

Double  
Adventure

1010

# The Harrensa Project



Approved For Use With Traveller<sup>TM</sup>





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# *The Harrensa Project*

by Jim Cunningham

Dedication: To Craig Johnson, whose endless conversations on military strategy, tactics and history I will miss for the next four years.

Design Credits:

Adventure design: . . . . . Jim Cunningham  
Assistance . . . . . J. Andrew, Gordon Sheridan, Craig Johnson  
Playtesting . . . . . Craig Johnson

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# Introduction

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This booklet contains two complete and independent adventures for Traveller. This adventure, The Harrensa Project deals with industrial espionage, personal combat, and survival in various environments.

This adventure should be administered by a referee who is familiar with it and basic *Traveller* (hard **Bound** or second edition preferable). Also required are pencils, paper, and two six-sided dice. In addition, Book 5, *High Guard*, Supplement 4, *Citizens of the Imperium*, and *Ordeal By Eshaar* may prove useful. Players may wish to refer to issues of High Passage magazine for additional data on The Old Expanses.

## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in this adventure.

**Dates:** All dates herein correspond to the Imperial calendar. The initial date for this adventure is 318-1108; 318 is the current day (the 318th day of the year) in the standard 365-day year, while 1108 is the current year in the Imperium. Once the adventure begins, time should flow normally. If necessary, the date should be changed to match a local situation.

**Place:** Most of this adventure takes place on Xulfor/Srys (0107-D35A573-6 and progresses to one other planet in the Srys subsector. Xulfor is a lesser-known world in The Old Expanses, having little to be recognized for other than the fact that it is one of the few waterworlds in the sector.

## USING THIS ADVENTURE

The referee may use this adventure as an independent game situation with pregenerated characters (as written) or it may be used with characters from an existing campaign. Changes for an existing campaign should be obvious.

**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 in this next section, then equipment purchase. The situation is stated on page 6, with additional materials contained in the remainder of the adventure.

## REFEREE'S CHECKLIST

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

## CHARACTERS

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

1. Ex-Scout 247A88 Age 34 4 terms Cr 130,000  
Pilot-2, Bribery-1, Electronic-1, Medical-1, Computer-1, JOT-1, Mechanical-1
2. Retired Army Lt. Colonel 873857 Age 38 5 terms Cr 25,000  
Auto Rifle-2, SMG-2, Rifle-1, Fwd Obsv-1, Vehicle-1, Air Raft-2, Mechanical-1
3. Retired Merchant 2nd Officer 769BAA Age 42 6 terms Cr 22,000  
Medical-3, Vehicle-1, Computer-1, Gunnery-1, Mechanical-1, Navigation-1, Admin-1, Streetwise-1, Shotgun-1
4. Retired Merchant 3rd Officer 7CC764 Age 38 5 terms Cr 40,000  
JOT-2, Gunnery-1, Steward-1, Medical-1, Electronic-1, Navigation-1, Streetwise-1
5. Ex-Marine 5A7E88 Age 30 3 terms Cr 5,000  
Cutlass-2, SMG-2, Tactics-1, Electronic-1
6. Ex-Marine Force Commander 89587B Age 34 4 terms Cr 60,000  
Cutlass-2, Laser Rifle-1, Vehicle-1, Computer-1, Leader-1, Auto Rifle-1, Medical-1
7. Ex-Army Trooper 86C7A7 Age 22 1 term Cr 10,000  
Brawling-1, SMG-1, Shotgun-1, Rifle-1
8. Ex-Other 642783 Age 38 5 terms Cr 21,000  
Streetwise-1, Vehicle-1, Gambling-1, Bribery-1, Shotgun-1



## EQUIPMENT

Referees using an ongoing campaign should ignore the remainder of this section.

The characters listed above have all recently left their respective careers and have been searching for work on Jenms/Srys (0108-C561659-9). Each has applied for a job with an agency which prefers to conceal its identity. This briefing session is the first time any of the characters have actually met representatives of their new employers, other than recruiting agents.

At this time the referee should allow time for equipment purchasing before the players are given the details of their mission. Any equipment in Book 3 is available subject to technology and law level. Details on additional equipment (which will be issued to the characters later in the adventure) are given elsewhere in this booklet.

Upon completion of the raid, the group is to travel to the Southern ice cap where the patrons have established a landing beacon to allow periodic covert landings away from the scrutiny of the planetary population. A ship will pick the group up and return them to Jenms.

# The Briefing

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The meeting takes place in a deserted section of Jenem's star port. The group, meeting for the first time, is given the following information by a middle-aged and well-dressed individual who wishes to remain anonymous. Her employer (whose name is not given) wants some material stolen from a small research facility. The research lab is located on Xulfor/Srys, a water world one parsec distant. The group is to break into the Laan Sarpons chemical Research facility, and steal all information and samples of what is known as "THE HARRENSA PROJECT". All the individual will say about the project is that it deals with drug research.

The group will be transported to Xulfor on a chartered subsidized merchant along with their equipment. To conceal their true identities and purpose, the patron has arranged a cover for the entire mission described later.

The group is to raid the Laan Sarpons facility three days after arriving and be at the rendezvous position at the ice cap two days after that. The patron stresses that this schedule must be adhered to, as no contact between the group and the pickup ship will be possible. This and the arctic rendezvous are required because of the need to carry out the mission undetected. Details of the raid are left up to the adventurers, so long as the time schedule is met. Equipment other than listed below must be obtained and paid for by the adventurers.

Referee's Note: The patron is a representative of the Psionics Institute and will not reveal her employer because of psionic prejudice. She has had psionic training and among her abilities, has the read-surface-thoughts ability. She will use this ability to determine the adventurers' intentions and loyalty.





## THE COVER

The group will be listed as a special research team from Aqua-stellar Research to throw off any suspecting officials on Xulfor. All weapons and special equipment will be concealed in the group's submersible (described later) and should not be found by any customs inspectors. The patron will provide each member with forged identification which states that they are scientists employed by Aqua-Stellar Research (ASR). The group's official mission is the investigation of behavioral patterns of Xulfor's marine life.

## EQUIPMENT

The group will be supplied with the following gear for their mission. The patron will inform them that they will be responsible for payment of any equipment severely damaged, destroyed, or left behind.

- 1 Aqua-Diver (described in detail later in this book)
- 1 Long range communicator
- 1 Binoculars
- 4 IR Goggles
- 4 LI Goggles
- 8 Electric Torches
- 3 Medical Kits
- 1 Lock Pick Set
- 56 Person Days Food
- 8 Cold Weather Clothing Type II
- 8 Artificial Gills
- 8 Swimming Equipment
- 5 Revolvers
- 3 Auto Pistols
- 4 Submachineguns
- 1 Shotgun
- 3 Auto Rifles
- 10 Clips of ammunition for each weapon listed above

The preceeding equipment is from Books 1 & 3, with some exceptions.

