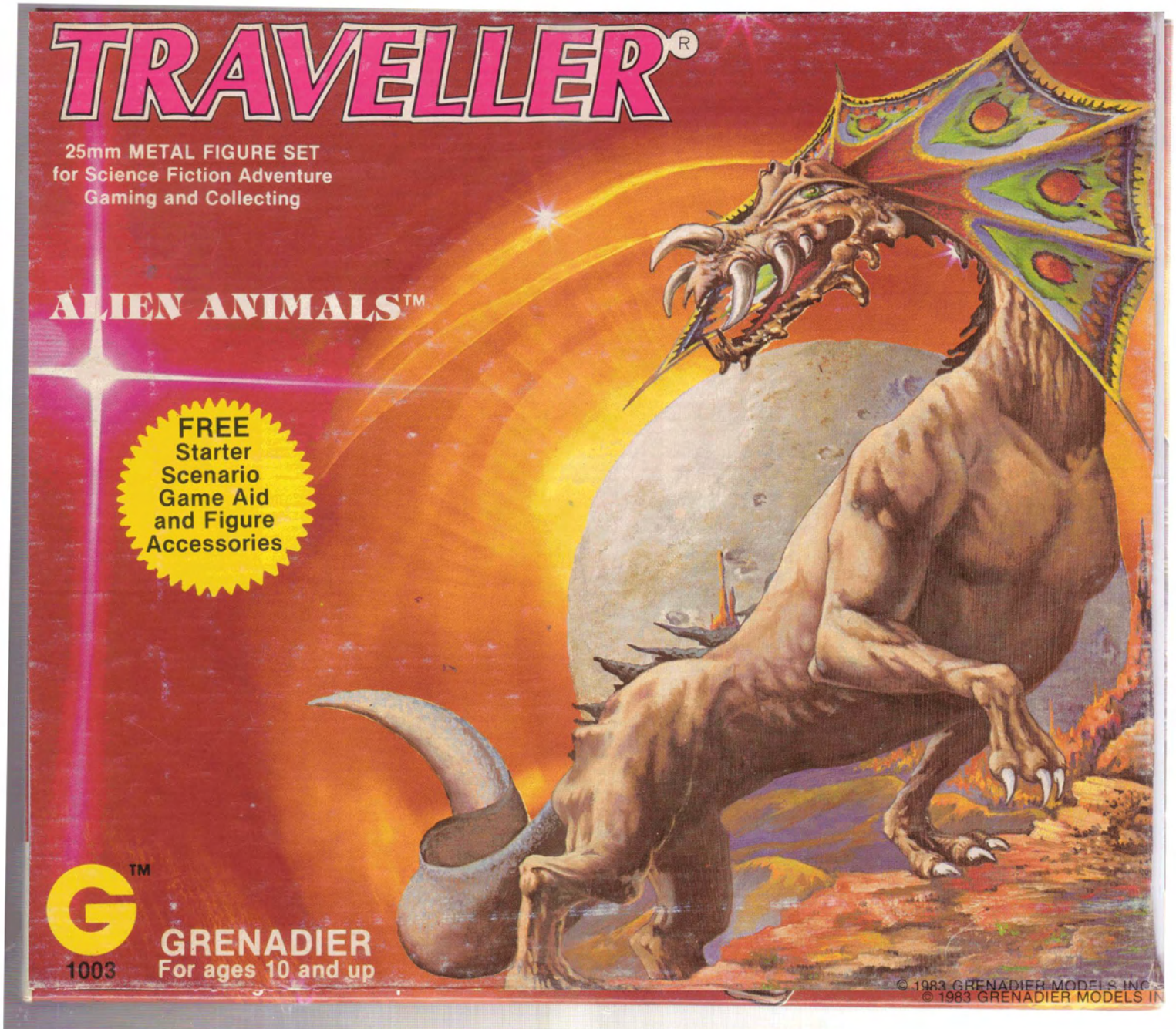


Alien Animals



GTM
1003

T-25
Tree Kraken



T-26
Sea Bear



T-27
Crested Jabberwock



T-28
Bloodvark



T-29
Bloodvark
Guard



T-30
Daghshark



GDW's Traveller® offers you nothing less than the universe. This award winning role-playing system enables you to visit undreamed of planets, fight unbelievable foes and view scenes that originated beyond the imagination of man.

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T-31
Grass Dog



T-35
Rider



T-33
Kian

SCIENCE-FICTION GAMING FIGURES

TRAVELLER®

Alien Animals

T-34
Bush Runner



T-32
Gratheudom



CREDITS

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GRENADIER MODELS INC

Starter Scenario & Game Aid

BY GARY PILKINGTON

1003

TRAVELLER

NPC Encounter:

Big Game Hunter - Jelko Aldaran UPP 897A7B Age 26
Hunting - 3 Gun Cbt - 2 Vehicle - 1 Cr. unlimited

Jelko Aldaran is a member of the ruling aristocracy of the planet Koridonne. He is a member of the lesser nobility and, while not terribly powerful, his landed interests provide him with sufficient funds to maintain a starship and pursue a rich man's hobby. That hobby is hunting exotic animals on even more exotic worlds.

His hunting occasionally takes him to planets where the 'game' is protected by either local or Imperial authority. This requires him to be wary of the people he hires. Player characters can encounter Jelko in some of the "sleazier" starport bars in the fringe sectors. He is a tall slender man with shaggy brown hair and an overgrown mustache. One other noticeable physical feature is his one green and one brown eye (a trait common to the nobility of Koridonne). His left arm is also horribly scarred from an unfortunate encounter with a Braalian snow cat (it is his bicep that is chewed up and it will not be visible when he is wearing long sleeves).



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.



Jelko will sometimes hire through an intermediary, but usually prefers to interview prospective associates for his hunts face to face. Player characters are paid well but must realize that they may be called upon to accompany Jelko onto bizarre planets with exotic environments and dangerous creatures. Of course, he thinks little of risks, and may well lull the player characters into a false sense of security with his tales of "ripping good adventure".

Notes for the referee:

Jelko Aldaran should be played as a pompous, overbearing aristocrat. He will offer the players large sums for their assistance all the while boring them with tales of hunts on other worlds. He also has an uncanny ability to get into rather difficult circumstances with his prey and the authorities. Naturally, the player characters will be unwittingly dragged along into his problems and difficulties.

Players who hire out on a hunt with Jelko should get plenty of action, but plenty of hardship as well. They should also get very little help from Jelko who will be oblivious to any and all difficulties. He will be wholly absorbed by the hunt and his quarry.



Kasaan Game Preserve

