

# ENCOUNTERS IN THE CORELIAN QUADRANT

GROUP ONE

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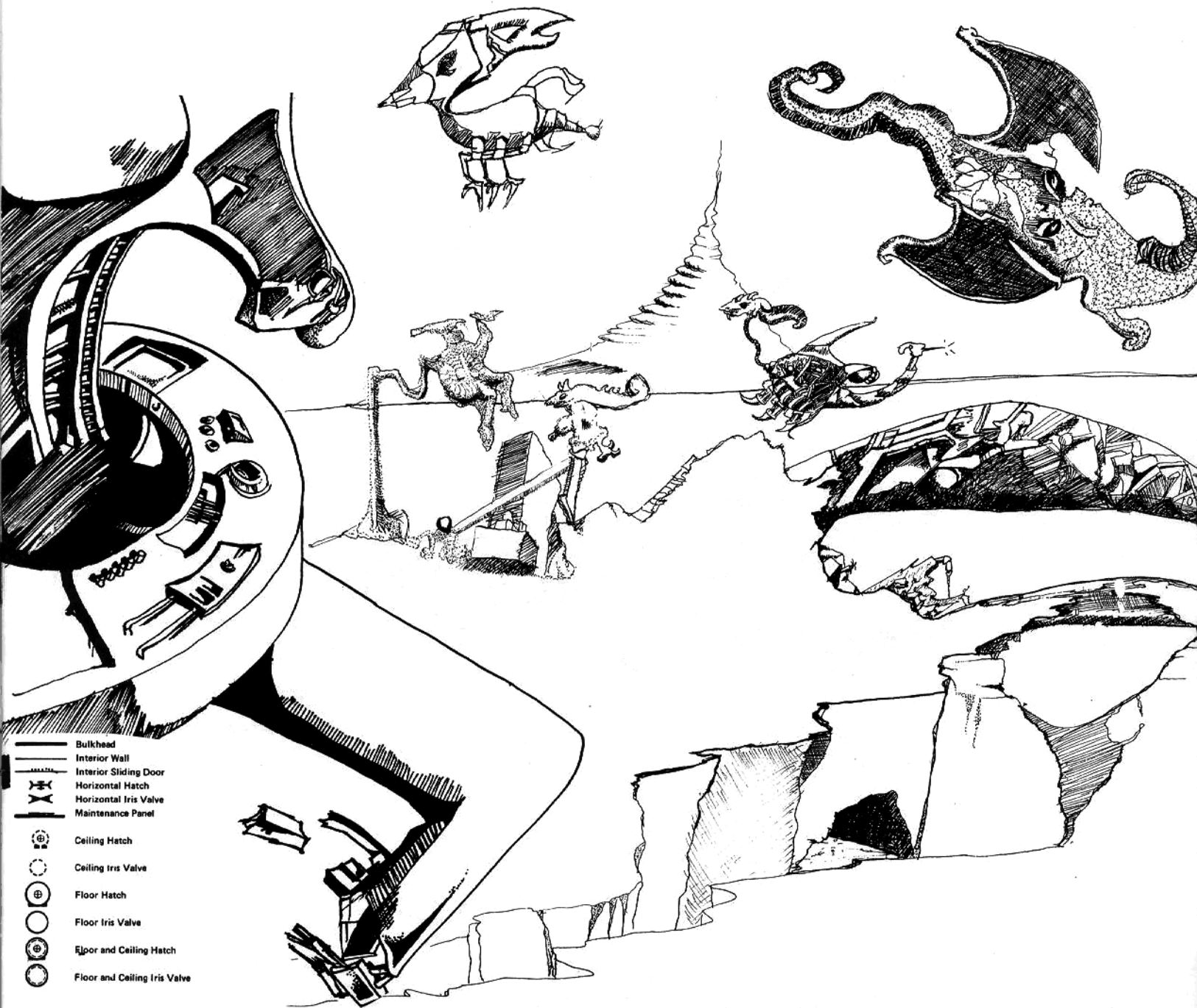
# ENCOUNTERS













## IN THE

# CORELIAN QUADRANT

Approved For Use With TRAVELLER™

## GROUP ONE



-  Bulkhead
-  Interior Wall
-  Interior Sliding Door
-  Horizontal Hatch
-  Horizontal Iris Valve
-  Maintenance Panel
-  Ceiling Hatch
-  Ceiling Iris Valve
-  Floor Hatch
-  Floor Iris Valve
-  Floor and Ceiling Hatch
-  Floor and Ceiling Iris Valve

## INTRODUCTION

ENCOUNTERS in the CORELIAN QUADRANT is the second in a series of starship books approved for use with Traveller tm. It consists of four different ships, from merchant to research vessels. Each ship is complete with descriptions of crew, compartments and floor plan. The encounters can be used as is or added to a campaign as a source for non-player characters. As always, the referee should feel free to add to or delete as he sees fit.

ENCOUNTERS in the CORELIAN QUADRANT retails for \$3.50 unlike it's predecessor, ENCOUNTERS in the PHOENIX QUADRANT which retails for \$3.00. This increase is due to your desire for us to add professional artwork and color to our covers. As always, we will strive to give you quality products at a reasonable cost. If you have any comments or suggestions, please feel free to write us (1737 N. Walnut Grove, Decatur, Il. 62526).

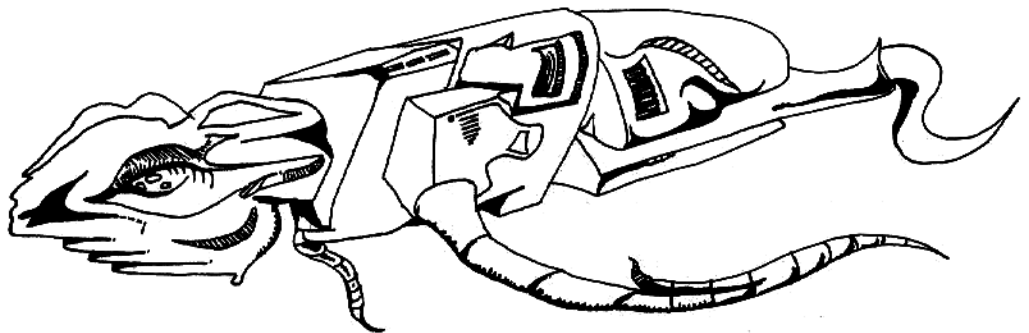
We sincerely thank the people at G.D.W..for their advice and cooperation.

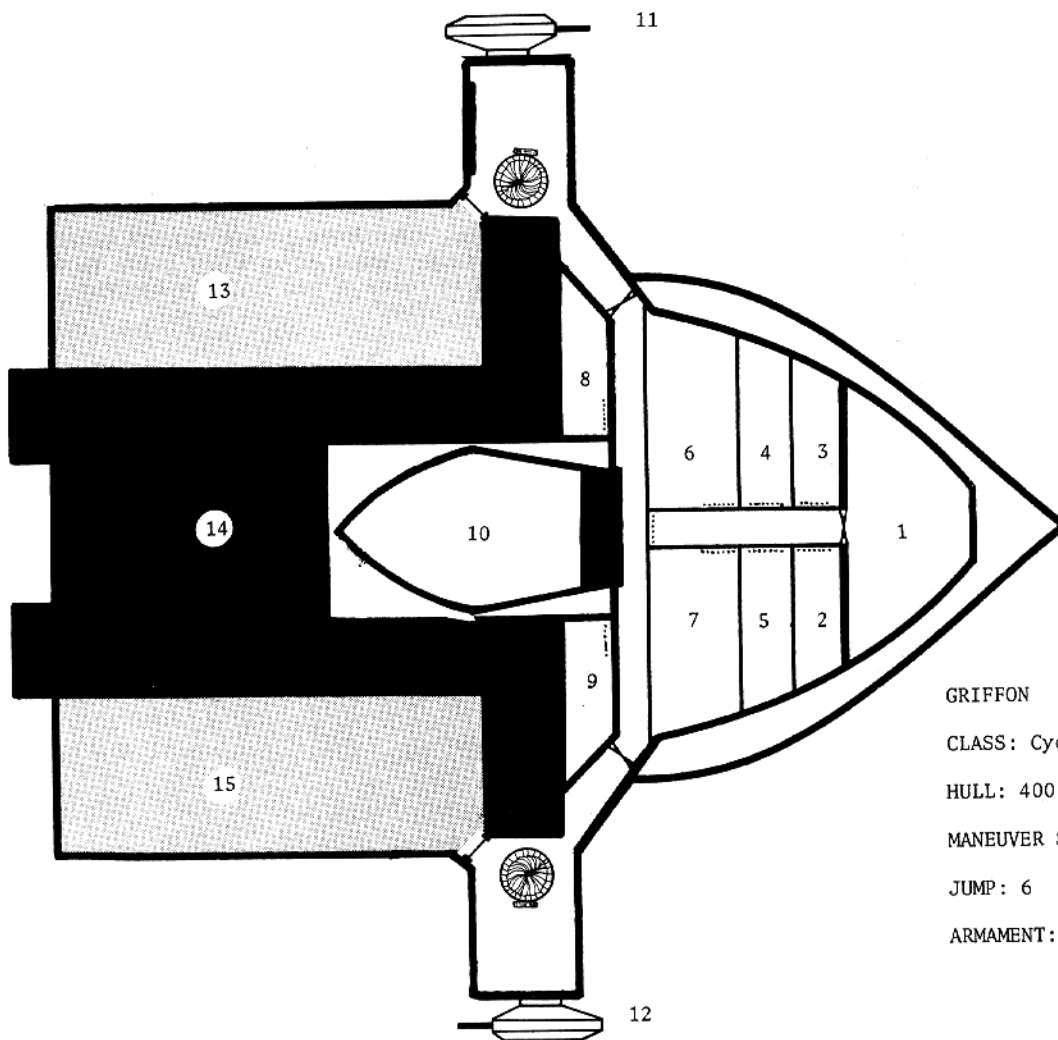
This playaid uses Basic Traveller, with references to Mercenary and High Guard.

