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IMPERIAL MARINES

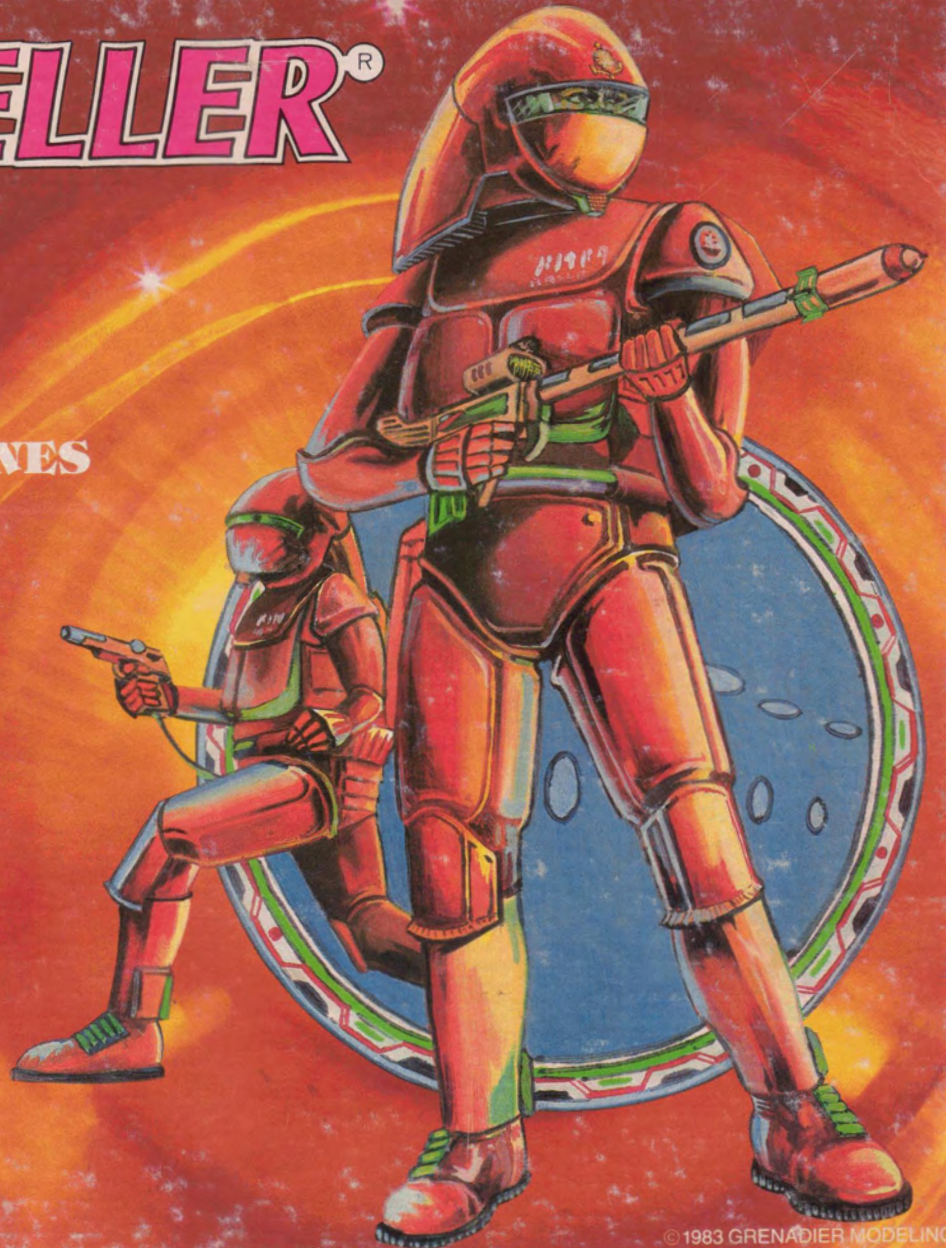


FREE
Starter
Scenario,
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Aid



1001

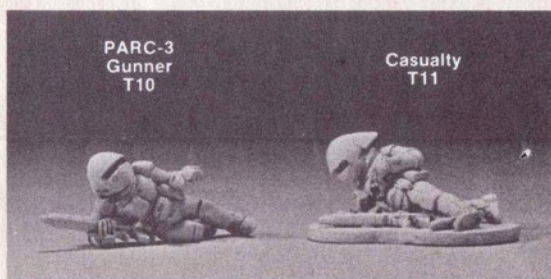
GRENADIER
For ages 10 and up



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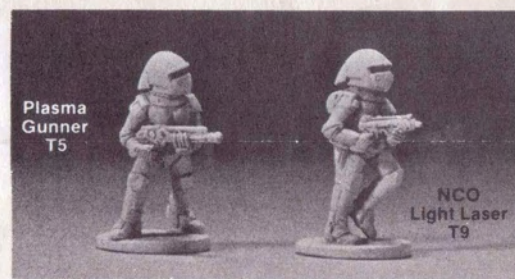
Grenadier Traveller - 1001 Imperial Marines





