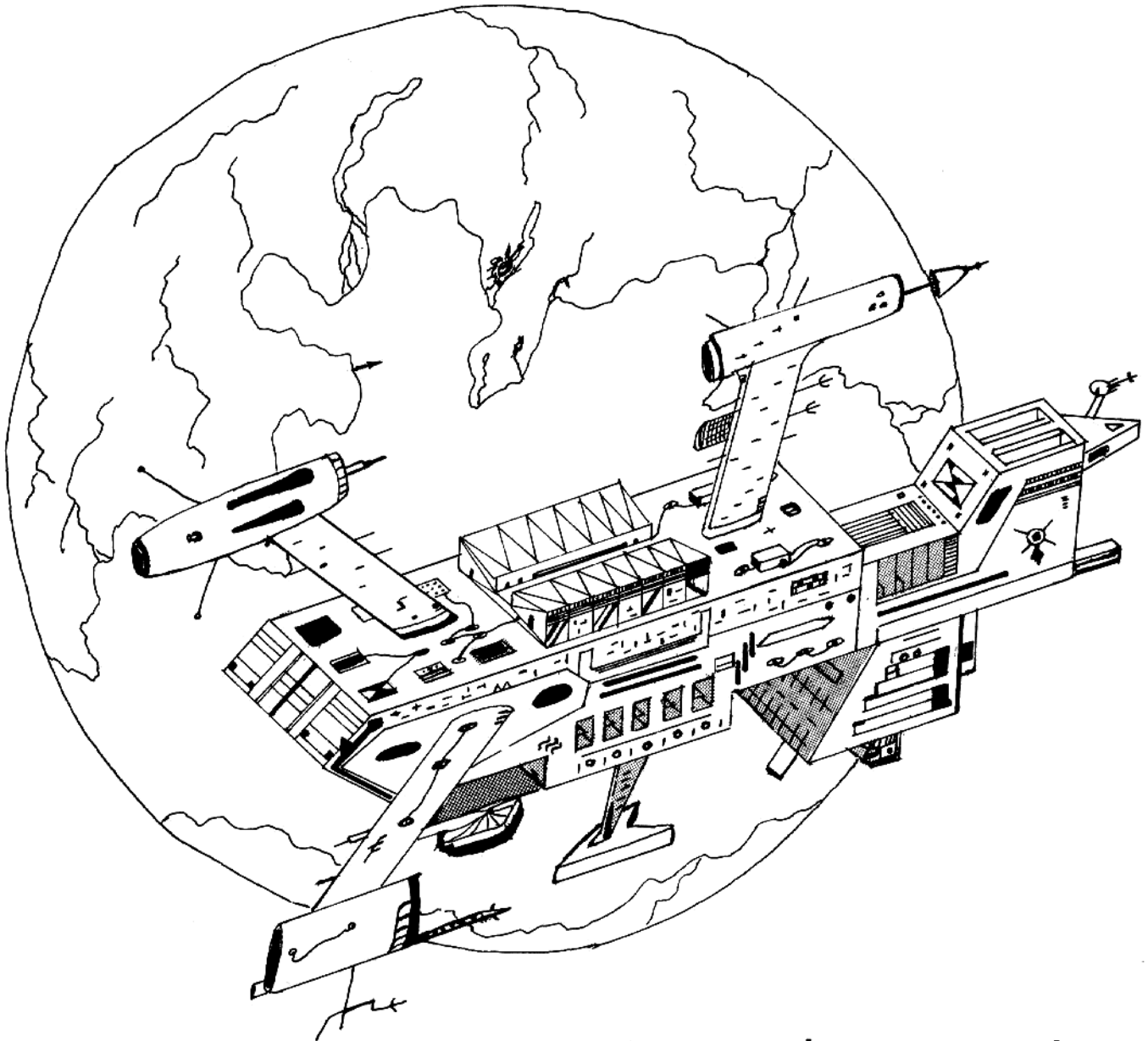


ENCOUNTERS *IN THE* PHOENIX QUADRANT



Price \$3.00

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TRAVELLER™

Science-Fiction Adventure in
the Far Future

INTRODUCTION

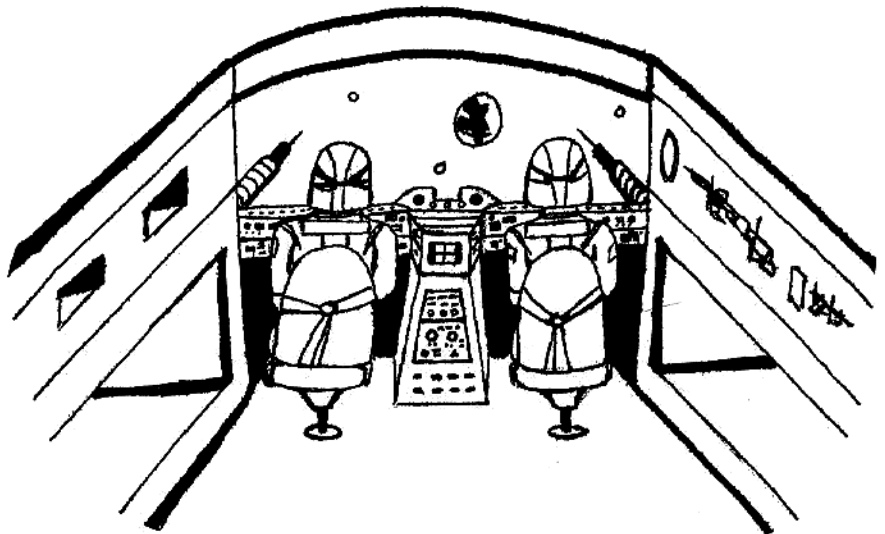
ENCOUNTERS in the PHOENIX QUADRANT is the first in a series of mini-adventures. The encounters can be used as is or added to a campaign as a source for non-player characters. As always, the referee should feel free to add or delete as he sees fit. ENCOUNTERS in the PHOENIX QUADRANT is approved for use with Traveller tm. We sincerely thank the people at G.D.W for their advice and cooperation.

