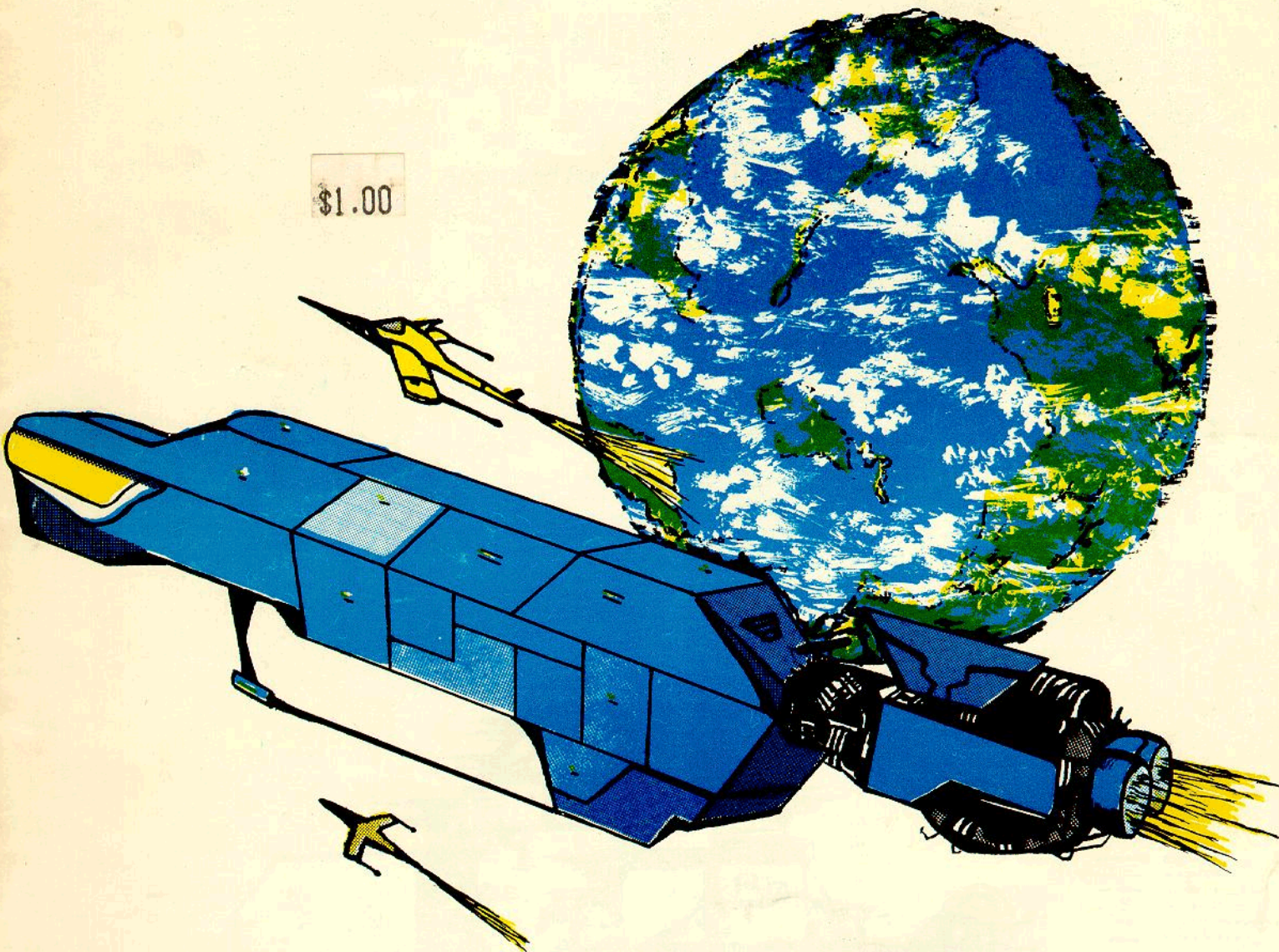


# ENCOUNTERS IN THE VENTURA QUADRANT

\$1.00



**\$3.50**

*Approved For Use With*

**TRAVELLER™**

Science-Fiction Adventure in  
the Far Future

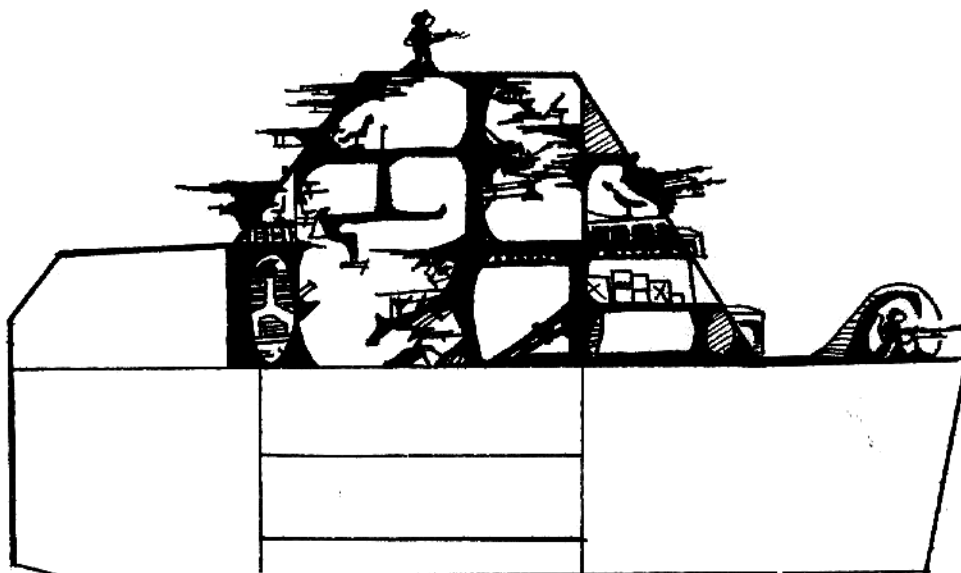
# ENCOUNTERS













## IN THE

# VENTURA QUADRANT

## GROUP ONE

*Approved For Use With TRAVELLER™*



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

## INTRODUCTION

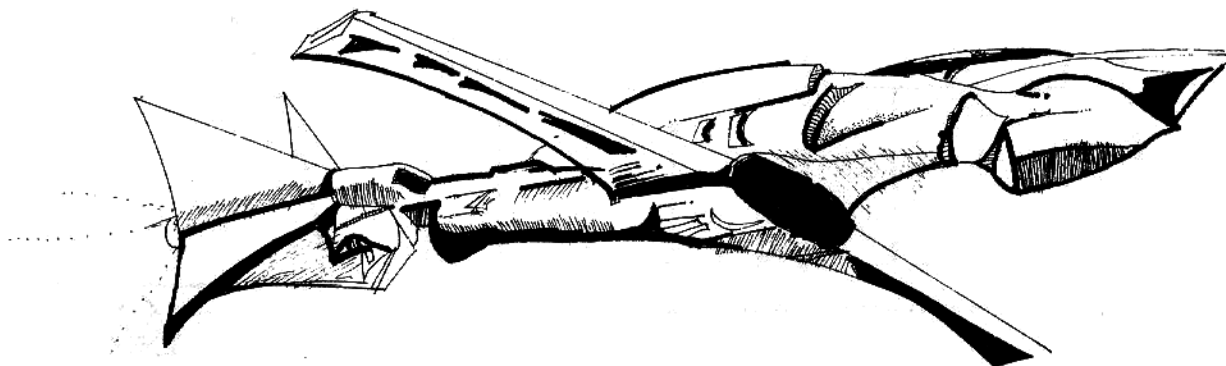
ENCOUNTERS in the VENTURA QUADRANT is the third in a series of starship books approved for use with Traveller tm. It consists of four different ships, from mercenary to a shuttle. Each ship is complete with descriptions of crew, compartments and floor plan. The encounters can be used as is or added to 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 VENTURA 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.

