captain of the survey cruiser **Inquisitor**, Shagguurap accompanies Kalamanaru's expedition for a share of the profits. A survivor type, the ex-scout is wily and clever though not particularly intelligent. His moral integrity and loyalty make Kalamanaru, by comparison, seem like a saint.

Referee's Notes:

These individuals are among the most important of Kalamanaru's expedition. In ongoing campaigns, it is important to keep in mind the fact that Kalamanaru, Pylory, Gildinkur, Kokhav, and Lazhekh have all appeared previously; continuity must be maintained with events and actions of prevous encounters. If one of the characters died in an earlier adventure, he should be replaced by a character of similar abilities but perhaps varying weaknesses or personality traits.

Individual money and equipment available to these characters is not shown. Equipment is discussed above; money is not important to this adventure.

The Sky Raiders Starship

Although not crucial to the flow of the adventure, a few notes on the design and operation of the asteroid starship could be of some use in helping the referee understand the layout of the ship and therefore also the influences that affect the adventure itself.

More a miniature world than a starship, the asteroid contained many features that made it a desirable form of refuge. First, the available space meant room for the population to grow...crucial in view of the long crossing of the Great Rift which was the key to the ship's escape from the Vilani conquest. Incidentally, much of the ship was probably actually hollowed out and made usable during that voyage (once the ship was spaceworthy and the refugees were on board, there was no reason to linger). Certainly, the fleets of raiders and scouts were built later from material mined from the asteroid as the expansion took place.

Another major point in favor of the use of the huge asteroid was fuel. More than 50% of the original asteroid was given over to hydrogen (probably in the form of ice). This ship was capable of only Jump-1, but the fuel supply available was enough to allow three successive jumps, with an excellent margin for error as well. When fuel was exhausted, the ship could orbit in an asteroid belt and mine fresh ice or send fleets of ships to process water or hydrogen gas.

The enormous fuel supply was essential. For the ship to cross the Great Rift, a huge fuel reserve was needed to power the ship. At full power output the ship could cruise only a little more than five years on maneuver drive. To cross the Rift, drives were engaged for just under a year to accelerate to near the speed of light and then cut off. Power consumption without drives is considerably lower (about 1% of full power consumption rates); this allowed the ship to travel for up to 300 years before re-engaging drives for a year's deceleration.

When the asteroid starship suffered mutiny and civil war, many power centers were thrown off-line; power consumption has been even lowe than normal. In more than 5,000 years, the ship's fuel supply has very nearly been exhausted—fuel shortages are a major problem to the various civilizations on board. But the ship—and the people on board—have survived.

The design of the ship is based on two important facts: the requirements for assembling the ship have forced all systems to be broken into thousands of small, interconnected blocks, and the haste of assembly caused the builders to opt for simple repetitive structures inside. Hence the modular concept which reduces the essence of the huge ship into several basic elements. There are undoubtedly other modules on board not presented in this adventure and there may well be much greater differences between various modules of similar type than are shown here. The referee is free to indulge in changes and additions as desired. For simplicity's sake, we have provided these.

It is of course out of the question to imagine reactivation of the starship by anything short of an all-out effort by a well-equipped navy. The asteroid ship is equivalent to some of the warfleets now operating in the Spinward Marches, with all that that implies in terms of logistics, maintenance, and trained personnel. It seems certain that the last starship of the Loeskalth refugees is doomed to continue on an endless voyage carrying aboard the last descendents of the once-dreaded Sky Raiders.

Ending the Adventure

Trapped by the departure of the **Inquisitor**, the object of the party is to find a means of escape from the Sky Raiders asteroid. There are two options open, either of which may be explored by the referee and players.

Scout Ship:

The most likely course of action would involve the discovery and activation of a Sky Raiders scout vessel. These ships, discussed previously, are jump-capable and can get the party back to Saulente with luck. However, there are certain key factors which must be taken into account before this goal can be achieved.

First, of course, a suitable ship must be found. The ship must be fully operational--either a lucky, intact find to begin with, or repaired by the characters from available parts. Ships are found in the Docking Bay sections of the asteroids.

Second, a Control Complex must be made operational to operate the docking bay doors and other systems related to the launch and control of a departing ship. Once these controls are operable, they can be tied to a computer for automatic operation so no personnel are required.

Lastly, a power plant module must be located and powered up to allow operation of the controls and equipment needed for the launch. Once set up, the powerplant need not be manned. However, all three stations must be simultaniously occupied at some point to allow the party to patch all the proper circuitry into the correct channels.