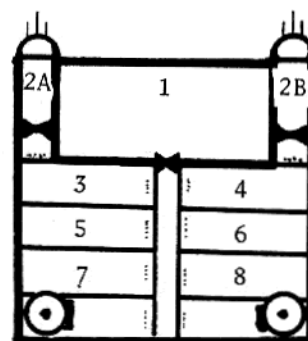
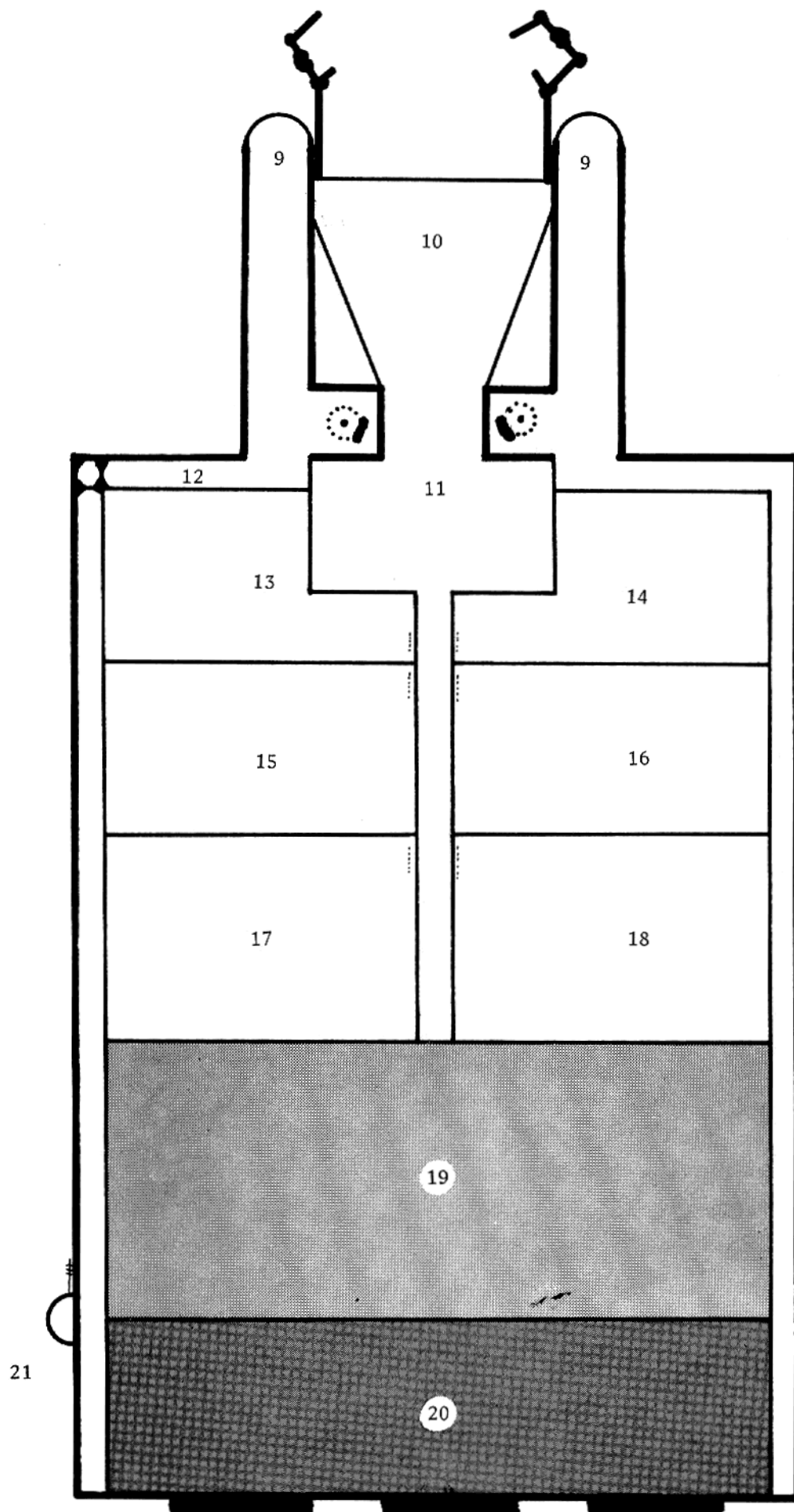
This playaid uses Basic Traveller, with references to Mercenary and High Guard.

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ENCOUNTERS in the PHOENIX QUADRANT

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PERSEUS

1" = 20 Meters

- 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

CLASS: Deep Space Miner

HULL: 600 Tons

MANEUVER SPEED: 3

JUMP: 2

ARMAMENT

FORWARD: 2 Double Beam Laser Turrets

AFT: 2 Double Turrets, 1 Pulse Laser and 1 Missile Launcher, 1 Pulse Laser and 1 Sandcaster

MODEL 3 COMPUTER

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

PERSEUS

This general-purpose asteroid mining ship was built by Bainbridge Dynamics. It was commissioned 2 standard years after the keel had been laid down. The Perseus is being sold on contract to Captain Gorka who plys his trade half of a standard year and conducts deep-space exploration the other half. He is a shrewd businessman and will make a credit with wrecks he salvages.

Crew

Captain Gorka 8 6 7 7 8 5 Age 38 Branch: Merchant, 3 Terms Jack-O-T 1 Snub Pistol 1 Pilot 1
Short, heavy set and greasy, Captain Gorka has a high crew turnover because of the work. He always protects himself but gives a square deal. He wears Cloth, carries a small Pick and Snub Pistol with explosive rounds in a magazine of 12.

Engineer Tauri 5 A 7 B 6 8 Age 40 Branch: Merchant, 3 Terms Jack-O-T 1 Engineering 2 Mining 1 Snub Pistol 1
Tauri spent the first 30 years of his life on the mining planet Bañor IV. Here he was schooled in the operation of Power Plants, mining equipment and Drives. Tauri is very loyal to Gorka. He stands 1.3 meters tall, average build and has a greenish complexion from the minerals. Tauri wears Cloth and carries a Snub Pistol.

First Mate Wipple 7 9 9 4 8 7 Age 28 Scouts, 2 Terms Pilot 1 Navigation 1 Broadsword 1 Automatic Pistol 1 Gunnery 1
Lithe with a wry sense of humor, Wipple sometimes regrets she ever laid eyes on Gorka and is looking for different employment. She wears Mesh, carries a Broadsword and an Automatic Pistol.

Gangobbe 9 A 7 A 5 3 Age 33 Branch: Other, 2 Terms Automatic Pistol 1 Mechanical 1 Dagger 1
Gangobbe is one of the many drifters who serve aboard the Perseus and he has loyalties only to himself. Tall with coal-black hair, he is capable of doing most everything on a starship. He wears Cloth, carries a Dagger and Automatic Pistol.

Fran Sayre 7 8 9 3 8 7 Age 23 Branch: Merchant, 1 Term Computer 1 Snub Pistol 1 Gunnery 1
Sayre is the youngest member of the crew and she is being trained to use the blasting turrets. She also doubles as book-keeper. Sayre has red hair and is about 1.2 meters in height. She is average in build. Sayre wears Mesh and carries a Snub Pistol.

Alcor Mazar 7 7 7 A 4 A Age 37 Branch: Army, 2 Terms Foil 1 Assault Rifle 1 Jack-O-T 1 Streetwise 1
A native from the planet Cencemar II, Alcor Mazar is also a drifter who wanders the star lanes. Medium height, dark hair and complexion; he possesses all the skill necessary to survive. He wears Cloth and carries a Foil. He also possesses an Assault Rifle.

Henri Gecglas 5 6 4 C 6 B Age 38 Branch: Navy, 1 Term Medical 1 Administration 1 Snub Pistol 1 Gunnery 1
This small man is the nephew of a Grand Senator. However, he was caught smuggling contraband into the planet and was exiled from the capitol for 5 standard years. He wears Cloth and carries a Snub Pistol.

Chin-loi 8 8 9 B 3 4 Age 26 Branch: Merchant, 2 Terms Mechanical 1 Automatic Pistol 1 Gunnery 1
Chin-loi is the son of a poor farmer. He was found by Gorka in a labor pool. Trained under Gorka's supervision, Chin-loi has become an expert mining machine operator. Of medium height and weight, he bears a scar on his face. He wears Jack and carries an Automatic Pistol.

