

Double  
Adventure

1010

# The Stazhlek Report



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# *The Stazhlek Report*

By  
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# Introduction

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This booklet contains two comprehensive adventures for Traveller printed back-to-back. This adventure, *The Stazhlekh Report*, centers on a commando operation geared to gain vital military intelligence that may influence the course of an interstellar conflict.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for *Traveler*. This situation calls for the basic *Traveler* rules (Books 1, 2, and 3 or *The Traveler Book*), plus Book 4, *Mercenary*. No other supplements, books or information are necessary. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of this adventure.

Optional References: FASA's *Trail of the Sky Raiders* presents further background on Desaeke and the Descarothe Hegemony, and involves the confrontations between the Hegemony and the League of Suns which preceded the war that figures in their adventure.

Adventure Class Ships, Volume 1, also by FASA, presents various civilian and military starships, including several Zhodani-designed ships which may be encountered in Hegemonic naval service. These may be used in addition to or instead of the starship which is presented in this adventure.

*Striker*, GDW's rules for miniatures combat in the universe of *Traveler*, may be of use to persons desiring additional equipment, greater detail, or miniatures resolution of combat situations arising from this adventure.

Chapters: This introduction (pages 3 to 6) is for the use of both the referee and the players, and generally lays a foundation for the adventure. The opening (pages 7 and 8) gives the players their initial information and sets the mood for things to come. Background data (pages 9 to 15) fills in known facts, available to the players, about specific locations used. The sections covering The Raid (page 6) and Holfast Floor Plans are for use by the referee and should be revealed to players only as events would make the data they contain become known. The remaining material consists of library data, referee's notes, and other information which rounds out the overall adventure.

Only those areas so indicated (including this introduction) should be shown to the players. The remainder of the material is reserved for the use of referee.



## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them as needed to fit the adventure into an existing situation or campaign.

Dates: All dates herein correspond to the Imperial calendar.

The date for this adventure is 328-1108: 328 is the day (the 328th day of the standard 365-day year), while 1108 is the year (the 1108th year following the founding of the Imperium). Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Desaeke (0104-C663739-9) the capital of a small, militaristic realm: the Descaroth Hegemony. Desaeke is a small rugged world only recently unified and propelled to interstellar importance. Now capital of the third most powerful state in the Jungleblut subsector of the Far Frontiers sector, Desaeke has recently embarked upon an expansionist program which has brought the state into armed confrontation with a larger but more peaceful neighbor; The League of Suns.

## CHARACTERS

This adventure is intended for use by a group of adventurers with a military orientation and uses many of the rules found in Traveller Book 4, *Mercenary*

A set of eight characters generated according to the *Mercenary* generation system is provided below. Others may be added or substituted as desired.

1. Ex-marine Captain Age 30 3 terms  
A98967; Marines, three terms. Enlisted in Marine Infantry.  
Final Rank-Captain. Morale=18+1D  
Special assignments: Intelligence School, Command College.  
Awards and Decorations: Four combat service ribbons; three combat commands, two MCUFs, one MCG, two Purple Hearts.  
Equipment Qualified On: Gauss Rifle, Auto Pistol, Computer, Gunnery.  
Skills: Leader-3, Tactics-2, Instruction-2 Gauss Rifle-1, Zero G Cbt-1, Recon-1, Gunnery-1, Computer-1, Streetwise-1 Interrogation-1  
Equipment: Auto Pistol, Cr20,000
2. Ex-Army Lieutenant Age 26 2 terms  
7B7986; Army, two terms. Enlisted in Infantry; transferred to Commandos after one term.  
Final Rank-Second Lieutenant. Morale=14+1D  
Special Assignments: Commando School, Intelligence School  
Awards and Decorations: Three: Combat service ribbons; three combat commands; one MCUF; one MCG; one Purple Heart.  
Equipment Qualified On: Gauss Rifle; Auto Pistol; Blade; Demolition  
Skills: Recon-3, Demolitions-2, Gauss Rifle-2, Auto Pistol-2,

Blade-1, Wheeled Vehicle-1, Interrogation-1, Tactics-1 Survival-1,  
Forward Obs.-1.

Equipment: Auto Pistol, Cr5000.

3. Ex-Marine Age 38 5 terms  
88B894; Marines, five terms. Enlisted in Marine Infantry.  
Final Rank-Gunnery Sergeant. Morale: 25+1d.  
Special Assignments: Cross Training in Artillery and Support;  
Recruiting; Protected Forces School.  
Awards and Decorations: Ten combat service ribbons; Four  
MCUFs, one MCG, one Purple Heart.  
Equipment Qualified On: SMG; Gauss Rifle; VRF Gauss Gun;  
Gunnery; Vacc Suit; ship's Boat.  
Skills: SMG-4, Gauss Rifle-3, Gunnery-2, Brawling-2,  
Tactics-2, Leader-2, Combat Engineering-1, Vacc Suit-1, Zero G  
Cbt-1.  
Equipment: SMG; Cr30,000.
4. Ex-Army, three terms. Enlisted in Infantry, transferred to  
Cavalry after one term. Final rank-sergeant. Morale: 10+1d.  
Special Assignments: Cross Training in Cavalry; Mechanic's  
Specialty Squad. Awards and Decorations: Four combat  
service ribbons; Two MCUFs; one MCG; one Purple Heart.  
Equipment Qualified On: Wheeled Vehicles; Gauss Rifle;  
Mechanic.  
Equipment: Cr 10,000
5. Ex-Army Age 26 2 terms  
788985; Army, two terms. Enlisted in Infantry transferred to  
Commandos after one term. Final Rank-Lance Sargeant.  
Morale: 10+1D  
Special Assignments: Cross-Training in Support; Commando  
School. Awards and Decorations: Four combat service rib-  
bons; One MCUF; one MCG; two Purple Hearts.  
Equipment Qualified On: Gauss Rifle; Demolitions; Combat  
Engineering.  
Skills: Demolitions-3, Gauss Rifle-3 Survival-2, Recon-2,  
Combat Engineering-1, Tactics-1.  
Equipment: Cr5000
6. EX-Marine Age 26 2 terms  
9BA886; Marines, two terms. Enlisted in Marine Infantry.  
Final Rank Corporal. Morale: 10+1D.  
Special Assignments: Protected Forces School.  
Awards and Decorations: Three combat service ribbons; one  
MCUF; two MCG; two Purple Hearts.  
Equipment Qualified On: Gauss Rifle; Zero G Combat; Vacc-  
Suit-1.

Skills: Ship's Boat-3, Combat Rifle-3, Zero G Cbt-2,3  
Brawling-1, Vacc Suit -1.  
Equipment: Cr10,000.

7. Ex-Army Age 26 2 terms  
G97A93; Army, two terms. Enlisted in Support, transferred to Commandos after one term. Final Rank-Lance Corporal. Morale: 6+1D.  
Special Assignments: Commando School; Medical Specialist School.  
Awards and Decorations: Two combat service ribbons; one MCG; two Purple Hearts.  
Equipment Qualified On: Medic; Gauss Rifle; Vacc Suit.  
Skills: Medical-3, Survival-2, Gauss Rifle-2, Recon-1, Vacc Suit-1, Gambling-1  
Equipment: Cr5000
8. Ex-Marine Age 22 1 term  
C9B544; Marines, 1 term. Enlisted in Marine Infantry. Final Rank-Private  
Rank: Private.  
Morale:  
Special Assignments: None  
Awards and Decorations: Two combat service ribbons, one MCG; one MCG; one Purple Heart.  
Equipment: Qualified On: Gauss Rifle; VRG Gauss Gun.  
Skills: Brawling-2, Gauss Rifle-1, VRF Gauss Gun-1.  
Equipment: None.

## EQUIPMENT

Referees running an on-going campaign should ignore the remainder of this section.

Characters should review their equipment and may purchase more. Each character has no items other than those detailed in the character descriptions or shown on the individual equipment table. At the beginning of the adventure, before the characters are told the details of the assignment, they should be told that they are mercenaries about to be hired for a job; they should then be permitted to purchase any equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only to the following restrictions:

1. The equipment must be mentioned and priced in Book 1, Book 3, or Book 4 of *Traveller*.



2. The maximum tech level of the equipment may not be higher than 12 (C).

3. The price must be paid.

Note: Price and tech levels preclude some equipment (such as Battle Dress).

The referee may wish to make available equipment discussed in *Striker*, in addition to that available from Basic *Traveller* and *Mercenary*.

Players should be allowed approximately ten minutes to select the equipment they want to purchase. Remember that they do not yet know their assignment, and are simply choosing typical equipment they would normally have on hand.

Additional equipment will be made available to the group when they begin their mission.

# A Job For Specialists

After years of tension and increasing pressure, war has at last broken out between the Descaroth Hegemony and the League of Suns. Triggered by claims and counterclaims concerning the kidnapping of a League citizen and violations of the Descaroth Treaty Zone on Qarant led, in the fullness of time, to a declaration of war by the Hegemony. Now comes the calm before the storm as each side prepares for battle.

As the war effort begins to gather force within the League, a band of former League military personnel are contacted by Major Urlamu Karalgun, an officer highly placed in the League's Military Intelligence Division. These former soldiers each possess some individual talent or skill and are requested to see the Major for a meeting of the utmost urgency.

Meeting for the first time in Karalgun's office in Orbital Station 3 above the League capital of Alzenei, the group has little time to get to know each other before Karalgun summons them into his inner sanctum. Here, with a view of Alzenei framed in the window behind the Major, the group learns the reason for his summons.

So far, the Major tells them, the war has not been actively waged by either side. The Descaroth Hegemony has driven the League out of the Qarant system, where the war began; since then, both sides have been attempting, in the face of major problems, to mobilize. The League's efforts have been hampered by uncertainty about the attitude of the Domain of Alatzar, a hereditary foe, and has been forced to muster its forces with one eye on that sensitive border. In the Hegemony, the problem is a sudden flareup of resistance to the government brought on by the declaration of war; a resistance which has even involved some neo-nationalist movements on Desaeke itself. Despite these handicaps, both sides will be in the position, before long, to launch full-scale operations.



The League Military Intelligence Division maintains agents in the Hegemony and has some contact with the various resistance groups struggling against the oppressive Descaroth government. One key agent, a member of one of the old Noble families named stazhlek, has been in a position to pass on information of extreme value concerning Hegemonic military plans and operations. Stazhlek received an appointment to the Tribunal General Staff largely as a sop to the still-strong nobility, but he has never been comfortable with the High Tribunal or the unification of Desaeke. Stazhlek sought to overturn the Tribunal and has set up an arrangement with local resistance leaders to pass his information to the League.