When all three of these are accomplished, the group can depart.

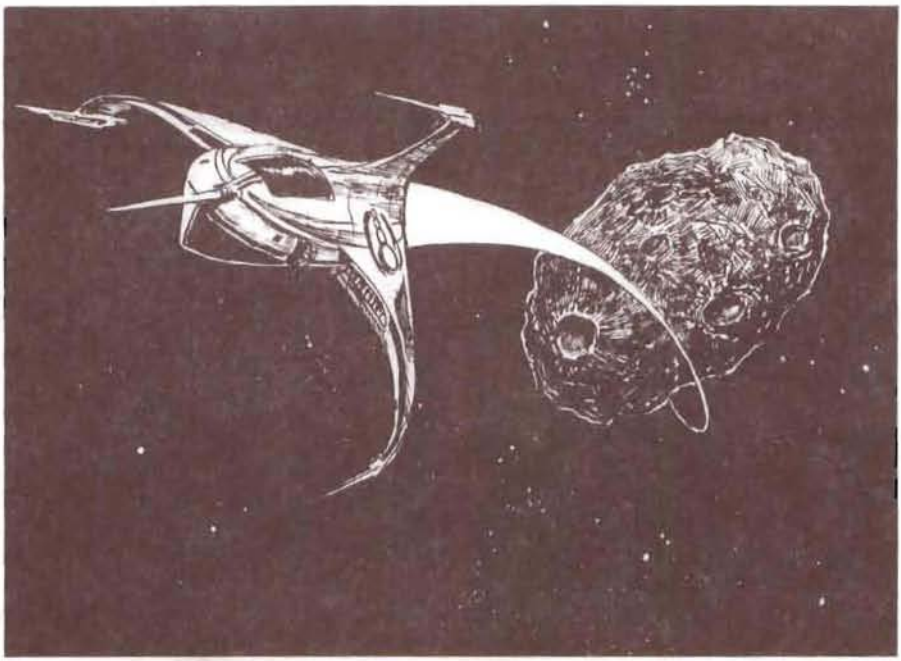
Native Assistance:

A group of Sky Raiders which has taken care of equipment in their module and retained some knowledge (in old ceremonies, etc.) of how it functions, or has a Tech Level of 7+, can be a valuable discovery. These natives may be quite useful, and, if encountered, should be an important part of the adventure. As indicated above, their presence makes the likelihood of equipment operation more likely. In addition, they can assist the party materially with protection, supplies, manpower, etc.

Offworld Ship:

Kalamanaru's expedition has more than one starship; these might well beckon the adventurers to attempt an attack. Such an approach is unlikely to succeed (two of the ships are small warships of the Descarothe Navy, after all), but can be held in reserve in case the party proves incapable of getting off in any other way.

Should it be necessary, the referee should resolve attempts to take a ship using a suitable rules system (*Snapshot, Azhanti High Lightning*, etc.). Deck plans of the ships involved can be made up to suit the situation or drawn from published plans. **Inquisitor** is available in *Adventure Class Ships, Volume 2*, while various Zhodani craft suitable for employment by the Descarothe Navy appear in *Adventure Class Ships, Volume 1*, both available from **FASA.**



General Notes:

The referee should do as little as possible to influence the adventurers beyond basic assistance that would reasonably be within the realm of the various NPCs. The exact procedure for fitting out a Sky Raiders ship, for instance, should not be immediately apparent. But inspection of a docking bay module will eventually yield the need for support from a control complex while persons in a control center will realize power is needed to activate the needed systems. The complexity of the task at hand should only become apparent slowly and only as players or NPCs could reasonably expect to become aware of it.

Library Data

Alzenei: Star system in the Jungleblut subsector of the Far Frontiers sector. Official statistics are:

Alzenei/Jungleblut 0304 B768895-C S Rich G

The Alzenei system is the hub and capitol of the League of Suns, an Imperial-allied state embracing some ten worlds in loose coalition. A mission is maintained on the world and the government, by treaty, services Imperial scout and naval units operating in this region of space. The Imperial presence has helped limit encroachment by neighboring Zhodani clients. The planet is an important center of trade and culture housing a regional office of Frontiers Developments, Inc as well as the famed Instute for Systems Studies.

Desaekhe/Jungleblut 0104 C653738-9 S

Desaekhe is the capital of the Descarothe Hegemony, a small interstellar community of about three systems. The Hegemony has pursued a policy of aggressive expansionism, often directed against the League of Suns.