Charmein Huber 8 7 7 B 6 6 Age 32 Branch: Scouts, 3 Terms Mechanical 1 Electronics 1 Engineering 1 Automatic Pistol 1
A drifter, Huber has held 7 different positions in the past year alone. He speaks 7 Earth and 9 Alien languages. He shaves his head and is covered with tatoos. Charmein Huber wears Jack and carries an Automatic Pistol.

Compartments

Room 1 The Bridge of the Perseus not only contains the controls and operating stations but also the ship's computer and turret fire controls. This has resulted in a crowded, disarrayed appearance that belies a highly efficient operation. The computer is a Model 3 with the following programs: Anti-Hijack, Generate, Navigation, Library, Jump 2, Maneuver, Auto/Evade, Multi-Target 2, Target, Predict 3. There are 4 large acceleration couches arranged semi-circular around a low view screen above which is the forward windows.

Room 2A This is a Hardpoint and Operating Station for a double beam laser turret.

Room 2B Same as 2A

Room 3 Early Imperial junk is the only way to describe the Captain's Quarters. Garbage from a hundred planets is scattered everywhere. He does keep a strong box with an exploding trap (roll I.Q. or better to disarm, otherwise explodes upon opening 8D damage). It contains 13,000 credits.

Room 4 Lush fake grass covers the floor of the Engineer's Room and it resembles a garden. Behind a fake wall panel, Tauri keeps a Recoils Shotgun, Laser Rifle, Vacc Suit, 1 weeks rations and 5,000 credits.

Room 5 Wipple normally keeps her room neat and purely functional. There is a stainless steel chest against the wall opposite the door. Inside it is 3,000 credits, various souvenirs and an ancient goblet valued at 800 credits.

Room 6 This room is shared by Gangobbe and Mazar. Mazar's locker next to his bunk contains 5,000 credits, an assortment of forged papers and an Assault Rifle. Gangobbe's small lock box contains 3,000 credits and a few small tinkets and valuables (5,000 credits) he has stolen.

Room 7 This room is the quarters for Sayre and Chin-loi. Although they are lovers, their relationship has never interfered with their jobs aboard the Perseus. A computer-lock safe holds 2,200 credits and personal mail.

Room 8 Inside Huber's strong box is 500 credits, extra clothing and a small leather-bound book with lock. A touch-sensitive lock secures Gegglas' safe containing 10,000 credits and assorted precious stones valued at 21,000 credits.

Room 9 The powerful electro-hydraulic arms are operated from these 2 Stations. Either Control Station may control both arms though normally each Station controls the arm nearest to it. An armor-glass dome forms the forward wall with controls arrayed around the edges. A seat with controls hangs out from the dome, allowing 320 degree visibility.

Room 10 The raw material is fed into the crushing jaws of the first station of the miner. Here ore is ground to baseball-size hunks and is fed by conveyer to the next station.

Room 11 At this Process Station, the ore is melted and purified with the slag ejected out the side. The refined metal is then shaped into balls, cooled and moved to storage areas by conveyer.

Room 12 This compartment contains: 9 Vacc Suits, Pressure Patches, Hand Tools and Tether Lines. At the far end is an Air-lock and in it is a Rocket Pack.

Compartments 13 - 18 are storage areas. These compartments have conveyers that facilitate loading and unloading.

Room 13 17 Tons of Molybdenum

Room 14 13 Tons of Beryllium

Room 15 14 Tons of Titanium

Room 16 37 Tons of Iron

Room 17 8 Tons of Copper, 21 Tons of Nickel

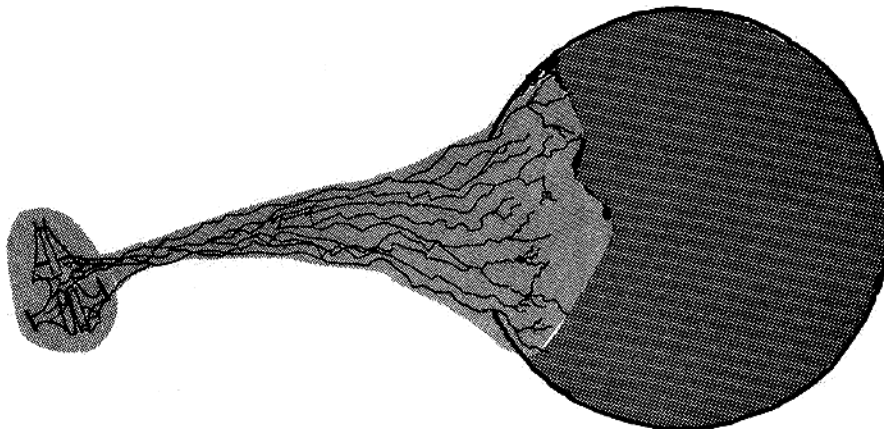
Room 18 11 Tons of Chromium, 1 Ton of Silver, 2 Tons of Tungsten

Room 19 L-HYD Fuel Tanks Capacity 200 Tons

Room 20 The ship's Engineering Section contains a Type J Power Plant, Type J Maneuver Drive and a Type F Jump Drive.

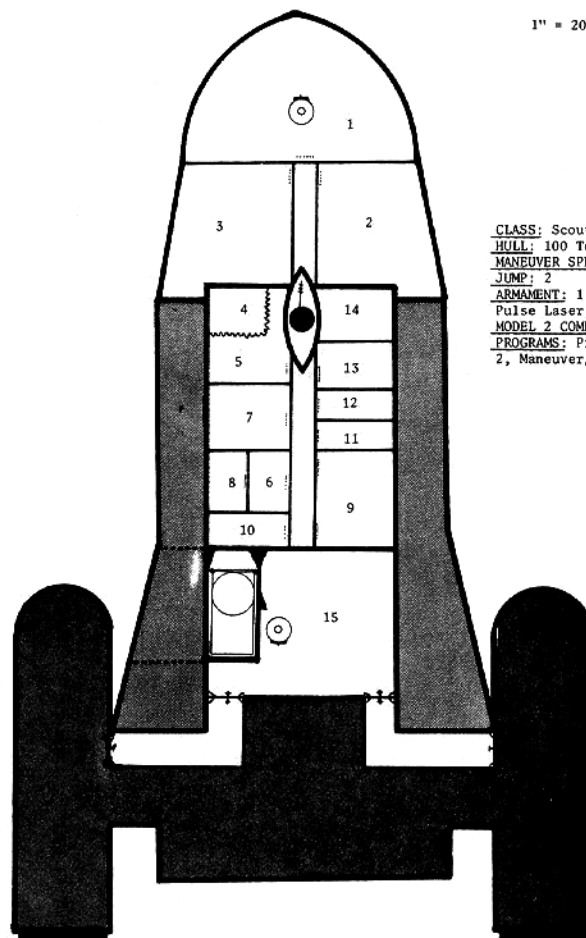
Room 21 Double Turret, 1 Pulse Laser and 1 Missile Launcher

Room 22 Double Turret, 1 Pulse Laser and 1 Sandcaster.