Hidden deep in the asteroid belt of the Desaeke system, a League listening station has been established, using a small asteroid starship. It has maintained a low profile but is in the position to monitor transmissions from the resistance and dispatch courier ships to the League. Nine days ago, the listening post picked up a priority transmission from Stazhlek's resistance contacts. Major Karalgun shows it to the party:

STAZHLEK TAKEN ATTEMPTING TO SEND VITAL INFO  
STOP REPORT GIVES DATA ON HEGEMONY PLAN TO  
ATTACK LEAGUE STOP MESSAGE INTERRUPTED BEFORE  
DETAILS SENT STOP STAZHLEK HELD UNDER HOUSE  
ARREST PENDING INVESTIGATION STOP MESSAGE INDI-  
CATES SIXTY DAYS AT MOST BEFORE PLAN EXECUTED  
STOP OUR PEOPLE POWERLESS TO GAIN MORE DATA  
STOP STAZHLEK CLOSELY GUARDED BY MERAZHAR  
AT KLACARHIL HOLDFAST STOP REQUEST INSTRU-  
CTIONS STOP REQUEST ASSISTANCE IF AVAILABLE STOP  
MENEERA  
MESSAGE ENDS

It is essential, the Major says, that the League receive the details of Stazhlek's report. That can only be accomplished by rescuing him from the mountain villa where he is being held, an old family estate overlooking the town of Klathu. He is being guarded by the Hegemony's feared secret police the MaRaZhar, and a rescue attempt will be difficult. The resistance is quite unable to penetrate the security to carry off the mission, leaving the League with only one choice — a raid, a job for specialists in commando operations.

The adventurers, all mustered up within the past year (before the declaration of war froze all discharges), are the best men available on Alzenei. Major Karalgun is looking for volunteers; while he could authorize that the group be recalled to colors under the current decreed State of Emergency, he would rather the group made the effort without coercion. Cr5000 per man is offered for them to undertake the mission with Cr50,0000 bonus offered to the party for successfully returning the details of the Stazhlek Report.

The group will have a free hand in drawing equipment — anything up to Tech Level 12 — for the mission. They will be going in aboard a disguised starship; they are not expected to need vehicles or other large equipment.

Information is available to help them plan their attack. Once the party accepts the offer, the major proceeds to outline the details of the plan. . .

Referee's Notes: Around 15 minutes should be allowed for equipment selection, planning, and review of available information. During this time, players may be given access to material entitled The Plan in the various sections on the execution of the raid.

## Desaekha

Desaekhe: Planet in the Jungleblutt subsector of the Far Frontiers Sector. The official planetary statistics, based on the League Survey of 1049 (amended 1102), are as follows:

Desaekhe/Jungleblut 0104 CG53738-9

Planet: Second of five in the system. Period 2694 days. Density 1.12 standard. Equatorial diameter 9655 kms. Mean surface gravity .849. Rotational period 24 hours, 15 minutes, 10.88 seconds. Axial inclination  $4^{\circ} 26' 10.8''$ .

Remarks: Desaekhe is the capital of the Descarothe Hegemony, a small interstellar community embracing some three systems. The Hegemony has pursued a policy of aggressive expansion often directed at the peaceful and often ponderous League of Suns.

Until recently (1088), Desae the was a rather backward world with a poorly organized agricultural base and feeble industry. The High Tribunal, a committee of five of the most prominent semi-feudal lords from the planet's primary continents was organized in that year. Within a decade, tribunal military forces brought the rest of the planet under control. A massive program of industrialization and technological advancement, possibly backed by offworld finances, propelled the world into a position of considerable local power. This was further enhanced as various obsolete ships of Zhodani design were added to the planetary navy by purchases made among a number of nearby Zhodani-aligned client states.

By 1103, the Descar Navy had forced two neighboring worlds to join in the Descarothe Hegemony, a tightly controlled empire thinly disguised as a federation of worlds united against League influence. With this base, Desaekhe, far more aggressive than the League, has become a major influence in subsector politics. A dispute over Qarant in 1105 led to a co-dominium status for the world, with full status for the world, with full rights of exploration and research allowed both worlds. The Hegemony has been much more active there than the League since that time though the Institute for Systems Studies does maintain a mission there.

All planets of the Hegemony are posted Amber Zones for offworlders due to the xenophobic attitudes of the Desaekhen populace. League citizens are especially urged to use caution.



# WORLD MAP GRID

1. Date of Preparation

2. World Name

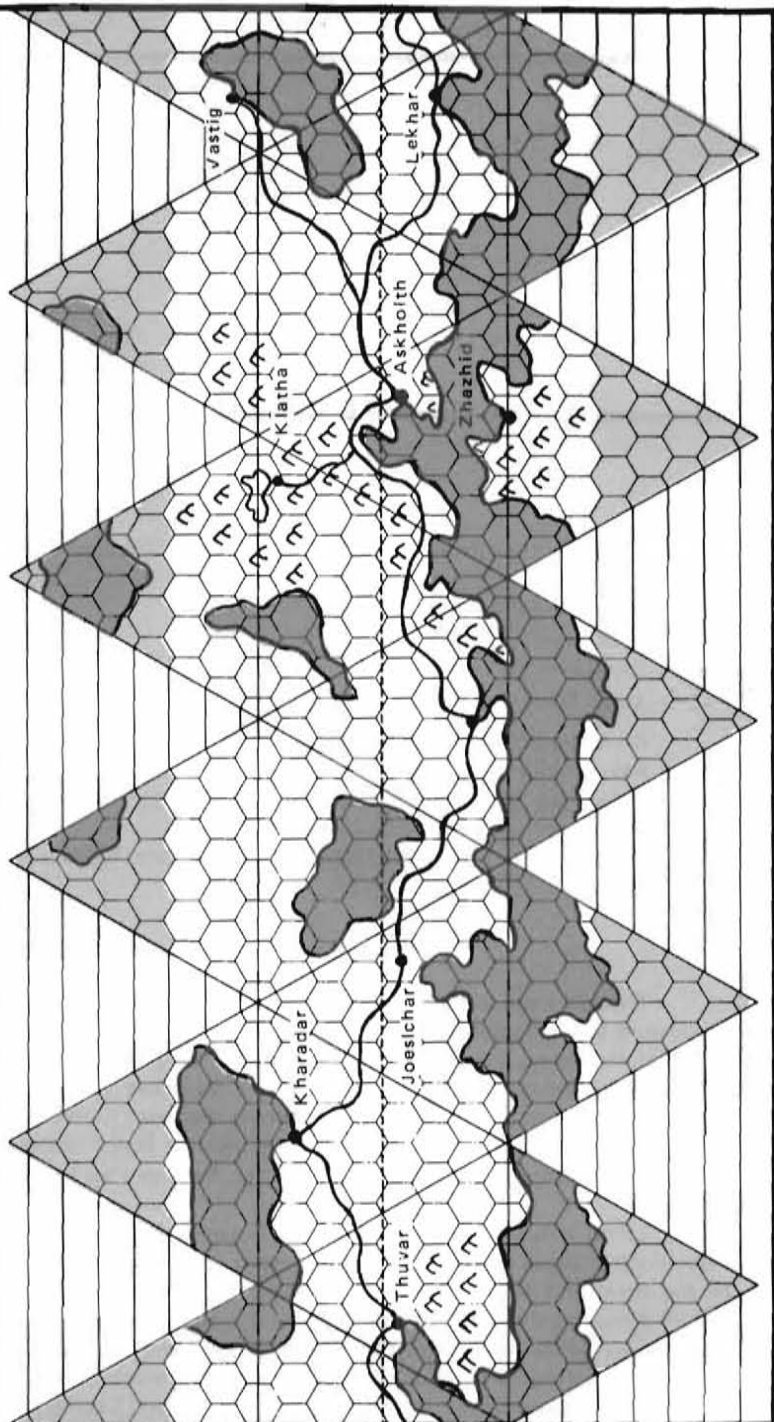
Desaekhe

3. USP

C653 739-9 HS Hegemony Capital A

4. Hex Scale

842 kms







Water



Mountain



Ice Caps

## Klathu

Town in the Thurais district of Desaekhe, situated on and around Lake Zathar.

Population (1101): 67,506

Tech Level: 7

Law Level: 8

Mean Temperature: Summer 18° Cm    Winter -5° C

Annual precipitation: 100 cm.

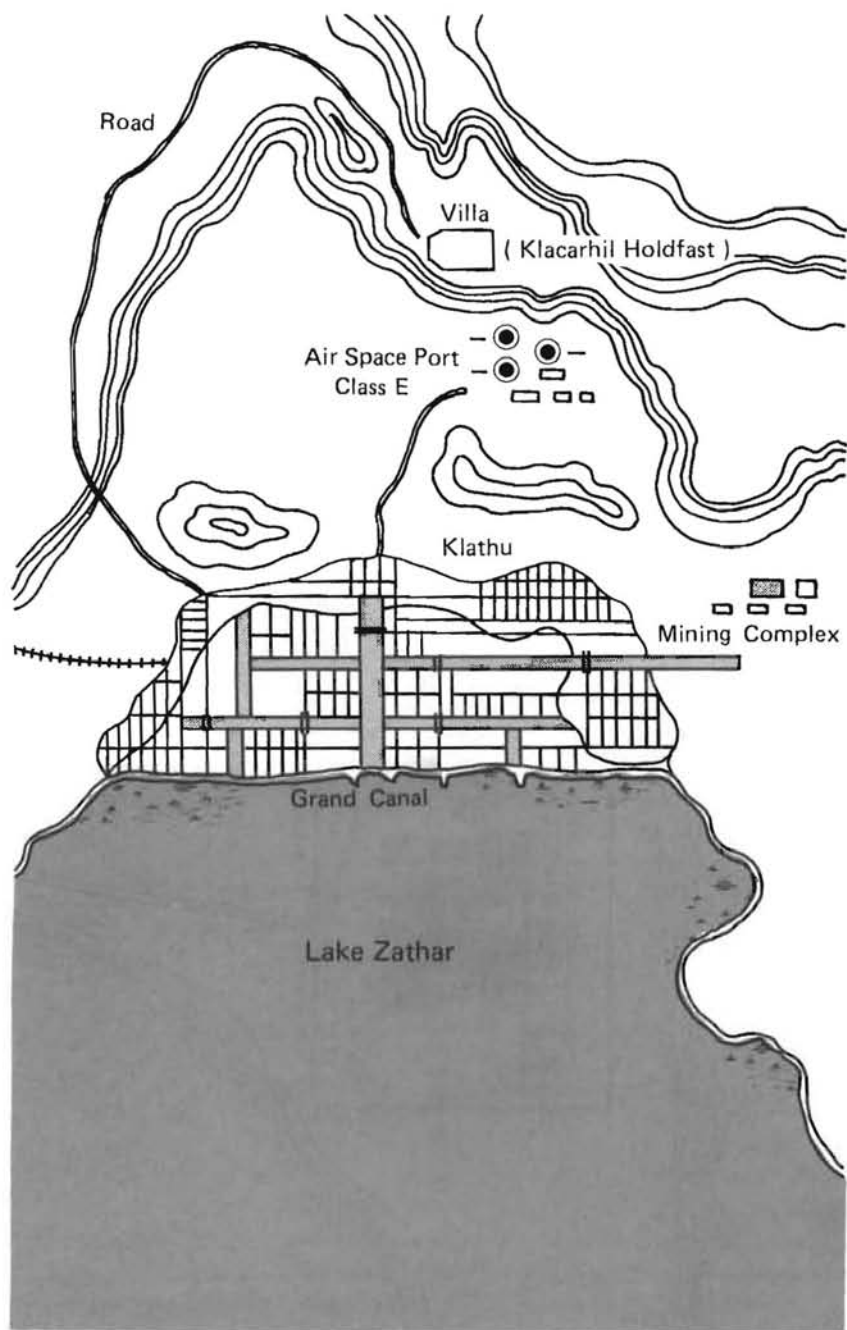
Average Humidity: 57%

Industries: Raw materials (iron, coal, copper); fishing; lumber; some agriculture.