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TRAVELLER®

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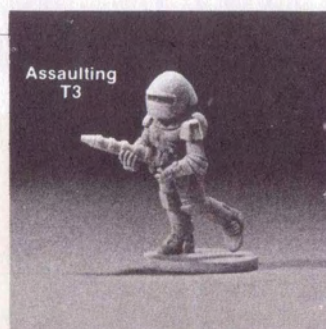
IMPERIAL MARINES



CREDITS

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Box Design: Raymond Rubin
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GRENADIER MODELS INC

Starter Scenario & Game Aid

1001

BY GARY PILKINGTON

Major Roben Klark UPP-9AB7A7 Age: 34
Army Four Terms

Awards: Imperial Service Nebula, First Class; Citation of Merit, Advanced Infantry Training; Tritaren Order of Excellence, Small Unit Tactics; Imperial Crest, Twice wounded in combat.

Actions: Saw service at the Kulu revolt and was in command of the 4188th infantry regiment during the invasion of Polleck IV. He also led the same regiment in the final assault on what was then considered to be the home world of the Kurr'r'aaackk.

Skills: ACR-2, tactics-4, leader-4, instruction-1, grav vehicle-1, grenade launcher-2.

Major Klark was one of the youngest combat infantry officers ever to have served the Empire. His meteoric rise to the command of the famous (or infamous, depending on your loyalties) 4188th infantry regiment is well documented. Under Klark's command, the "prowling tigers" of the 4188th achieved their most famous victories (see above) and garnered such fame that a rumor of their arrival on the planet Fornet III caused the revolution in its two major cities to fall apart out of the fear of this regiment's imminent arrival. It's uncertain as to exactly why Klark left the forces of the Empire to serve private concerns in their own 'little wars'. It would appear he had several disagreements with superiors and decided to independently offer his services for more money and less headaches. His last known employer was Dryser Chemicals Ltd. whom he served as head of planetary security operations.



Klark stands 6'1" and weighs 175 lbs. He has reddish brown hair and light gray eyes. He has no real distinguishing marks, but he does have a particular fondness for Felkirian cigars (known throughout the Empire for their strong, pungent odour) and will be in the possession of one whenever it is physically possible to smoke it.

Referee's Notes: Major Klark is, in every sense of the word, a professional. He should therefore be handled as such. If he is in command of a mercenary group he will tolerate no nonsense and expect mission capability from every man. If he hires into an already running mercenary unit, he will again expect professional expertise from every man in his immediate command. (If he hires into a player character mercenary unit he will expect a command of at least platoon level). Don't be afraid to make him aggressive, just be sure he doesn't become brutal. The 4188th's reputation was not one of killers and torturers of innocents, but rather as relentless soldiers who by their skill and tenacity seemed to be unbeatable.

Mercenary Contract:

Situation: Trachon IV in the Barren Subsector has recently had a workers revolt against the Electro-Olamic corporation. The rebels are holding terminal city, the capitol and industrial center of the major continent of Trell. They have apparently disarmed the corporate security personnel and may even have executed them. If this is so, the rebels are now armed with tech 8 weaponry and may also be in possession of two tracked support vehicles as well. Communications have been cut, so further intelligence concerning the situation is unavailable. The rebels do not seem to have any military experience or leadership.

Contract: E-0 Corporation will hire a company of mercenaries to be equipped at tech 12 to retake the city and end the revolt. They will pay 1.5 million credits for a success only strike against the rebels. Equipment will be provided, but will remain the pro-