DELRONAE

1" = 20 Meters



CLASS: Scout
HULL: 100 Tons
MANEUVER SPEED: 2
JUMP: 2
ARMAMENT: 1 Double Turret, 1
Pulse Laser,
MODEL 2 COMPUTER
PROGRAMS: Predict 3, Selective
2, Maneuver/Evade 2, Jump 2

DELRONAE

Sintar Inc. ordered a 100 ton Scout from Rebow Shipyards on Tellus 3. Sintar Inc. went bankrupt before the Delronae was delivered. Captain Metalr paid the remaining balance due and was given clear title. Record shows the Delronae's use in deep space.

Crew

Captain Metalr 8 A 6 8 B 7 Age 30' Branch: Scouts, 3 Terms Pilot 2 Automatic Pistol 1 Cutlass 1 Vacc Suit 1
Metalr is 1.5 meters in height with medium build. His black hair is greying at the temples. He has blue eyes and a rough looking face. Metalr has had 12 years service on the scout Delronae. He is said to be honest. Metalr wears Cloth and carries an Automatic Pistol and Cutlass.

First Mate Otto Petowski 7 7 8 7 7 5 Age 26 Branch: Scouts, 2 Terms Automatic Pistol 1 Navigation 2 Vacc Suit 1 Bribery 1
Petowski has been with the Delronae 8 years. He is 1.4 meters tall, medium build with light brown hair and blue-green eyes and fair skin. He is easy going but always protects himself and his interests. Petowski carries an Automatic Pistol and wears Mesh.

Chief Engineer George Heiken 7 B 8 4 5 Age 29 Branch: Scouts, 2 Terms Engineering 2 Computer 1 Dagger 1 Air/Raft 1
Heiken's appearance is anything but impressive. He is short, dumpy and bald. His wife insisted he hire on to the Delronae. A smelly odor clings to his Cloth. He carries a Dagger.

Sam Seamless A 5 7 5 8 7 Age 30 Branch: Merchant, 3 Terms Body Pistol 1 Electronics 3 Mechanical 1
Seamless has served 12 years in the merchants. He is green-eyed, has a crew-cut and the body of a muscular 18 year old but his face is drawn and aged. He wears Cloth and carries a Body Pistol.

Janet Barger 7 7 8 8 7 6 Age 34 Branch: Scouts, 4 Terms Automatic Pistol 1 Medical 3 Laser Rifle 1
Barger has had 12 years experience aboard the Delronae. She is tall, light in build, has dark hair and a thin face. She is immature in her ability to deal with people, particularly men. She is aggressive and outspoken. Barger wears Cloth and carries an Automatic Pistol.

Willy Grimes 6 9 9 6 7 7 Age 22 Branch: Scouts, 1 Term Dagger 1 Cutlass 1 Gunnery 1
Grimes has been employed aboard the Delronae for 4 years. He is short and small in build but very agile. He has long, mousy brown hair which he ties back with a leather strap. Grimes has a serene personality and is always willing to lend a hand. He wears Cloth and carries a Dagger and Cutlass.

Compartments

Room 1 This is the Avionics Section. Color-coded conduct pipes run in every direction. There are several junction boxes with 4 drawers each and 8 digit numbers listed on each drawer. These junction boxes connect into sensors.

Rooms 2,3 The Computer Rooms on the Delronae are well organized and efficient. Located in Room 2 is a Model 2 computer with the following software programs: Predict 3, Selective 2, Maneuver/Evade 2, Jump 2. Room 3 has several storage shelves and on a small table in the corner is an empty cup of coffee and a partially eaten sandwich.

Room 4 This compartment contains the Hard Turret, which has a single pulse laser. Offensive programs include: Predict 3, Selective 2. The small panel in front of the gunner has eye-level view screens to the right and left.

Room 5 The Mess Hall on the Delronae has a dividing wall which adds versatility to the room. All tables and chairs are movable. It has been designed to serve 5 people at a time but can serve up to 10 people if necessary. Against the far wall is a row of food dispensers and disposals for recycling dirty dishes.

Room 6 The Store Area can hold up to 4 tons of supplies. All you see are containers marked 'Food' and 3 numbers. The numbers identify the kind of food it contains. These containers are a variety of shapes, colors and sizes. The Medical Center is also located in this room. It has a number of movable, dividing walls. When the dividing walls are in use, the room converts to 3 areas that can be used a variety of ways. You also see 3 beds, 4 movable cabinets and Low Berth Units. Located on the ceiling is a connector for the medical sensor.

Room 7 The Rec Room can hold up to 7 people at one time. For a smaller ship, the Delronae accomodates for a variety of hobbies. Popular games are shelved against the wall opposite the door. You see a gaming table with empty cups and ashes scattered about on it.

Room 8 This is a State Room for passengers aboard the Delronae. It can hold up to 2 people. On the wall above a double bed is a mosaic depicting the Battle of Cyron. To the stern sits a small, semi-circular desk with chair.

Room 9 Same as Room 8

Room 10 Same as Room 8

Room 11 Captain Metalr's Quarters are tastefully decorated. Above his large desk is an oil painting of the Great Nebula of Orion. A wall safe containing 10,000 credits is hidden by a replica of the Rossetta Stone.

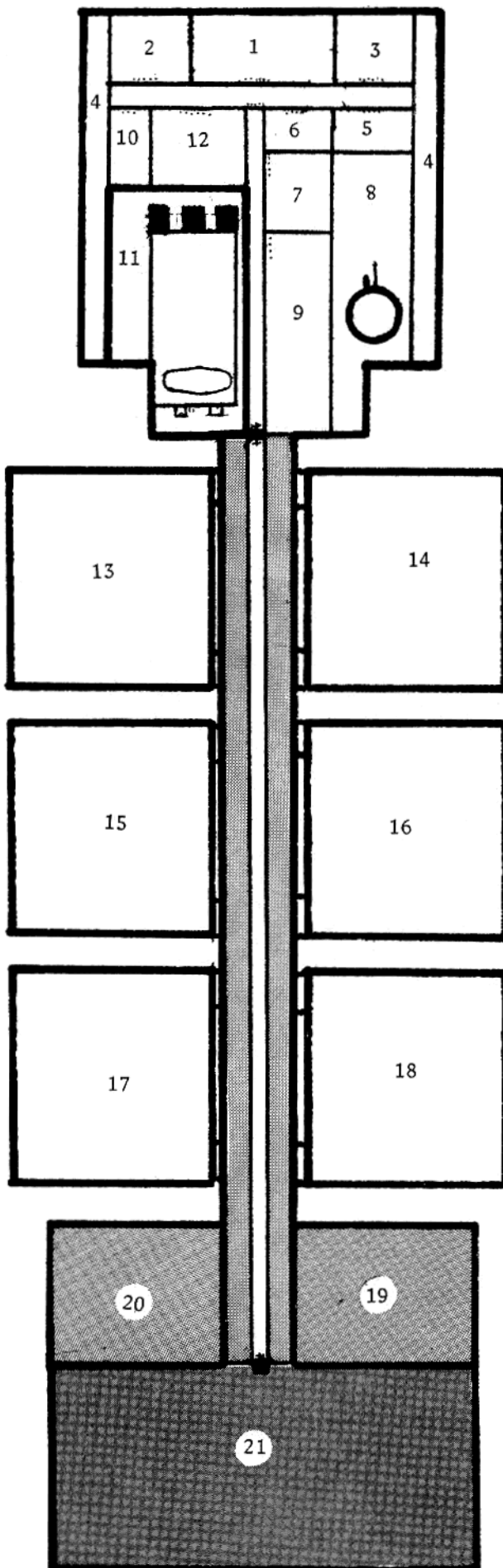
Room 12 First Mate Petowski and Engineer Heiken share this room. Soiled clothes lay on Heiken's bunk. The strongbox under his bunk contains 3,200 credits and an old, crumbling flower. Petowski's small safe contains 7,000 credits and various forged papers.