Points of Interest: Klakarhil Holdfast, the Grand Canal.

Though small compared to the major cities of Desaekhe, Klathu is an interesting town demonstrating many of the world's older feudal traditions. Much of the town is built on Lake Zathar itself, rising above the water on stilts and elaborate platforms. The primary transport within Klathu is by motorboat and sea planes are used to connect the town to the outside world. A single rail line also runs to Askhleth, the nearest major urban center, but this is often cut by bad weather in Thunarak, the High Pass to the east of the town.

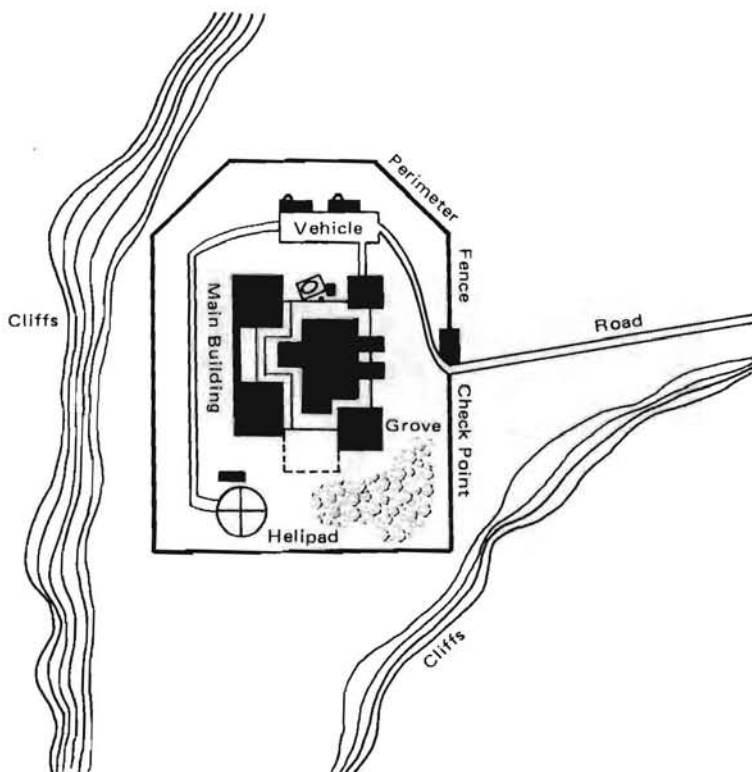
Little affected by the changes in Desaekhe's government, Klathu is very much a place of the past. The strongest loyalty of the citizenry is still to the town and to Klacarhil, the local barony. In point of fact, the direct line of Klacarhil was ended in 1094 when the last heir died during the War of Unification. Since that time the property has been held by Stazhlekh, a relative by marriage of the old baronial family. A certain amount of residual loyalty for the Lord of the Holdfast has lingered around Stazhlekh.

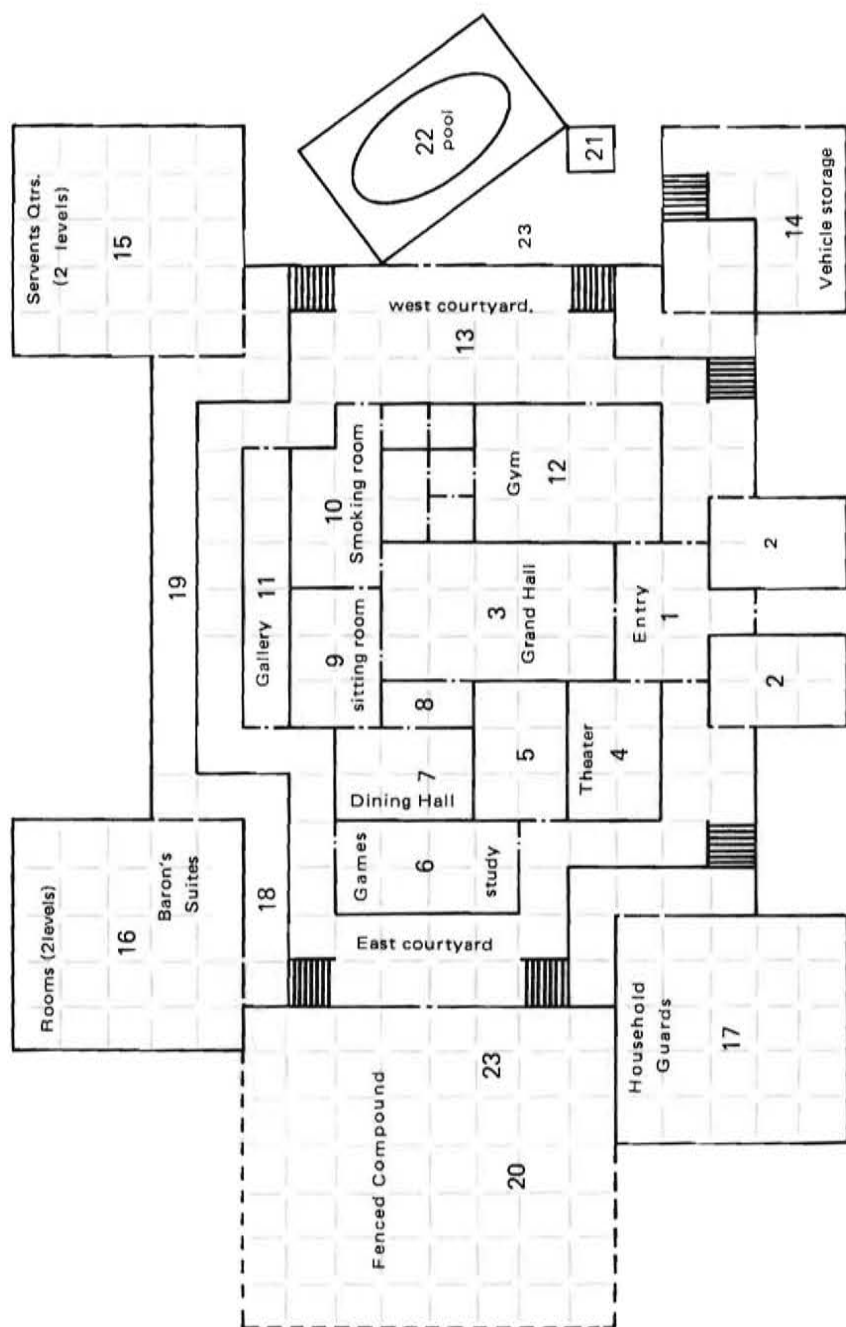


## Klacarhil Holdfast

The seat of power for the old Klacarhil Barony, traditional rulers of the region around Klathu, Klacarhil Holdfast is an estate located on a spur of the mountains overlooking the town. Originally built there for the advantages provided in defensibility and isolation, key elements in the old Feudal Wars of Desaeke, the Holdfast continued in popularity after the nobility began to decline because of its remoteness and the picturesque view afforded of the town below.

Built in a style popular two centuries ago, the main building simulates the appearance of much older feudal fortresses, but the current structure was never intended to resist a major military operation. The dawn of advanced technology on Desaeke has brought the addition of several incongruous touches, including an electrified compound fence, a heliport, a swimming pool, and a paved parking area. These additions reflect the continued function of the Holdfast as a family retreat for the wealthy Barons as well as a part-time regional center of government. Since the unification of the world, such compounds have usually been staffed with household or Tribunal troops and turned in HQs for local garrisons and government workers. It is to be imagined that McRaZhar has also set up an HQ at Klacahil Holdfast as part of their house arrest for Stazhlekh and their continuing efforts to clamp down on the local resistance.





# Raid On Desaeckhe

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The day after their meeting with Major Karalgun the party embarks aboard a Fanzhienz class Far Trader, an old Zhodani-built ship which now plies the star lanes of the Far Frontiers. Many ships of this type operated out of Desaeckhe as peacetime merchantmen, purchased like other Descarothe ships from neighboring states (such as the Domain of Alatzar) which in turn acquired them from the Consulate. With the onset of war, the Hegemony mobilized these trading vessels as transports, couriers, and rear-echelon supply vessels; a Fanzhienz-class is an excellent means of penetrating Descarothe space successfully.

## APPROACH

The Plan: After a week in jump, the ship is to emerge in a distant part of the Desaeckhe system, near the outermost gas giant. Once it has done so, the ship will be powered down to minimum levels in order to escape detection, and will then wait for the next move.

At about the same time, a group of League fighting ships will jump into the system in the vicinity of the other gas giant, which is known to be the location of a fairly important Descarothe military installation. This force will make an attack, hoping to provoke a response from the Hegemonic Navy.

When the battle is joined, the team is to make their move. The far trader will proceed to Desaeckhe as quickly as possible; a journey of about four days. By this time, of course, the raiding force will have withdrawn to the fringes of the system. It is intended to act as a distraction for Hegemonic attention; the Fanzhienz class trader will be approaching from a completely different area and should go practically unnoticed. The ship's pilot, a taciturn League Scout named Valerian, speaks fluent Descar, and has current (hopefully) codes and signals captured from a Hegemonic vessel taken during the fighting near Qarant. This should serve to get the Fanzhienz into orbit over Desaeckhe.

Referee's Notes: Encounters during the approach are at the discretion of the referee; a suggested random roll of 8+ to trigger an encounter is suggested. If an encounter takes place, it should be with a single patrol craft (if available, FASA's *adventure Class Ships*, Volume 1 provides several good choices for former Zhodani craft now in Hegemonic service). Use the Reaction Table for conducting any bluffs needed to get past the patrol. The Reaction Table must also be used upon taking up orbit to see that ground control clears them for approach to the planet.



## IN THE HOLDFAST

The Plan: Once in orbit, the ship is to file for a special landing approach to the Klacarhil Holdfast heliport, claiming MeRaZhar business. Providing no suspicion has been previously aroused, the available authentication codes should clear the way for this. Few care to question MeRaZhar motives or actions.

On landing at the Holdfast, the group — disguised in Descarothe military garb — must get into the Holdfast proper, find Stazhlekh, and get him out. From this point on, the operation will depend upon circumstances.