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# GRIFFON

CLASS: Cyclone

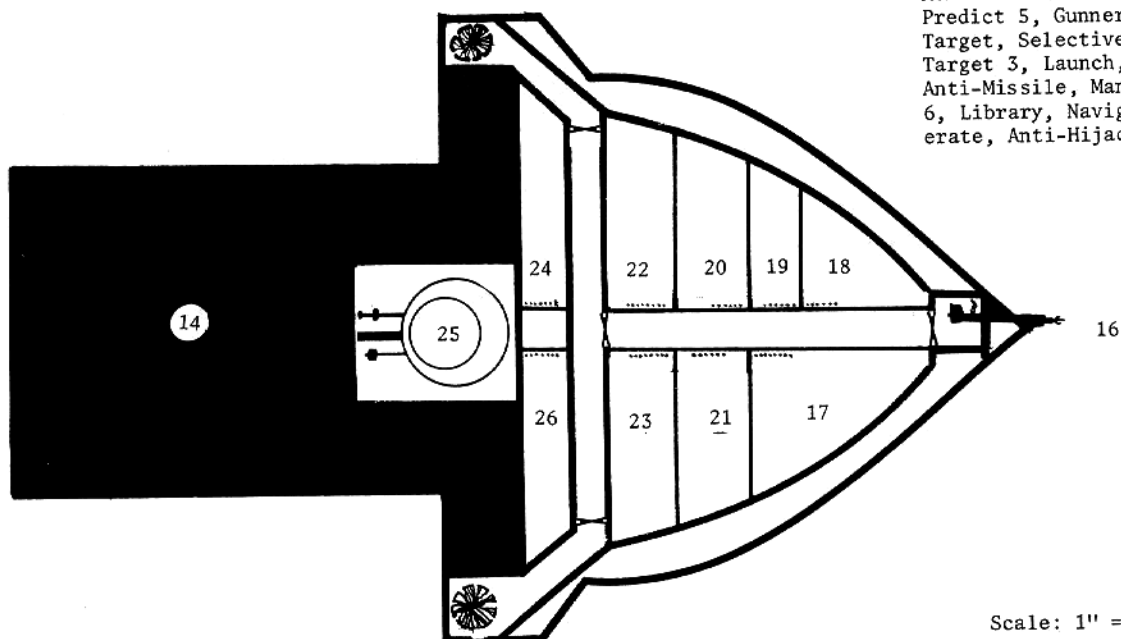
HULL: 400 Tons

MANEUVER SPEED: 6

JUMP: 6

ARMAMENT: 3 Triple Turrets  
Each: 1 Beam Laser,  
1 Missile Rack,  
1 Sandcaster  
1 Barbett Gun

MODEL 7 COMPUTER PROGRAMS:  
Predict 5, Gunner Interact,  
Target, Selective, Multi-  
Target 3, Launch, Auto/Evade,  
Anti-Missile, Maneuver, Jump  
6, Library, Navigation, Gen-  
erate, Anti-Hijack



Scale: 1" = 7.5 meters

## GRIFFON

The Griffon was bestowed to Captain Reiner by it's previous captain and owner, Jules Farnham. In his Will, Farnham praised Reiner for his loyalty and service. The Griffon was custom built for Farnham ten years ago on Regus IV. The base price was 350,820,000 credits. Since then, many new systems have been installed. The ship is designed for mercenary missions. The crew has nicknamed the ship "Madame Griff".

Captain John Reiner 988887 Age 32 Branch: Scouts, 3 Terms Leader 1 Automatic Pistol 3 Vacc Suit 2 Jack-O-T 2 Pilot 3  
Captain Reiner is an average-looking man of medium stature. He demands and receives the loyalty and respect of his crew having earned it over the last 6 years as captain of the Griffon. Captain Reiner was previously first mate but was promoted when the former captain was killed during combat 6 years ago. Captain Reiner wears Cloth and carries 2 holstered Automatic Pistols on his belt. Both Pistols are equipped with silencers. He has won several prizes for his expertise and marksmanship. His only vices are beautiful women and vinicore liquor on occasion.

First Mate Sir Allen Richards 967A9B Age 34 Branch: Scouts, 4 Terms, Administration 1 Submachine Gun 3 Electronics 2 Jack-O-T 3 Pilot 1 Navigation 2 Automatic Pistol 2

First Mate Richards is a tall, handsome man. His left hand was lost in close combat and has been replaced by a prosthetic one with various attachments. Richards is a member of the social elite in his home galaxy. He also has many friends in high places. He is known for his ability to cut through bureaucratic red tape. He smokes cigars.

Engineer Mario Kelcy 986998 Age 47 Branch: Navy, 3 Terms, Engineering 3 Vacc Suit 2 Jack-O-T 1 Computer 1 Laser Carbine 3

Kelcy has been engineer aboard the Griffon for 5 years and well known for his grisly tales. He is a big man (1.9 meters tall, weight 89 kilograms) and quite outspoken. Kelcy wears Jack and carries a Laser Carbine. He usually attempts to reason with an opponent but will not hesitate to draw his Laser Carbine if he feels seriously threatened. Kelcy has mousey-brown hair that is graying at the temples and sparkling, green eyes. He is very loyal to Captain Reiner.

Niles Ralston 887995 Age 42 Branch: Marines, 2.8 Terms, Tactics 2 Leader 1 Electronics 2 Mechanical 2 ATV 2 Foil 2

Niles Ralston stands 1.7 meters and weighs 75 kilograms. He is bald, unshaven and constantly drooling on an unlit cigar. Ralston is not one of the more popular crewmates aboard the Griffon because of his rude comments and vulgar habits. He wears Cloth and carries a Foil.

Wolf Bradden 977887 Age 36 Branch: Merchant, 3 Terms, Gunnery 2 Jack-O-T 1 Vacc Suit 2 Automatic Pistol 3 Streetwise 2  
Wolf Bradden is a husky, pulchritudinous man with thick, raven hair and dark, piercing eyes. He stands 1.8 meters, weighs 78 kilograms, has a well-developed physique and yet lithesome. He wears Cloth and is an expert with the Automatic Pistol he carries. Wolf is very quiet but loyal to Captain Reiner.

Yvette Sims 7779A7 Age 28 Branch: Other, 2 Terms, Medical 3 Computer 1 Body Pistol 3

Yvette Sims is a mundane redhead who trusts no one but her lover, Captain Reiner. She is 1.7 meters tall, weighs 59 kilograms and has glistening-green eyes. Yvette wears Cloth and carries a Body Pistol. She is an expert with her weapon and was instructed by Captain Reiner in all aspects of self-defense. Yvette was formerly employed as Medic at Fortress Brash Training Facility and in so has seen and treated many combat injuries firsthand.

Joe Bland 77665 Age 33 Branch: Merchant, 1 Term; Other, 1 Term, Steward 1 Forgery 2 Revolver 1 Dagger 2

Bland serves aboard the Griffon as ship's steward. He is a twirp, stands 1.5 meters and weighs 66.7 kilograms. Bland is nearly bald but has a thin row of hair above his ears almost resembling a laurel. He is well-known for his strange fetish, wearing women's garments. Bland is tolerated aboard the Griffon only for his mouth-watering cuisine. He wears Cloth and carries a Dagger. He has a Revolver hidden in a dirty sock in his room.