Until recently (1088), Desaekhe was a rather backward world with a poor agricultural base and feeble industry. The High Tribunal, a committee of five of the most prominent of the old semi-fuedal lords of the planet's principal continent, was organized in that year. Tribunal military forces brought the rest of the planet under control in well under a decade and a massive program of industrialization was launched. Off-world financing for this radical program is suspected, but the source remains uncertain, at best.

Armed and equipped with ships and weapons purchased from Zhodani clients in the region, the Desaekhe military is formidable. Their planets have been posted Amber Zones for League citizens due to distrust for outsiders, their attitude towards the League, and the strength and zeal of their military security.

Descarothe Hegemony, The:

Independent state in the Jungleblut Subsector of the Far Frontiers sector. The hegemony is comprised of Desaekhe, the main world of the group, plus three systems conquered by Desaekhe during the world's aggressive interstellar expansion at the turn of the century. Although officially an association of worlds, the Descarothe Hegemony is in actual fact a budding empire like so many petty states of the frontiers.

Though not aligned with any external government, the Hegemony has followed a policy of aggression towards the League of Suns (an Imperial client), while acquiring equipment, ships and technical support from the Domain of Alntzar, a Zhodani client state. As yet, however, no evidence of Zhodani involvement in any phase of the Hegemony's activities has been established.

Escape:

Escape from the asteroid and a successful jump back to Saulentè marks the end of the adventure. It is possible for characters to acquire various artifacts or treasure along the way, either officially (meaning that the Institute gets them) or unofficially (i.e.: concealed from the Institute).

Each artifact is assigned a value (see Artifact Value Table). At the end of the adventure, there is a chance that the scientists will discover and object to attempts to smuggle out such artifacts; first roll each player character's intelligence or less to safely avoid detection. If the roll fails, the character may attempt to persuade, bribe, or threaten his way out of the situation or may give in.

Determine each surviving scientist's Reaction by throwing 1D +2 on the Reaction Table. Persuasion requires a roll of Reaction or less on 2D with modifiers allowed for Leadership, Liaison, Recruiting and other skills judged as applicable by the referee. The referee should also consider special modifiers to reflect such factors as the saving of the scientist's life, intercession by other scientists already convinced, and other special considerations.

Bribery is a second kind of attempt which requires a roll of Reaction or less on 2D, with a negative DM for Bribery skill. The bribe will probably be in terms of a percentage of the total value of the artifacts in question.

A threat can always be resorted to and is always successful but automatically causes the character to lose all accumulated pay from the Institute.

Characters discovered smuggling artifacts must either convince each surviving scientist to remain quiet by persuasion or bribery, threaten them into submission, or give up the artifact. The referee should see to the details of this presolution process and may find some worthwhile ground here to begin new adventure situations for the group.

Hoard of the Sky Raiders; (Alzenei Press, 1104):

Pseudo-scientific tract written by Professor Johan Messandi, formerly of the Institute for Systems Studies on Alzenei. The book's theories stirred considerable controversy.

Institute for Systems Studies:

Research foundation located on Alzenei. Primarily concerned with historical, archeological and xenothropological research, and has facilities for all manner of other scientific endeavors as well. Founded in 988, the Institute is closely tied with Imperial research organizations. Teams from the Institute are employed throughout the sector from the Ancients site on Khalfe to the Imperial diplomatic enclave on Eshaar.

K alamanru, Eneri:

Head of Kalaman Enterprises, a mercantile firm based in the Far Frontiers sector. Born in 1066, Kalamanaru served on free traders for many years rising first to command, and later to own, a small merchant vessel. Business acumen and good luck led to his amassing a large fortune, which he has invested in his company. Kalaman Enterprises has a fleet of fifteen ships of various sizes and offices on several worlds. The company's activities are currently the subject of close scrutiny by a League Tribunal in connection with the disapaerance of the FDI liner Luushagur in 1101.

Recent evidence has also connected Eneri Kalmanaru with the High Tribunal of Desaekhe. His apparent backing and influence have been important to the rapid expansion of the Hegemony. As a result of this connection, Kalaman fortunes have fallen rapidly within the League.

Laskan, Chanis:

Professor of History at Regina Center for Research, Regina/Spinward Marches in the Imperium. Born 237-1062. Educated Regina University. Degrees in Vilani History and Linguistics. Author of "Discourses on Comparative Languages" (1096); "The First Imperium: Expansion and Consolidation" (1100), and "The First Imperium: The Long Peace" (1105). Professor Laskan is currently working on research for a third book on the fall of the First Imperium.