Room 13 This is the Crew's Quarters. Seamless has 4,200 credits stashed away in his locked strongbox. A muscle stretcher is on his bunk. Hidden in Janet Barger's desk drawer are several issues of an explicit adult magazine. She has 2,000 credits in her jewel box. A delicate zither leans against Grime's bunk. He has 200 credits hidden in his extra pair of boots under his bunk.

Room 14 The Armory of the Delronae contains the following weapons: 2 Laser Carbines, 12 Power Packs, 6 Automatic Pistols 30 clips for Automatic Pistol, 4 Submachine Guns, 60 rounds for Submachine Gun, 2 Shot Guns with 400 Rounds. The Armory has a capacity of 3 people.

Room 15 The Air/Raft is located in this Cargo Hold. The Air/Raft has a cruising speed of 100 k.p.h. It's capacity is 4 tons including passengers and crew and it has unlimited range. The Cargo Hold is packed with boxes and crates of various shapes and sizes.





DELOS

1" = 20 Meters

CLASS: Sprinter Freighter

HULL: 400 Tons

MANEUVER SPEED: 3

JUMP: 3

ARMAMENT: 1 Turret, 1 Beam
Laser, 1 Missile Launcher

MODEL 3 COMPUTER

PROGRAMS: Anti-Hijack, Gen-
erate, Navigation, Anti-
Missile, Auto/Evade, Launch,
Target, ECM

DELOS

The Fast Freighter Delos is a Sprinter Class freighter and was laid down by Carnex Shipyards Ltd. The ship stays on the main space lanes and depend on speed for protection. The Delos has been in service for 30 years and just recently Capt. Laputa received title to it. However, there is a 500,000 credits maintenance bill due on it and the Captain is anxious to make some profit.

Crew

Captain Laputa 7 5 B A 7 A Age 32 Branch: Merchant, 3 Terms Pilot 2 Navigation 1 Dagger 1 Automatic Pistol 1 Streetwise 2
Tall and thin, Laputa has short brown hair and a pencil-thin moustache. He has had the same crew members for the past 5 years because of his charismatic way of dealing with people and situations. He wears Cloth, carries a Dagger and an Automatic Pistol.

First Mate Cordain 7 A 7 5 7 6 Age 31 Branch: Merchant, 3 Terms Foil 1 Revolver 1 Pilot 2 Streetwise 1
Cordain is of medium height and has thin, bright red hair and a full beard. He has been a personal friend of Captain Laputa for over 10 years. He became First Mate of the Delos 5 years ago when Laputa became Captain. He wears Cloth and carries a Foil and a Revolver.

Engineer Vordune 8 5 7 8 9 9 Age 37 Branch: Merchant, 4 Terms Dagger 1 Body Pistol 1 Mechanical 2 Engineering 2
Vordune is short and stocky, has a bald head but a full beard. He wears a stocking cap. Vordune met Captain Laputa 3 years ago while he was engineer on a garbage scow and immediately took Laputa's offer of employment. He carries a Dagger and Body Pistol. He wears Cloth.

Lavardi B 8 B 7 A 5 Age 21 Branch: Merchant, 3/4 Term Dagger 1 Streetwise 1
Lavardi is of average weight and height. He has long, shoulder-length hair of dark brown. He smokes 2 packs of ciggies a day. This is the only ship he has served on. Lavardi carries a Dagger and wears Cloth. e acquired on leave aboard a Resort Cruiser.

Slater 8 5 9 9 9 A Age 32 Branch: Merchant, 3 Terms Sword 1 Carbine 1 Gunnery 3
Slater is very tall and slightly overweight. He has jet-black hair and a bushy moustache. Three years ago he got into a fight with Captain Laputa in a bar. Because of the skill he showed in the almost fatal beating of Laputa, he was hired on the spot. He carries a Sword and a Carbine and wears Cloth.

Otter 7 6 9 9 9 A Age 25 Branch: Merchant, 1 Term Dagger 1 Body Pistol 1 Jack-O-T 1
Otter is 1.4 meters tall and has long, blond hair and smokes cigars. He is Slater's best friend and has been helped out of many overwhelming experiences. He carries a Dagger, Body Pistol and wears Mesh.

Angelic Moluire 8 B 9 8 8 9 Age 24 Branch: Scouts, 1 Term Dagger 1 Automatic Pistol 1 Medical 1 Brawling 1
Angelic is tall and slender. She has short, brown hair and piercing green eyes. Laputa once tried to pick her up and she flipped him 6 meters. Seeing she was an intelligent person, Captain Laputa hired her on. She carries a Dagger, Automatic Pistol and wears Cloth.

Catrina Pugeau A 8 7 A 8 7 Age 25 Branch: Scouts, 1 Term Blade 1 Revolver 1 Air/Raft 1
Catrina is average in height and weight. She has long, blond hair and baby-blue eyes. She has been Angelic's constant companion for 8 years. Catrina carries a Blade and Revolver and wears Mesh.

Posconti 5 A 8 9 7 6 Age 36 Branch: Other, 4 Terms Dagger 2 Body Pistol 3 Jack-O-T 2
Posconti is 1.6 meters tall, skinny and has a flat-top. He was found by First Mate Cordain wandering down the street looking for a smoke. Cordain didn't have one but knew of a way Posconti could make some money to buy some. He carries a Dagger, Body Pistol and wears Jack.

Compartments

Room 1 This is the Bridge. Towards the bow is the control panel with digital readout. Above this is a huge viewing panel. The command console nearby is equipped with a computer recepticle and tele-communicator. Two consoles are located starboard. Portside is a small food selection processor and next to this a small table with 2 chairs.

Room 2 This is the Computer Room. It contains a Model 3 computer with the following programs: Anti-Hijack, Generate, Navigation, Anti-Missile, Auto/Evade, Launch, Target, ECM.

Room 3 This room contains Fire Control equipment for the Delos' triple turret. Although the ship has only one turret, it possesses three additional hard points and there is space in the Fire Control compartment for the added gear.

Room 4 These holds contain the guidance radars and special long-range sensors that allow detection and possible identification of objects in space up to 30,000 kilometers away.

Room 5 This room is Captain Laputa's quarters. Next to his bunk is a small computer-lock safe with motion-detection alarm. Inside the safe is 12,000 credits in bank drafts. Star charts practically cover every wall. In his cabin locker hangs a 100 year old cutlass given to him from his father.

Room 6 This is Cordain's cabin. It is kept neat and orderly. In his footlocker beneath his bunk is 8,000 credits.