Olaf Rayburn A77887 Age 27 Branch: Scouts, 1 Term, Pilot 1 Gunnery 1 Navigation 1 Submachine Gun 1 Laser Rifle 1 Automatic Pistol 3

Olaf Rayburn is 1.88 meters tall, weighs 86.18 kilograms. He has whitish-blond hair, pale, blue eyes and a nasty scar across the bridge of his nose. Rayburn is a dead-shot with the Automatic Pistol he carries. He wears Reflec. He is a womanizer and Captain Reiner has straightened him out several times concerning Yvette Sims. Rayburn is the shuttle pilot for the Griffon.

Travis Dickson 888AA7 Age 33 Branch: Navy, 3 Terms, Gunnery 3 Vacc Suit 2 Mechanical 3 Automatic Rifle 2 Carbine 3  
Dickson is a small man, 1.5 meters tall and weighs 43.9 kilograms. He is ruthless and loyal only to Captain Reiner. He is a marksman with the Carbine he carries. Dickson wears Jack.

Hugo Nashita 8879A7 Age 34 Branch: Navy, 2 Terms, Gunnery 2 Mechanical 1 Jack-O-T 1 Automatic Pistol 3 Laser Rifle 1  
Nashita stands 1.76 meters, weighs 65.7 kilograms and is dark complected. His left shoulder was injured in a freak accident and most of the shoulder has been reconstructed with cyborgnetics. Nashita wears Jack and carries an Automatic Pistol.

Clyde "Mile High" Baker 887887 Age 32 Branch: Marines, 3 Terms, Demolitions 2 Recon 3 Tactics 2 Gunnery 2 Laser Carbine 3

"Mile High" Baker is a great man, 1.95 meters, 108.86 kilograms. "Mile High" is an albino with flowing, white hair that is 4.31 decimeters long which he usually wears tied back. He wears a lightweight helmet with a dark visor to protect his sensitive, pink eyes. He is reserved and none of his crewmates have been able to get to know him, even though he has been with the Griffon nearly a year. He wears Ablat and carries a Laser Carbine.

Room 1 This is the Bridge of the Griffon. It efficiently equipped and well organized. There is 1 command console in the center of the room and 2 smaller consoles to either side of it.

Room 2 The Computer Room of the Griffon contains a Model 7 computer with the following programs: Predict 5, Gunner Interact, Target, Selective, Multi-Target 3, Launch, Auto/Evade, Anti-Missile, Maneuver, Jump 6, Library, Navigation, Generate and Anti-Hijack.

Room 3 This room contains the Fire Control equipment for the Griffon's 3 Triple Turrets.

Room 4 Captain Reiner and Yvette Sims share this room. It appears overwhelmed by his marksmanship trophies and her exotic perfume decanters. A safe is hidden behind a shoulder-flap of a breastplate displayed on the wall to the stern. The safe contains 27000 credits, personal mail, 4 bottles of a rare vinicore liquor and a ring with a strange, cratered globe setting (value: 500 credits). The bottom drawer of his desk contains a monitor that secretly activates listening devices in the following areas: bridge, armory and all staterooms.

Room 5 First Mate Sir Allen Richards' room is tastefully decorated (compliments of his social-climbing mother). In the corner the attachments for his prosthesis are bizarrely displayed. There are 2 bladed attachments, a dagger and a vicious-looking cleaver, a mace, an attachment covered with long, hooked, metal tines. A beautiful, gold arm band adorned with precious stones and weighing 3 kilograms is resting on a thick, velvet case atop his desk. It is valued at 2600 credits. A computer-lock, floor safe next to his bed contains 5100 credits, letters of recommendation and Richards' personal mail.

Room 6 This Stateroom is occupied by 2 of the Griffon's gunners, Wolf Bradden and Travis Dickson. Their room is furnished with 2 beds, 2 desks and 2 garment modulars. Dickson's footlocker holds an Automatic Rifle, 9 magazines and 900 credits. Bradden's footlocker contains 1200 credits, personal mail and a portrait of a beautiful brunette.

Room 7 This is a combination Lounge and Rec Room. Huge, embroidered pillows are piled in one corner next to a large, brass pipe. Five hoses are twisted around the pipe. Lavish tapestries hanging about give this area a mystical appearance. Two plush, lounging sofas have a capacity of up to 5 persons each. The area to the starboard contains all the equipment necessary for popular, zero gravity sports (Grav-Ball, Magnetic Ping-Pong, etc.).

Room 8 This is the Shuttle Pilot's Stateroom. Olaf Rayburn keeps his room fairly clean except for numerous empty bottles. Posters of exotic women decorate the walls. His footlocker contains 50 credits, a Submachine Gun with 19 clips (1000 rounds) and a Laser Rifle with 5 Power packs.

Room 9 Engineer Kelcy's Stateroom is very plain. It almost looks unoccupied save for a few murder mysteries on top his bunk. The footlocker under his bunk contains 2 power packs, 1027 credits and personal mail. Kelcy's pet Greech patrols his room, constantly dodging and hiding. He purchased this small rodent with elongated ears and wide, yellow eyes on the planet Sientra IV. This creature does not have claws or teeth and is therefore harmless. It does sound a very loud, shrill screech when it becomes excited at the presence of anyone but Kelcy entering the room. The Greech weighs .025 kilograms and is .1 meters long.

Room 10 This room holds the Griffon's Shuttle.

Room 11 This is a Turret Control Room. Directly to the port is 1 of the Griffon's Triple Turrets. It is equipped with 1 Beam Laser, 1 Missile Rack and 1 Sandcaster. This room is sealed from the ship with an Airlock. Wolf Bradden is the gunner for this Triple Turret.

Room 12 This is the Turret Control Room for 1 of the Griffon's Triple Turrets. The Triple Turret is located directly to the stern. It is equipped with 1 Beam Laser, 1 Missile Rack and 1 Sandcaster. This room is sealed from the ship with an Air Lock. Travis Dickson is the gunner for this Triple Turret.

Room 13 L-HYD Fuel Tanks, 51 tons

Room 14 This is the Griffon's Engineering Section. It contains a Type L Power Plant, Type L Maneuver Drive and Type L Jump Drive.

Room 15 L-HYD Fuel Tanks, 51 tons

Room 16 This is the Control Room for the Griffon's Barbbet Gun which is located directly to the bow. It is sealed from the ship with an Airlock. Hugo Nashita is the gunner for the Barbbet.

Room 17 The Armory of the Griffon contains 24 custom Automatic Pistols (designed by Captain Reiner), 20 Machine Guns, 16 Laser weapon Power Packs, 10 Laser Carbines, 2 cases of ammo for Automatic Pistols, 20 cases of rounds for Submachine Guns, 5 Automatic Rifles with 10 cases of ammo, 4 Laser Rifles, 2 cases of Grenades, 3 cases of Plastic Explosives, 2 cases of all-purpose detonators, 3 Mortars with 50 rounds ammo each, 2 Rocket Launchers with 25 Rockets each, 4 Grenade Auto-Launchers and 20 conventional Land Mines.

Room 18 The Cargo Hold contains a wide range of equipment for support of various mercenary missions. The equipment is as follows: 4 cases mountain climbing equipment, 3 4-man inflatable rafts, scuba-diving gear for 5 men, various camouflage, tarps, nets, 3 jet-powered 1-man folding helicopters, 6 electronic perimeter security probes (sound and movement detection), 2 cases of high altitude disaster and signal flares, 10 flare guns, 1 10-man Air/Raft, portable mineral and metal detectors, 3 Vacc Suits, 10 sub-zero combat fatigues, 1 medium-sized searchlight (mounts on 1 Air/Raft), 3 portable 4-man survival shelters, 10 cases of survival rations, 18 air filter masks, 4 oxygen packs and 2 powered-armour suits.

Room 19 Niles Ralston's Stateroom is unkept and cluttered with racy books. A large poster of a nuclear holocaust is on the wall above his bunk. The furnishings are simple and covered with light dust. His footlocker contains 1700 credits, a foul-smelling, plastic jar containing what appears to be rotting noses and a large, heart-shaped wire wreath with a satin ribbon labeled "Mother". Withered flora is crumbled in the bottom of the footlocker.

Room 20 The Sick Bay is immaculate and well organized. A semi-circular, clear elevator connects the Sick Bay to Reiner and Sims' stateroom directly above. A steady chirp sounds in their room when the elevator is in use. This elevator is off limits to everyone but Reiner and Sims. It's sole purpose is to allow Sims quick access to Sick Bay.