Cold Weather Clothing Type II. A head-to-toe garment made of several layers of fabric around an insulating layer of fluffy fibers. Immersion in water renders this clothing totally ineffective. TL 6. Cr 200.

# Xulfor

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The following information is common knowledge available on any library program.

Xulfor/Srys (D35A573-6). Non-industrial waterworld known for it's few foodstuffs manufactured from unique marine life on the planet. The planet has no significant land masses above sea level. Salos, the principal city, occupies much of the Salos Sea mount, one of the highest points on the world. There are both northern and southern ice caps, and several life forms have evolved to live on them and the surrounding sea.

Xulfor was settled in the mid-300s when some of the exploration teams decided to set up permanent residence in the original scout service base. A farming industry provides a modest income today.

The original habitation on Xulfor was an Imperial scout base. The original type 92 dome is used as the starport administration facility today.

The starport consists of a class D facility which is administered by a group of individuals from the Xulfor Central Council, which is a loose group of representatives from each city. The starport consists of a surface landing pad, which resembles a large off-shore oil rig. At the center of the pad is a shaft which contains elevators, etc. The shaft connects with the type 92 dome mentioned above. The landing pad is not essential, as most ships can simply land in the water and dive to the underwater plateau, but in practice few pilots are trained for such maneuvers, and accidents, sometimes serious, have occurred.

Most of the offices, warehouses, etc., are located in the main dome. Three satellite domes are now used as offices for each of the governments on Xulfor. These governments—Zavatech, Kungalow, and Asenmar—are fierce rivals; they have been forced by mutual distrust to turn the starport area and other offworld enclaves into a Free District, under no national control.

Zavatech and Kungalow are largely economic rivals, the former a representative democracy with a strong base in sea agriculture, the latter a feudal technocracy striving to catch up. Asenmar is poorer and far more aggressive, and is rumored to be planning an open break with the other two, on which the nation's charismatic dictator blames Asenmar's poor economy. Control of certain important fishing banks and undersea farm areas in the extensive shallows of the southern hemisphere—and hence control of lucrative off-world trade in various foodstuffs—is the goal all three nations pursue.

Offworld contact remains in the hands of the Xulfor Central Council, which serves as an administrative body for the starport and related areas, and a regulatory group for offworld relations on and off Xulfor. This Council was originally established by a joint treaty between Xulfor's three governments, as a means of keeping the starport out of any one nation's control. Since that time (two and a half centuries ago), the Xulfor Central Council has grown in power

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## WORLD MAP GRID

1. Date of Preparation

2. World Name

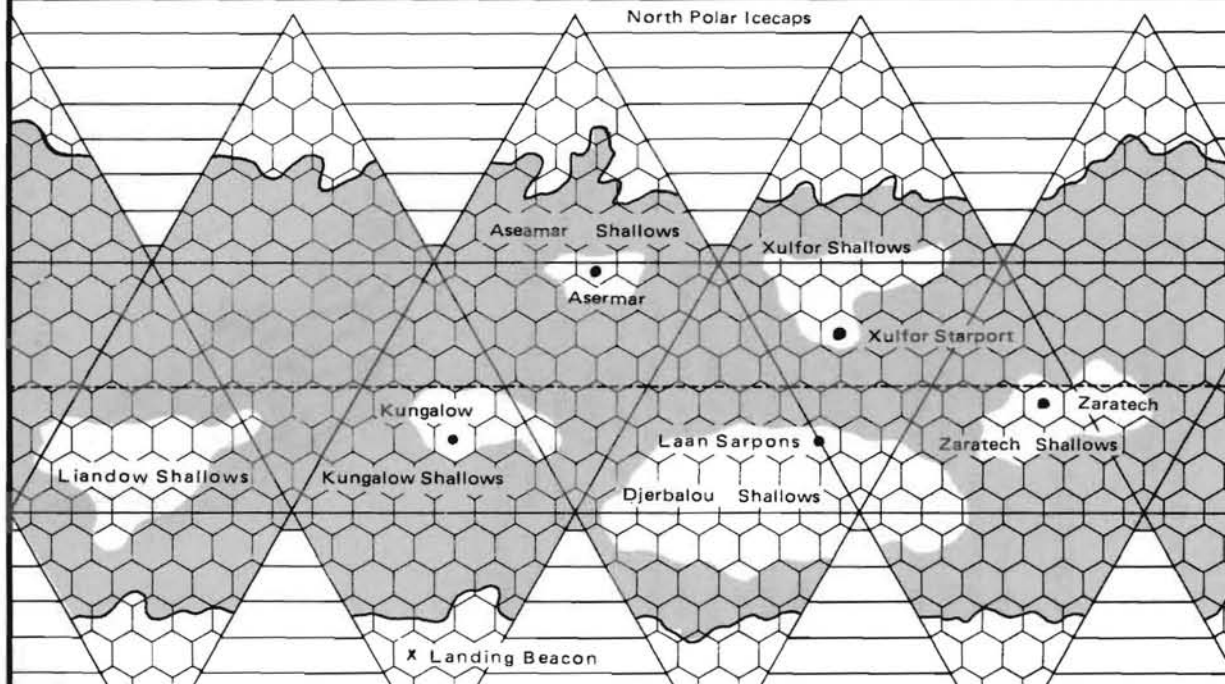
Xulfor

3. USP

4. Hex Scale

1 hex=475 kms

-9-



and importance. Tariffs on starport trade supplement the annual budget of the three nations, and this wealth has been put to good use in expanding facilities and developing additional services. The Council maintains a regiment of security troops, mostly drawn from the planet (citizens of all three nations are in this unit, having sworn an oath of loyalty that puts Xulfor and the Council ahead of national loyalties), spearheaded by a company of mercenaries from off-planet.

The Central Council is striving to make Xulfor self-sufficient, and exercises considerable control over off-world corporations attempting to exploit the world.

## ANIMAL ENCOUNTERS

A great deal of marine life exists on Xulfor, with several amphibious life forms which inhabit the planet's ice caps. Details on two animals are provided below, referees should make up additional detailed information as needed. Other life forms are described in standard animal encounter charts.

**Ssazhenta:** The ssazhenta is a 40,000 kg. swimming grazer native to Xulfor. Until the early 800's, the animal was very much in demand because several substances in the creature's brain were used in the manufacture of psionic drugs. These substances can be duplicated synthetically, but it is far easier to obtain them from a natural source. After the psionic suppressions in the early 800's, demand for such materials vanished. Today the animal is known for attacks made by groups of ssazhentas against exploration and/or hunting expeditions, occasionally with deadly results.

**Veitet:** One of the few amphibious life forms on Xulfor, the veitet inhabits the areas near the planet's ice caps. Veitets are not known for anything outstanding, aside from being one of the few amphibious life forms on Xulfor. Veitets feed on small fish, and spend a great deal of their time searching for them in Xulfor's seas.