Stazhlekh must be found, freed, and brought back to the ship. Care should be taken to learn the details of his report as soon as possible in order to safeguard the information in the event of his death during the withdrawal.

The party will then fall back to the ship and proceed to implement the planned escape operation.

Referee's Notes: Orbital and landing procedures call for additional Reaction Rolls during communications with the ground. Adverse reactions will cause a squadron of fighters to be scrambled from the nearest port, which is some 3,000 kilometers (or about an hour's flight) away. These are heavy fighters of the Zhodani KIA class. This happens any time the group fails to convince the locals that they belong or whenever they undertake an overtly hostile act.



On landing, use the maps of the Compound and of the Holdfast Interior for resolving the action. The Holdfast Floor Plans section of the booklet (page15) details the layout of the building; the disposition of various guards and troops is discussed in Encounters, on page25.

Stazhlekh may be in one of several locations within the Holdfast. The referee should roll a die on the table below to determine the precise location before the raid gets under way.

1. Stazhlekh is in the Owner's Suite (Room number3 on the Tower plans, in the SE tower) under guard by two guards outside the door.

2. Stazhlekh is in a Detention Room (Room number1 on the Tower plans, in the NE tower). Three extra guards are posted nearby in addition to personnel normally stationed here.

3. Stazhlekh is being interrogated by two MeRaZhar officers in the Study. Two guards are inside and two more outside the room in addition to normal complements.

4. Stazhlekh is being escorted to the heliport to be taken to the capital for more intensive questioning. He will be taken through the fenced compound and out to the helicopter pad 2D minutes after the adventurers land, accompanied by 13 troopers (a full squad) and a MeRaZhar officer.

5. Stazhlekh's execution has been ordered. He will be taken to the fenced compound and shot by a firing squad (13 troopers supervised by a MeRaZhar officer) 3D minutes after the adventurers land.

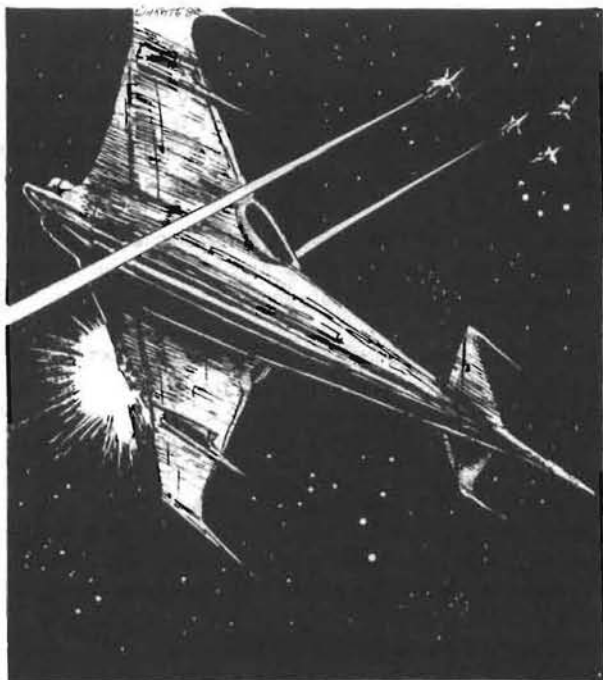
6. Stazhlekh is in the Owner's Suite where he was taken after being tortured almost to the point of death. His physical stats are 032; if he is moved, 1D damage will be inflicted. If he can be revived ( by someone with medical skill, at the cost of 1D-medical skill damage points) he can still relay the details of the report. Two guards are posted outside, and a MeRaZhar medical officer is attending him.

In order to find Stazhlekh, the group must either search room to room or capture and interrogate someone who knows where he is. Officers and NCOs automatically know Stazhlekh's location; enlisted men below the rank of NCO know only on a roll of 8+. Use normal rules for interrogation (from Book 4) to question people on Stazhlekh's whereabouts.

## ESCAPE

The Plan: Once Stazhlekh or his information have been recovered, the party is to withdraw to their ship and lift off, hopefully before the arrival of fighters from the nearest base. Climbing to orbit as rapidly as possible, the ship should be able to make jump under cover of a renewed diversionary assault to be staged by the League raiding force in coordination with this phase of the operation. Once the ship has escaped into hyperspace, the attack will be broken off and the raiding force withdrawn.

In case of difficulty, two alternative plans are suggested; first, contact could be established with the local resistance movement who could provide refuge and a communications channel out. Or, if the ship escapes from Desaeke but looks unable to jump before being caught, a general transmission of the Stazhlekh information will be sufficient to accomplish the mission.



Referee's Notes: The referee should keep track of the time which elapses from the moment controllers scramble fighters to attack the party. One hour plus 2D minutes are required for the fighters to reach Klathu; if the group rises into orbit, the fighters will follow. Their 6-G acceleration will allow them to rapidly close the gap with the free trader. There are a total of 2D fighters in the squadron.

If the party is unable or unwilling to escape into space, it will be necessary to attempt to rendezvous with partisan operatives. A rendezvous point has been arranged at the mining camp near Klathu.

Exact resolution of such a situation will call for extra referee input. The area map shows the overall layout, but specific details must be worked out. In general, a rendezvous with partisans will be the end of this adventure (when they transmit details of the Stazhlek report to the League Squadron), but will be the foundation of other adventures that could involve partisan operations or attempts to escape from Desaeke.

Book II *Starship Combat*, *Mayday*, or *High Guard* may come into play if the group does choose to head for a jump escape. Again, the referee has considerable leeway in implementing such operations. It is suggested that attempts be made to build to an exciting, satisfying climax, in which the group can participate as turret gunners, ship pilots, and the like. The adventure concludes when they jump or if the referee rolls a 9+ when the group announces an attempt to punch a signal through Descaroth's jamming. A communication roll may be made once every 5 minutes. Characters with Commo or Jack-of-all-Trades skill can influence these rolls.



## Holdfast Floor Plans

The key presented below should serve as a rough guide for the layout and potential for encounters for the Holdfast. The referee should feel free to add additional details and embellishments as desired and may wish to draw individual rooms to 15 mm scale to facilitate resolution of battles and encounters.

The overall plans for the Holdfast are drawn at a scale of 4.5 meters per square. Detail maps for use when investigating the towers are drawn at the more usual 1.5 meters per square scale.

1. Entry Foyer. No guards are visible in this chamber but electronic surveillance monitors the area constantly, and troops are on duty in the two adjacent guardrooms (2). Not shown on this scale are closets, a WC and the visitor's chairs which are present along various walls. Troops: None.

2. Guardroom. These two areas are the security centers for the compound. Each is subdivided into smaller rooms, housing monitor stations, equipment storage, and a dayroom where the duty squad in each area relaxes between calls. Firing slits, including one in each area mounting a heavy machine gun, command the approach to the main entrance. Troops: 1 squad each.

3. Grand Hall. This magnificent chamber is a holdover from the days when the Holdfast was a seat of local feudal power. A raised dais on the south wall holds the Baron's seat, while seating is provided around the room for audiences and meetings of the town councils from Klathu. Troops: 2 sentries at main entrance.

4. Theater. A modern addition, this private theatre seats thirty. It has not been used since the arrest of Stazhlek, and is neither occupied nor guarded.

5. Library. Stazhlek's large and impressive collection of books and records is kept here. The library is often used by the garrison and MeRaZhar officers for reference material. It is not guarded, but an officer may be encountered here on a roll of 9+.

6. Study. Working headquarters for the MeRaZhar staff. Major Harhuna and at least two other officers will be found inside at all times, and one entry is posted at each door. More personnel will be present if Stazhlek is being interrogated.

7. Dining Hall. This room is used by the MeRaZhar and garrison officers as a sort of wardroom. 1D officers (of either or both groups) may be found here on a roll of 8+.

8. Kitchen. No troops will be present in the kitchen, but 1D servants are always here.

9. Sitting Room. This relaxing, comfortable room is rarely used. No troops are likely to be present, but a servant may be there on a 10+.

10. Smoking Room. Similar to number 9, above.

11. Gallery. A long, narrow room with various old paintings on display. No troops or servants are likely to be present.

12. Gymnasium. A large, private gym which includes a nullball court, a small shooting range, and other recreational facilities. The complex of rooms on the south end of the gym include showers, saunas, and changing rooms.

13. Courtyards. These areas are open to the sky, and usually empty. Soldiers or servants may be present on a roll of 10+.

14. Vehicle Storage. Formerly a two-level tower, this was converted into a vehicle garage by a previous Baron. The upper level contains storage space and a small workshop; the lower one stores five groundcars of various types. Two sentries are present.

15. Servant's Tower. A two-level tower containing quarters for servants and workers. See Tower detail map.

16. Owner's Tower. A two-level tower containing rooms and suites used by the Baron and other family and guests. See Tower detail map.

17. Barracks Tower. Two-level tower containing quarters for household troops, now used by the local garrison. See Tower detail map.

18. Parapets. Each parapet has two sentries posted.

19. South Parapet. Two additional sentries are posted along the south wall.

20. Fenced Compound. An open courtyard surrounded by a low wire fence. Normally unoccupied.

21. Pool House. Equipment and supplies for the maintenance of the pool facility (22) are kept here. Normally unoccupied.

22. Pool. A fenced deck surrounds the elliptical pool, which has been drained and locked up.

23. Guardpost. Sentry posts, each with two guards, are set up adjacent to each entrance.

#### General Information:

External walls are three meters high, and built of stone. Parapets are two meters above ground level. Stone walls are breached if 500 damage points are scored against them by weapons hits.

Internal walls are of sturdy woodframe with stone outside and plaster within.



## TOWER DETAILS

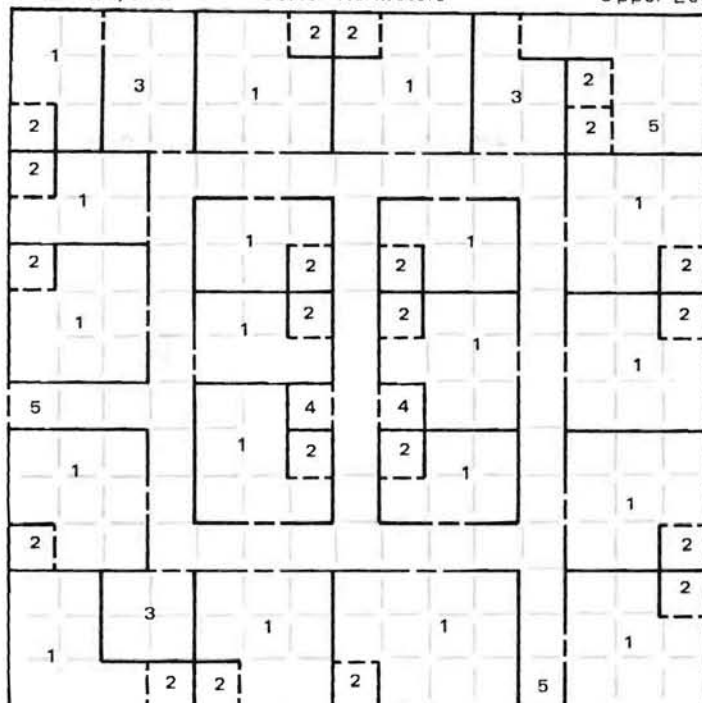
One set of plans is provided for use with any of the three towers that might be entered. The precise layout of room descriptions may vary from one tower to another, but they are generally quite similar to one another. Specific information on individual towers is provided in the key below.