Copyright 1980 GROUP ONE



ENCOUNTERS in the VENTURA QUADRANT

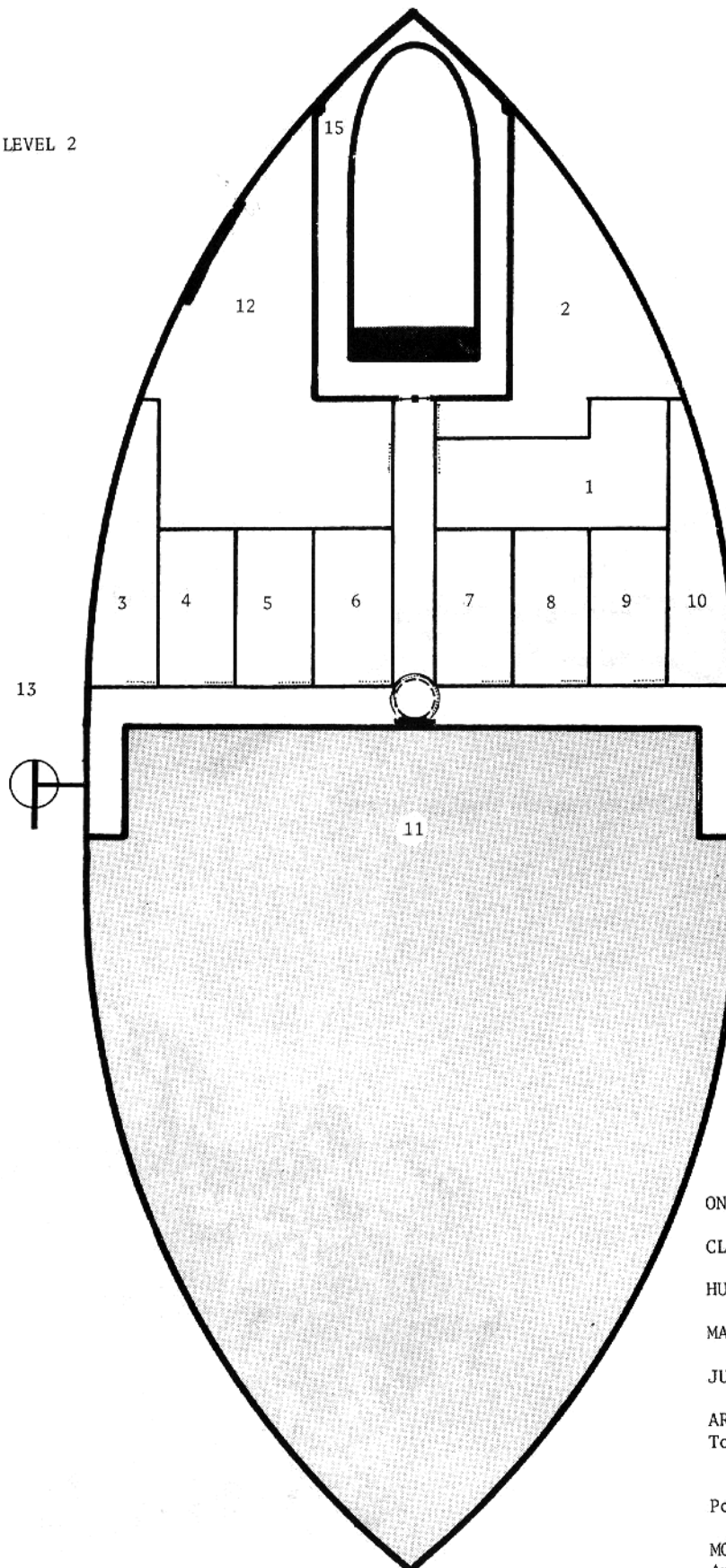
Page	6	ONDANTO SHIP LAYOUT
	7	ONDANTO SHIP LAYOUT
	8	ONDANTO DESCRIPTIONS
	9	ONDANTO DESCRIPTIONS
	10	WEBB SHIP LAYOUT
	11	WEBB SHIP LAYOUT
	12	WEBB DESCRIPTIONS
	13	WEBB DESCRIPTIONS
	14	WEBB DESCRIPTIONS
	15	ASSAULT SHUTTLE LAYOUT & DESCRIPTIONS
	16	FEDORA SHIP LAYOUT
	17	FEDORA DESCRIPTIONS
	18	FEDORA DESCRIPTIONS



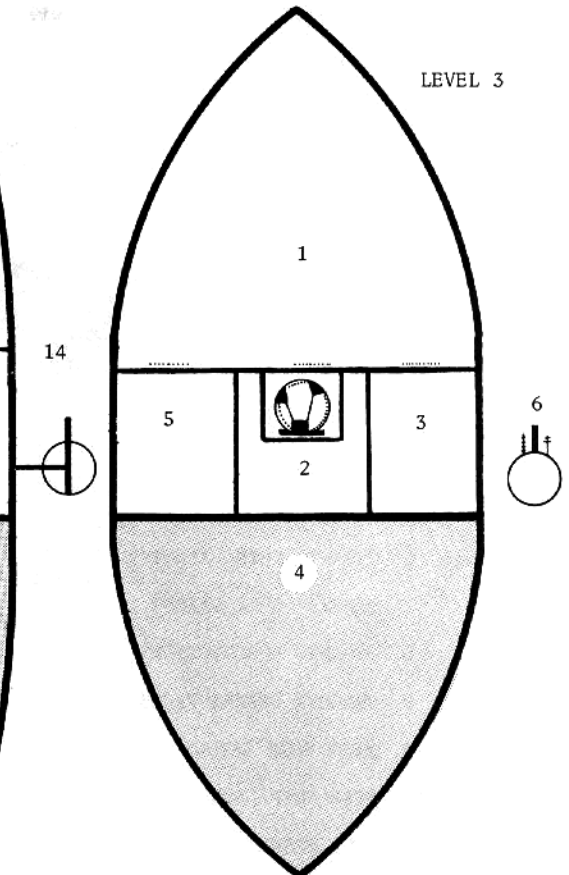


Scale: 1" = 7.5 meters

LEVEL 2



LEVEL 3



ONDANTO

CLASS: Corsair

HULL: 400 Tons

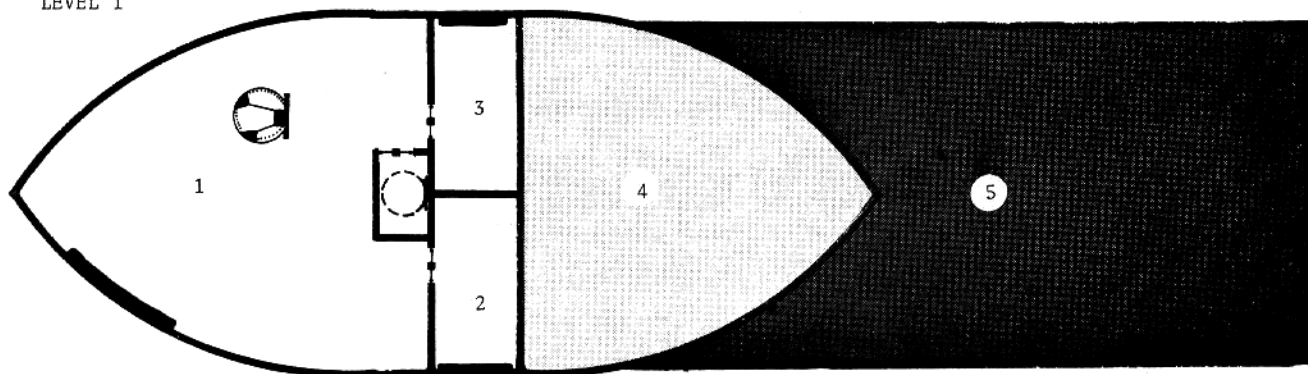
MANEUVER SPEED: 4

JUMP: 4

ARMAMENT: 4 Triple Turrets  
Top & Bottom: 1 Beam Laser,  
1 Missile Launcher,  
1 Sancaster  
Port & Starboard: 3 Beam Lasers

MODEL 3 COMPUTER PROGRAMS:  
Anti-Hijack, Generate, Navigation,  
Jump 1,2,3,4, Library, Maneuver,  
Anti-Missile, Auto/Evade, Launch,  
Multi-Target 3, Target, Predict 4

LEVEL 1



6

Scale 1" = 7.5 meters

### Ondanto

The Ondanto is a name which strikes fear in the hearts of many a ship's captain in the Ventura Quadrant. The pirate ship was laid down 17 standard years ago as the Calypso, a private luxury yacht of a wealthy industrialist. During a voyage 4 standard years ago, the Calypso's crew mutined. The new captain renamed the ship Ondanto and so began a voyage of terror.