Room 7 This is Engineer Vordune's quarters. His small cot is hardly visible through the shambles of computer tapes shrewn everywhere. The audio/visual center is located in the center of his room. An ancient wooden cabinet next to his cot contains mementos and various edged weapons.

Room 8 This is the Rec Room. A large viewing screen is located portside. Several lush divans are scattered in the room. A large audio/visual entertainment center with tapes is located starboard. To the stern is a beverage bar. Exotic liquors line the shelves behind the bar. A food selection processor is also behind the bar. Sitting at a rotating circular table are Slater and Otter engaging in a lively game of "Comets and Kings".

Room 9 In the Crew's quarters, 3 bunks are located toward the bow. These belong to Moluire, Pugeau and Otter. The large locker contains 1,500 credits of Angelic's and 5,000 credits belonging to Catrina. The small strong box under Otter's bunk contains 4,000 credits and "stocks" (pornographic photographs of wives of various wealthy businessmen). An assortment of artwork covers the walls, ranging from air-brush paintings of emission nebulae to pin-up posters of Zeisstan females. The 3 bunks to the stern belong to Posconti, Slater and Lavardi. Beneath Lavardi's bunk is a broadsword in a sheath. A small lock box contains 3,500 credits and a tiny box of exotic cigars. An unlocked footlocker under Posconti's bunk contains various gambling paraphernalia and 50 credits. Under Slater's bunk is a safe containing 2,000 credits.

Room 10 The Strong Room is secured by a touch-sensitive lock. A large computer-lock cabinet towards the bow contains a variety of Psi-Drugs (mostly Boosters), a bulk of mail to be delivered at certain stops and duplicate invoices of the cargo. A touch-sensitive safe located at the stern contains 30,000 credits in bank drafts.

Room 11 The ship's Life Boat is kept in this room which doubles as the ship's Main Airlock. Also stored here are a variety of pressure patches and a hull welder.

Room 12 The heavy equipment necessary for the operation and maintenance of the Delos is kept in this room. This equipment includes: 9 Vacc Suits, 2 Rocket Packs, Tether Lines, Life Support Charger and the necessary hand tools for maintenance.

The compartments listed below are detachable freight carriers with the exception of Room 21 which is the Engineering Section. The carriers are uniform with controlled pressure and temperature which are kept at the minimum level possible.

Room 13 Capacity 30 Tons - 20 Tons Vegetable Foodstuffs, 10 Tons Animal Foodstuffs.

Room 14 Capacity 30 Tons - 4- 7 Ton Road Graders valued at 420,000 credits.

Room 15 Capacity 30 Tons - 1 Ton computerized Metal Fabrication Plant. It can work anything that can be fitted inside the 3 meter by 4 meter opening.

Room 16 Capacity 30 Tons - 15 Tons Shielding, 15 Tons Californium.

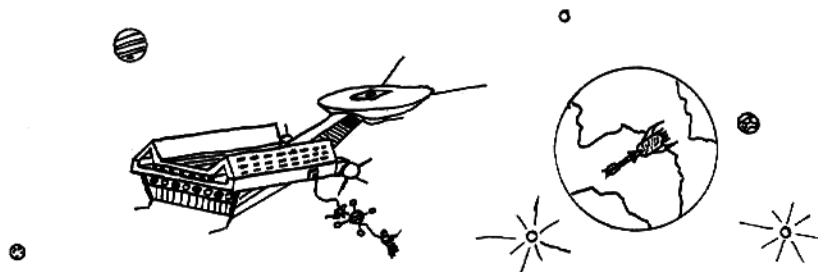
Room 17 Capacity 30 Tons - 10 Tons Shielding, 20 Tons Electronics valued at 12,000,000 credits

Room 18 Capacity 30 Tons - 30 Tons L-HYD

Room 19 Capacity 20 Tons - 20 Tons L-HYD

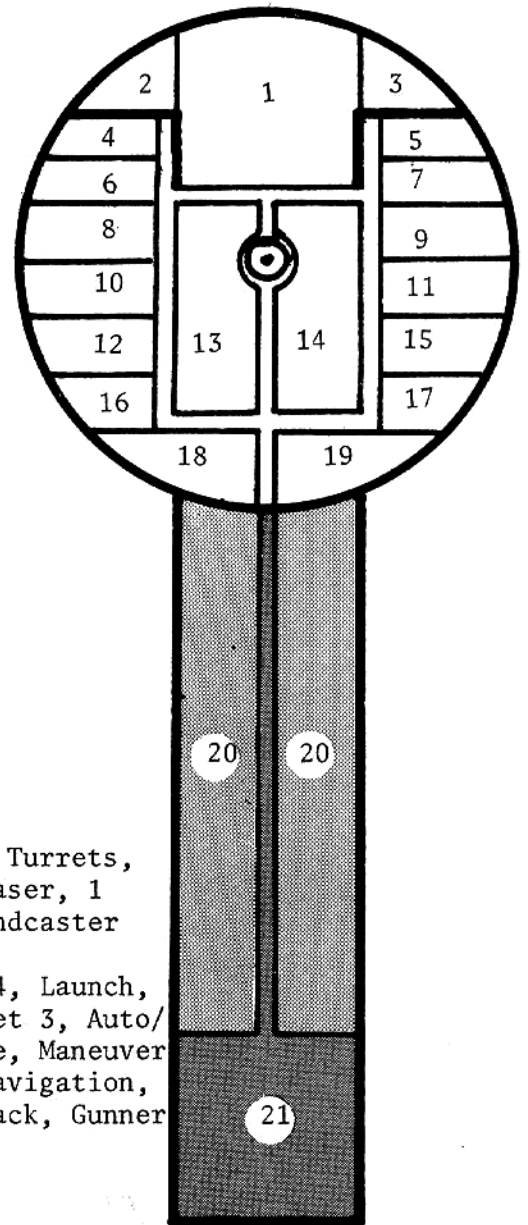
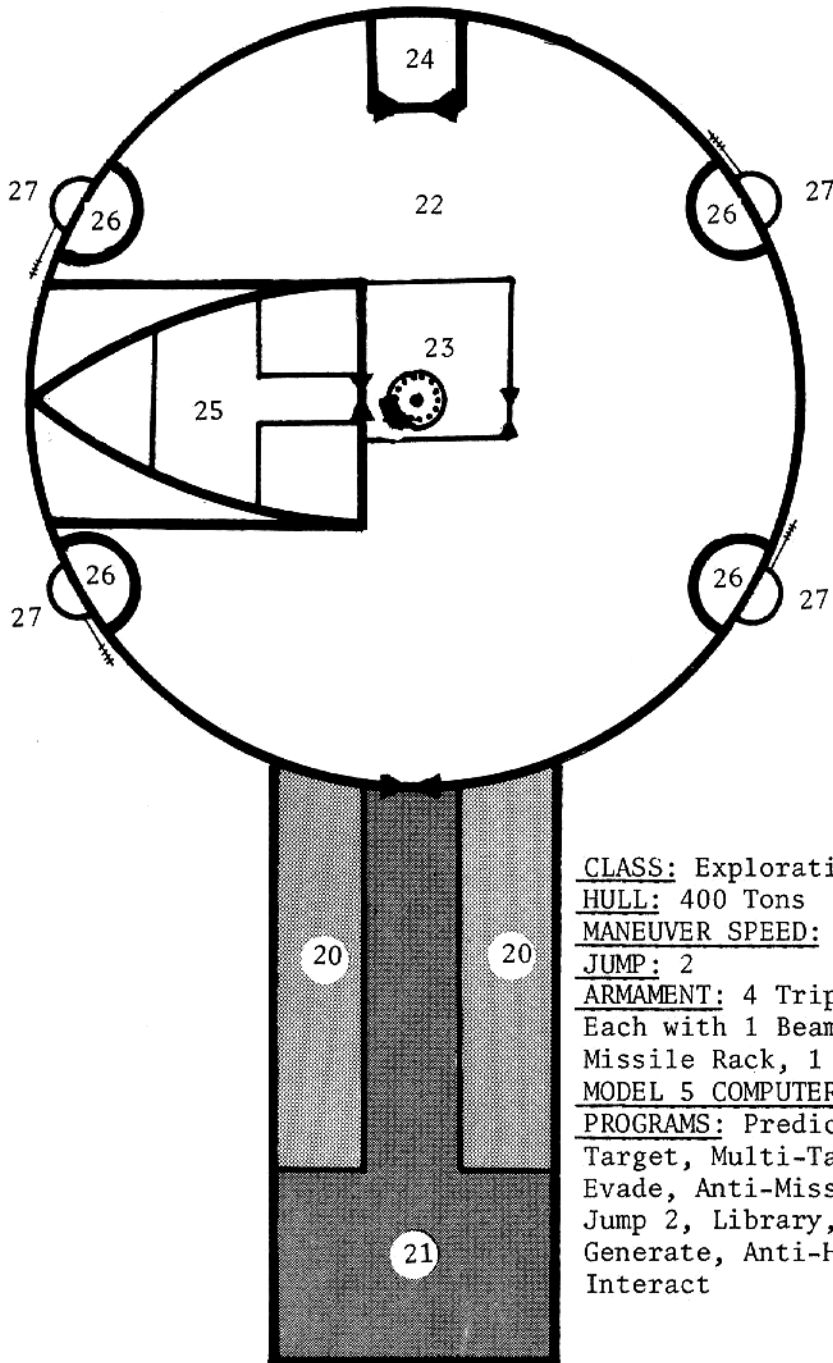
Room 20 Capacity 20 Tons - 20 Tons L-HYD