Professor Laskan has recently taken a sabbatical from his duties the Regina Center for Research to work with authorities at the Institute for Systems Studies (q.v.) tracing the origins of the Sky Raiders.

League of Suns, The:

Imperial client state in the Jungleblut subsector of the Far Frontiers sector. Originally formed by a group of planet planets that rebelled against the Alntzar Domain in 819, the League has provided a stable island of peace and prosperity in the region for nearly three hundred years.

The League is a loose coalition of worlds with governmental functions centered at Alzenei. Treaty arangments with the Imperium allow for Imperial use of League facilities for ships and squaddrons operating in the area in exchange for support against encroachment by Zhodani clients (including the remnants of the Domain).

Loeskalth:

Minor human race from the Gushemege sector; known only from ancient First Imperium records. During the early stages of the First Imperium the Loeskalth culture absorbed a great deal of science and technology indirectly from the Vilani, founding a small empire which embraced, at its height, most of their home subsector. About 5400 years ago, the Vilani consolidation destroyed the Loeskalth empire and absorbed the civilization into the mainstream of Vilani culture. An aggressive and warlike race, the Loeskalth resisted but were ultimately overwhelmed.

Recent evidence has shown that the last pocket of Loeskalth resistance built a large asteroid starship which set off on a sublight voyage across the Great Rift after the final Vilani triumph. The descendents of the refugees on this ship later became the so-called "Sky Raiders" (q.v.).

Messandi, Jothan:

Formerly Professor of History at the Institute for Systems Studies on Alzenei and author of the popular book "Hoard of the Sky Raiders". Born 208-1057; educated at Alzenei University and several advanced schools; degrees in history and comparative folklore. Died 049-1108. Messandi's career was undistinguished before the publication of his book which led to a short-lived celebrity status. His theories on the origins and fate of the socalled "Sky Raiders" created great public interest a well as considerable controversy among scientific circles.

Messandi was forced to resign his position with the Institute shortly after the appearance of the book in 1104, retiring to private life. Missing and presumed dead from 1105-1107, Messandi was discovered by an archeological team in the Outback of Mirayn where he had been engaged in a search for proof of his theories. They were totally discredited by discoveries made as a result of those Mirayn expeditions.

Shortly after his return to civilization, Messandi died. He is survived by his daughter Lorain.

Messandi, Lorain:

Archeologist on the staff of the Institute for Systems Studies on Alzenei. Born 164-1083; educated at Alzenei University with degrees in archeology and history; honors student. Her chief claim to fame has always been her connection with her father, Jothan Messandi (cf). She is credited with much of the excellent research used by Messandi in his book "Hoard of the Sky Raiders"; her diligence in unearthing three new references to the Sky Raiders in the traditions of Slaenarik and Rajeeln earned warm praise even from the enemies of her father's theories. Late in 1107, Lorain Messandi discovered concrete proof which discredited Jothan Messandi's theories. She is currently engaged in analysis of recent Sky Raiders finds from Mirany.

Mirayn:

Star system in the Jungleblut subsector of the Far Frontiers sector. Official statistics are:

Mirayn/Jungleblut 0504 D989737-7 G

The planet is sometimes referred to as "the archeologist's paradise," as a result of the wide variety of ruins left by a flourishing Tech 3 culture some 5,000 years ago. Mirayn enjoyed a brief vogue at the time when Professor Jothan Messandi's book "Hoard of the Sky Raiders" promoted Mirayne as the location of the looted treasure of the Sky Raiders (q.v.) Though recent discoveries have disproved the theory, the planet still remains a favorite among amateur archeologists and treasure hunters of all kinds.

Qarant:

Star system in the Jungleblut subsector of the Far Frontiers sector. Official statistics are:

Qarant/Jungleblut 0203 E448200-9 G

The planet of greatest interest in the system is small and only marginally habitable. Though it is now no longer inhabited, Qarant has shown evidence of settlement by a human or humanoid race which flourished and disappeared at least 3,000 years ago. Remains thus far discovered are of Tech Level 2 and less.

Claimed by the League, Qarant was the subject of a dispute in 1105 between that government and the Descarothe Hegemony. The settlement of the dispute opened the plant to scientific missions of both governments. A great deal of survey work has been done, both by the Institute of Systems Studies on Alzenei (which maintains an archeological mission on the world) and by the government of Desaekhe.