## ANIMAL ENCOUNTER TABLES

### OCEAN SURFACE

Die Animal	Weight	Hits	Armor	Wounds & Weapons
2 1 Swimming Reducer	800kg.	23/5	mesh + 1	15 claws & teeth- A6 F8 S1
3 6 Swimming Grazers	3,200kg.	13/6	battle + 4	26 blade A7 F3 S2
4 1 Swimming Hijacker	200kg.	13/6	jack	8 claws + 1 A2 F6 S1
5 1 Swimming Siren	24,000kg.	44/15	none	32 thrasher A0 F7 S0
6 9 Swimming Chasers	200kg.	14/11	none	8 claws + 1 A0 F6 S2
7 10 Swimming Chasers	6,000kg.	25/15	none	18 teeth + 1 A0 F7 S2
8 6 Swimming Intermittents	200kg.	14/11	none	8 claws + 1 A0 F6 S2
9 1 Swimming Grazer	400kg.	20/13	none	10 teeth A5 F3 S2
10 Event—Fishing Vessel. A vessel passes close to the adventurers. Roll reaction on the reaction table in Book 3. Friendly responses indicate a communication or willingness to help in an emergency. Hostile responses indicate a lack of response in almost any situation.				
11 8 Swimming Grazers	200kg.	20/10	mesh	13 claws & teeth A4 S3
12 6 Swimming Intimidators	1,600kg.	29/11	jack	16 teeth A8 F2 S2

### OCEAN SHALLOWS

Die Animal	Weight	Hits	Armor	Wounds & Weapons
2 2 Swimming Eaters	200kg.	20/10	mesh	9 claws A2 F6 S3
3 9 Swimming Intim.	200kg.	7/11	none	14 claws & teeth A4 F7 S2
4 1 Swimming Hunter	1,600kg.	28/12	cloth+ 1	28 claws A6 F8 S1
5 12 Swimming Chas.	100kg.	15/10	mesh+ 1	14 claws+1 A0 F5 S2
6 13 Swimming Graz.	400kg.	11/12	jack	8 teeth A6 F6 S2
7 8 Swimming Grazers	1kg.	3/0	none	2 teeth A7 F6 S3
8 3 Swimming Chas.	800kg.	31/23	none	9 teeth A0 F6 S3
9 5 Swimming Grazers	1kg.	1/0	none	1 horn A4 F3 S3
10 Event—Rough Water. Water near the surface is turbulent due to a storm on the surface. Persons swimming will be subject to 1D wounds unless a saving throw of 7+ is made. Vessels will be rocked severely, being damaged on a throw of 8+. Such damage will be minor unless the vehicle is already heavily damaged by some other force.				
11 13 Swimming Graz.	1kg.	6/0	none	3 claws & teeth A5 F6 S3
12 4 Swimming Intrm.	25kg.	13/11	none	7 teeth A5 F8 S1

### OCEAN DEPTHS

Die Animal	Weight	Hits	Armor	Wounds & Weapons
2 5 Swimming Carrion-Eaters	1kg.	3/0	cloth	3 horns A6 F8 S2
3 9 Swimming Graz.	25kg.	6/7	none	7 teeth A6 F1 S4



4	13 Swimming Graz	40,000kg.	64/36 none	50 teeth	A5F2S2
5	4 Swimming Interm.	400kg.	16/14 jack	9 teeth	A7F5S1
6	10 Swimming Graz.	1,600kg.	26/13 battle+	4 20 stinger	A6F3S4
7	1 Swimming Chas.	1,600kg.	25/22 cloth+	1 18 claws & teeth	A0F4S2
8	1 Swimming Graz.	100kg.	11/11 none	16 claws & teeth	A6F1S4
9	1 Pouncer	12,00kg.	25/20 none	10 as body pistol	A0F0S1
10	Event-Magnetic Disturbance. Magnetic compasses give erratic readings, other instruments, such as metal detectors, sensitive communications gear, etc., also malfunction.				
11	4 Swimming Graz.	6,000kg.	37/18 none	16 claws	A6F3S3
12	1 Swimming Interm.	6,000kg.	14/5 none	19 teeth	A7F8S2

## OCEAN BOTTOM

Die	Animal	Weight	Hits	Armor	Wounds & Weapons
2	6 Swimming Killers	3,200kg.	30/8 none	19 thrasher	A6F4S1
3	1 Swimming Siren	16,00kg.	38/8 none	22 teeth	A6F4S3
5	3 Swimming Graz.	1kg.	1/0 cloth	1 horn	A7F3S6
6	1 Swimming Hunter	1kg.	1/0 jack	1 horn	A3F6S1
7	12 Swimming Carrion-Eaters	10kg.	19/12 none	4 claws	A9F6S1
8	7 Swimming Intim.	3kg.	6/3 jack	3 horns	A3F3S2
9	4 Swimming Graz.	1kg.	2/0 none	5 horns & teeth	A6F5S2
10	Event-Submersible Wreck. A medium-sized submersible lies wrecked on the ocean floor. It has been there for some time, and any salvagable parts have already been removed. If the adventurers board it, there is a chance (2D 8+) that the wreck is inhabited by one or more of the animals listed on this chart. Roll as a standard animal encounter.				
11	1 Swimming Grazer	50kg.	15/10 none	8 teeth	A4F1S2
12	1 Swimming Intm.	6kg.	3/9 none	3 teeth	A8F8S1

## ICE PLAIN

Die animal	Weight	Hits	Armor	Wounds & Weapons
1	Event-Ravines and Precipices. See TRAVELLER Book 3.			
2	Event-Deep Snow. Deep snow covers the ground in all directions. This will reduce speed by 25%.			
3	1 Amphibious Grazer	40,000kg.	66/24 jack	36 as blade A3F4S2
4	Event-Thin Ice. Creaking sounds are heard, and the vehicle lurches slightly. Throw 10+ for the driver to avoid the collapse. If this fails, the vehicle, along with any nearby personnel outside, will fall into the water.			
5	Event-High Winds. The vehicle rocks slightly, anyone outside must throw their dexterity or less to avoid being thrown 4D meters from the vehicle. Also, snow whipped to high velocities restricts visibility to short range.			
6	Event-Concealed Gulley. Snow has drifted and concealed a deep gulley. Throw 2D for impact effect. Results of 7, 8, or 9 indicate minor damage			

which will take 3D hours to repair, DM-30 minutes for each level of mechanical skill available.