### Upper level

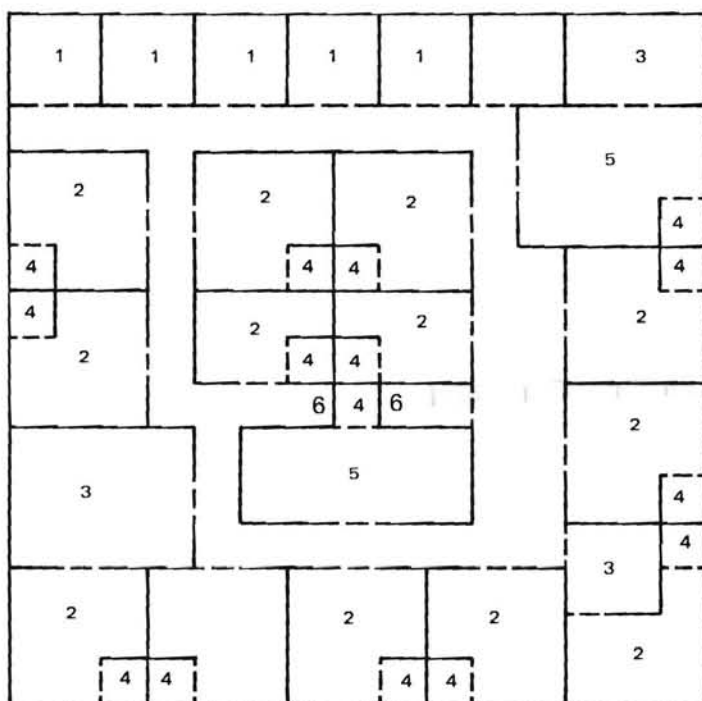
1. Bedroom. These rooms contain ordinary bedroom furniture. In the servant's tower, these are used by members of the household staff, and are occupied on a roll of 9+. In the Owner's tower, these may be occupied by MeRaZhar officers or personnel, on a roll of 9+. In the Barracks tower, garrison personnel may be present on a roll of 7+.
2. WC. Bathroom and shower facilities are located here.
3. Sitting Room. Suites include small sitting room in addition to bedrooms. Any suite is probably used by a senior officer. The suite marked with an 'S' is Stazhlekhs; he will be here under certain circumstances explained previously.
4. Spiral Stairs. These lead to the lower level.
5. Entrances. Not all towers have two entrances; if only one is marked on the Holdfast map, the other is simply a corridor ending in a small closet.

### Lower Level:

1. Small Rooms: In the servant's quarters and the Owner's tower, these rooms are storage areas, rarely used. In the Barracks towers, they are used as detention cells. One, marked 'S', may hold Stazhlekhs under certain circumstances.
2. Bedrooms: As described above.
3. Sitting Rooms: As described above.
4. WC: As described above.
5. Lounge: A large room used as a general sitting room and communal area. In the servant's tower, 1D staff will be present on a roll of 8+; in the Barracks, 2D troopers on a roll of 7+; in the Owner's tower, 1D MeRaZhar on a roll of 9+.
6. Spiral Stairs: Lead to upper level.



Lower Level



# Non-Player Characters

Thomas Valerian

Ex-Scout 596782 Age 38 5 terms Cr50,000

Pilot-4, Engineering-3, JOT-1, Carbine-1, Carbine

Electronics-1, Navigation-1.

Valerian was chosen to fly the raiding ship because of his familiarity with Desaeke and the Descar language. As he is serving as both pilot and engineer, his skills are each reduced by one during the adventure. It is possible for characters with Ship's Boat skill to fly the ship (at skill level-2), but they may not set up or execute a jump. This makes Valerian an important asset that must be kept safe.



Vlencar Stazhlek

Army General 79989C Age 42 6 terms Cr100,000

Tactics-3, Leader-2, Rifle-2, Wheeled Vehicle-2, Admin-2, Auto Pistol-1

A nervous individual, Stazhlek has been in Me Ra Zhar hands long enough to know that he doesn't want to fall in their hands again. He is also concerned that he will be left behind if his rescuers learn the details of his report, and hence no longer need him. Therefore, he is slow in revealing details. Only if he is actually dying, or if the adventurers give proof of their determination to rescue him by getting him out of some especially tight spot, for instance, will Stazhlek actually give out his information. Otherwise, he will guard his tongue jealously.



Army Colonel Mahzharr 9A8AAB Age 38 5 terms Cr 50,000 Leader-3, Rifle-2, Ground car-1, SMG-1, Admin-1, Tactics-2, Revolver-2, Forward Observer-1, Revolver-1,

Colonel Mahzharr is a proud officer of noble parentage, with strict ideas of honor and the traditions of the Old Descar tradition. He is somewhat ill-at-ease under the new Tribunal regime, but his ingrained obedience and loyalty to those above him carry him through his doubts and uncertainties. Formerly garrison commander on Qarant, Mahzharr has suffered a reassignment to a far less important post as a result of his part in the mis-handled Sky Raiders affair. He is now district governor of the area around Klathu, and commands the Klacarhil garrison.

Major Harhuna 58B695 Age 34 4 terms Cr60,000  
Leader-2, SMG-2, Admin-2, Revolver-1, Computer-1, Tactics-1, Ground  
Car-1.

Chief of the Me Ra Zhar operatives in the area around Klathu, Harhuna is a tight-lipped, sadistic officer with an exaggerated opinion of his own abilities and importance. A Fanatic supporter of the Tribunal, Harhuna will stop at nothing to overcome all opposition.



### Encounters

Before an alarm is raised, encounters within the Holdfast are regulated by the descriptions of the various rooms. Outside the compound, 1D soldiers are automatically encountered at any given building shown on the map or in roving security patrols on a roll of 9+ made each half hour.

Once hostile actions raise an alarm, sentries remain in place but soldiers are no longer encountered off-duty in the various rooms of the towers. These personnel will instead form into squads who will be pursuing the player characters. There are a total of perhaps 60 troops available for such duty. Their movements and actions are left to the discretion of the referee.





External numbers are a total of 40 individuals, who make up the sentries and patrols mentioned above. They may be called in to reinforce the internal troops, or take such other action as the referee deems reasonable.

Several typical officers, sentries, and squad members are given below. They may be drawn upon for encounters as desired, or different NPCs substituted.

## OFFICERS

1.	MeRaZhar Captain	78A9A5	Revolver-3, Leader-1	Revolver
2.	MeRaZhar Captain	998673	SMG-2	SMG
3.	MeRaZhar Lieutenant	869554	AutoPistol-2, Tactics-1	AutoPistol
4.	MeRaZhar Lieutenant	874968	Revolver-1, Leader-2	Revolver
5.	MeRaZhar Lieutenant	BA9476	SMG-2, Brawling-2	SMG
6.	MeRaZhar Lieutenant	688A95	AutoPistol-3, Leader-3	AutoPistol
7.	Army Major	59876B	Revolver-2, Tactics-1	Revolver
8.	Army Captain	669859	Revolver-1, Leader-1	Revolver
9.	Army Captain	88B968	SMG-3	SMG
10.	Army Lieutenant	95738A	Revolver-1	Revolver
11.	Army Lieutenant	84B766	SMG-2, Leader-1	SMG
12.	Army Lieutenant	69558B	Autopistol-2	Autopistol
13.	Army Lieutenant	99A87A	SMG-1, Tactics-2	SMG
14.	Army Lieutenant	7B9A88	Revolver-1, Medical-3	Revolver

## SENTRIES

1.	Trooper	BA7645	Rifle-2	Rifle
2.	Trooper	79B996	Rifle-3	Rifle
3.	Trooper	86A355	Rifle-1	Rifle
4.	Trooper	5498A7	Rifle-2	Rifle
5.	Trooper	889796	Rifle-1	Rifle
6.	Trooper	ABA645	Rifle-0, Brawling-2	Rifle

## TROOPS

### 1st Squad

1.	NCO	886974	SMG-1	SMG
2.	NCO	969856	SMG-2	SMG
3.	Trooper	598463	Rifle-1	Rifle
4.	Trooper	849772	Rifle-1	Rifle
5.	Trooper	68B598	Rifle-3	Rifle
6.	NCO	799847	SMG-2	SMG
7.	Trooper	BBC426	Rifle-1, Brawling-1	Rifle
8.	Trooper	GA9974	Rifle-0	Rifle
9.	Trooper	845593	Rifle-2	Rifle
10.	NCP	388787	SMG-3	SMG
11.	Trooper	5B6698	Rifle-3	Rifle
12.	Trooper	A7B863	Rifle-1	Rifle
13.	Trooper	489992	Rifle-2	Rifle

## SERVANTS

Servants, when encountered, may be generated randomly. A servant's reaction (see Reaction rules, *Traveller* Book 3) will indicate the individual's response to the characters. A favorable response indicates willingness to help, while an unfavorable one means hostility. Servants might raise an alarm, conceal player characters, or otherwise help or hinder their efforts. On a roll of 10+, a particular servant may know Stazhlek's current location.

### Fanzhienz Class Far Trader

The Fanzhienz class starship is the Zhodani version of the Type A2 Far Trader (described in *GDW* Supplement 7, *Traders and Gunboat*). These ships can be encountered throughout the Zhodani Consulate, in regions bordering along the Consulate, and in regions bordering along the Consulate. Some are even found in the Imperial portions of the Spinward Marches and they are common in areas of client states such as the Far Frontiers.

Far Trader (Type A2): Using the type 200 hull, the far trader is capable of 1-G acceleration and jump-2. Fuel tankage is 50 tons and the ship incorporates fuel scoops for gas giant skimming. The bridge is standard and has a computer Model/1-bis installed. Two tons of fire control support the ship's two turrets. The ship has ten staterooms (three for the crew, seven for the passengers) and four low berths. A single air/raft is carried for various ship duties. The ship itself is streamlined for atmospheric landings. Cargo capacity is 61 tons.

The far trader costs MCr 66.175 to construct. The price includes architect's fees and design plan costs, but does not include weaponry added later.

Interior Details: The Zhodani far trader has the needle style lines of most Zhodani ship designs, though the needs of freight carriage dictate a broader form. The bridge is located forward; just aft of this is a lounge used by crew and passengers. The remainder of the upper deck is taken up by staterooms and engineering, with the lower deck holding the cargo area and the air/raft in a fitted hull compartment.

Fuel is stored in the after part of the lower deck, and in the fins and other surfaces above the main deck.

Weaponry: The Zhodani far trader is often armed with triple missile turrets, or, alternatively, with two missiles and one sandcaster apiece.