Captain Flynn 889AB9 Age 41 Branch: Merchant, 3 Terms, Pilot 2 Navigation 1 Computer 1 Automatic Pistol 1 Foil 1  
Of medium weight and height, Captain Flynn has dark-brown hair and a well-manicured beard. He was once the captain of the freighter, Ontagua but turned to a life of piracy when the ship was taken away from him. This was because the owner of the ship, Aristotal Ontagua wanted his son to be captain. He wears Mesh, carries a Foil and an Automatic Pistol.

First Mate O'toole 795686 Age 36 Branch: Merchant, 2 Terms, Body Pistol 3 Brawling 1 Vacc Suit 1 Navigation 1 Dagger 1  
First Mate O'toole is a short, pudgy man with a bald head and a bushy, black moustache. He became a member of the crew of the Ondanto when Captain Flynn led the daring hijacking of the ship. O'toole had been first mate of the Calypso and respected Flynn so much that he left with him when Flynn was relieved of his command. He wears Cloth and carries a Dagger and Body Pistol.

Second Mate Gomez 9AB566 Age 32 Branch: Other, 2 Terms, Cutlass 1 Snub Pistol 3 Blade Combat 1 Brawling 1 Streetwise 1  
Gomez grew up in the same housing complex on Regal IV as O'toole. They remet 2 years ago when the Ondanto attacked a small freighter. Gomez was a stow away and was to be turned over to the authorities at the next base station to which they were hauling supplies. Later, after the raid, back on the Ondanto, the crew, Captain Flynn and Gomez were playing Cruel Shoes, an intense card game. Gomez won and was made Second Mate. He wears Cloth, carries a Cutlass and a Snub Pistol.

Medical Officer Anderson 97A6C8 Age 26 Branch: Merchant, 1 Term, Bribery 1 Steward 1 Medical 2 Administration 1 Dagger 1 Automatic Pistol 1  
Med Officer Anderson is 1.5 meters, weighs 44.5 kilograms and absolutely beautiful. Anderson was Med Officer on the small colony of Platoris. The Ondanto pulled in for repairs and medical aid for Captain Flynn. Anderson restored Flynn's arm to normal and decided to go along with him and his crew. She wears Mesh, carries a Dagger and an Automatic Pistol.

Ship's Boat Pilot Justin 976777 Age 26, Branch: Other, 2 Terms, Brawling 1 Ship's Boat 1 Gambling 1 Mechanical 1 Automatic Pistol 1 Foil 1  
Justin is 1.8 meters tall, weighs 77.1 kilograms and has blonde hair. Justin was in a bar on Tangor III when he got into a fight with another patron at the bar. He drew so quickly that the other man didn't even get a chance to touch his weapon. Captain Flynn was sitting in the back of the bar and invited Justin to become one of the crew aboard the Ondanto. He wears Cloth, carries a Foil and an Automatic Pistol.

Reserve Pilot Haywood A7B888 Age 26 Branch: Merchant, 1 Term, Bribery 1 Pilot 1 Jack-O-T 1 Navigation 1 Automatic Rifle 1 Body Pistol 1

Reserve Pilot Haywood is 1.6 meters tall, has a stocky build and brown hair. He was once pilot of a small merchant ship that shuttled supplies between 2 colonies on the outer edge of this subsector. He signed on the Ondanto 2 years ago when he tired of making the boring shuttle runs. Haywood wears Mesh, carries a Body Pistol and has an Automatic Rifle hidden in his footlocker.

Chief Engineer Sandoran AA7A8B Age 32 Branch: Other, 2 Terms, Engineering 3 Foil 1 Automatic Pistol 1 Mechanical 1 Electronics 1

Chief Engineer Sandoran was engineer on a free trader in the Tehrah Quadrant. The trader made a crash landing on a small planet and the entire crew was killed except Sandoran. He was picked up by an Imperial Scout and taken to a spaceport. He decided to find work and signed on to the Ondanto. Sandoran wears Cloth, carries a Foil and an Automatic Pistol.

Apprentice Engineer Tosalrin 878666 Age 24 Branch: Merchant, 1 Term, Blade Combat 1 Dagger 1 Foil 2 Jack-O-T 1 Electronics 1

Tosalrin is 1.7 meters tall and fat with red-brown hair. Tosalarin was a ground car mechanic on the planet Septaron. He signed on for apprentice engineer of the Ondanto 1 year ago. He got into an argument with a sailor on Septaron just before he was to leave for the Ondanto. Not wanting to waste time, he cut the sailor's ear off and ran before he was caught. He wears Mesh, carries a Dagger and a Foil.

Apprentice Engineer Merkonti 857995 Age 42 Branch: Other, 3 Terms, Brawling 1 Body Pistol 2 Bribery 1 Mechanical 1

Merkonti is 1.82 meters tall, slim and has jet-black hair. He was the apprentice engineer on the Calypso. He left 1 year after Flynn's command was taken away and was reinstated on the pirate ship Ondanto. Merkonti carries a small flask of liquor and a bronze marmott's foot for good luck. He wears Mesh, carries Brass Knuckles (same as hands + 2 die damage) and a Body Pistol.

Mealan Fainry BA8855 Age 36 Branch: Merchant, 3 Terms, Cutlass 2 Gambling 1 Jack-O-T 1 Gunnery 2 Automatic Pistol 1

Mealan stands 1.6 meters tall, upon this frame is a heavily muscled body. He joined the pirate crew right after the ship was captured. Mealan was given the choice of joining or death. Mealan cares not for the captain but he likes living. A Cutlass is on his belt and an Automatic Pistol is strapped to his shoulder.

Tabor Thore 979987 Age 34 Branch: Merchant, 4 Terms, Pilot 1 Navigation 2 Gunnery 2 Laser Carbine 1 Dagger 1

Tabor Thore is a man in his late prime. There are a few gray hairs in his mane. He has a full build that shows little wear and tear. His appearance is one of casual neatness. Tabor is 1.4 meters tall and weighs 65 kilograms. He wears a blue Mesh body suit with a Dagger stuck in his silver-studded harness. A Laser Carbine is slung beneath his right arm. Tabor Thore has always served on rough merchant ships; some a little rougher than others.

Lana Haggars 87A877 Age 26 Branch: Marines, 2 Terms, Vacc Suit 1 Brawling 1 Gunnery 1 Dagger 1 Automatic Pistol 1

Lana Haggars is another former captive turn pirate. Lana was captured in a raid upon a naval outpost at which she was stationed. She was allowed to live because Captain Flynn took a fancy to her looks. Lana has a short Afro, she stands 1.6 meters and has a medium build. She does her job only out of fear of the ship's company. Lana wears Mesh and carries a Dagger.

Zalos Kitmore 966777 Age 37 Branch: Other, 2 Terms, Jack-O-T 1 Laser Carbine 1 Gunnery 1 Streetwise 1 Cutlass 1

Zalos Kitmore was one of the original crew who was loyal to Flynn before the mutiny. Zalos is bald and wears the tattered uniform of a lieutenant in the sector navy. He is of medium height and build; he also sports a shaved head and a gold earring. Zalos has Jack sewn into the lining of the uniform and is a fearsome opponet with his Laser Carbine and Cutlass.

Ultron Kepar 65C452 Age 22 Branch: Other, 1 Term, Cutlass 1 Streetwise 1 Gunnery 1

Ultron has a slim, stooped build; with the only outstanding feature being her cobalt-blue hair. She was recruited by Captain Flynn in a youth hostel on Cameron IV. Ultron is very loyal to the captain and very vicious concerning the business of piracy. Ultron carries a Cutlass and wears Mesh.

#### LVL 1

Room 1 The Main Cargo Hold is the repository of goods that are held in low value by the crew. There are 8 sheets of synthetic armour plate. Each measures 1 meter x 2 meters, is 1 centimeter thick and weigh 50 kilograms. In addition there are 3 tons of electronic spare parts and 8 tons of engineering spare parts. Model 2 bis computers are secured to the port wall. Twenty missiles and 30 Sandcaster cannisters are kept in a rack toward the middle of the ship.