Room 21 In the Custom Engineering Section, the Delos carries a Type F Power Plant, Type F Maneuver Drive, Type F Jump Drive.



SCORPION

1" = 20 Meters



CLASS: Exploration

HULL: 400 Tons

MANEUVER SPEED: 3

JUMP: 2

ARMAMENT: 4 Triple Turrets,

Each with 1 Beam Laser, 1

Missile Rack, 1 Sandcaster

MODEL 5 COMPUTER

PROGRAMS: Predict 4, Launch,

Target, Multi-Target 3, Auto/

Evade, Anti-Missile, Maneuver

Jump 2, Library, Navigation,

Generate, Anti-Hijack, Gunner

Interact

SCORPION

The Scorpion was originally built for Captain Klendok, a wealthy industrialist. The Scorpion was just Klendok's hobby which he would take on deep space exploration. Eight years ago Captain Klendok was exploring a planet's surface when he was attacked by a large pouncer. First Mate Nimrod Villard risked his life and killed the creature with a dagger. In return Captain Klendok gave the Scorpion to Villard.

Crew

Captain Nimrod Villard 8 7 7 8 8 A Age 33 Scouts, 3 Terms Broadsword 1 Laser Rifle 3 Pilot 3 Vacc Suit 2 Jack-O-T 2 Villard is a comely, callous man of great stature. He has been Captain of the Scorpion for 8 years. He was previously First Mate. Villard demands loyalty from his employees and in doing so, is very respected among them (with the exception of Ashley). Most disputes with the crew concern money. Villard wears Cloth, carries a Laser Rifle and Broadsword.

First Mate Easton C 6 A 8 7 7 Age 34 Branch: Scouts, 4 Terms Automatic Pistol 3 Jack-O-T 3 Pilot 1 Medical 2 Vacc Suit 1 Belinda Easton has a voluptuous body but the first 2 years as the only female aboard the Scorpion has aged here. She is capable in nearly all areas, from physical labor to medical. She is a deadshot with the Automatic Pistol she carries. Easton also carries a Dagger and wears Cloth. The elaborate gold amulet around her neck is valued at 10,000 credits.

Chief Engineer Alberts 9 7 5 8 9 5 Age 36 Branch: Scouts, 4 Terms Laser Rifle 2 Engineering 3 Vacc Suit 1 Gunnery 3 Randall Alberts is well-built, ruddy and has a receding hairline. He has served on the Scorpion 5 years. While at work he passes the time away crooning strange folk songs as he waves his index finger above him. The bridge of his nose is pierced with a tiny gold hoop. He wears Mesh and carries a Laser Rifle.

Olander 7 4 5 6 2 3 Age 29 Branch: Other, 2 Terms Streetwise 1 Machine Pistol 1 Vacc Suit 1 Gunnery 1 Shiftless and indolent, Olander was fired after 1 month aboard. He has orders to disembark the Scorpion at the next stop. He spends his time confined to the crew barracks. Olander has stolen various pieces of Easton's jewelry which he has hidden among his possessions.

Jesse Cruz 9 6 5 8 6 6 Age 30 Branch: Other, 3 Terms Dagger 1 Automatic Pistol 1 Advanced Combat Rifle 1 Burly, irate Cruz was formerly employed as bouncer of the Glowing Salamander. He hired on to the Scorpion after his ear was amputated with a Dagger. He wears Mesh and carries a Dagger and Auto Pistol.

Martin Kelly 7 C 7 7 7 6 Age 22 Branch: Scouts, 1 Term Dagger 1 Steward 1 Grenade Launcher 1 Slim and wiry, Kelly has pestered Villard for employment on the Scorpion since his 18th birthday. He is obviously very loyal to Villard and the Scorpion since he is paid half wages. No armor, carries a Dagger.

Leo Parkerson 8 7 7 9 A 6 Age 31 Branch: Scouts, 3 Terms Automatic Pistol 1 Medical 3 Vacc Suit 1 Parkerson has been employed with the Scorpion for 11 years. Due to his charismatic personality, he is usually the middleman in disputes between the crew and his friend, Nimrod. He wears an Automatic Pistol, no armor.

Graham Ashley 8 7 A 6 6 4 Age 28 Branch: Scouts, 2 Terms Machine Pistol 2 Streetwise 1 Vacc Suit 1 Ashley has been with the Scorpion for 8 years and has only spoken to Captain Villard a dozen times. He has a rotten temper and a personality to match. Ashley wears Mesh and carries a Machine Pistol. He is the cook.

Jesus Rodrez 5 6 7 7 7 7 Age 40 Branch: Scouts, 4 Terms Advanced Combat Rifle 3 Pilot 3 Vacc Suit 2 Although Rodrez is generally a loner, he is respected among the crew. He has served on 3 other ships and has had vast experiences which he will reveal after a few belts of good Thyrson liquor. He is the Boat Pilot. He wears Cloth and carries Advanced Combat Rifle.