Air/Raft: The air/raft is a standard, open-top model, similar to those found in the Imperium.

#### High Guard Stats:

A2(Z) -22211R1-000000-00000-0 MCr 59.56 200 tons

Crew = 3 TL = 9

Book 2 Design

Passengers = 7. Low = 4. Cargo = 71. Fuel = 50. Hardpoints = 2. Agility = 1.

This is an unarmed model; armed versions may be altered accordingly.

## Starships of the Hegemonic Navy

Some of the ships listed below may be useful in setting encounters during the course of the adventure. For those who have access to *High Guard* (Book 5), complete ship stats are provided. Those using Book 2 or *Mayday* rules may gain the information they need from the characteristics below each ship.

### SHIVVA CLASS PATROL FRIGATE

FP-67424F2-030000-50003-1                      MCr493.87                      600 tons  
batteries bearing    3   1   1                      TL = 13  
                         batteries    3   1   1                      crew - 18 (incl. 10 pilots)  
Cargo = 24. Fuel = 264. EP = 24. Agility = 2. One 50-ton fuel launch.  
Ten 8-ton fighters.

#### Characteristics:

Size: 600 tons.  
Performance: Jump-4. 2-G. Not streamlined.  
Computer: Model/5 fib (Model 5 with backup)  
Crew: 8, plus 10 fighter pilots.  
Craft: Ten 8-ton fighters, plus one Fuel launch.  
Armament: Three triple sand caster turrets, one triple laser turret,  
one triple missile turret.

### STEDLAS CLASS SYSTEM DEFENSE BOAT

SB-4106BE2-E0000-00203-0    MCr 502.19    400 tons  
batteries bearing    1   2                      TL = 14  
                         batteries    1   2                      Crew = 10  
Magazine = 10. Fuel = 44. EP = 44. Agility = 6. One 50-ton fighter.

#### Characteristics:

Size: 400 tons.  
Performance: Jump-0. G-6. Streamlined.  
Computer: Model/5 fib (Model/5 with backup).  
Crew: 10.  
Craft: One 50-ton fighter.  
Armaments: Two single particle accelerator barbettes.  
Two triple missile turrets.

### NINZ CLASS TYPE S SCOUT

S-1122221-600000-00003-0                      MCr 43.455                      100 tons  
batteries bearing                      1                      TL = 14  
batteries                                      1                      Crew = 2  
Passengers = 8. Cargo = 6. Fuel = 22. EP = 2. Agility = 2. Air/Raft = 1.

Characteristics:

Size: 100 tons

Performance: Jump-2. 2-G. Streamlined.

Computer: Model/2.

Crew: 2

Armaments: 1 triple missile turret.

50-TON FIGHTER

FH-0106L41-900000-05002-0

MCr68,835

50 tons

One fusion gun battery

One missile battery

Cargo = 1.5. Fuel = 10. EP = 10. Agility = 6. TL = 14. No Bridge. Crew = 2.

Characteristics:

Size: 50 tons.

Performance: Jump-0. 6-G. Streamlined.

Computer: Model/4. Treat as Model/3 without bridge.

Crew: 2

Armaments: One fusion gun. One missile rack.

8-TON FIGHTER

FM-0106D21-000000-00003-0

MCr15,324

8 tons

One missile battery. Cargo = 0. Fuel = 1.04. EP = 1.04. Agility = 6. TL = 13.  
Crew = 1.

Characteristics:

Size: 8 tons

Performance: Jump-0. 6 - G. Streamlined.

Computer: Model/2.

Crew: 1.

Armaments: One missile battery.

The Shiva class Patrol Frigate and 8-ton fighter are described in Traveller Adventures 4 (*Leviathan*) and 7 (*Broadsword*), both published by GDW.

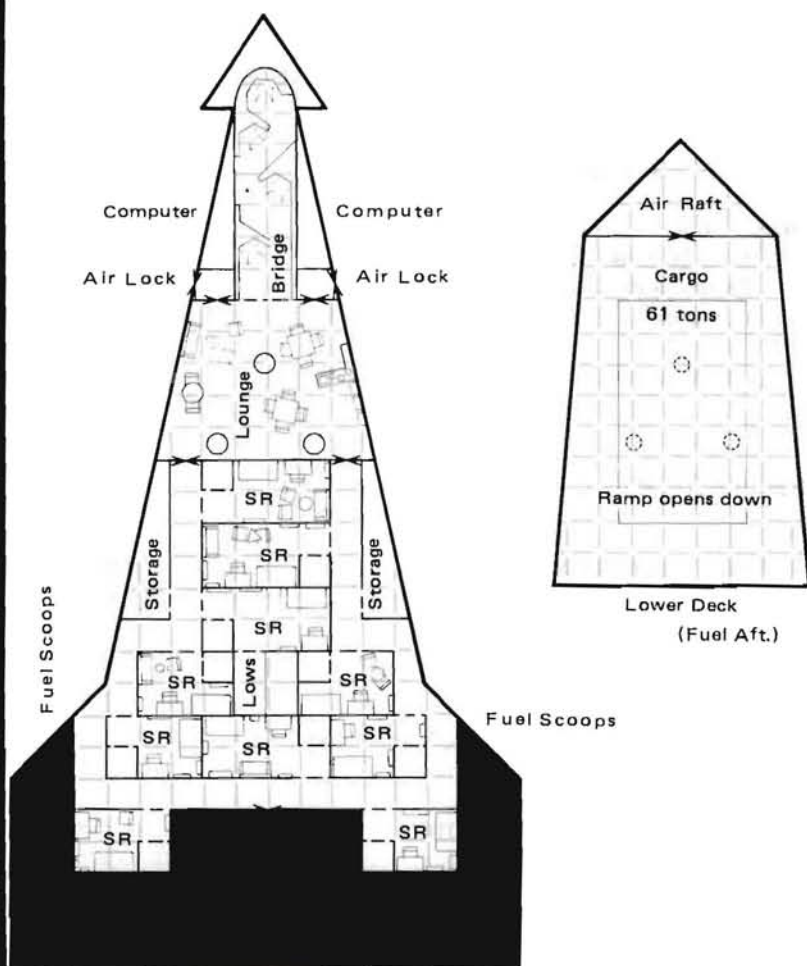
Other ships are from *Adventure class ship's, Volume 1*, published by FASA.



# FANZHIENZ Class

## Far Trader

(Zhodani Model)



SOME MODIFICATIONS ARE STILL REQUIRED

## The Stazhlek Report

Stazhlek's information on Hegemonic plans is of great importance to the League. There are several vital revelations contained in his report.

First and definitely foremost is the news that the Domain of Alntzar has signed a secret alliance with the Hegemony. By the terms of this agreement a Hegemonic squadron is to build in the Qarant/Desaekhe region, directly threatening the League capital of Alzenei and causing the League to draw off strength from other sections of the border. When the time is right, Alntzaran fleet elements will smash across the frontier to take the two key League worlds of Gniadek and Kokkelen. The blow is predicted to be sufficient to end the war almost immediately since the two threatened worlds are among the most important in the League.

There are other details in Stazhlek's information as well--specifics on concentrations of Hegemonic fleet units, plans for the buildup of an advanced base at Qarant and similar worthwhile data. Finally, there are notes on a planned summit conference between Hegemonic and Alntzaran Naval commands to coordinate further planning; this information, properly used, could well give the League a chance to mount a useful attack on the site of the Conference.

With this information in hand, the League will be in a position to avoid the enemy plans, knowing that they cannot risk the Alntzar border. In addition, the intelligence on enemy dispositions gives the League a chance to inflict some telling blows before the enemy is fully mobitized.

Once the adventurers return to Alzenei, they will be given the promised remuneration. It is also most probable that they will be offered other jobs by the Military Intelligence Division, possibly in conjunction with the various partisan operations in the Hegemony.

The Stazhlek Report is an unusual adventure. It is perfectly perfectly straight Forward, a military operation of the old school in the "rescue from the prison fortress" tradition. Yet there are other possibilities made easier by the inclusion of the area map--which enables players or referees to select possible "scenarios" for possible *Traveller*, *Mercenary*, or *Striker* adventures--and the various elements of background information included in the adventure.

Secondly, there are some of the new elements introduced here. The Zhodani designed Far Trader makes a nice change from the usual un-of-the-mill starships and is an excellent choice for use in other adventures and campaigns run in the Far Frontiers sector (or even in Spinward Marches). The floorplans of the Holdfast are suitable for almost any form of villa or retreat, providing one of the largest buildings for use with *Traveller* yet designed. These can easily be put to good use in many other places.

The Stazhlek Report is not meant to break any unusual new ground. It is designed to be a simple, straightforward *Traveller* adventure for players and referees who like action and adventure. We hope that it lives up to those goals in your eyes...for you, the referees and players who participate in these adventures, and who are our final judges.

# Library Data

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Alntzar, Domain of: Zhodani client state in the Jungleblut Subsector of the Far Frontiers sector. Once the dominant force in the region, the Domain was splintered by internal warfare some three hundred years ago. It is thought that this upheaval was in part engineered by Imperial agents seeking to threaten the Rimward flank of the Zhodani Consulate during the period of the Third Frontier War.

Regardless of the cause, the result of the crisis was a considerable attenuation of the Domain's power. A number of star systems successfully rebelled, becoming the nucleus of the League of Suns. This, in combination with Imperial clients elsewhere in the region (the Trelwyn Domain, for one), has led to a great weakening of the Domain's position. It is still supported by the Consulate but has little ability to exercise power beyond the Domain's present boundaries.

A weakened and rather decadent state, the Domain was regarded as the League's most dangerous competitor up until the appearance of the Descarothe Hegemony. Since that time, the balance of League military forces and attention has been steadily shifting to react to the smaller but far more aggressive Hegemony.

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

Official statistics are:

Alzenei/Jungleblut 0304 878895-C S Rich G

The Alzenei system is the hub and capital of the League of Suns, an Imperial allied state embracing some ten worlds in a loose coalition. An Imperial 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 for trade and culture.

## Crisis of 1108, The: Conflict between the League of Council session.

The clash was the inevitable result of the aggressive policies of the Hegemony from the late 1090s on. Its approximate cause, however, was the claim and counterclaim of wrongdoing arising out of a relatively minor incident on Qarant (q.v.) A League scientist, Dr. Lorain Messandi, was kidnapped by persons working in cooperation with the Hegemonic government and taken to Qarant into League and Hegemonic Zones in order to set her free, in the process acquiring important scientific information. The deterioration of relations that followed was capped by the raid on the League's Qarant Monitor Station (at the system gas giant), and the internment of various scientific personnel on Qarant itself. Armed hostilities continued, after this initial series of operations.

Referee's Note: Further information on events leading to the Crisis of 1108 is available in *Trail of the Sky Raiders*, published by FASA.

Desaekhe: See information on Page 10 .