Room 21 Joe Bland's Stateroom is brightly decorated, almost gawdy. Cosmetics are neatly arranged on a tray which rests atop his dresser. A revolver is hidden in a dirty sock under his bunk. His footlocker contains 300 credits and personal mail.

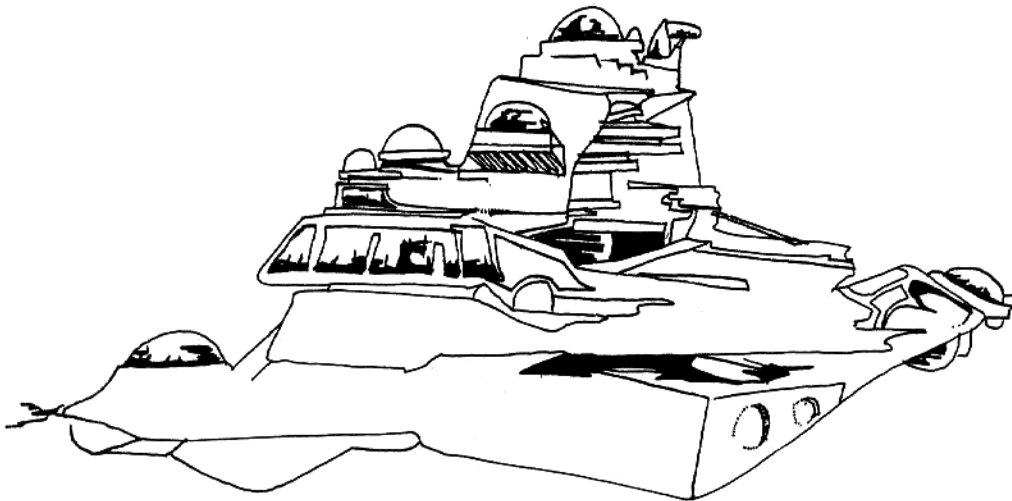
Room 22 The Low Passage Berth on the Griffon contains 6 empty suspended-animation capsules.

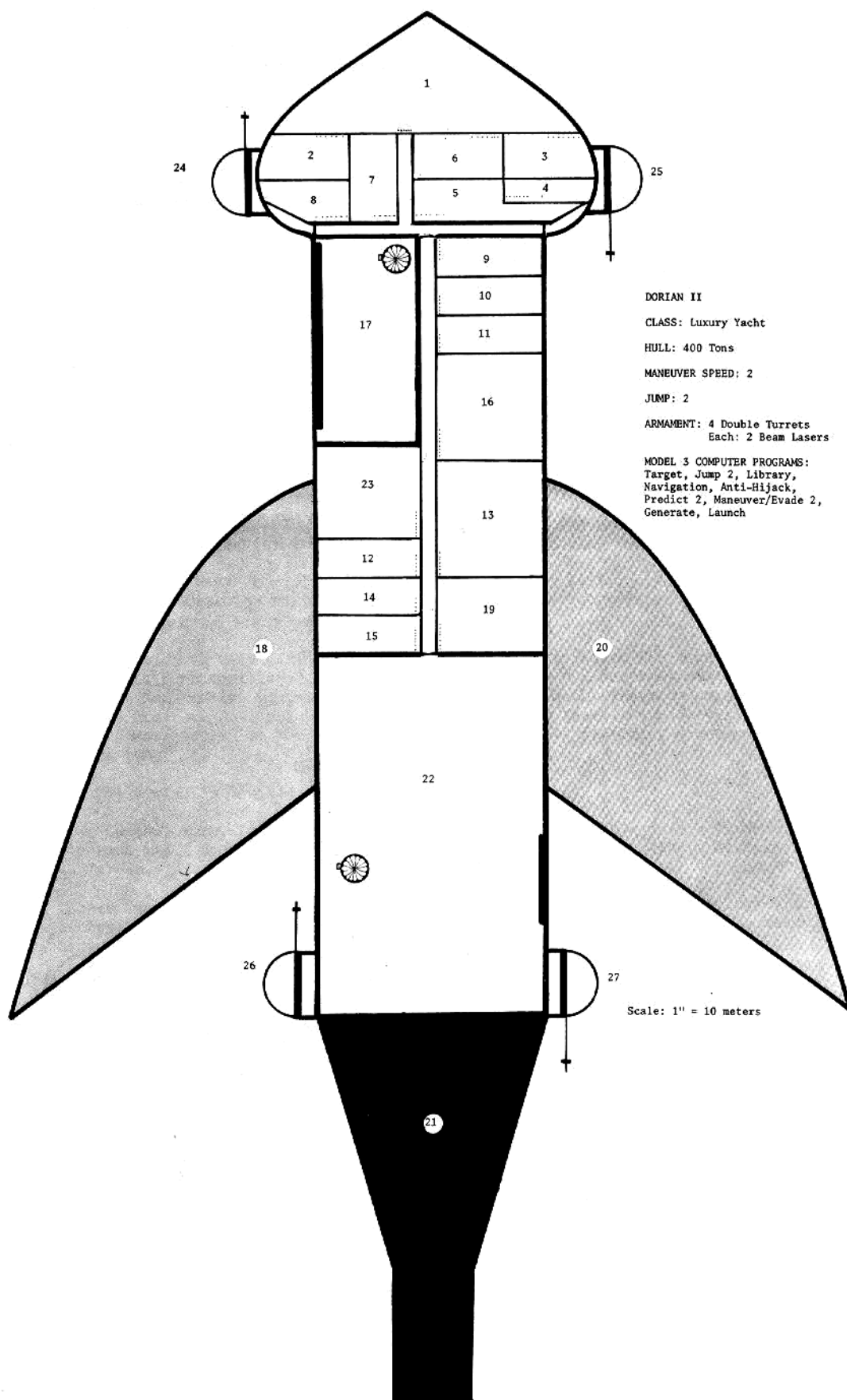
Room 23 The Mess Hall is equipped with 2 food processors. The standard dining table to the bow can sit 10 people. Most of the crew take their meals here while Captain Reiner and Sims usually dine in their room. A service elevator to the starboard connects with the Lounge/Rec Room directly above the Mess Hall.

Room 24 This is the Stateroom for the Griffon's Barbbet gunner, Hugo Nashita. It is a standard stateroom. There are no possessions about to give it a personal touch. His footlocker contains 5300 credits, personal mail and a Laser Rifle.

Room 26 This is Clyde "Mile High" Baker's Stateroom. It is dark blue and has pale, blue lighting. This room is well-kept and tastefully decorated. His footlocker contains 7000 credits and an acoustical, stringed instrument.

Room 25 This is the Turret Control Room for 1 of the Griffon's Triple Turrets. This Triple Turret is equipped with 1 Beam Laser, 1 Missile Rack and 1 Sandcaster. It is sealed from the ship by an Airlock. "Mile High" Baker is the gunner for this Triple Turret.







## DORIAN II

The Dorian II was granted to Ivana Quisten in divorce court from her ex-husband, Grand Senator Quisten. The settlement also included a fuel charge to be billed to the Grand Senator for the life of the ship. The Dorian II is a luxury yacht and Ivana Quisten's permanent home. She travels the star lanes sating her adventuresome soul.

Captain Ivana Quisten 777899 Age 42 Branch: Scouts, 3 Terms, Pilot 2 Vacc Suit 1 Body Pistol 1 Electronics 2 Sword 1  
Quisten is the ex-wife of Grand Senator Quisten and quite beautiful. She is of medium height and weight but very full of energy and youthful for her age. She is sly and always protects her own interests. Quisten wears Cloth and carries a Body Pistol and Sword strapped to her hips.

First Mate Olen Monroe 877887 Age 31 Branch: Navy, 1 Term, Navigation 1 Computer 1 Automatic Pistol 3 Dagger 1 Pilot 1  
Monroe stands 1.6 meters and has a muscular physique. He is a personal friend of Captain Quisten and very loyal to her. Monroe is an expert with the Automatic Pistol he carries and adequate with his Dagger. He has a small scar on his left eyelid, the result of his first encounter with Astred Oiler. Monroe wears Cloth.

Engineer Titus Bailey 777887 Age 38 Branch: Navy, 2 Terms, Engineering 2 Mechanical 1 Gunnery 1 Carbine 1 Laser Rifle 1 Rifle 1  
Bailey is 1.4 meters tall and of average weight with thin, reddish hair. Although he is a very private person, he considers Monroe a good friend. Bailey becomes very vicious and curt when around strangers and will not hesitate to draw his Carbine if he feels threatened (His brother was killed during the hijack of the Borgetus). Bailey also possesses a Laser Rifle and wears Cloth.