Mathew Deimante 7 7 6 8 8 7 Age 30 Branch: Other, 2 Terms Snub Pistol 1 Gunnery 2 Advanced Combat Rifle 2 Electronics 2 Deimante stands 1.8 meters and is of average weight. He is dark, handsome and filled with boyish charm. His practical jokes are well known among the crew (some say this relates back to his college days). He wears Cloth and carries a Dagger and Snub Pistol.

Harry Tuthill 5 5 5 8 7 7 Age 55 Branch: Scouts, 5 Terms Snub Pistol 2 Mechanical 3 Brawling 3 Gunnery 3 Harry stands 1.4 meters tall, and he is heavyset. The middle fingers on each hand have been jammed 1 centimeter back into the hand. One front tooth is missing. He wears Cloth and carries a Snub Pistol.

Aaron Strasen 7 7 7 8 8 7 Age 42 Branch: Navy, 4 Terms Electronics 2 Computer 3 Gunnery 2 Strasen's life can best be described with one word - electronics. He is a loner and prefers a computer to the company of his crewmates. Strasen respects Deimante's intelligence in regards to electronics but loathes his personality. He is the computer operator.

Compartments

Room 1 The Bridge of the Scorpion is large and orderly with the controls and acceleration couches organized in a functional manner. There is a large viewport looking out the front of the ship and it has a large metal shield that is lowered in emergencies.

Room 2 There is a Model 5 computer in this compartment. It has the following programs: Predict 4, Target, Multi-Target 3, Launch, Auto/Evade, Anti-Missile, Maneuver, Jump 2, Library, Navigation, Generate, Anti-Hijack.

Room 3 This compartment is packed with the Fire Control equipment for the 4 turrets.

Room 4 Kelly keeps Villard's Quarters neat and tidy. A solid safe hidden in a locked cabinet contains 13,000 credits and an irresistible pendant of sparkling diamonds valued at 20,000 credits Villard obtained from an exiled Senator he saved from a near fatal beating.

Room 5 First Mate Easton's Quarters is overwhelmed by lavish decor and the spicy essence of perfume. A jewel box on the parsons table next to her bunk contains a variety of costume jewelry and valuables worth 4,000 credits.

Room 6 Chief Engineer Albert's Room is very modest. A set of rustic bagpipes sit on his bunk. A photograph of a beautiful young girl is displayed in a frame atop his desk. Inside the locked drawer of the desk is 1,500 credits and personal mail and a diary.

Room 7 This is the Shuttle Crew's Quarters. Jesse Cruz has a suit of Reflec Armor, 5,000 credits and a weight-lifting trophy in his locker under his bunk. Inside of Harry Tuthill's strong box are several violations, legal papers, 2,000 credits and divorce papers.

Room 8 Deimante and Strasen share this Room. Deimante's comic books clutter his cot and most of the floor surrounding it. A picture of Belinda Easton sits on his desk. Inside the small steel cabinet are Strasen's computer tapes and 4,000 cr.

Room 9 Above Kelly's bunk are several star charts. A picture of his mother sits on his desk. His bunk is neatly made and in his lock box is 200 credits. Olander is sitting on his bunk counting his 50 credits and admiring the jewelry which he stole from Easton.

Room 10 A friendly atmosphere dominates the quarters shared by Parkerson and Rodrez. A few empty liquor bottles are scattered in the room. Parkerson has 3,000 credits in his desk drawer. Locked in a small safe under Rodrez's bunk are 6,000 credits and personal mail.

Room 11 Ashley's quarters are located in the Kitchen. His bunk is located starboard and atop the small table next to it sits a deck of cards and a huge, smelly cigar. The strong box under his bunk contains 4,000 credits and several issues of a trashy detective magazine. The rest of the room is full of Kitchen equipment and utensils.

Room 12 This is the Medical Center. Two examination cots are in the middle of the room. The large medicine cabinet against the near wall contains vaccines and drugs (2 vials of Boosters).

Room 13 Surface exploration equipment is stored in the securely locked compartment. The list of equipment includes: 4 combination Respirator Filter Masks, 4 Vacc Suits, 1 Long-Range Communicator, 2 Short-Range Communicators, 1 Inertial Locator, 1 Metal Detector, 1 Geiger Counter, 2 Cold Light Lanterns, Electric Toll Set, 1 6-person Pressure Tent, 12 man /weeks of Rations

Room 14 Due to the nature of some of the Scorpion's missions, the Armory is well stocked. It is secured with an alarm system that allows only the Captain, First Mate and Chief Engineer access. The compartment contains: 4 Machine Pistols, 4 Advanced Combat Rifles, 20 Machine Pistol Magazines, 20 Advanced Combat Rifle Magazines, 1 RAM Grenade Launcher, 15 Clips (5 each HE, HEAP and WP), 1 Laser Rifle with Night Scope, 2 Power Packs for a Laser Rifle.

Room 15 Meals are taken in this compartment by the crew of the Scorpion. There are fold-out tables lining both walls with hotplates and ovens at the far end.

Room 16 The Low-Passage Berths in this compartment are stacked horizontally at the far end. The access hatches for the berths are on the ends with the control panels beside each hatch. At present the berths are empty.

Room 17 The door in this room locks with the Captain's handprint and the correct code entry punched with the buttons below the sensor plate. In this Strong Room are 15,000 credits and a relic from an unknown race. This relic is a golden bowl with many unusual carvings around the rim. Any liquid poured into this bowl will change into a bitter wine.

Room 18 In the Food Storage Compartment are many containers of various sizes and shapes. There is 20 weeks of rations in the computer coded boxes.

Room 19 The Rec Room of the Scorpion is elaborately equipped, for the trips the ship makes are often long and boring. There are Tri-De games, library outlets, exercise machines and a zero-g game court.

Room 20 L-HYD Tanks Capacity 100 Tons Fuel

Room 21 The Scorpion carries a Type F Power Plant, Type F Maneuver Drive and Type D Jump Drive in it's Engineering Section.

Room 22 The large Cargo Hold will carry up to 90 tons of cargo; at the present time there is only the following: 4 cases of fine Wines (4,000 credits total), 3 Tons of Grav-Sled parts, 1 Irrigation Set Up (8 Tons 15,000 credits), 4 meter by 1 meter Solar Panels, and 1 Portable Forge (7 Tons 20,000 credits).

Room 23 This Equipment Compartment contains: 6 Vacc Suits, Safety Lines, 2 Hand-Held Propulsion Units, Mechanical Hand Tools and a Vacc Suit Recharger.

Room 24 One of the Scorpion's 2 main Airlocks is in this compartment along with various Pressure Patches and a Hull Welder.

Room 25 The other Airlock is in this compartment and it also serves as the Scorpion's Boat Dock. The Ship's Boat is capable of atmospheric entry and carries a beam laser.

Room 26 The Turret Control Stations are in these compartments. Each has a full rotation chair and computer link-ups.

Room 27 Each of the Scorpion's Triple Turrets are armed with 1 Beam Laser, 1 Missile Rack (4 missiles each) and 1 Sand-caster (2 sandcaster cannisters).