Room 2 One standard Air/Raft with a rapid fire Recoil-less 7.5 centimeter gun; mounted to have a 360 degree field-of-fire. It fires 15 rounds per minute and has a crew of 3. There is a direct access Air Lock in the room.

Room 3 Same as 2 with the exception of pintel mounted Auto-Cannon.

Room 4 L-HYD Fuel Tanks, 20 Tons

Room 5 The Ondanto carries a Type K Power Plant, Type H Maneuver Drive and a Type H Jump Drive in it's Engineering Section.

Room 6 This is Turret D. It is equipped with a Beam Laser, Missile Launcher and a Sandcaster mounted on it. The operator's station is next to it.

## LVL 2

Room 1 The Fire Control equipment is kept in this compartment. This bank of instruments service the ship's turrets.

Room 2 The Ondanto's small Rec Room is unkept. The only entertainment available being to imbue various intoxicants and the Tri-De set. Empty containers are scattered around the room with the only ornament being the stuffed and mounted governor of a raided planet.

Room 3 This is the stateroom of the first mate. His walls are covered with starcharts and the floor with clothes. Against one wall is a footlocker made of armour plate. The lock is a voice/handprint type with a punch-in changeable code. If forced it will explode causing 3 die damage to any within 5 meters. The footlocker contains 1200 credits, a jeweled bracelet worth 3000 credits and some personal items.

Room 4 The quarters of Second Mate Gomez is in this compartment. A Cruel Shoes board made of rare woods and rich metals is the most prominent object in the room. With it's gold playing cards the set is valued at 2000 credits. Gomez's room is a hodge-podge of junk ranging from old instruments to unknown artifacts.

Room 5 This is Chief Engineer Toslarin's room. He keeps it reasonably neat. There is a computerized drafting board hanging from the wall opposite the door. In a strongbox beneath his bunk is an Automatic Pistol, 10 clips (10 rounds each) and 2700 credits.

Room 6 Ultron Kepar and Medical Officer Anderson share this compartment. The walls and floor are covered with a thick carpet made of multi-colored furs. Hidden beneath the rug in a corner are 2000 credits; the combined wealth of the 2 women.

Room 7 This room is shared by the Ship's Boat Pilot and the Reserve Pilot. The walls of their compartment are covered with pin-ups. Justin has a strongbox with 1700 credits in it and Haywood's footlocker contains 2 nerve gas bombs, 2400 credits and a Body Pistol.

Room 8 Two of the Ondanto's gunners, Mealan Fairny and Tabor Thore call this compartment home. Trophies of their kills hang on the walls. These trophies are small parts of ships destroyed by their lasers. They have a mutual footlocker with 3000 credits, a cup worth 700 credits and phoney I.D. papers for both of them.

Room 9 Zalos Kitmore and Lana Hagers, 2 of the Ondanto's gunners share this room. Tapestries hang from the walls of their room with expensive rugs upon the floor. The colors of both range through the spectrum with figures of many different worlds on them. The 2 rugs and 4 tapestries are worth a total of 13000 credits. Lana has a strongbox hidden in the floor with 2000 credits inside. Zalos has a wall safe with a jeweled Dagger worth 1100 credits.

Room 10 The 2 apprentice engineers, Sandoran and Toslarin live in this compartment. It is packed with devices as they both are inventors. Sandoran has a small safe set into the floor beneath his bunk. Inside are phoney I.D. papers, 560 credits and a small pouch of gems worth a total of 700 credits, clothes and boots.

Room 11 L-HYD Fuel Tanks, 120 Tons

Room 12 The Cargo Hold is actually a huge vault with 32 cases of liquors worth 32000 credits, a large pile of jewelry worth 27000 credits and 2 paintings worth 12000 credits. The captain is the only one who can open it without blasting.

Rooms 13, 14 Turrets B and C are each equipped with 3 Beam Lasers with the operator's station adjacent.

Room 15 A small version of a Ship's Boat (20 tons) is in here. Same as standard with the following changes: carries 2 Beam Lasers and has no cargo hold. Also in this room is 18 Vacc Suits and assorted tools for hull work.

## LVL 3

Room 1 The Ondanto's Bridge is richly decorated with captured fittings taken from the pirate ship's victims. This mixture of furnishings give it a look of organized disaster. The captain's couch is in the center of the compartment; it is covered with rich corinthine leather.

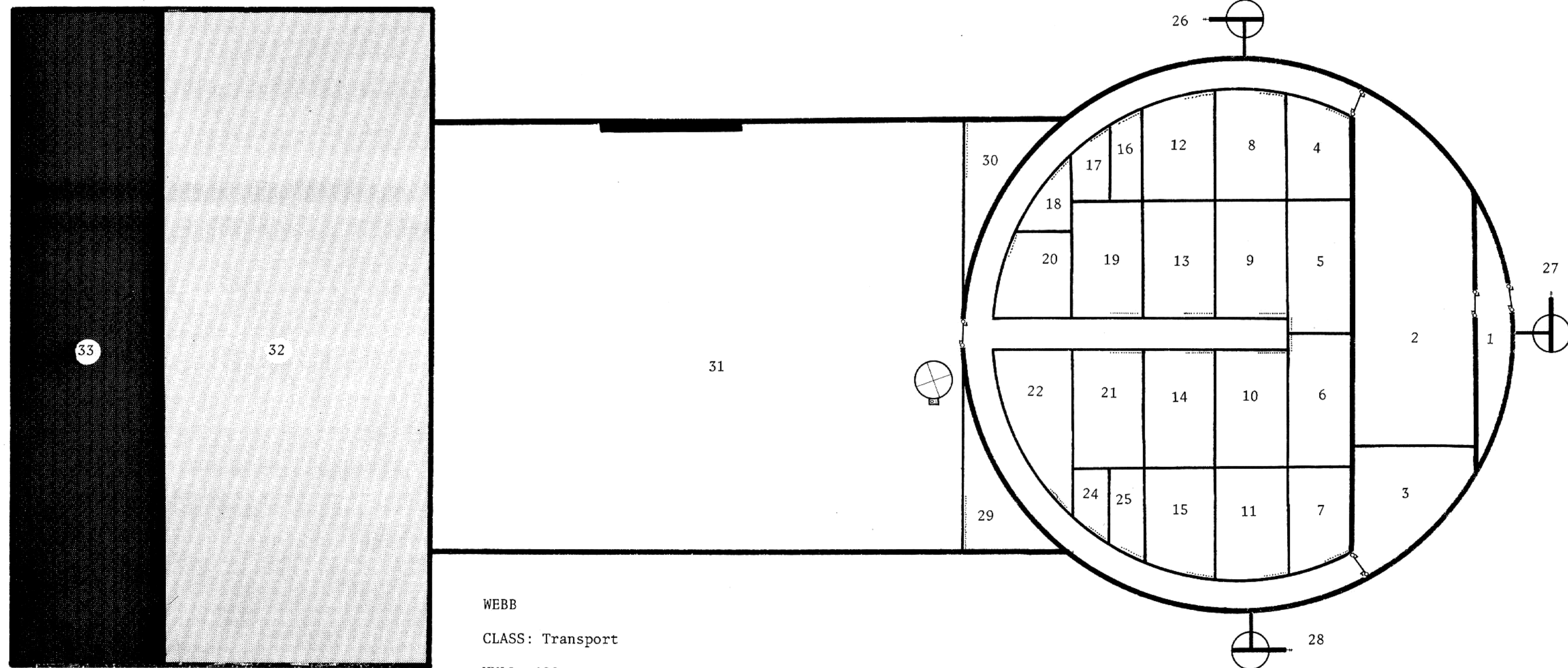
Room 2 This is the Computer Room. It contains a Model 4 computer with the following programs: Anti-Hijack, Generate, Navigation, Jump 1,2,3,4, Library, Maneuver, Anti-Missile, Auto/Evade, Launch, Multi-Target 3, Target, Predict 4.