Astred Oiler 899878 Age 22 Branch: Scouts, 1 Term Air/Raft 1 Mechanical 1 Medical 2 Foil 1 Revolver 1 Brawling 1  
Oiler's appearance is striking - fair skin, blond and voluptuous. She loves being aboard the Dorian II and takes her job seriously. She prefers to be treated equally and romantic encounters generally annoy her to the point of violence unless she feels she has something valuable to gain. Oiler is adventuresome and brave yet taciturn. She carries a Foil and Revolver. She wears Cloth.

Patrick Randall 779676 Age 37 Branch: Other, 2 Terms Forgery 2 Brawling 2 Automatic Rifle 1 Dagger 1  
Randall is 1.7 meters tall and slightly overweight. His bushy, gray eyebrows and beard distracts from his shiny, bald head. He is Quisten's half-brother and an ex-con. Randall is somewhat overprotective of his half-sister but generally minds his own affairs. He carries a Dagger and possesses an Automatic Rifle. Randall wears Jack.

Weldon Drysor 867777 Age 28 Branch: Scouts, 1 Term Dagger 1 Automatic Pistol 1 Grenade Launcher 1 Bribery 1  
Drysor stands 1.5 meters and weighs 82 kilograms. He is very polite and agreeable. His bright personality has saved Randall from many sticky situations. Ivana Quisten met him in court awaiting divorce hearing. She was bedazzled by his own defense on a minor theft charge in which he was acquitted. Realizing Drysor could be a great asset aboard the Dorian II, she hired him on. He carries a Dagger and Automatic Pistol and wears Cloth.

Zenas 965866 Age 30 Branch: Other, 3 Terms Dagger 1 Advanced Combat Rifle 1 Streetwise 2  
Zenas was hired on to the Dorian II after rescuing Randall from a brawl with three of his fellow natives on Clayton III. He stands 1.9 meters and weighs 104 kilograms. He is humanoid in appearance with the exception of his thick, grayish skin resembling hide (His skin is like Jack) and the downy soft, blue fur which lightly covers his body. Zenas is jovial and well liked among his crewmates aboard the Dorian II. He possesses an Advanced Combat Rifle, carries a Dagger and wears Reflec.

Barlow Abbott 788886 Age 37 Branch: Army, 1 Term Air/Raft 1 Medical 2 Dagger 1 Automatic Pistol 1  
Abbott was formerly employed as the chef for Grand Senator and Mistress Quisten and eagerly agreed to join her aboard the Dorian II. Abbott stands 1.6 meters and is of average weight. He is a compulsive cleaner and insists Zenas wear a hair net robe with hood while taking one of his fabulous meals. Abbott carries a Dagger and possesses an Automatic Pistol. He wears Cloth.

Room 1 The Bridge of the Dorian II is well equipped. Lighted, digital controls are located toward the bow. Lavish decor surrounds a circular command console and strange, contorted busts of humanoids rest atop of each column. The thick, brilliant blue carpet and pale lighting gives the Bridge an eerie glow.

Room 2 The Computer Room contains a Model 3 computer with the following programs: Target, Jump 2, Library, Navigation, Anti-Hijack, Predict 2, Maneuver/Evade 2, Generate, Launch. The room is neat and rich leather covers a great, padded chair near the computer.

Room 3 This room contains the Fire Control equipment for the Dorian II's 4 Double Turrets.

Room 4 This room is the Dorian II's Armory. It is secured by a touch-sensitive lock and contains the following weapons: 4 Laser Carbines, 16 Power Packs, 4 Submachine Guns with 60 rounds each.

Room 5 This elegant room is Captain Ivana Quisten's Quarters. A splendid, light-displayed jewel box shimmers with exquisite gems. Rubies, diamonds, emeralds and pearls valued at 400000 credits are heaped inside. It is guarded by automatic lasers. A viewing screen is hidden in the ceiling behind a sliding panel. It is connected to remote cameras that view the following: bridge, hallway outside her stateroom, engineering section and the forward and aft of the Dorian II. The controls of the viewing screen are located behind the headboard of her bed. A safe is hidden behind a fake wall

panel toward the bow. It contains 200000 credits and a fuel charge card issued by her ex-husband. Her wardrobe in the closet is overflowing with elaborate garments and furs valued at 10000 credits.

Room 6 This is the Medical Center. To the stern is a large cabinet containing research specimens. This cabinet has several thousand drawers filed by planet name and subtitled. A transparent examination cot is in the center of the room. Toward the bow, a storage unit holds all the medical data on the crew and another unit to the stern contains data on all known diseases.

Room 7 This is First Mate Olen Monroe's Quarters. Pictures of various spacecraft cover the walls. The audio/visual receptacle to the stern has a varied selection of tapes for relaxing. It is obviously used often by Monroe as most of the litter and empty drinking containers are located there. A long liquor cabinet to the bow is well-stocked. A safe is hidden behind the bar and it contains 9000 credits.

Room 8 This room is an unoccupied stateroom. It contains a bed, extremely modest furnishings and a few old magazines.

Room 9 Astred Oiler's Room is cluttered with wispy, colorful apparel she prefers to wear. Trinkets and intricately engraved boxes she has collected are scattered around her room. The abalone box has a secret compartment which contains a regimen of anagathic drugs which Astred Oiler monthly injects into her captain. She and Quisten are the only persons who have knowledge of this fact. A small footlocker under her bed contains 7000 credits and a green notebook containing several names and addresses of contacts that she feels may prove useful to her in the future.

Room 10 Patrick Randall's Room is unbelievably tidy. Atop his desk towards the bow are several tonics he has purchased at nearly every stop guaranteed to grow a crop of soft, shiny hair. A safe hidden in a cabinet contains 8000 credits, various forged papers and recent correspondence with Grand Senator Quisten. An Automatic Rifle is hidden behind his garments.

Room 11 Wildon Drysor's Room resembles a den of sin rather than his sleeping quarters. Thick, gray fur lines the walls and floor and his huge bed is located in the center of the room. Autographed photographs of sensual women are displayed around the room. There are several letters atop his desk and there is 5000 credits locked in the bottom drawer.

Room 12 Barlow Abbott's Quarters are clean and tidy. Several expensive gifts (2000 credits) which the Quistens gave him are proudly displayed in the room. An Automatic Pistol is in his unlocked desk. A safe hidden under his bed contains 11000 credits and several volumes concerning etiquette on various alien worlds.

Room 13 This is the Rec Room and Dining Area. The lustrous, marble table toward the bow sits 10 people. Nine food selection/processors are close to the table and are equipped with caloric readout and nutrition analyzers to provide a variety of interplanetary cuisine. A large viewing screen is portside and several lush divans are in the room. There are several shelves stocked with many games.

Room 14 Zenas' Room seems very bare with the absence of a bed (He prefers to sleep standing up.). Patches of shedded blue fur are balled-up in the corners of the room. His Automatic Pistol sits ready atop a huge desk. The unlocked desk contains 800 credits and personal mail. A strange, octagon-shaped gem is hidden under the carpet. This is a communicator linked to comrades on his home planet (Clayton III). This is a complicated piece of equipment that may prove dangerous. (Roll 1D for the following results: 1) Fails to work, 2) Too much interference, 3) Self destructs (4D damage), 4) Receive only, 5) Communicate only, 6) Functioning properly.)

Room 15 This is Engineer Titus Bailey's Room. A Laser Rifle is hidden under his bed. The room is barren except for the bed, a jutting, oversized desk and a few books. A locked drawer of his desk contains 2000 credits, mail which he has bowdlerized in case of intruders, a dose of slow drug and bogus papers.

Room 16 This room stores the Dorian II's ATV and several cases of rations.

Room 17 This room contains the Dorian II's Life Boat. There are also various pressure patches stored here.

Room 18 This room contains L-HYD Tanks, capacity 75 tons fuel.

Room 19 This room contains 8 Low Passage Berths.