Descaroth Hegemony



League of Suns



Descarothe Hegemony, The: Independent state in the Jungleblut Subsector of the Far Frontiers sector. The Hegemony is comprised of Desaeke, the main world of the group, plus three systems conquered by Desaeke 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.

League of Suns, The: Imperial client state in the Jungleblut Subsector of the Far Frontiers sector. Originally formed by a group of planets that rebelled against the Domain of Alntzar 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 arrangements with the Imperium allow for Imperial use of League facilities for ships and squadrons operating in the area, in exchange for support against encroachment by Zhodani clients (including the remnants of the Domain).

MeRaZhar: Secret police arm of the Tribunal Guard of the Descarothe Hegemony. Short for Mekhlezhakh Ranhivira Zhariskhor (literally "Security Guardians of the Tribunal Lords"). The organization is military in nature, but largely responsible for political threats. It has broad powers, and is much feared.

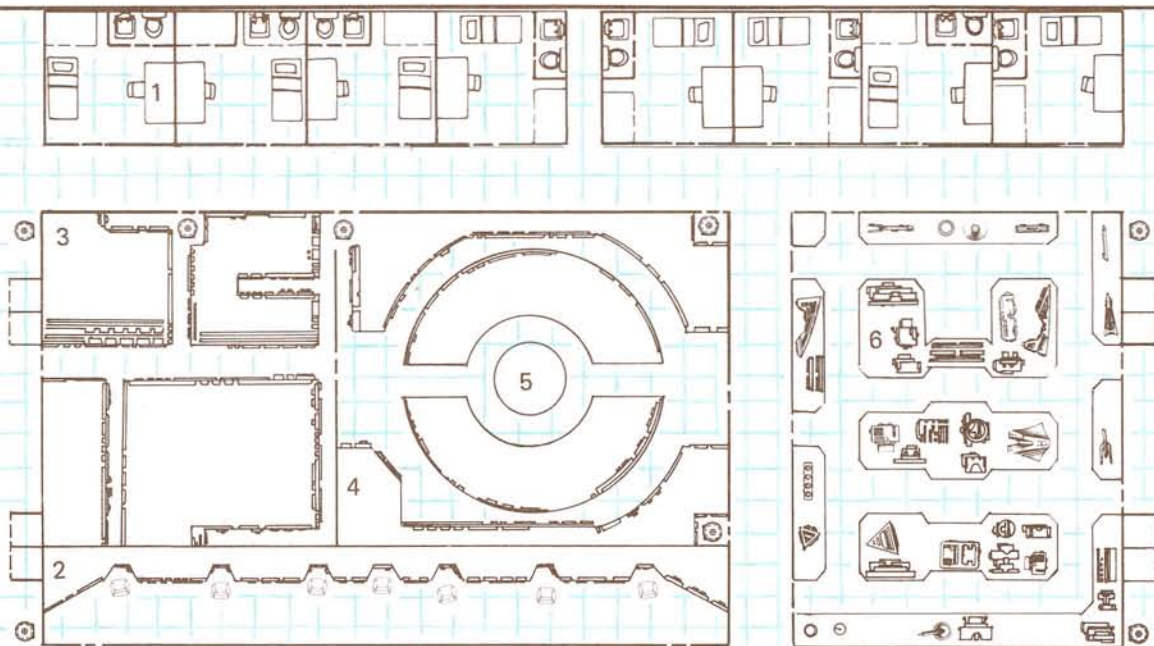
Qarant: Star system in the Jungleblut subsector of the Far Frontiers sector.

Official statistics are:

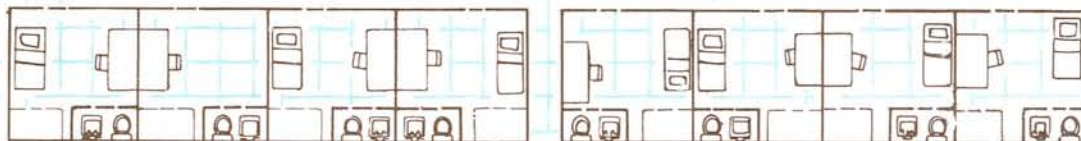
Qarant/Jungleblut 0203 E448200-9 G

The planet of greatest interest in the system is small and only marginally habitable. Archeological investigations of the world have indicated that the primitive Tech 2 culture which once lived on the world descended from the so-called Sky Raiders, a race of raiders who flourished some 5,000 years ago.

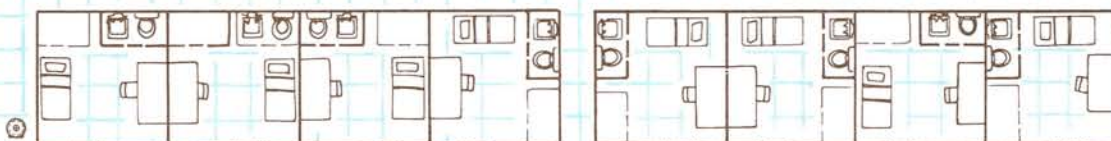
These discoveries were among the factors which caused the Crisis of 1108 (q.v.)



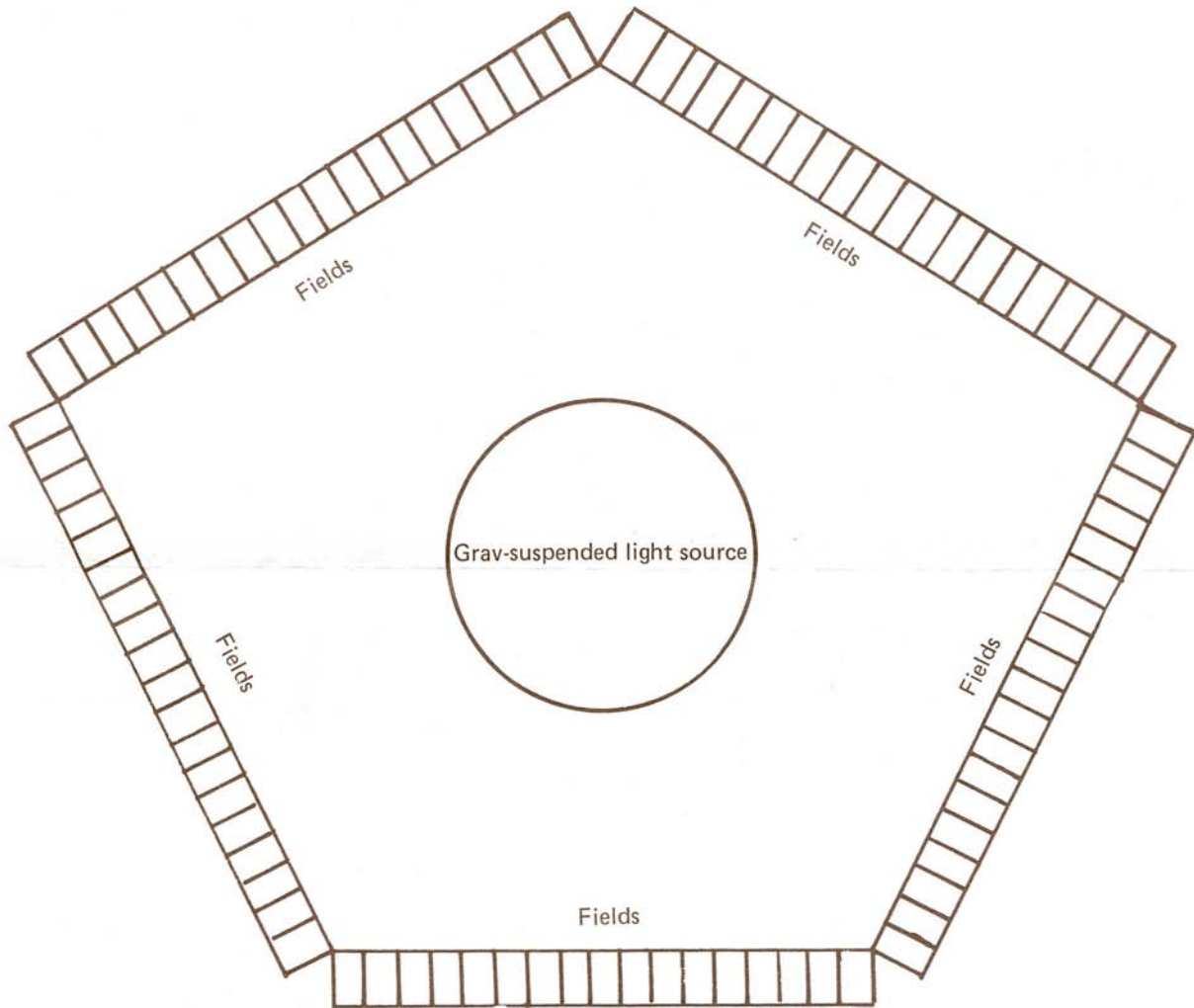
POWER COMPLEX (2D levels)



SURFACE COMPLEX (1D x 5 levels)