Recent discoveries (1108) have linked Qarant to the Sky Raiders, who colonized the world.

Sky Raiders, The:

Name given to a semi-legendary culture which seems to have flourished some 5,300 years ago in the Far Frontiers sector. Almost all evidence of the Sky Raiders has come from oral traditions, myths, legends and the like from a number of separate worlds in the Jungleblut and Taemerlyk subsectors. Their origins, fate and details of their culture remain unknown. Evidence gathered thus far, especially on Mirayn, has proven that the Sky Raiders are of human stock (race at present uncertain) enjoying a Tech Level of 9-10 and employing the Vilani language.

Tradition invariably depicts the Sky Raiders as a ruthless, aggressive race descending from the sky to spread destruction and death among the inhabitants. Plunder and pillage would seem to have been their main object in these raids. A number of theories have circulated regarding their origins; the popular theory put forward by Professor Jothan Messandi identifying them with the inhabitants of Mirayn/Jungleblut has been completely disproved by the discoveries on that world made by his daughter, Lorain Messandi.

Recent discoveries by Lorain Messandi and other scientists at the Institute for Systems Studies have shown the Sky Raiders to have been descendents of the Loeskalth (q.v.) culture who fled from the Vilani expansion 5400 years ago aboard an asteroid generation ship equipped for both sublight and interstellar travel.

REFEREE'S NOTES

Fate of the Sky Raiders brings the story to a close. It is an openended adventure presenting many possibilities for the players and the referee to explore.

On one very obvious level, the adventure is a sort of "explore the alien structure" scenario on a grand scale.

The party wanders from room to room, section to section, seeking the various elements that will enable them to escape. The only unusual aspect of this one is the immensity of the complex.

But there are some interesting underlying possiblities that can make this situation something more than an exercise in maze-solving. The presence of various civilizations descended from the Sky Raiders makes for some interesting possibilites; they can be avoided, fought or peacefully contacted, and their reactions and attitudes can make things easier or harder for the group as they proceed. The party which goes in with guns blazing or ignores the sensibilities or taboos of a local culture will be unlikely to do as well as a group which makes an effort to get along peacefully.

The possibility of conflict with other outsiders should not be overlooked. In this adventure, the final confrontation with Kalamanaru becomes possible. His people can pose a considerable danger to the party. As an interesting twist, though, it might be interesting to force the two groups of outsiders to work together. It might happen that some accidental (or purposeful) activation of a weapon destroys Kalamanaru's little flotilla, stranding him. If it happens that each side then controls some vitally needed element required to escape, an uneasy and uncertain truce could make an unusual variation to the adventure as a whole.

Another option might be to introduce different outsiders into the picture either in place of or in addition to Kalamaru. An obvious possibility would be a shipload of Zhodani, alerted to the presence of this semi-derelict ship in space claimed by the Consulate. The results could be quite interesting to explore.

Finally and most importantly, the referee must make sure he uses NPCs to the maximum. The factor that will really distinguish this adventure from others of its kind is the capacity for group interaction. Player and non-player characters all contribute certain key skills to the adventure and each can be important in his or her own way. Ideally, each individual will also contribute certain unique characteristics, giving rise to conflict and adventure spontaneously during the course of the game.

Fate of the Sky Raiders is intended to be played over a long period of time. Don't get rushed; this detracts from the study development of the situation. When it's over, don't ignore the chance of going back for more. Profits aplenty abound on the ancient starship...further expeditions can encounter a variety of cultures and civilizations, problems, wars and threats to be overcome. Follow-up expeditions are certain; whether they seek knowledge, riches or humanitarian goals is entirely up to you.

The Sky Raiders trilogy is at an end. We hope you have enjoyed participating in it as much as we have enjoyed presenting it...until we meet again!

A band of scientists and adventurers must probe the mysteries of a gigantic asteroid starship, home of the mysterious race of interstellar vikings known only as the Sky Raiders. Awaiting them in the immense man-made world are threats and puzzles, old enemies and new problems, wealth untold, and the final solution of the mystery of...the Sky Raiders.

Last of the Sky Raiders trilogy, Fate of the Sky Raiders *is a complete adventure for* Traveller, *playable as a single adventure or as part of the Sky Raiders campaign. Numerous plans show important portions of the ancient asteroid starship of the Sky Raiders and rules describe many characters, pieces of equipment, and special conditions useful to this adventure or to others. Join the starship* Inquisitor *as it sets out on a voyage of exploration in search of the* Fate of the Sky Raiders.