## ROUGH ICE TERRAIN

- | Die animal  | Weight | Hits     | Armor  | Wounds &<br>Weapons |
|---|--------|----------|--------|---------------------|
| <p>1 Event-Avalanche. A member of the group notices that conditions at their present location are ideal for an avalanche. Any loud noise or vibration (such as a vehicle passing by) may set off an avalanche on 2D 5+. If the avalanche occurs anyone outside the vehicle will be buried in 1D meters of snow. Digging out a person requires one minute per meter of snow. A Vehicle requires 30 minutes per meter of snow per person. In addition, roll for damage as on the concealed gulley result.</p> |        |          |        |                     |
| <p>2 Event-Chasm. A large chasm or ice canyon lies directly ahead. This will take 2D hours to detour around.</p>  |        |          |        |                     |
| 3 8 Amphibious Grazers  | 3kg.   | 4/5 none | 1 claw | A4F3S2              |
| <p>4 Event-Impassible Terrain. The ice ahead climbs too steeply for the Aqua-Diver to ascend. A person on foot may climb with difficulty. Roll dexterity or less to avoid falling apply 2D wounds if the saving throw is not made. Bypassing the terrain will take 10D minutes.</p>   |        |          |        |                     |
| <p>5 Event-Rough Path. The path ahead is extremely rough and will require that forward speed is cut to a maximum of 5kph. to pass. This path will continue for 1 D kilometers.</p>  |        |          |        |                     |
| <p>6 Event-High Winds. See result 5 on the Ice Plain animal encounter chart.</p>  |        |          |        |                     |

# Arrival On Xulfor

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Arrival will entail most of the usual procedures, such as landing fees, securing the ship (a chartered 400 ton subsidized merchant, which will remain in orbit for pickup later) and customs inspection. The forged identification papers supplied by the patron are well-made, and will pass inspection without any problems. At one point, one of the inspectors will start asking questions about the group's expedition, many of them highly technical ones about marine biology. If the group knows nothing about the subject and simply makes up answers, the inspector will become suspicious and alert the appropriate personnel. This will result in a readied dispatch of the military (dealt with later). If the adventurers simply reply that their mission is classified, the inspector will be satisfied.

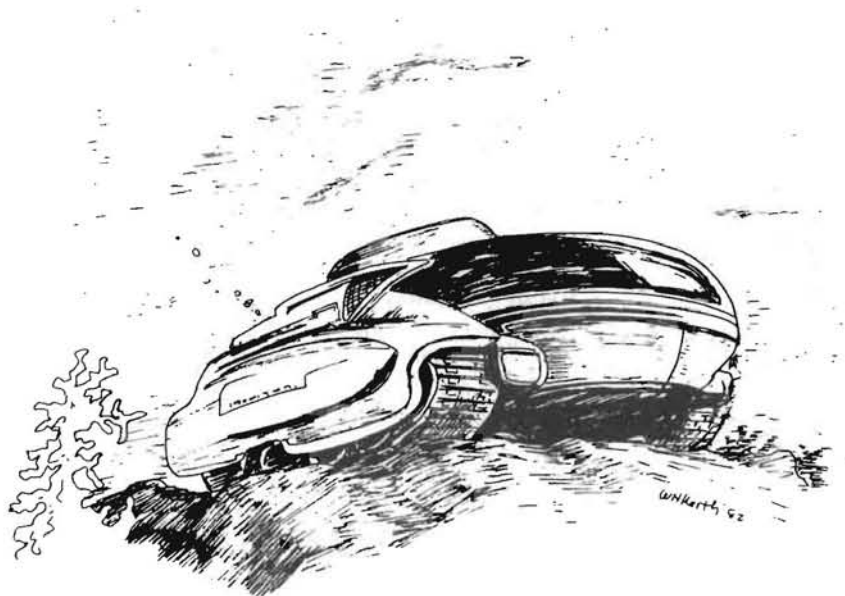
The hidden weaponry aboard the submersible will be found during the inspection on 12+. The inspectors may be bribed (use the reaction table in Book 3 and any bribery skill used). If not successful, the inspectors will confiscate the weapons, fine the adventurers Cr550 each, and secretly attach a medium range transponder to their Aqua-Diver. This transponder may be discovered if the vehicle is searched by the adventurers for any reason, such as inspecting it for damage.

Upon completion of the inspection, the Aqua-Diver will be hoisted by crane off the landing platform and lowered into the surrounding water. The adventurers may wish to depart immediately, or may wish to look around the city. If the latter is chosen, time will be short, and the referee should emphasize that if their schedule is to be met, the exploration should be confined to no more than eight hours.

## GASHEDDA WS-9 AQUA-DIVER SUBMERSIBLE

The Gashedda WS-9 Aqua-Diver is manufactured for a select few corporations which specialize in underwater exploration. The largest purchaser of this model is Aqua-Stellar Research, a corporation which specializes in various applications of water worlds and space. Most of the corporation's incoming cash flow results from royalties from various processes they have produced which are now in use on a number of worlds in The Old Expanses.

The WS-9 is only one in a family of vehicles designed for use on different worlds with different atmospheres, and consequently different oceans. The differences in these models an interior, and not immediately visible from the exterior. In addition, some models have been modified for special tasks such as underwater mapping on worlds with too heavy an atmosphere to allow orbital scans.



The model used in this adventure is designed for use on worlds with atmospheres 4-7; although if pressed, it can function satisfactorily in atmospheres 3, 8 or 9. If used in these extremes, it will tend to malfunction often and require frequent maintenance.

The Aqua-Diver is actually something of an ATV; although it is not designed to function as well on land as it does in water. On-board facilities include accommodations for eight (although some of these may be converted to additional laboratory space, if needed), extensive electronics, navigation and communications gear. Also located on the bridge is a model 2bis computer. Lab facilities include photography, water testing, and specimen storage. The vehicle is fusion-powered and is limited in endurance by crew, food, and maintenance. The vehicle is designed primarily for underwater work, but the tread units give the Aqua-Diver a top speed of 20kph on flat terrain. These can also be used for traversing the ocean floor.

From the exterior, the Aqua-Diver almost appears to be a star ship. At the nose, the main view ports are most noticeable, providing the occupants of the bridge with a 180 degree view of their surroundings. Located beneath the bridge view ports is the utility bay door which opens on electronic command from the bridge or by a switch located on the exterior of the craft near the door.



Behind the bridge windows are two intakes for the water jet propulsion units. Each is covered with a protective screen to prevent ingestion of plants, animals, or humans. If these become clogged, a blast of air from the life support system can usually clear them. Below the intakes are the two large tread units used for ground maneuvering.

Behind the intakes are two maneuvering vanes. These are large and provide excellent maneuverability. Each vane is fitted with a hard point on which additional scientific gear, such as cameras, lights, etc., can be attached, and each is covered with hand-holds to permit a swimmer to easily climb up them to the top of the vehicle. Behind the maneuvering vanes are the jet exhaust ports. These are also screened to prevent the entry of unwanted objects while the engines are not in use. When the engines are in operation, the area behind the ports is highly turbulent.