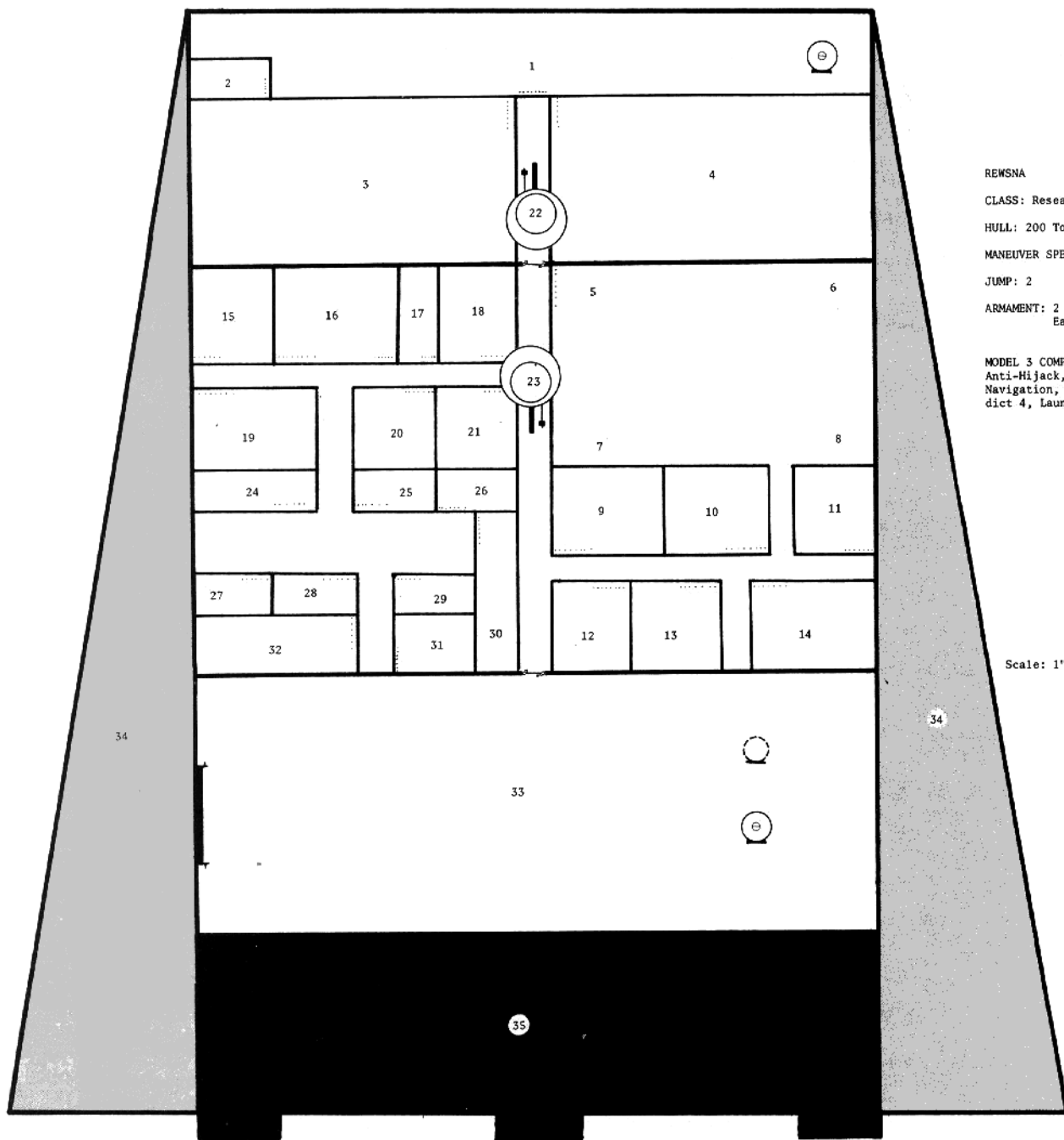
Room 20 This room contains L-HYD Tanks, capacity 75 tons fuel.

Room 21 The Engineering Section of the Dorian II contains a Type D Power Plant, Type D Maneuver Drive and a Type D Jump Drive.

Room 22 The Cargo Hold of the Dorian II will hold 78 tons. In this compartment are 15 tons of foodstuffs, 5 tons of medical supplies, 5 tons electronic spare parts, 10 tons building supplies, 2 Ground Cars and an Air/Raft.

Room 23 The Dorian II's captain maintains this compartment as a Ballroom. Silky drapes of multi-hued material cover the walls with the floor made of a milky-white substance. There is a bar for refreshments at one end and a music center with provisions for zero-gravity dancing at the other. It is kept locked most of the time but when Ivana Quisten entertains, the Ballroom is going full-blast.

Rooms 24, 25, 26, 27 These rooms hold the controls for each of the Dorian II's 4 Double Turrets. Each Double Turret is equipped with 2 Beam Lasers.



REWSNA

CLASS: Research Vessel

HULL: 200 Tons

MANEUVER SPEED: 2

JUMP: 2

ARMAMENT: 2 Double Turrets  
Each: 1 Pulse Laser,  
1 Sandcaster

MODEL 3 COMPUTER PROGRAMS:  
Anti-Hijack, Maneuver/Evade 4,  
Navigation, Selective 3, Pre-  
dict 4, Launch, Library

Scale: 1" = 10 meters

## REWSNA

The Rewsna was built in Dell's Shipyards by the Tender Corporation for the Probe Company. The Probe Co. used the Rewsna for their cargo operations on Pelf 9. After ten years of operation, the Rewsna was sold to the Laurel Corporation and refitted for a research vessel.

Captain Dow Aloysius 797C78 Age 34 Branch: Scouts, 2 Terms; Merchant, 2 Terms Administration 1 Leader 1 Bribery 1 Vacc Suit 1 Automatic Pistol 1 Navigation 2 Pilot 3  
Dow has black hair, blue eyes, bushy moustache, hard-looking face and a thin, tall build. Captain Aloysius wears Cloth.

First Mate Magnus Bran CA7887 Age 34 Branch: Scouts, 4 Terms Streetwise 1 Gambling 1 Forgery 1 Automatic Pistol 2 Air/Raft 1 Electronics 1 Pilot 1 Navigation 2  
Magnus has a full head of long, red hair, blue-green eyes, round face, short and neat in appearance. By orders of Captain Aloysius, he carries an Automatic Pistol with 3 clips when aboard the Rewsna. Magnus wears Cloth.

Keane Siegfried 999776 Age 38 Branch: Scouts, 1 Term; Merchant, 4 Terms Streetwise 1 Gambling 1 Leader 1 Automatic Pistol 1 Submachine Gun 1 Computer 1 Medical 4  
Keane has brown hair, serene, brown eyes and a common-looking face. He stands 1 meter tall and has a stocky build. Keane carries an Automatic Pistol with 5 clips and wears Cloth.

Cecil Kerr 789C65 Age 38 Branch: Scouts, 5 Terms Administration 1 Forgery 1 Bribery 1 Tactics 1 Streetwise 1 Automatic Pistol 1 Laser Rifle 2 Mechanical 2 Computer 3  
Cecil has black hair, brown eyes and a pock-scarred face. He is short, fat and dumpy. Cecil is a good computer man. He smokes cigars which make the computer's filtering system work overtime. Cecil wears Cloth and carries a rusted Automatic Pistol with 5 clips.

Darcy Cosmo 99BB56 Age 38 Branch: Scouts, 5 Terms Streetwise 1 Leader 1 Vacc Suit 1 Automatic Pistol 1 Laser Rifle 1 Electronics 2 Gunnery 3  
Darcy has short, red hair, pale, lifeless eyes and a long, thin face. He looks more dead than alive. Darcy has a placating personality, wears Cloth and carries an Automatic Pistol with 5 clips.

Kyne Druce 788886 Age 42 Branch: Scouts, 6 Terms Streetwise 1 Tactics 1 Automatic Pistol 1 Submachine Gun 1 Laser Carbine 1 Engineering 4 Jack-O-T 3  
Kyne is bald, has blue eyes and a chubby face. He stands 1.6 meters. He is pudgy and wears a stocking cap. Kyne has a charismatic personality. He wears Cloth and carries an Automatic Pistol with 5 clips.

Devin Dismond A7C756 Age 26 Branch: Scouts, 2 Terms Streetwise 1 Automatic Pistol 1 Submachine Gun 2 Jack-O-T 1 Air/Raft 2 Mechanical 1  
Devin has short, brown hair, blue eyes, a full beard and ruddy complexion. He is average in height and weight and very short tempered. He wears Cloth.

Hogan Hayward 98B755 Age 26 Branch: Scouts, 2 Terms Gambling 1 Streetwise 1 Automatic Pistol 1 Submachine Gun 2 Laser Rifle 1 Air/Raft 1 Jack-O-T 1 Electronics 1  
Hogan has red hair, green eyes and a full beard. He is 1.5 meters tall, slightly overweight and average-looking. Hogan wears Cloth and carries an Automatic Pistol with 5 clips.

Mendel Morven 799954 Age 30 Branch: Scouts, 3 Terms Gambling 1 Streetwise 1 Jack-O-T 1 Air/Raft 1 Engineering 3  
Mendel has brown hair, green eyes and a thin face. He is 2 meters tall and aged-looking. Mendel wears Cloth and carries an Automatic Pistol with 5 clips.

Room 1 This room contains sensors which attach to the outer hull.

