

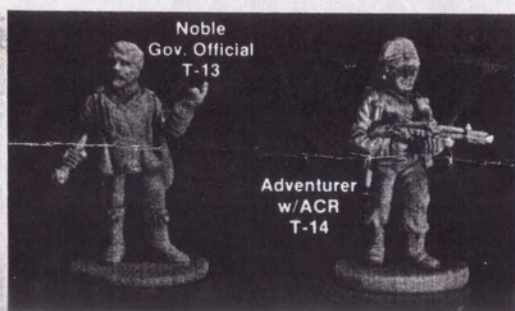
Adventurers



Grenadier Traveller - 1002 Adventurers



GTM
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GRENADIER MODELS INC

Starter Scenario & Game Aid

BY GARY PILKINGTON

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Mercenary Contract

Situation: The mining colony on Epiliar V requires a squad of merc's to guard against a growing number of terrorist threats from within the colony itself. In the past three months, a number of sabotage incidents have taken place against both the mining equipment and the environmental control system. In the last, and most serious incident, the atmospheric regulators in the supervisory quarters were "rigged" to produce deadly carbon monoxide gas. Fortunately, the saboteur didn't complete the job. The atmospheric sniffers in the supervisory quarters sounded the alarm and automatically shut down the recirculation system. This type of sabotage is sophisticated enough to make the mining colony officials believe that off-planet interests may well be involved. The mining chief, Monro Tavitt, wants his security forces bolstered with a minimum of eight mercenaries. (Tavitt can't be sure that his own security people aren't responsible for the sabotage).

Contract: Duran Mining Ltd. will hire a squad of mercenaries to be equipped with whatever their commander feels he needs for his men to perform as an anti-sabotage, anti-terrorist unit. The merc's will



also be used to bolster the current contingent of security troops within the colony. Employment will be on a week to week basis with a minimum of one month's duty and a two week notification period before employment is terminated. Payment will be 20 thousand credits for the entire unit (including expenses) on a weekly basis, with a minimum payment of 75 thousand credits. Quarters and essentials will be provided by D.M. Ltd., and an off-planet repatriation bond will be issued to each man in the unit.

Referee's Notes: The preceding situation could have one of the following resolutions. Roll a die, or pick one possibility from the list below.

- 1-2 All is as it is represented above. The acts of sabotage are the work of a disgruntled employee. The chances of his being captured should be adjudicated by the referee.
- 3-4 The sabotage is being conducted by several men hired by a rival mining corporation. Their chance of being captured should be adjudicated by the referee.
- 5-6 The sabotage is being conducted by two men hired by Monro Tavitt. The sabotage will be a "smoke screen" used to set up an unfortunate accident which will kill the mining colony's security chief. This will rid Monro Tavitt of a man who has been blackmailing him for over a year. The chance of Tavitt being exposed as the man behind the sabotage, should be adjudicated by the referee.



The proviso which states that the squad's C.O. should equip himself and his men with "whatever he feels he needs" should be handled carefully by the referee. It should not be taken as an excuse to run out and purchase "heavy metal". The necessary gear should be limited to sophisticated surveillance equipment and weapons suitable for use in pressure domes. Most of the adventure will be in those domes which make up the quarters, recreation, storage, maintenance and engineering areas of the colony. These domes are armoured and re-inforced, but not impervious to heavy weapons fire. The most anyone should be armed with is a shotgun or tranq. gas pistol. Besides, the more weapons brought planet-side, the greater the chance they will fall into the hands of the saboteur/terrorists.

This starter scenario is designed for use with GDW's **Traveller**™ rules System and **Book 4, Mercenary** ©

Happy Gaming!