In addition to these features, television cameras are located in several locations around the exterior of the vessel, including both port and starboard sides, aft, and the underside. Floodlights are attached to the cameras to provide light. Two large floodlights are located above the utility bay door and can be swiveled 35 degrees up or down.

## INTERIOR DESCRIPTION

### Upper Deck

1. Bridge. Contains controls for operating most of the vessel. Large wrap-around windows provide a 180 degree view of the surroundings. Shutters can be closed over these in an emergency. Facing forward are the pilots' consoles, which contain dual controls for piloting the vessel. To port of the pilot console is the computer console. From here all operations of the Aqua-Diver's model 2 bis computer can be performed. In addition to the standard library program carried, the computer also has the Sub-pilot program on line.

Pressure on board the submersible is usually raised to match the external water pressure and an oxy-helium air mix used for cabin atmosphere. Care must be exercised in matching internal and external pressures; this is especially true when going from a high-pressure situation to a low-pressure one. Changes of this kind must be performed slowly to avoid decompression, sickness and/or a painful attack of "the bends".

Players should be required to state the internal pressure of their sub each day or each time they change depth during a day. Pressure is stated in terms of depth; for example, players may indicate they are running with internal pressure at 150 meters depth.

When exiting the sub for underwater activity, pressure must be raised to that of the outside water. As a rough rule of thumb, decompression to normal pressure should be set at 1 hour for every 2 hours spent at a given depth. Thus, a party which spends two hours investigating around the Laan Sorpans facility must spend an hour slowly lowering internal pressure in the sub before they can leave it on the surface. Note that the sub can dive and surface freely; it must stay sealed, however, until pressures are matched.



Referees or players who have experience in underwater activities or access to decompression tables may want to use these for greater accuracy. The small size and low gravity of the planet means that, if all other factors of temperature and time are equal, pressures are only 40 percent of the equivalent Terrestrial pressure. Thus, at 150 meters deep, pressure on xulfor is about 6 atmospheres, as opposed to about 15 on Earth.

The Laan Sarpons facility and other small research stations are maintained at pressures equal to the surrounding water. The major habitations, however, are kept at lower pressures, and have decompression facilities for divers and workers who venture outside.

A submersible's airlock can function as a decompression chamber at need, but limited size makes this impractical for more than 1 or 2 people.

Sub-pilot: Allows the submersible to be steered by the computer to coordinates entered before the vessel gets under way. Any special requirements (such as speed, and/or depth changes) can be programmed in manually. The computer will automatically stop the vehicle if a problem is encountered, and sound an alarm to alert crew members. Space: 2. Price: Cr 75,000.

To starboard of the pilot console is the remote systems station. The Aqua-Diver's external cameras, utility bay equipment, and any equipment mounted on the vane hardpoints are operated from here.

In the floor behind the pilot console is a manual hatch which leads to the lower deck. This hatch can be locked from either side. Directly above the floor hatch is a hatch which leads onto the dorsal surface of the vehicle. This hatch opens outward which makes it difficult, if not impossible, to open if the Aqua-Diver is submerged unless the bridge is flooded.

The aft section of the bridge is left open for any additional equipment which may be required for a particular mission.

The aft bulkhead contains three hatches which lead into compartments listed below:

2. PHOTOGRAPHY Lab. Facilities for visual recordings are located here. These include conventional photography, holography, video, and microscopic photography.
3. Interconnecting Corridor. Connects the bridge and main air lock.
4. Galley. Contains food preparation and storage areas.
5. Supply Locker. Contains diving suits, etc.
6. Supply Locker. As above.
7. Power Plant. Contains fusion unit which supplies the Aqua-Diver's power.
8. Air Lock.

#### Lower Deck

1. Utility Bay. Contains facilities for exterior work. Most Aqua-Divers carry a pair of two-meter mechanical arms, several extendable spotlights, a laser drill, and extendable cameras, both video and film.
2. Common Area/Storage. This room is used as a recreation facility on voyages of extended duration or as a specimen storage area if required. As a specimen storage room, aquariums are set up and life support systems are programmed to maintain proper conditions inside.
3. Interconnecting Corridor. Connects most compartments on this deck.

4. Microbiology Lab. Facilities here include both conventional and electron microscopes complete with support equipment.
5. Cartography Room. This facility is used for producing detailed maps, both electronic and hard copies. A computer terminal which connects to the model 2bis unit on the bridge is also present.
6. Stateroom. Two crewmembers, or less if the vessel is operating with a reduced crew, can occupy one of these rooms. Although cramped, the two bunks, limited storage, and fresher are adequate.
7. Stateroom. Identical to location 6.
8. Stateroom. Identical to location 6.
9. Stateroom. Identical to location 6.
10. Power Plant. Identical to location 7 on the upper deck.
11. Fuel. Hydrogen, the fuel for the Aqua-Diver's power plant, is stored in these compartments. While the vehicle is immersed in water, fuel is replenished as it is used, water flowing through the jets is diverted to the fuel purifier as needed. When on land or when water is not available the tanks must be refilled manually. This process takes about thirty minutes.

## OPERATION

Anyone with ATV skill can operate the Aqua-Diver; although not with great expertise. True skill in piloting this vehicle requires tracked vehicle skill and submersible skill. The submersible skill may be a specialty of the vehicle skill as described in Basic Traveller.

**Power.** The power plant produces approximately 150 points of power for a full load of fuel. These are then consumed as indicated on the power plant table.

Refueling is automatically performed while the Aqua-Diver is in water (described above). On the ice cap, fuel can be taken from the ice, a process which takes about 30 minutes.

Function		Energy Points Consumed Per Hour
Life	Support	1/hr.
Standard	Speed (water)	5/hr.
Emergency	Speed (water)	1/hr.
Standard	Speed (land)	1/hr.
Emergency	Speed (land)	1/hr.
Laser	Pulse	Each point of power applied basic increases probability of 2-, by one.
		Hitlocation table

**Life Support:** Only those systems essential to life support, such as ventilation and lighting operation.

**Standard Speed (water):** 50kph.

**Emergency Speed (water):** 60kph. After 10 continuous hours at this speed the drive will overheat and require two hours to cool down before it will operate again.

**Standard Speed (land):** 10kph.

**Emergency Speed (land):** 20 kph. After ten hours continuous operation the engine will overheat as described above.

The Aqua-Diver is primarily a water vehicle; the treads are only designed for short overland trips or maneuvering on the ocean floor.

The laser drill in the utility bay is not designed to be a weapon, but will undoubtedly be used as one, given the nature of Traveller players. The laser is designed to cut through small sections of rock or cut through thin ice in arctic locations to allow the Aqua-Diver to surface.

Use of the laser drill as a weapon is very limited. The laser is mounted on a two meter extendable mast in the utility bay. The maneuvering of the laser is somewhat slow and clumsy, making it almost impossible to track a moving target. In addition, the laser sighting system is a simple video unit designed to show only targets at short range (1-3 meters).