Room 2 This room is one of the two Armories on the Rewsna. It contains 20 Automatic Pistols, 15 Submachine Guns, 6 Shotguns, 5 Laser Rifles and 5 Laser Carbines. Ammunition for each weapon is as follows: 3000 rounds, 10 clips per Automatic Pistol, 2000 rounds, 10 clips per Submachine Gun, 500 rounds per Shotgun, 20 Power Packs per Laser weapon. This Armory is primarily for the low passage crew.

Room 3 This is the Control Room for the Rewsna. Fire Controls for the hard turrets are found in this room.

Room 4 The Rewsna Computer Room contains a Model 3 Computer with the following programs: Anti-Hijack, Maneuver/Evade 4, Navigation, Selective 3, Predict 4, Launch, Library.

Room 5 The Mess Hall can service 15 people at one time. All tables and chairs are movable. This room has 2 dividing walls.

Room 6 This room is used for training. There are 12 training aids which are tied into the ship's computer. These will teach any skill of Scout class at a Level 1/2. The room has 2 dividing walls.

Room 7 This Training Area has 6 training aids, each teaches basic engineering skills. The room has 2 dividing walls.



Room 8 This is the Machine Shop. All machines and tool cabinets are movable. The ship's Machine Shop can handle projects up to 8000 kilograms (1 meter X 3 meters).

Room 9 This is a Standard Stateroom. It has five pieces of furniture, 2 dressers, 1 nightstand and 2 beds.

Room 10 Same as Room 9 (Blue in color)

Room 11 Same as Room 9 (Green in color)

Room 12 This blue-green Stateroom needs cleaning.

Room 13 This purple Stateroom can hold 3 people.

Room 14 This yellow Stateroom can accommodate 4 passengers.

Room 15 This Crew Quarters is not occupied at the present time.

Room 16 Captain Dow Aloysius' Quarters are the largest of the staterooms on the Rewsna. Captain Aloysius has a floor safe which contains 30000 credits and a bottle of harsh bourbon.

Room 17 The Armory contains 7 Submachine Guns, 10 clips, 3000 rounds per weapon, 2 Shotguns, 500 rounds per weapon, 5 Automatic Pistols, 1000 rounds, 75 clips per weapon.

Room 18 This room is shared by Magnus Bran and Mendel Morven. An old vase on Bran's desk holds 20 seal gems worth 5000 credits. Mendel's desk contains a worn deck of cards, a pair of dice and 2000 credits.

Room 19 This filthy room is shared by Keane Siegfried and Cecil Kerr. Keane has 1000 credits taped to the bottom of the overflowing trash can. Cecil has gold plaques in his footlocker worth 2000 credits.

Room 20 This room is the Quarters for Darcy Cosmo and Kyne Druce. Darcy's footlocker contains 2000 credits in bad notes he acquired while gambling. Kyne has an old pocket watch in a small box in his footlocker worth nothing.

Room 21 This is Devin Dismond and Hogan Hayward's Quarters. The gold, spider web pattern jar hidden in Devin's safe is worth 5000 credits. Hogan has 100 credits in his footlocker.

Rooms 22, 23 Both Hard Double Turrets are located in these rooms. Each is equipped with 1 Pulse Laser and 1 Sandcaster. Enter Room 22 by ascending shaft located portside. Enter Room 23 by descending shaft to the starboard.

Room 24 This Standard Stateroom is blue in color. Atop the dresser against the starboard wall is a small bronze statue of a cavalry officer worth 25 credits. The secret compartment in the base of the statue contains 500 credits.

Room 25 This Standard Stateroom is decorated in white. The black marble wine decanter located on the desk is worth 200 credits.

Room 26 This Standard Stateroom is red. A small bronze statuette of Aphrodite adorning herself is on the far dresser. It is valued at 670 credits.

Room 27 This Medical Station is set up for reviving and suspending Low Berth passengers.

Room 28 This Support Medical room is equipped for emergencies.

Room 29 This is the Medical Center for standard medical needs.

Room 30 This Low Passage Berth contains 4 suspended animation capsules and there is room for 3 more. Each capsule has a clear plastic lid and a white base (1meter X 2.2 meters X 1meter). The head of each capsule is equipped with monitors and power hook-ups.

Room 31 This Low Passage Berth contains 5 standard suspended animation capsules and there is room for 2 more.

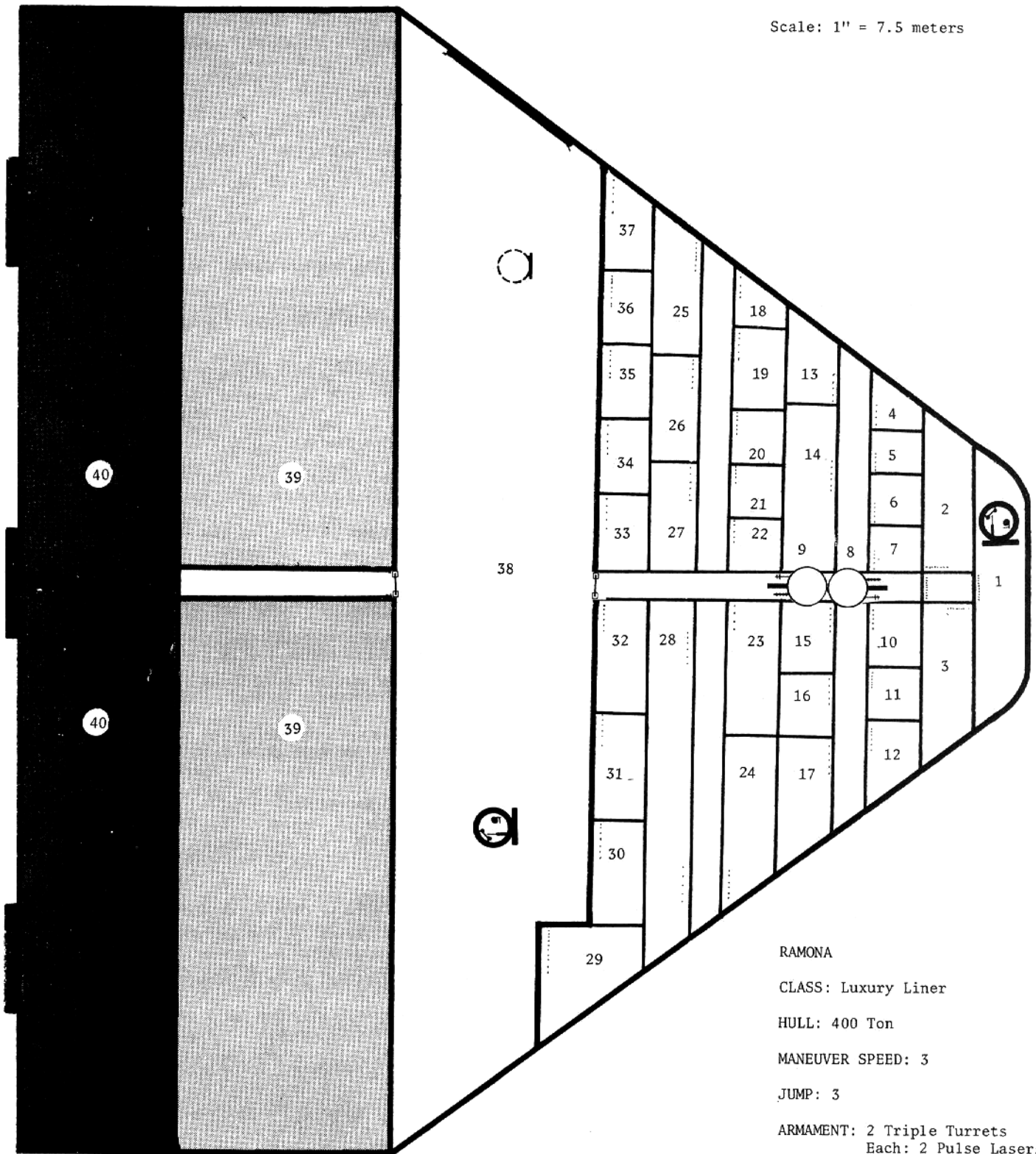
Room 32 This Low Passage Berth contains 11 standard suspended animation capsules with room for 5 more. There is a total of 20 Low Berth passengers aboard the Rewsna. They are all laborers in route to Pen-Latol's World.

Room 33 At the present, the Cargo Hold totals 10 tons including food research equipment, spare parts and 2 Air/Rafts. The Rewsna's Cargo Hold has a capacity of 37 tons.

Room 34 L-HYD Tanks 40 tons of fuel.

Room 35 The Engineering Section of the Rewsna contains a Type C Power Plant, Type B Maneuver Drive and a Type B Jump Drive.