Room 3 Captain Flynn has his quarters in this compartment. The walls are covered with a collage of starcharts, trophies, furs and pictures. There is an android parrot perched in one corner. The robot is .3 meters long, has irridium feathers, takes 2 die damage and does 4 dice damage with it's claws. The parrot will attack anyone without the captain. Flynn has a wall safe with 12000 credits and a mep to a secret pirate base. The safe can only be opened by Flynn although a couple hours of laser fire will pierce it.

Room 4 L-HYD Fuel Tanks, 20 Tons

Room 5 The Armory of the Ondanto is in this room. It contains: 8 Submachine Guns, 8 Automatic Pistols, 2 Demolition Charges and 20000 rounds in clips for the weapons stored there. The crew is generally familiar with all the weapons aboard ship; but only receive a bonus if so noted.

Room 6 Turret A is equipped with 1 Beam Laser, 1 Missile Launcher and 1 Sandcaster mounted on it. The operator's station is adjacent to it.



WEBB

CLASS: Transport

HULL: 400 tons

MANEUVER SPEED: 1

JUMP: 1

ARMAMENT: 3 Double Turrets  
Each: 1 Beam Laser  
1 Sandcaster

MODEL 4 COMPUTER PROGRAMS:  
Predict 4, Multi-Target 4,  
Launch, Maneuver/Evade 5,  
Return Fire, Jump 1, Nav-  
igation, Generate, Anti-  
Hijack, Library

Scale: 1" = 5 meters



WEBB

The Webb was built on Droll in the shipyards of Haydin for Alcock Co. who used her to supply their mining operations on remote planets. The Webb met with disaster after four years with all hands lost. The Salvage Co. of Expolit claimed all rights and sold the Webb to Sudan Corp. They refitted the Webb on Slosh. She is presently under contract to deliver a platoon of mercenaries and equipment to Arc 3 Mercenary Base Holdamide.

Captain Magnus Epacris 777884 Age 38 Branch: Scouts, 5 Terms, Administration 1 Forgery 1 Bribery 1 Streetwise 1 Automatic Pistol 2 Vacc Suit 1 Pilot 3 Navigation 2  
Magnus wears the dark blue uniform of Captain (Cloth). He is a bold character with black eyes. He stands 1.4 meters tall and wears an Automatic Pistol with 10 clips on his belt.

First Mate Baldemar Rosaceae 977766 Age 39 Branch: Scouts, 5 Terms, Gambling 1 Forgery 2 Bribery 1 Streetwise 3 Automatic Pistol 3 Pilot 2 Navigation 3  
Baldemar wears the Webb's light blue uniform (Cloth). He has long, black hair and brown eyes. He stands 1.6 meters tall and wears an Automatic Pistol with 10 clips on his belt.

Chief Engineer Madison Raffe 678675 Age 34 Branch: Scouts, 4 Terms, Gambling 2 Streetwise 1 Engineering 3 Jack-O-T 2  
Madison wears a dark red uniform (Cloth). He has blond hair and blue-green eyes. Madison stands 1.5 meters tall and wears an Automatic Pistol with 5 clips on his belt.

Parr Klamkin 7A8679 Age 38 Branch: Scouts, 5 Terms, Gambling 4 Forgery 1 Streetwise 2 Body Pistol 1 Medical 5  
Parr has red hair and brown eyes with a light build. He wears a white jump suit (Cloth). Parr stands 1.7 meters tall and wears a Body Pistol with 25 rounds on his belt.

Colonel Abner Araceae 98A772 Age 46 Branch: Marines, 7 Terms, Pilot 4 Navigation 2; Commando School: Brawling 2 Gun Combat 4 Demolition 2 Wilderness Survival 2 Recon 2 Vacc Suit 2 Blade Combat 3 Instruction 2; Intelligence School: Interrogation 2 Streetwise 2 Bribery 2 Forgery 2 Gunnery 1  
Colonel Araceae has red hair and brown eyes. He is 1.8 meters tall and has a heavy build. Colonel Araceae wears Cloth and has been awarded the Decoration of Conspicuous Gallantry. He wears an Automatic Pistol with 10 clips and a Cutlass on his belt.

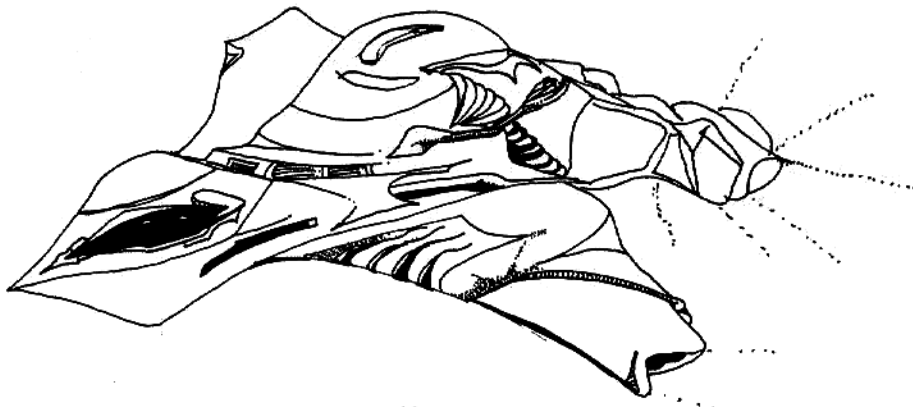
Lieutenant Colonel Clark Oleaceae 88B752 Age 42 Branch: Marines, 6 Terms, Commando School: Gun Combat 2 Demolition 2 Wilderness Survival 1 Recon 2 Blade Combat 2 Instruction 2 Electronics 1  
Lieutenant Colonel Oleaceae has black hair and blue eyes. He stands 1.7 meters tall with a heavy build. He wears Cloth and has been awarded the Citation for Meritorious Conduct Under Fire medal. Lieutenant Colonel Oleaceae wears an Automatic Pistol with 10 clips and a Cutlass on his belt.

Fridolf Deverell 76658B Age 30 Branch: Scouts, 4 Terms, Gambling 1 Streetwise 2 Mechanical 2 Gunnery 3 Automatic Pistol 1  
Fridolf wears a dark green uniform (Cloth). He has black hair, brown eyes and stands 1.6 meters tall. He wears an Automatic Pistol with 5 clips on his belt.

Conway Oliver 87A885 Age 38 Branch: Scouts, 5 Terms, Tactics 1 Leader 1 Streetwise 3 Electronics 2 Gunnery 3 Laser Carbine 2  
Conway wears a dark green jump suit (Cloth). He is brash and has blue eyes. Conway stands 1.5 meters tall and carries a Laser Carbine.

Shaw Quark 796999 Age 30 Branch: Scouts, 4 Terms, Leader 2 Administration 3 Streetwise 3 Gambling 2 Medical 2 Gunnery 3  
Shaw wears a dark green uniform (Cloth). He has brown hair, blue eyes and stands 1.9 meters tall. Shaw wears a Body Pistol with 25 rounds on his belt.

Scott Hall 9B5776 Age 30 Branch: Scouts, 3 Terms, Streetwise 3 Computer 4  
Scott has white hair and blue eyes. He stands 1.4 meters tall with a medium build, wears a green uniform (Cloth) and an Automatic Pistol with 5 clips on his belt.



Room 1 This room contains 5 Vacc Suits, tether lines and an Air Lock to the outside.

Room 2 The ship's Bridge contains the equipment to control the ship and monitors it's condition by display screens linked to sensors attached to the outer hull.

Room 3 The Webb has a Model 4 computer with the following programs: Predict 4, Multi-Target 4, Launch, Maneuver/Evade 5, Return Fire, Jump 1, Navigation, Generate, Anti-Hijack and Library. The Turret Fire Control is here.

Room 4 This is First Mate Baldemar Rosaceae and Chief Engineer Madison Raffe's quarters. Baldemar has an ancient oil lamp with 1000 credits in the base. Madison's lute hanging on the far wall of the room has 5000 credits inside it.

Room 5 Captain Magnus' stateroom is richly decorated with silk wall hangings. The furniture is made of wood. He has a small floor safe and it contains 50000 credits and a loaded Automatic Pistol.

Room 6 Fridolf Deverell and Conway Oliver share this stateroom. Fridolf has a wooden hat rack standing in the near corner worth 50 credits. Conway has a deck of cards and 1000 credits in the top drawer of his dresser.