## THE AQUA-DIVER IN COMBAT

The following information is for the referee only.

### HIT LOCATION TABLE

Front	Side	Rear
1 Breach*	Breach*	Breach*
2 Viewport*	Engine*	Fuel*
3 Utility Bay*	Tread	Power Plant*
4 Tread	Engine*	Fuel*
5 Engine	Tread	Tread
6 Breach*	Breach	Engine*

### UTILITY BAY TABLE

- 1 Laser
- 2 Arms
- 3 Lights
- 4 Laser
- 5 Arms
- 6 Lights

### BRIDGE HIT TABLE

- 1 Computer
- 2 Pilot Console
- 3 Electronics
- 4 -----
- 5 -----
- 6 -----

The Aqua-Diver hit table is used when the Aqua-Diver is hit by a large weapon such as a vehicle weapon. In addition, it is possible that other forms of damage from smaller weapons may result. After accumulating 45 points of damage, roll once on the vehicle damage table.

Any result marked with an asterisk (\*) results in the damaged compartment being flooded if the Aqua-Diver is in the water. Hits on the utility bay and bridge must be more specifically defined. When either of these is hit, roll on the respective table to obtain the damage resulting from the attack.

Explanations of these results are as follows:

**Breach.** The hull of the vehicle has been pierced. This will allow outside air or water to enter. Breaches may be repaired temporarily by sealant patches carried on board. Such repairs will require 2D minutes to complete. These patches will endure 8 hours before they must be replaced. Patches will not hold in ocean depths or floor because of exterior pressure.

**Viewport.** The main transparent port on the bridge has been pierced. If the bridge is already protected by the steel shutters, ignore the result.

**Engine.** One of the Aqua-Diver's propulsion jets has failed. Repairs will require an extensive overhaul. This propulsion unit may not be used for the remainder of the adventure. Water speeds are halved.

**Fuel.** One of the vehicle's fuel tanks has been punctured. This will render it unusable until repairs can be made.

**Utility Bay:** The Aqua-Diver's utility bay has been damaged. Roll on the Utility Bay Damage Table to determine the extent of the damage.

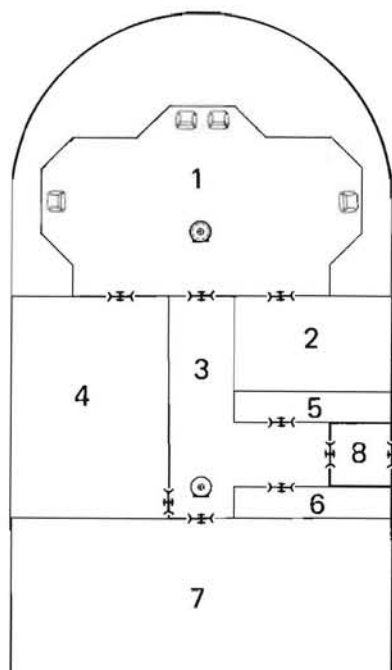
**Tread.** One of the vehicle's two tread units has been damaged. Each tread is capable of withstanding five such hits before it fails completely. Each hit reduces the AquaDiver's land speed by two kilometers per hour.

**Power Plant.** The Aqua-Diver's power plant has been disabled. Power generation ceases immediately. Emergency batteries will provide .30 energy points.

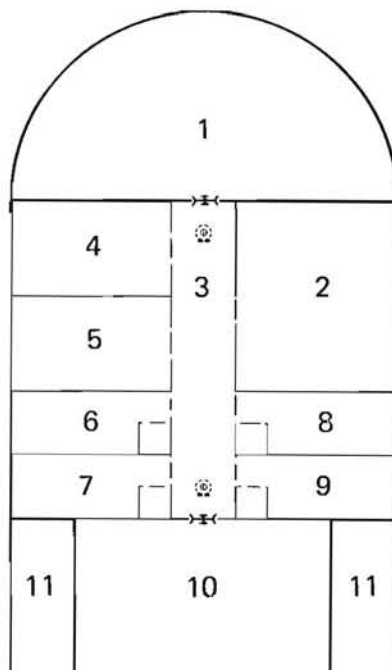
Hits on the Utility Bay Hit Table immediately disable the system damaged.

Hits on the Bridge Hit Table also disable the system damaged.

Upper Deck



Lower Deck





# The Raid

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The trip to the Laan Sarpons research station, approximately 1,500 kilometers from the central settlements, should be relatively uneventful. The referee should roll for animal encounters using the system described in Book 3. In addition, the referee may wish to insert a deliberate encounter with one of the planetary council submarines. This will prove valuable later if the adventurers decide to take to the sea for shelter.

The Laan Sarpons station is a small portable base, using a modified LSP Model 215 Domebase. It is located near the edge of the Djerbaloa Shallows, at a depth of approximately 150 meters. When the adventurers first approach the station, the scientists who are currently assigned there will be out hunting ssazhenthass. The small dock for their submersible near the base is empty, and though exterior lights mark the location of the base, interior lights would appear to be off.

## THE DOME

When viewed from the outside, the dome is plainly a geodesic construction nine meters in diameter and 3.5 meters high. A manual hatch is plainly visible but there are no markings on the exterior. There is no way to determine if the dome is inhabited or not without actually entering. The dome is plainly a high-technology product, apparently not manufactured here on Xulfor.

## INTERIOR DESCRIPTION

1. Stateroom. This stateroom is used by the station's commander, Kelas Metcheev. Along with standard facilities (a bunk and personal storage space) there are several of Metcheev's personal items present, including clothing; some of it standard Xulfor dress, the rest of it native dress of Diacy/-Dethenes. Only individuals familiar with the Dethenes Technical alliance, who have been to worlds which are members of the alliance, will recognize the clothing as being from there. Cr754 is hidden in a drawer. At the small desk is a micro-computer. Anyone with computer skill can activate it. Programs include a finance program with information on an account at the Bank of Asenmar in Metcheev's name. The account presently contains Cr 23,873. In addition, a word processor contains the manuscript of a book Metcheev is writing on the ssazhenthass.
2. Stateroom. The other member of the research crew, Rofak Fronck, occupies this room. His possessions include Cr 497, several books about the Vilani empire, and a copy of Albert Croale's famous work, *Almost Disaster*.
3. Processing Room. This room, a converted stateroom, contains facilities for extracting encelophanylia, a brain fluid found in ssazhenthass, for the manufacturing of psionic drugs.



4. Processing Room. Equipment here is for the manufacturing of psionic drugs. Anyone familiar with psi-drugs will recognize what is being manufactured here, also anyone will be able to determine that drugs of some sort are being manufactured. Notes on a clipboard indicate a heavy production schedule.