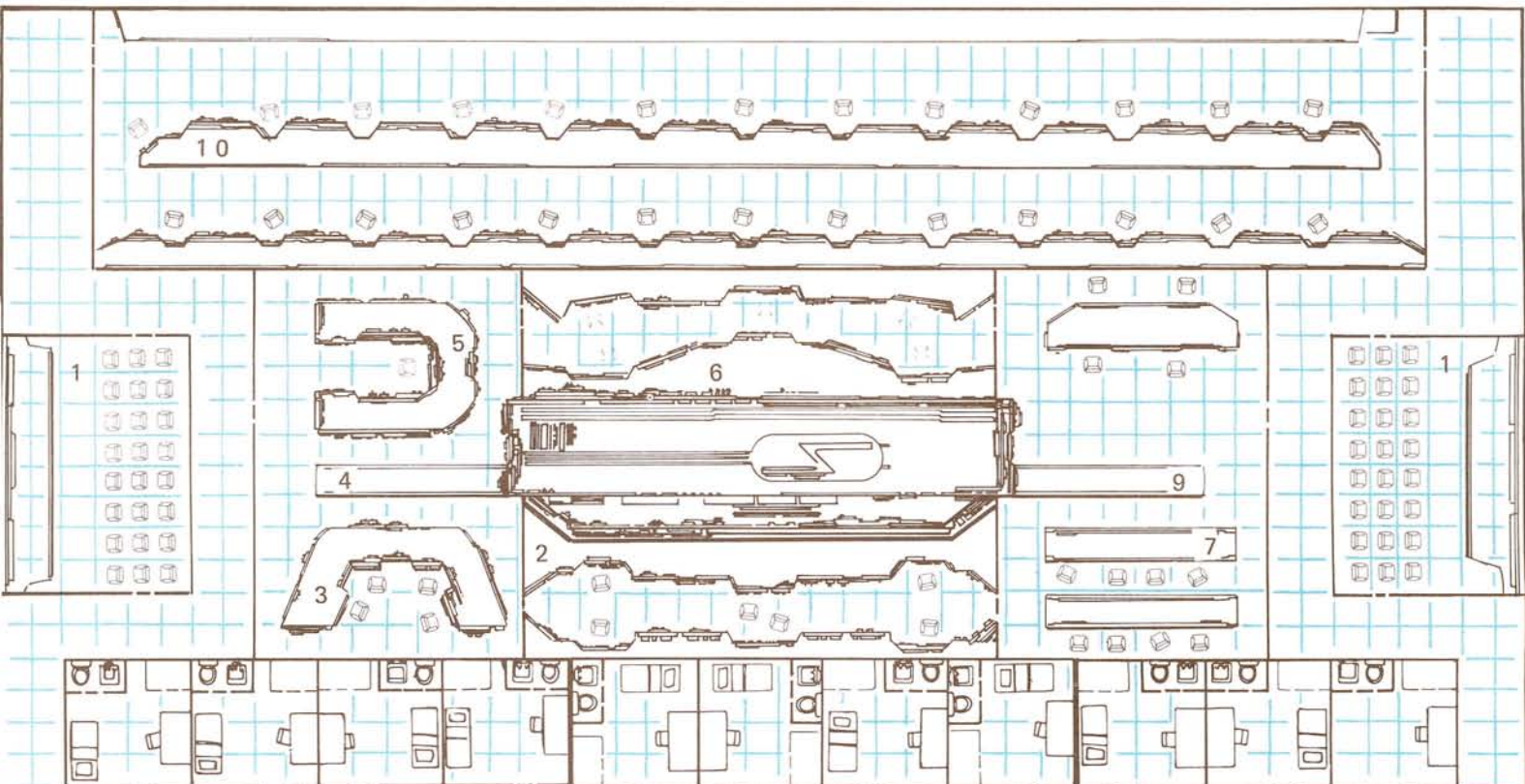


Control complexes lie under fields (though grav plates put them at right angles to allow exposure of greater number. Complexes contain storage, controls and quarters for Agro workers.

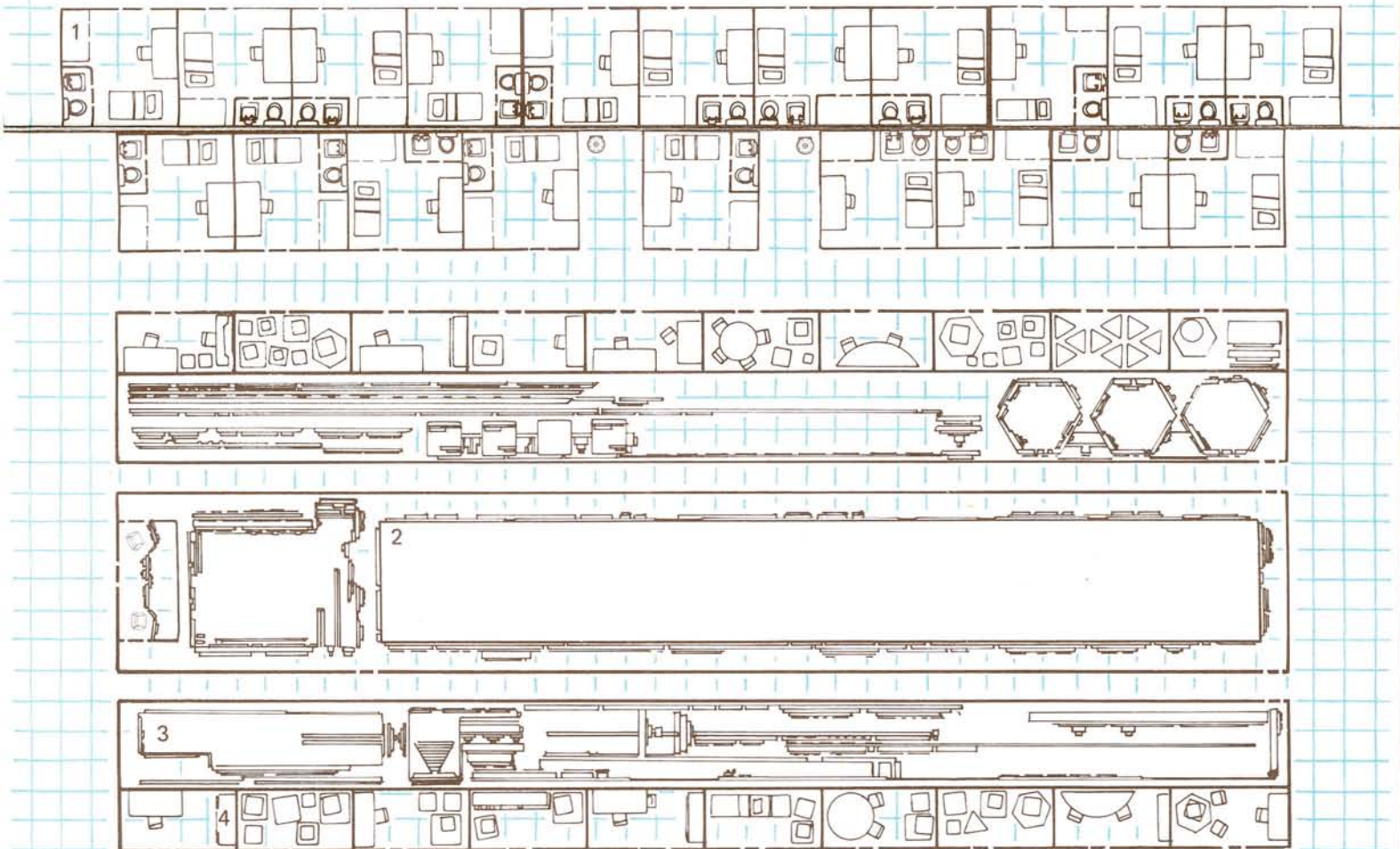
Some complexes are large storage areas, containing stored food, etc.

Joints are separated by mountain ranges.

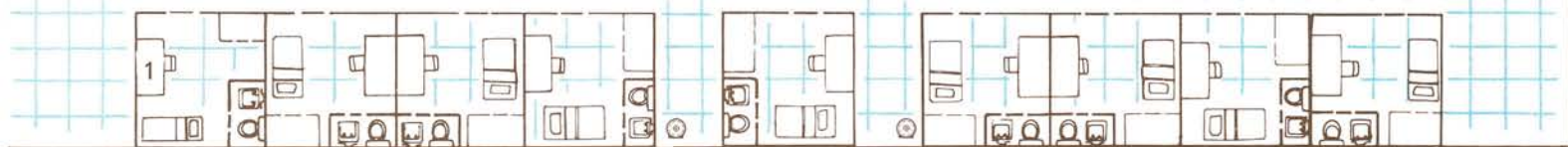
Most complexes can support anything from 10000 to 100000 population. Many, of course, are now vacant.



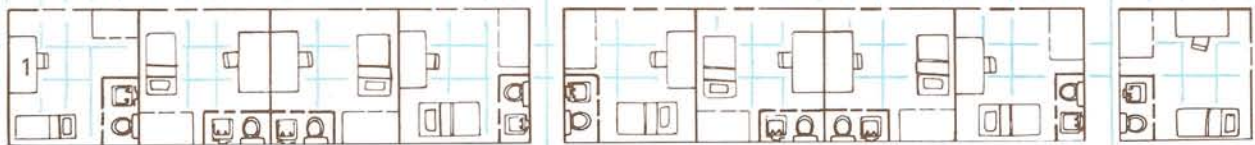
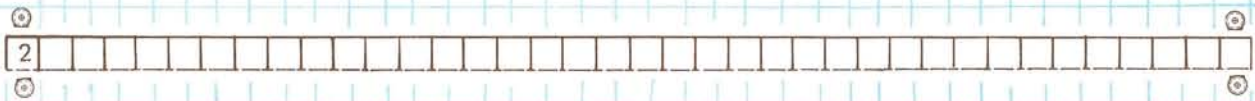
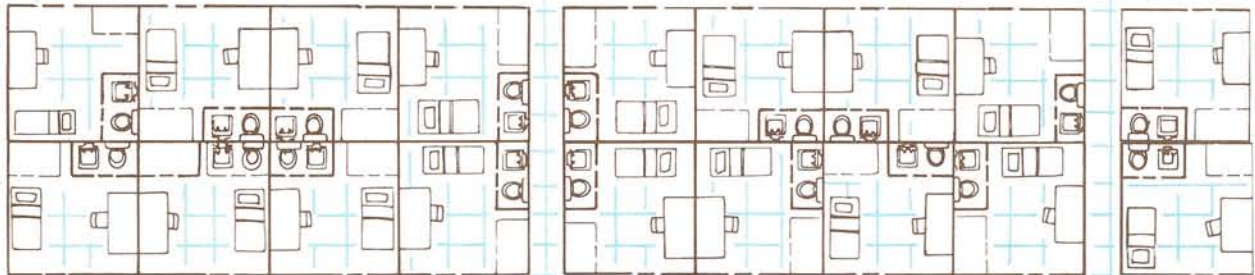
CONTROL COMPLEX (1 level)



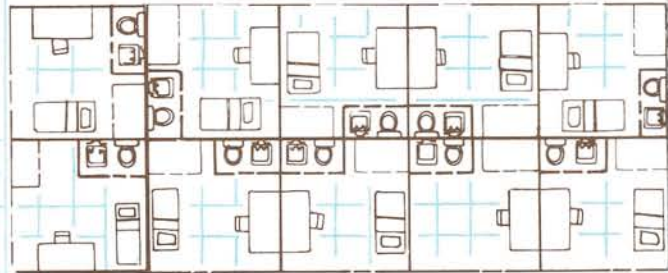
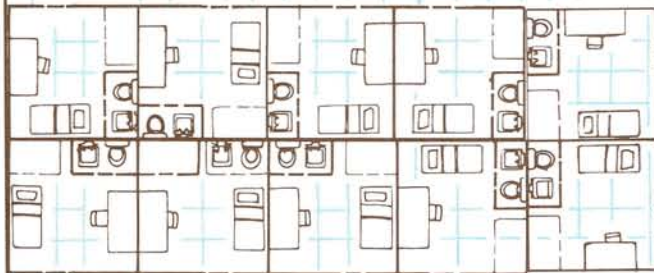
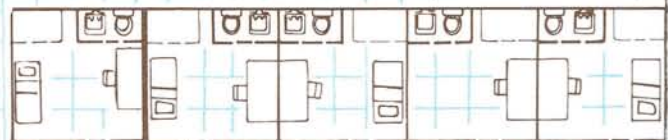
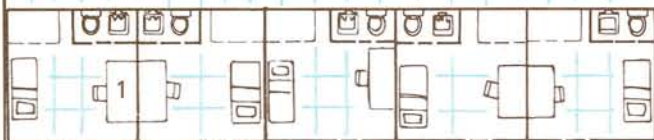
INDUSTRIAL COMPLEX (1D x 10 levels)







AGRO COMPLEX (Control/Quarters- 2D x 10 levels)



DOCKING BAY CONTROL COMPLEX