Scale: 1" = 7.5 meters



RAMONA

CLASS: Luxury Liner

HULL: 400 Ton

MANEUVER SPEED: 3

JUMP: 3

ARMAMENT: 2 Triple Turrets  
Each: 2 Pulse Lasers,  
1 Sandcaster

MODEL 3 COMPUTER PROGRAMS:  
Predict 3, Multi-Target 2,  
Launch, Maneuver/Evade 4, Jump 3  
Jump 3, Navigation, Anti-  
Hijack, Generate, Library

## RAMONA

The Ramona is a luxury liner that is on a mostly empty run. This happened when the ship was in port on Land Fall II and a plague started on the planet. The crew and some passengers were still on board and therefore were not contaminated. The Ramona was lavishly out-fitted when built; but years of service have given her a rundown look.

Captain William Belnap A988B7 Age 34 Branch: Scouts, 3 Terms, Body Pistol 2 Laser Carbine 1 Administration 1 Bribery 1 Forgery 1 Leader 1 Vacc Suit 1 Electronics 1 Navigation 1 Pilot 3  
Bill Belnap has brown hair, blue-green eyes and a lofty build. He has a seasoned, light-hearted approach to most situations. Captain Belnap wears Cloth and carries a Body Pistol and Laser Carbine.

First Mate Burr Landell 799766 Age 32 Branch: Scouts, 3 Terms, Body Pistol 1 Laser Carbine 2 Bribery 1 Forgery 1 Tactics 1 Vacc Suit 1 Navigation 2 Pilot 1 Gunnery 1  
Burr Landell has short, black hair, cool blue eyes, a firm build and a composed personality. First Mate Landell wears Cloth. He carries a Body Pistol and Laser Carbine.

Chief Engineer Robert Branwell 978BA7 Age 38 Branch: Merchant, 5 Terms, Gambling 1 Streetwise 1 Engineering 3 Jack-O-T 2 Electronics 1  
Bob Branwell has black hair, brown eyes and a tall, sound build. He wears Cloth.

Samuel Seabury BAAC79 Age 38 Branch: Merchant, 5 Terms, Streetwise 1 Engineering 2 Jack-O-T 2 Mechanical 1  
Sam has red hair, green eyes, a medium build and a straight-forward personality. He wears Cloth.

Merit Federal 67C766 Age 30 Branch: Scouts, 3 Terms, Automatic Pistol 1 Laser Carbine 1 Streetwise 1 Leader 1 Tactics 1 Vacc Suit 1 Gunnery 2 Mechanical 2  
Merit has long, soft, blond hair, gentle-looking, blue eyes and a handsome face. He has a slim, tall build and wears Cloth. Merit carries an Automatic Pistol and a Laser Carbine.

Oliver Pershing 888799 Age 34 Branch: Scouts, 4 Terms, Automatic Pistol 1 Submachine Gun 1 Gambling 1 Administration 1 Medical 4 Computer 1  
Oliver has dark, dyed-green hair and green eyes. He is short and chubby. He has a sordid personality and wears Cloth. He carries an Automatic Pistol with 5 clips at all times.

Kendall Wheeler 7AB765 Age 26 Branch: Merchant, 2 Terms, Streetwise 1 Vacc Suit 1 Steward 1 Electronics 2  
Kendall has brown hair, black eyes and short in stature. He has a quick temper. Kendall Wheeler wears Cloth.

Simon Newcomb B98857 Age 18  
Simon is the son of Captain Belnap's sister. This is his first experience aboard a starship and usually observes procedures carried out on the Ramona. His inspiration seems to be from his mother's admiration of her brother. Simon wears Cloth and carries no weapons.

Riley Knudsen 888765 Age 34 Branch: Scouts, 4 Terms, Body Pistol 1 Submachine Gun 1 Gambling 1 Streetwise 1 Vacc Suit 1 Gunnery 2 Computer 2 Ship's Boat 1  
Riley has gray hair and peering, gray-blue eyes. He has a medium build and a pleasant personality. He wears Cloth and carries a Body Pistol.

Room 1 Forward Bridge Chamber is where sensors attach to the outer hall. Five Vacc Suits can be found in a corner to the starboard of the chamber.

Room 2 This is the Ramona's Computer Room. It contains a Model 3 computer with the following programs: Predict 3, Multi-Target 2, Launch, Maneuver/Evade 4, Jump 3, Navigation, Anti-Hijack, Generate and Library. There is a bulkhead between the forward bridge chamber and the main corridor.

Room 3 The Bridge contains all the controls for the Ramona. The Fire Control equipment for the Hard Turrets is also in here.

Room 4 This is Captain Belnap's Stateroom. He is a collector of small statues. They are in a glass case in the far corner of his room. His collection is valued at 10000 credits. A safe is hidden behind this display case. It contains 50000 credits and a gold necklace worth 10000 credits.

Room 5 The Ramona's Armory contains the following: 5 Body Pistols with 5000 rounds, 5 Submachine Guns, 15000 rounds, 50 clips, 5 Automatic Pistols, 5000 rounds, 50 clips, 10 Laser Carbines, 200 Power Packs, 20 Red Smoke Grenades, 20 Yellow Smoke Grenades.

Room 6 First Mate Burr Landell and Riley Knudsen share this stateroom. Inside First Mate Landell's footlocker is 3000 credits. Riley has a gold, boat-shaped pendant worth 1000 credits in a small box attached to the underside of his bunk.

Room 7 This room is Merit Federal's and Oliver Pershing's quarters. Merit has 2000 credits under a terracotta relief of Peleus. Oliver's steamer trunk holds a small safe. It contains 10000 credits.

Room 8 & 9 The Ramona has 2 Hard Turrets. Each is equipped with 2 Pulse Lasers and 1 Sandcaster. Enter Room 8 by ascending the shaft portside from the main corridor. Enter Room 9 by descending the shaft to the starboard of the main corridor.

Room 10 Robert Branwell's and Samuel Seabury's quarters is a mess. Bob's footlocker holds 500 credits and a bottle of cheap wine. Samuel has a red beverage set with a rose pattern on it. Inside the pitcher is a "Belly" brooch worth 3000 credits.

Room 11 This stateroom is shared by Kendell Wheeler and Simon Newcomb. Kendell has a pendant of molten pearls and red granite worth 100 credits.

Room 12 This is a Storeroom for the crew's personal gear.

Room 13 This is the Storeroom for the Mess Hall.

Room 14 The Mess Hall can service 20 people at a time. It contains 6 tables, 20 chairs and 4 food dispensers.

Room 15 This is an unoccupied Stateroom. It has a capacity of 2 people. The interior is blue with furniture to match.

Room 16 This is an unoccupied Stateroom. It contains 1 bed, 2 dressers and 1 large nightstand.

Room 17 This is an unoccupied Stateroom. It contains 2 beds, 2 dressers and 1 large nightstand.

Room 18 Same as Room 17

Room 19 This is a standard Stateroom with the following exception: On the nightstand is a narrow-necked flagon decorated with garlands.

Room 20 This is an unoccupied Stateroom. There is a bronze statue of Claudius III on the nightstand.

Room 21 This unoccupied Stateroom is being remodeled.

Room 22 This is an unoccupied Stateroom with the following exception: a jar in black, cretan marble with white veins is on the nightstand.

Room 23 The Medical Chamber has 3 medical carts, examination equipment and surgical supplies.

Room 24 This is a standard Medical Chamber.

Room 25 This is a Storeroom for food containers of various shapes and sizes.

Room 26 This Storeroom has rows of shelves containing spare electronic parts.

Room 27 This is a Storeroom for general use.

Room 28 The Low Passage Berths on the Ramona hold 9 passengers on contract with the captain as laborers. They are in suspended-animation capsules.

Room 29 This is the Rec Room. The following can be found in this room: Penny Arcade and a table top game with self contained competetors.

Room 30 This is a standard Stateroom with the following exception: a paestan bell-krater sets on the desk.

Room 31 This is a standard Stateroom with a small library of 15 books.

Room 32 This is a standard stateroom with the following exception: a vacuum radio on a stand in the corner.

Room 33 This room has Sandcaster cannisters stored in racks.

Room 34 This room has rows of shelves which hold spare parts for loading equipment.

Room 35 The Ramona's loading equipment is in this room.

Room 36 The Medical Storeroom contains rows of shelves which hold medical supplies.

Room 37 The Maintenance Bay is where mechanical equipment is repaired or rebuilt.

Room 38 The Cargo Hold can store 60 tons of cargo. The Ramona has 1 Life Boat and it is located here.

Room 39 L-HYD Fuel Tanks, 120 tons

Room 40 The Engineering Section of the Ramona contains a Type K Power Plant, Type J Maneuver and a Type J Jump Drive.