5. Computer/Communications Center. Contains a model 1bis computer and long range communications equipment. Programs in the computer detail the manufacturing of medical drugs being made here, and little else. Data on the Harrensa project is restricted, but an individual with Computer-3 or better will be able to remove it. Tampering of the Harrensa data by anyone who is not skilled will result in the erasure of the program.

The following information will be revealed only if the Harrensa data has been obtained.

The Harrensa Project is an undercover operation. A Psionic Institute on Diacy/Dethenes hired the small and financially insecure Laan Sarpons research unit to produce the drugs in early 1107. Since then, large shipments have been delivered, and large sums of money, in the Cr 2,000,000 range, have been made from the operation.

6. Medical Center. Most of the original medical equipment has been removed to provide space for additional drug manufacturing gear. Completed doses of drugs (200 Psi-Booster, 150 Psi-Double, and 55 Psi-Special) are stored in a freezer in metal crates marked "Harrensa Project: Medical 2700-5. Caution: Glass! Handle with care! Keep case refrigerated!" The cases are marked for shipping, with the destination listed as being in the Bede/Srys system. Referee's Note: Psi-drugs do not have to be kept refrigerated, this is simply a cover to add to the illusion that the crates contain medicinal drugs.

7. Power Plant/Life Support. Contains the base life support gear and power generator. An access hatch on the interior allows limited maintenance from the inside of the dome.

8. Fuel. Liquid hydrogen for the fusion plant is located here.

9. Fresher. Facilities include a toilet, small basin, and shower.

10. Storage Locker. Contents are as follows: Two wet suits, two artificial gills, two vacc suits, two cases of auto pistol ammunition, an electronic tool set, a mechanical tool set, several underwater cameras (exposed film contains photographs of ssazhenthass) and other under water gear.

11. Air Lock. Main entry/exit of the base. Safety interlocks prevent both hatches from being opened at the same time unless a manual override is engaged.

12. Living Area. Similar to the common area on a starship, the living area in the domebase is larger than that of an advanced base to prevent claustrophobia during periods of prolonged occupation.

13. Galley Equipment. Contains food preparation and storage units.

# The Ambush

While the adventurers are inside the domebase, the scientists will return. Realizing that whoever is inside could possibly discover the true nature of their work, the scientists will decide to prevent them from leaving.

If the players have left one or more of their party aboard the Aqua-Diver, that person will see the approaching submersible and be able to warn the group inside the dome (providing they are carrying communications gear).

If this is the case, the scientists will flee as soon as they are aware that their work has been discovered. They will attempt to return to the starport and secure passage off-world on the first available ship using false names and identification they have been given to use in the event of such an emergency.

If no one was left aboard the Aqua-Diver, the following events will occur;

The first two members of the group to exit the base will be attacked by the scientists, who are armed with one laser carbine, plus a dagger apiece. The scientists will automatically achieve surprise on the first round. Any weapon fired underwater will be drastically ineffective. Apply a DM of-6 to hit for all weapons, including lasers. Blades should be treated normally except that they cannot be thrown.

In addition, the scientists have trained two ssazhenthass as guard dogs of sorts, which will also attack the group. The ssazhenthass is described in the ocean depths animal encounter table.

## NOTES ON UNDERWATER COMBAT

The average ascent/descent speed of a diver is one meter per second. If unable to breathe (due to being caught under the surface when breath expires or air runs out, for example) the person will take 2D damage per combat round (15 seconds) the lack of air persists. When unconscious, the diver will take 5D of damage per combat round. If unconscious, the diver will float to the surface at a rate of .5 meters per second unless weighted down by heavy equipment or held back for some other reason (such as being entangled in seaweed or caught in wreckage).

After the fighting is over with, the group will notice that the Aqua-Diver is missing. In reality, the scientists simply moved it behind a nearby outcropping to confuse the adventurers. In addition, some of the Aqua-Diver's pilot control console systems have been sabotaged, though not seriously. Repairs will require 2D hours to complete before the vehicle will be fully operational again.

The scientists' personal submersible is parked on its platform described earlier. The craft is a TL6 construction and is in fair condition. Having just returned from a long trip, the power cells are nearly drained and the craft is being recharged from the dome's power plant. Power remaining in the cells will power the vehicle for no more than 20 minutes.



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# *Journey To The Southern Icecap*

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After securing the items at the base, the group should proceed to their arctic rendezvous as soon as possible. During the trip, the referee should roll for animal encounters. The planetary map should be used to regulate their trip.

Approximately 20 hours after departing from the research station, the adventurers will monitor a transmission broadcast by the Xulfor Central Council. The transmission states that a group of terrorists, claiming to be representatives of Aqua-Stellar Research, have attacked a small research base and are presently headed toward the south pole, probably to be picked up by a starship. The broadcast explains that monitor cameras at and around the facility recorded the raid on video tape and were discovered by divers from a ship bringing supplies when the scientists failed to answer the ship's calls. (Note--the referee may tailor the exact report to duplicate the outcome of the raid itself.) In response, the planetary council has dispatched several submarines to hunt down the intruders, along with a special arctic commando team. In addition, the council is negotiating with several armed merchant starships presently in port to intercept the expected recovery ship. The message urges any private shipping which makes contact with the terrorists to report their location to authorities immediately, as a ship has been despatched to track the terrorists.

If the adventurers do encounter any shipping (see the animal encounter charts) which gets close enough to identify them, the other vessel will immediately turn away from the adventurers and accelerate, broadcasting that they have found the terrorists and transmitting their location.

If the customs inspector reported the group earlier (see the Arrival on Xulfor section), the planetary force will have been alerted earlier and already have submarines on station. If this is the case, revelation of their position (which will be automatic if the transponder was placed aboard and is operational) will bring on a sub encounter on 9+. The council's submarines are not described in detail here to conserve space. Referees should expand information on them if they feel it is needed. One good source for information is GDW'S Adventure 2, Research Station Gama.

If combat between the player's ship and the enemy is required, roll 12+ for a torpedo launched from a submarine to hit the Aqua-Diver. A hit causes immediate destruction of the ship and all on board (referees should note that this a poor way to end an adventure!). A near miss results if the roll was 9+. To determine the damage from a near-miss roll two times for each on the Aqua-Diver combat charts: Submarines are capable of launching a torpedo every four minutes. The council's submarines are of local (TL-6) manufacture, and as such are inferior in both speed and maneuverability to the Aqua-Diver. Because of this, the Aqua-Diver can easily evade one (4+). If the customs agent had not been alerted, it will take the submarines an additional six hours to arrive on station.



After arriving at the ice pack two courses of action are possible. The adventurers can either surface and travel to the rendezvous point overland or attempt to travel under the ice, and then break through at the rendezvous point. The latter may prove risky, because the ice at the rendezvous point may prove to be too thick to cut through before being ambushed by enemy submarines (the adventurers should be aware of this).