Room 7 This room is Scott Hall and Shaw Quark's quarters. The eyes of the small gargoyle figure sitting on Scott's dresser are worth 2000 credits. Shaw has a footlocker with 3 small containers of drugs worth 3000 credits.

Room 8 This room is the quarters for Colonel Abner Araceae and Lieutenant Colonel Oleaceae. Araceae owns a small, wooden box of gems worth 30000 credits. The box is in his footlocker. Oleaceae has 10000 credits with his personal papers.

Room 9 Parr Klamkin's stateroom can hold up to 2 people. Parr has 2000 credits in his wall closet and under a dirty uniform is a box of contraband worth 700 credits.

Room 10 The Mess Hall for the Webb can service 15 people at one time. It has the following: 3 tables, 15 chairs and 5 food dispensers.

Room 11 The Medical Center for the Webb contains the following: 1 drug cart, 1 surgical cart, 3 examination tables and 1 cart with examination equipment. Shaw Quark frequently stays here.

Room 12 This Low Passage Berth holds 8 marines in suspended-animation. Their rank is as follows: 2 Sgt., 6 Pvt. These men are trained as crews for the Auto-Cannons.

Room 13 This Low Passage Berth holds 8 marines in suspended-animation. Their rank is as follows: 2 Sgt., 2 L.C. and 4 Pvt. The personel in this room are 3 supply crews for (HQ) and Air/Rafts.

Room 14 This Low Passage Berth contains 8 marines. They are the gun crews for the Auto-Cannons. Their ranks are as follows: 1 Lt., 1 Sgt., 2 L.C. and 4 Pvt.

Room 15 This Low Passage Berth holds the crew for the medium mortar mounted on the ATV. There are 8 marines with the following ranks: 1 Lt., 1 Sgt., 2 L.C. and 4 Pvt.

Room 16 In this Low Passage Berth, a medium mortar crew waits in suspended-animation. They have the following rank: 1 Capt., 1 Sgt., 2 L.C. and 4 Pvt.

Room 17 This Low Passage Berth holds 4 crews for the supply Air/Rafts. Each crew consists of 2 personel. The room has 4 Sgt., 2 L.C. and 2 Pvt.

Room 18 This Low Passage Berth contains a medium mortar crew with the following rank: 1 Lt., 1 Sgt., 2 L.C. and 4 Pvt.

Room 19 The Rec Room contains 4 tables, 16 chairs and 5 table top game carts. All games in the carts are self-contained with rechargeable power packs. Four learning aids with computer hook-ups and 5 decks of cards sit on a shelf near the door.

Room 20 This is a food Storeroom with 3 rows of shelving units. The first row holds large, square containers. In total there is 3 tons of rations for humans in this room. Rows 2 and 3 have containers of small to medium size that are color-coded.

Room 21 The Medical Storeroom contains 4 medical carts, 3 examination tables and 2 rows of shelving units. The first row of shelves store drugs and the last row holds miscellaneous medical stores.

Room 22 The Machine Shop contains all the machines needed to turn, mill, drill, cut and weld. These machines are mounted on zero-grav. pads and the portable power packs enable them to perform operations anywhere.

Room 24 This room contains the following: 4 food dispensers, 2 rows of shelving units that contain spare electronic parts.

Room 25 This Storeroom contains the following: 10 Pressure Tents, miscellaneous outdoor gear and an old food dispenser.

Room 26 This Hard Point Turret has 1 Beam Laser and 1 Sandcaster.

Room 27 Same as Room 26

Room 28 Same as Room 26

Room 29 This room contains 5 tons of Sandcaster cannisters, loading equipment and spare parts. There are 7 machines used for loading here. The electronic spare parts are on shelves on the back wall.

Room 30 The Maintenance Bay contains the following: an overhead gantry, shelves holding spare parts for the ship's vehicle, tools hanging on the back wall, 3 portable power equipment carts and 4 hand tool carts. The Maintenance Bay can repair or rebuild mechanical equipment.

Room 31 On this voyage, the Webb's Cargo Hold contains 127 tons of cargo. It consists of: 1 HQ Air/Raft, 4 Auto-Cannon Air/Rafts, 3 Md Mortar ATVs, 7 Supply Air/Rafts, 54 Field Packs.

Each HQ Air/Raft has the following: 2 twin Light Machine Guns with 100 belts of ammo, 150 hand grenades, 50 red-50 lime green-50 yellow smoke grenades, early grenade Launcher with 200 rounds, long-range communicator, inertial locator, binoculars, searchlight and food.

Each Supply Air/Raft has a crew of 2 and payload of 4 tons including crew and passengers and holds the following: 1 twin mounted Light Machine Gun with 40 belts of ammo, 25 hand grenades, 10 red-10 lime green-10 yellow smoke grenades, early grenade Launcher with 50 rounds, long-range communicator, binoculars, inertial locator, searchlight and food.

Each Auto-Cannon Air/Raft has a crew of 4, 90 degree Arc of Fire and the following: 400 rounds Armour Piercing, 800 rounds High Explosives, a twin mounted Light Machine Gun with 40 belts of ammo, 50 hand grenades, 20 red- 20 lime green- 20 yellow smoke grenades, early grenade Launcher with 50 rounds, long-range communicator, binoculars, inertial locator, searchlight and food.

The Md Mortar ATVs have a crew of 8, an open top (2 meters X 2 meters) and the following: 75 Md Mortar Shells, twin Light Machine Guns with 40 belts ammo, 50 hand grenades, early grenade Launcher with 50 rounds, long-range communicator, inertial locator, binoculars, 2 searchlights, food, 20 red- 20 lime green- 20 yellow smoke grenades.

Each Field Pack has the following: 1 Advanced Combat Rifle with 350 rounds, 10 clips, 12 hand grenades, 3 red-3 lime green- 3 yellow smoke grenades, 1 Automatic Pistol with 200 rounds, 10 clips, short-range communicator, magnetic compass, wrist watch, light intensifier, goggles, 2 electric torches, tarp and food.

The HQ Air/Raft has the following crew: Colonel Aracea (98A772), Lieutenant Colonel Oleaceae (88B752) and 2 Pvt.

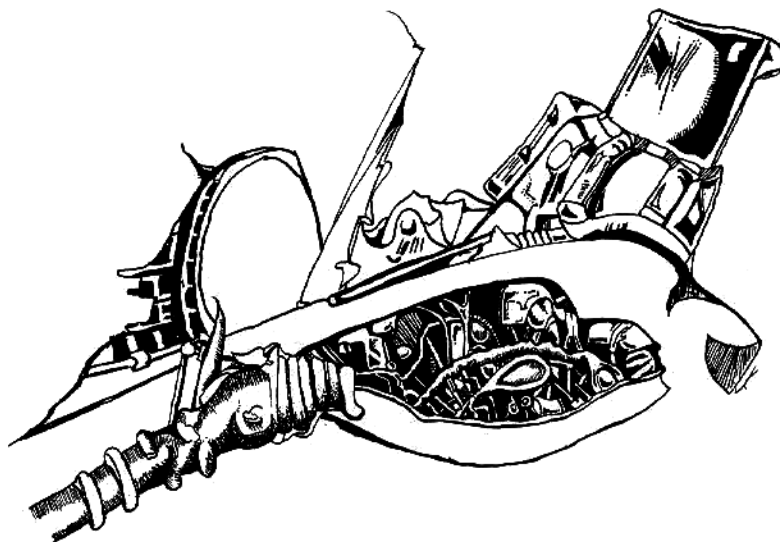
The Supply Air/Raft crew consists of the following ranks: 1 Sgt., 1 Pvt.

The Auto-Cannon Air/Raft has a crew of 4 in the following rank: 2 Pvt., 1 L.C., 1 Sgt. or 1 Second Lieutenant.