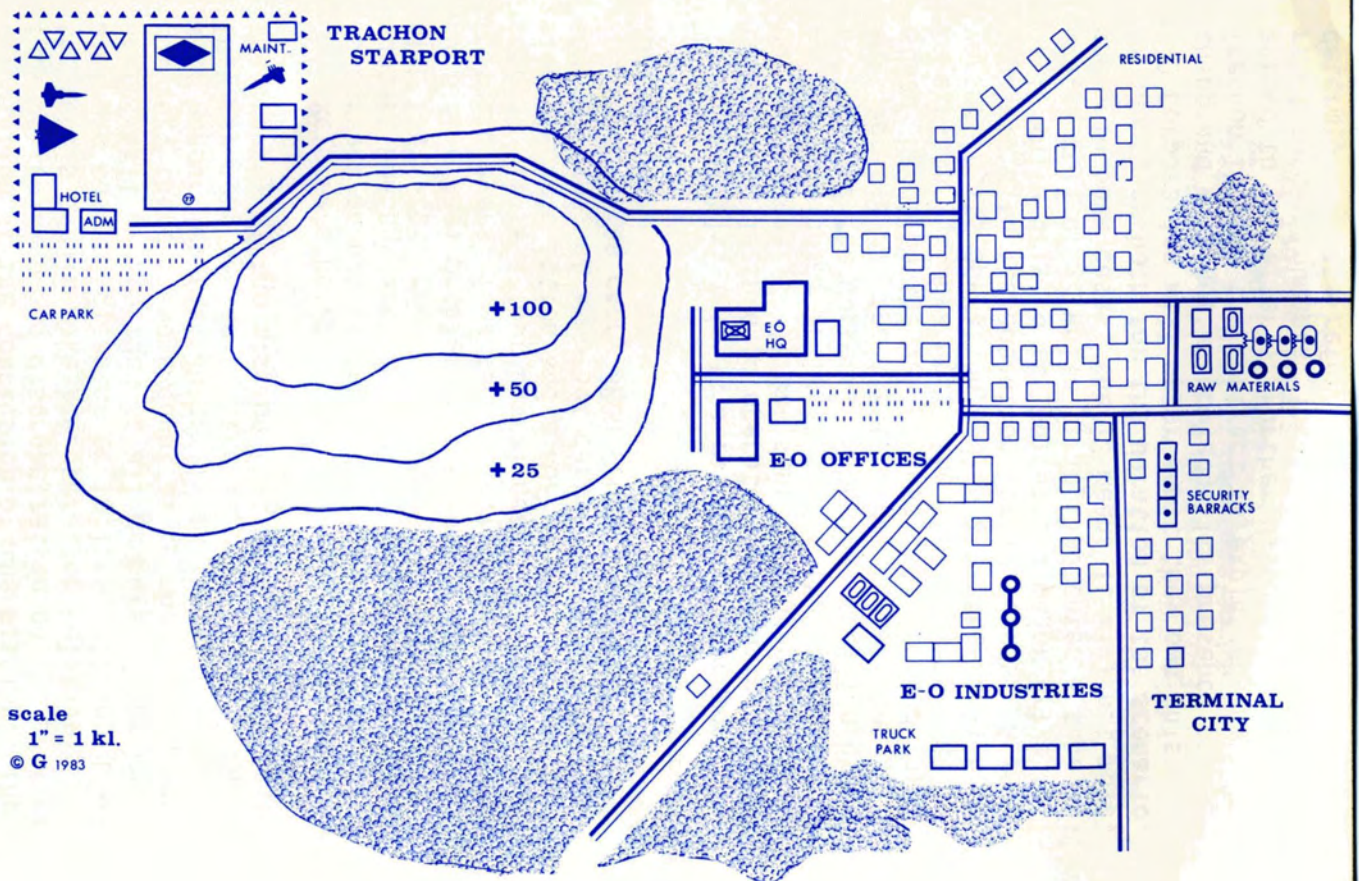
perty of E-0 Corporation and must be returned to the corporation at the conclusion of the mission. The lack of training and disorganization on the part of the rebels should make the operation relatively simple. In case of disaster or failure, off world exit-passes will be provided to all members of the unit. However, there is some doubt as to whether the rebels will honour Imperial authority at the star port. They may soon decide to take it over as well, making the urgency of the mission that much more apparent.

Referee's Notes: The situation presented above is correct enough as far as it goes. The tracked support weapons are APC's with each one mounting an ATRL (anti-tank rocket launcher) and medium machine gun. The real problem, which hasn't been mentioned to the players, is a tech 9 self-propelled grav auto cannon. It is a four barrel quad, each barrel 9 cm, with electric action and a ROF of 400. It can use several types of ammo but carries only HE right now. The vehicle can carry 3200 rounds, and is fully loaded.

Obviously, this is a rather nasty weapon. The rebels have learned to operate this monster, although not proficiently. It was sent to Trachon IV to act as an intimidator and help squash the rebellious attitude of the workers. When the rebellion broke, this vehicle was the first target to be taken. The squad handling the vehicle was captured and forced to explain its workings. The rebels are not well versed in its operation and on a 9+ they will have problems with its operation for 1D rounds. A roll of 12 while driving it indicates a major drive failure, a roll of 12 while firing indicates a tube failure. In both cases, the 12 means it will not move, or shoot, or both for the duration of the scenario. E-0 Corporation will never admit they own this thing and will not acknowledge its presence on Trachon IV when the contract is explained and agreed to (or after!) Further dispositions of rebel forces (numbers, locations, etc.) should be determined by the referee.



TRACHON STARPORT



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