Upon surfacing, the adventurers will discover that the entire area is socked in by an ice storm and there is no way a starship can be brought down safely due to poor visibility and high winds. In addition, atmospheric conditions will make it impossible to contact the ship in orbit.

At this point a decision of some sort will be required on what course of action should be taken. Taking to the sea will probably result in running into hostile submarines, and possibly destruction or severe damage to the Aqua-Diver. Trying to run under the ice pack will probably result in the same. Overall, the best choice seems to be an overland trek across the ice pack, avoiding any surface units sent out and then waiting for the storm to die out in order to arrange a pickup.

## TRAPPED IN THE ARCTIC

The arctic storm mentioned above covers all of the ice pack and some of the surrounding ocean. The players will not know the extent of the storm, of course, and their map of the ice cap does not include terrain which changes as ice shifts.

The storm is a severe one with gusts up to 85kph and an average wind speed at any one time of 50kph. The gusts will rock the Aqua-Diver occasionally, but will not be strong enough to knock it over.

The combination of wind and snow will reduce visibility to short range (1-5 meters). Powerful lights can be seen at distances up to 10 meters, but will not provide visibility at that range. Also because of the fierce wind, sound will carry only two meters at maximum.

Instruments aboard the Aqua-Diver will be of some help. The vehicle's built-in inertial locator and compasses will be able to keep track of the vehicle's location on the ice pack, but that is about all. Animal encounters should be rolled using standard Book 3 procedures.

## THE OPPOSITION

The central council on Xulfor, in addition to dispatching submarines, has also sent out an elite arctic commando unit, which is organized as a section of two squads. The unit is something of an all-purpose team, but has never seen real combat. Each squad travels in an armed G-Carrier (see book 3, second edition). Their speed will be reduced by the storm to 40kph.

A starship is in position to scan the polar region using radar. Information on the group's position is then relayed to the commando unit. There is a chance that heavy weather or other circumstances may mask the location of the party. Location is determined each hour on a roll of 5+; DM+1 within 100 kms of the beacon (if activated), DM-3 if adventurers are under the ice, DM-2 if powered down (life support only). Rolls are made every 60 minutes.

Once the beacon at the rendezvous point is activated—which is necessary if they are to be picked up—searching planetary forces will be able to pick it up. In the interests of an exciting climax, the referee should arrange to have the planetary forces be able to close in shortly before the arrival of the rescue ship, forcing a final confrontation.

This confrontation may take place sooner, if the orbiting ship is tracking the group and the referee rolls a 9+.

The commandoes will probably set up an ambush, if possible, and will use any and all means at their disposal to prevent the party from leaving.

## THE COMMANDO TEAM

As mentioned above, this combat team has not had any direct experience, though they are very effective.

Each member is armed with a sub-machine gun, ten clips of ammunition, a dagger, short range communicator, jack armor, and cold weather clothing type II. The commandos' clothing, unlike the adventurers', is white. Most other type II clothing is bright orange for easy visual identification. Remember that while these troops are highly trained, they have never actually been in combat.



1. Section Leader	499754	Carbine-1, Brawling-1, SMG-2, Tactics-2, Leader-1
2. First Squad Leader	785A84	SMG-2, Tactics-1, Leader-1, Auto Pistol-1
3. Trooper	546975	SMG-1, Brawling-1, Leader-1, Auto Rifle-1
4. Trooper	87A959	SMG-1, Carbine-1, Brawling-1, Auto Pistol-1, Vacc Suit-1
5. Trooper	998649	SMG-2
6. Trooper	967653	Carbine-1, SMG-2, Laser Carbine-1
7. Trooper	787897	SMG-2, Tactics-1, Revolver-1
8. Trooper	A889C9	SMG-1, Brawling-1
9. Trooper	B5B747	SMG-1
10. Trooper	99865A	SMG-1, Auto Pistol-3, Leader-1, Brawling-1
11. Trooper	764587	Revolver-1, SMG-1
12. Trooper	5B47A4	SMG-2, Revolver-2, Tactics-1
13. Trooper	869663	SMG-3, Revolver-1, Brawling-1
14. Second Squad Leader	9C6CC3	SMG-1, Tactics-1, Leader-1, Brawling-1 Auto- Pistol-1
15. Asst. Squad Leader	B44448	SMG-2, Tactics-2
16. Trooper	56A78A	SMG-4, Tactics-1, Leader-1
17. Trooper	CC6574	SMG-1, Brawling-1
18. Trooper	567598	SMG-1, Tactics-1
19. Trooper	7B6989	SMG-4, Tactics-1, Leader-1
20. Trooper	9B84C3	SMG-1, Brawling-1
21. Trooper	896667	SMG-2
22. Trooper	9A8AB3	SMG-2, Auto Pistol-1, Tactics-1
23. Trooper	7ACC78	SMG-1, Brawling-1
24. Trooper	857785	SMG-2, Tactics-1
25. Trooper	55759A	SMG-1, Tactics-1
26. G-Carrier Pilot	7978C9	Vehicle-3, Auto Pistol-1
27. G-Carrier Pilot	68C558	Vehicle-2, Auto Pistol-1

## THE G-CARRIERS

The two G-Carriers transporting the commando team are standard models imported from off-world. The G-Carrier is described in Book 3, second edition, and in FASA's *Ordeal by Eshaar*. Each G-Carrier carries one squad.

## THE GETAWAY

The storm will dissipate six days after the adventurers arrive at the ice pack. Signs that the storm is letting up will appear on the fourth and fifth days and visibility will increase. Communication with the pickup vessel will be possible after the fifth day, but of course these will be monitored.

The ship will be able to land on the sixth day if the beacon is activated.

## ESCAPE

While heading out to 100 planetary diameters to jump, the adventurer's ship will be attacked by two planetary fighters. (Referees who do not have High Guard may substitute another ship. Recommended is the 10-ton fighter listed in Book 2, second edition), which have arrived and have been alerted to the situation.

Fighter FF-0106611-000000-00001-0 MCr 7.245 6 tons

Crew = 1 Passengers = 0 Fuel = 1 EP = .36 Agility = 6 No bridge TL = 12

## RETURN TO JENMS

As soon as the ship lands, the patron will contact the group. If the mission has been executed as requested, the patron will deliver the Cr 90,000 to each member of the group, minus charges for any damaged (excluding minor damage such as small arms damage to the Aqua-Diver) or destroyed equipment. Again, because the patron can read minds, she will sense any deception or distrust among the members of the group and take action accordingly.



# *Referee's Notes*

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Extension of play of The Harrensa Project is simple. The patron may have other missions for the group; the group may return to Xulfor for one reason or another and be recognized; etc. Xulfor is only briefly examined in this adventure to save space. Additional adventures, such as wild life hunting/ collecting, espionage between the three nations, etc., are only a few of the many events which could take place.