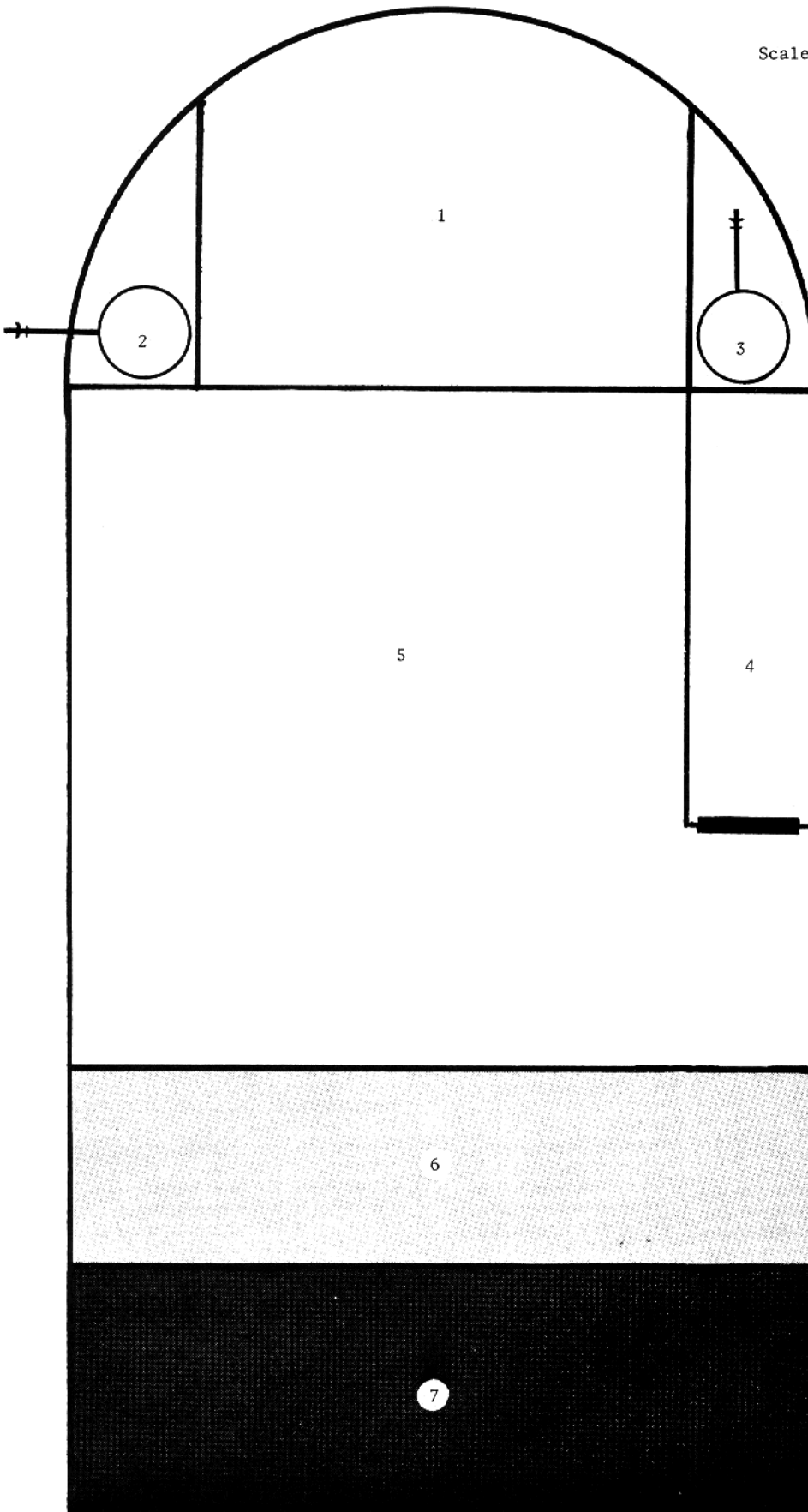
The Md Mortar ATV has a crew of 8 in the following rank: 4 Pvt., 2 L.C., 1 Sgt., 1 Second Lieutenant or 1 Capt.

Room 32L-HYD Fuel Tanks, 100 tons

Room 33 The Webb's Engineering Section contains a Type C Jump Drive, Type C Maneuver Drive and a Type G Power Plant.



Scale: 1" = 1.5 meters



CLASS: Assault Shuttle

HULL: 95 tons

MANEUVER SPEED: 6

ARMAMENT: 2 Small Single Turrets  
Each: 1 Pulse Laser

CREW: 1 Officer, 1 Pilot, 2 Gunners

CAPACITY: 80 tons or 30 passengers  
or any combination of  
the two

ARMOUR: It has the same armour as  
a ship with Hull Armour 4  
(as in High Guard).

Room 1 This area is the Air Lock  
for the shuttle with a pressure  
iris valve going further into it.  
A pressure ramp leads out of the  
shuttle. The openings are large  
enough to permit vehicles to  
drive through.

Room 2 In this compartment there  
are operating controls and mount-  
ing for a Single Pulse Laser Tur-  
ret.

Room 3 Same as Room 2

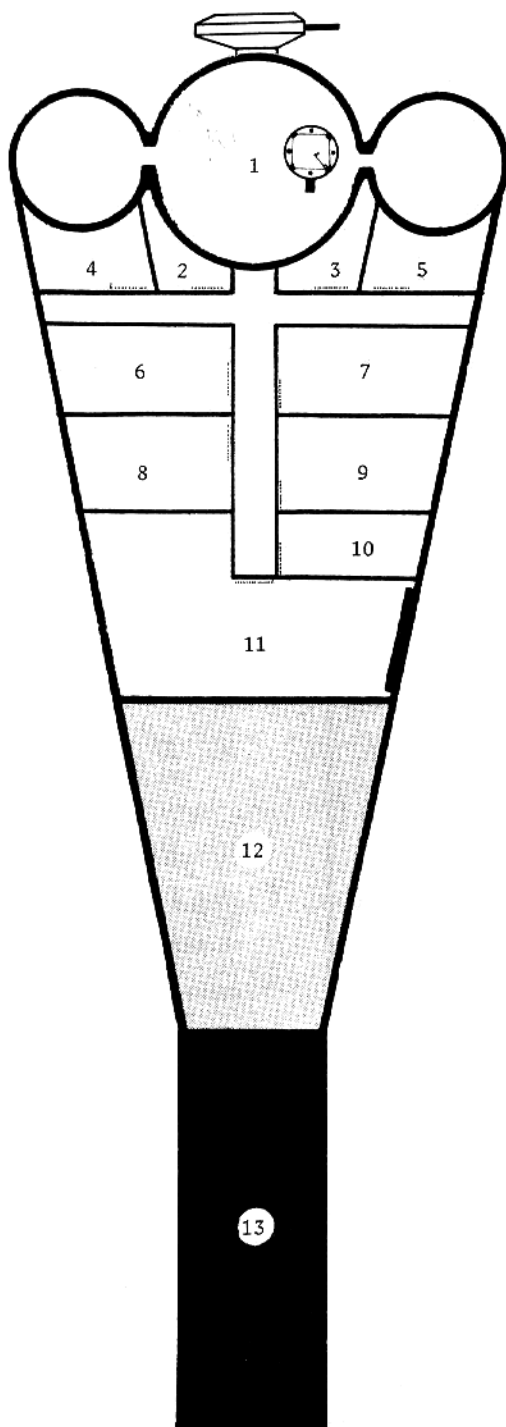
Room 4 The shuttle's controls are  
in this room with a seat for the  
shuttle's officer. There are 2  
Vacc Suits stowed away beneath the  
seats as well as remote controls  
for the turrets.

Room 5 This is the main Cargo Bay.  
It can be equipped with seats for  
personel or cleared for vehicles.  
There is a large supply of tie-  
owns and plenty of countersunk  
eye-bolts for the transport of  
bulky items.

Room 6 L-HYD Fuel Tank, 9 tons

Room 7 This is the shuttle's  
Power Plant.





FEDORA

CLASS: Merchant

HULL: 100 Ton

MANEUVER SPEED: 2

JUMP: 2

ARMAMENT: 1 Triple Turret  
3 Beam Lasers

MODEL 2 COMPUTER PROGRAMS:  
Jump 2, Target, Maneuver,  
Library, Anti-Hijack, Navigation, Generate

Scale: 1" = 7.5 meters

## FEDORA

The Fedora is a merchant ship commanded by Captain V. Baggs. It is the joke of the star lanes, the biggest fool being Baggs himself. He is known as a cheapskate; an oppressive tyrant over his pitiful crew. The Fedora is forever stocked with cargo enroute to or from one planet or another.

Captain Volney Baggs 667883 Age 57 Branch: Navy, 4 Terms, Pilot 3 Jack-O-T 2 Navigation 1 Laser Carbine 3 Submachine Gun 2

Captain Baggs is a cross, old crank. He does not allow back talk from his crew or anyone else for that matter. Baggs realizes he is hated and detested by his subordinates but he couldn't care less. He keeps his eyes open and his Laser Carbine ready. He wears Reflec. Baggs stands 1.9 meters and weighs 87 kilograms. He has short, white hair and a large nose. The third finger on his left hand was severed with a dagger when he made an obscene gesture at the former first mate.

First Mate Ricker Whitby 9385A5 Age 43 Branch: Scouts, 3 Terms, Navigation 2 Pilot 1 Forgery 1 Automatic Pistol 1 Whitby is a small man in stature and character. He stands a mere 1.5 meters, weighs 49.8 kilograms. He is a snivelling rat who endears Captain Baggs with his fictitious rumors and gossip about the crew. He is an insecure nothing who will risk anything to keep his job. First Mate Whitby wears Jack and carries an Automatic Pistol.

Chief Engineer Elwin Manville 574A88 Age 55 Branch: Merchant, 4 Terms, Engineering 6 Jack-O-T 3 Vacc Suit 1 Mechanical 1 Revolver 1

Manville has squandered away 21 years of his life as engineer under Baggs. He has been miserable but never man enough to find other employment and rid himself of this slave driver. He now suffers from poor health and is unable to get another job. Captain Baggs has once again cut his wages because of his unfortunate situation. Chief Engineer Manville has been showing signs of a complete mental breakdown. He is a loner and no one realizes his critical state of mind. He is bent on murdering Captain Baggs with the Revolver he carries. Manville wears Cloth. He stands 1.55 meters and weighs 58.9 kilograms.

Second Engineer Aleron Scully 7A888A Age 23 Branch: Scouts, 1 Term, Engineering 1 Electronics 1 Laser Rifle 1 Dagger 1 Aleron Scully is presently overworked due to Chief Engineer Manville's declining health. He suspects Manville will attempt to kill Baggs but he views it as a blessing to rid him of both old men. Scully hired onto the Fedora directly out of the Scouts with all the excitement of being an engineer. He now realizes his employment was not what he thought it would be. Scully stands 1.8 meters and weighs 77.1 kilograms. He wears Cloth and carries a Dagger.

Medical Officer Ozora 667883 Age 50 Branch: Other, 5 Terms, Medical 3 Computer 1

Ms. Ozora (as she prefers everyone to call her) is an unattractive woman who looks 20 years older than her age. She is content with her position and with Captain Baggs. He considers her a harmless, old bat and avoids her. She can always be found in Sickbay or her stateroom where she takes her meals. Ms. Ozora wears Cloth.

Gaspar Rani 865564 Age 30 Branch: Other, 2 Terms, Mechanical 1 Gambling 3 Dagger 1 Steward 1

Gaspar Rani hired on the Fedora from a labor pool on Sirteus I where he resided in a rest home. He had actively sought employment at this labor pool for the past 5 years. Captain Baggs offered him free board and a chance to make himself useful. The rest home paid Baggs 50 credits to take Rani. He is the Fedora's steward and Baggs' go for.

Bruno Ignati 977887 Age 29 Branch: Navy, 3 Terms, Gunnery 1 Pilot 1 Streetwise 2 Automatic Pistol 3 Submachine Gun 1 Bruno Ignati has given Captain Baggs notice to find another gunner and will disembark at the next stop to seek other employment. He has spoken with his crew mates of mutiny but abandoned this idea when he realized he would stand alone. Ignati pities his insecure comrades. He wears Cloth and is an expert with the Automatic Pistol he carries.

Radolf Preston 9A7245 Age 35 Branch: Army, 1 Term, Brawling 3 Air/Raft 1 Gambling 1 Forgery 1

Radolf Preston is Captain Baggs' workhorse. He is a terrible gambler, a vice Baggs encourages. Preston would like to find another manual labor job but he owes Captain Baggs 5000 credits in bad gambling debts. Preston stands 1.9 meters and weighs 95 kilograms. He wears Jack.

William Baldwin 9A5775 Age 24 Branch: Other, 1.2 Terms, Brawling 2 Bribery 1 Forgery 1 Automatic Pistol 3 Streetwise 3 Mechanical 1

Baldwin was turned over to Captain Baggs as free labor from the authorities of Bruella. Baggs paid 100 credits toward Baldwin's court costs on a forgery charge and was given custody of the prisoner. Baldwin hates this tyrant and would like to whip him but he realizes any such action would result in imprisonment once again. He stands 1.76 meters and weighs 72.57 kilograms. Baldwin wears Cloth.

Room 1 This is the Bridge of the Fedora. It is adequately equipped. The command console is covered in cheap, tattered material.

Room 2 This room holds the Fire Control equipment for the Fedora's Triple Turret.

Room 3 This is the Fedora's Computer Room. It contains a Model 2 computer with the following programs: Jump2, Target, Maneuver, Library, Anti-Hijack, Navigation and Generate.

Room 4 This is Captain Baggs' Stateroom. It is neat and well-kept by the ship's steward, Rani. The door is secured by a touch-sensitive lock. The floor safe next to his bed is covered with a huge remnant of glossy fabric. It contains 250000 credits, cargo invoices, personal mail belonging to the crew which for some reason he refuses to pass on and a Submachine Gun with 30 rounds.

Room 5 This is First Mate Whitby's Stateroom. It is spotless due to his constant nagging of Rani. The footlocker under his bed contains 2000 credits, personal mail and a collection of dainty, porcelain dolls valued at 75 credits.

Room 6 Sick Bay is kept somewhat orderly although the medical supplies and equipment are of minimum stock. There hasn't been any real need so far for the latest in medical equipment. The highlight of Ms. Ozora's career as Med Officer on the Fedora was treating Captain Baggs' bout with gout.

Room 7 This is Medical Officer Ozora's stateroom. It is dingy and smells of rotting oranges. Handmade pillows and doilies clutter the room and a picture of her mother rests on the night stand. The drawers of her desk are crowded with the junk she has accumulated. There are 215 credits hidden in a silk pouch in the sham of her green pillow.

Room 8 This stateroom is shared by Bruno Ignati and Aleron Scully. It is simply decorated with a few cheap prints and a memento here and there to give it a personal touch. Ignati's opened trunk is pushed to one side and a few of his belongings packed away. A lock box at the bottom of the trunk contains 900 credits and the names of some promising contacts. Aleron Scully's footlocker under his bunk contains 375 credits, personal mail and his honorable discharge from the Scouts.

Room 9 This stateroom is occupied by Preston, Rani and Baldwin. Baggs intended this arrangement in order to keep an eye on Baldwin. He has enticed Preston to watch Baldwin by promising to deduct half his debt should Preston deter an escape. The room contains 3 bunks, 3 garment modulars and 1 desk. Their footlockers under the bunks are empty except for a few mementos. They have no credits or valuables.

Room 10 Chief Engineer Manville's stateroom is tidy enough for his tastes. A few empty bottles are stashed under his bunk. His footlocker contains 200 credits, old photographs, a marriage proclamation and several bills.

Room 11 The Cargo Hold on the Fedora has a capacity of 15 tons and as usual it is packed. Crates, cartons, boxes and containers of every shape and size are jammed together. The cargo is semi-organized by destination and shipper's name. Five tons of cargo are archives enroute to the Parthesa Museum. Two tons are dried foodstuffs, 3 tons of computer spare parts, 1 ton of cosmetics and 4 tons of office supplies all enroute to Deverel I Spaceport.

Room 12 L-HYD Fuel Tanks, 20 Tons

Room 13 The Engineering Section of the Fedora contains a Type A Power Plant, Type A Maneuver Drive and a Type A Jump Drive.

Room 14 This is the Control Room for the Fedora's Triple Turret. Bruno Ignati is gunner for this Triple Turret equipped with 3 Beam Lasers.

