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TRAVELLER™

Science-Fiction Adventure in
the Far Future

GROUP ONE

6.95

**Fort
Xandata**





Introduction

Port Xanatath is another in an ever-improving series of Traveller tm playaids. We are quite proud to present this adventure for your entertainment. The Pirate sanctuary in the following pages is not a place to conquer, but a place that players can go to for adventure. Port Xanatath is APPROVED FOR USE WITH TRAVELLER tm with references to Mercenary and High Guard. Our special thanks to Marc Miller and G.D.W. for all their help.

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Port Xanatath's Background

The beginnings of Port Xanatath are shrouded in the distant past. Its existence is referred to in the earliest writings kept in the great museums of the galaxy. Port Xanatath has always born the reputation of being a free port; a place where anything could be bought or sold, no questions asked. Hidden in an asteroid belt; deep within one of the great rifts, Port Xanatath's location has remained a secret to most. As ships approach the rift they broadcast tight beam, coded messages to random, ever-changing points. At one of these points a robot ship will pick-up the message and make first contact. The intruder's ship will then be scanned and placed within a field that suppresses all outside communications. The ship will then lead the intruder on a zig-zag course to Port Xanatath. Its secret location rather than its heavy armament has given the Port an air of invulnerability.

Port Xanatath was not always a den for thieves, shrouded in fear and mystery. Its builders were a peaceful, highly advanced race who intended the base to be a research facility and border outpost. The asteroid was lavishly equipped by this forgotten race and then one day totally abandoned. The computer's memory banks were erased clean of any information pertaining to the race who built it.

The asteroid lay dormant for eons until it was happened upon by a band of political criminals fleeing Terra during the pre-Empire days. By necessity, the new owners turned to allowing pirate vessels to dock and trade goods and services. It was at this time the asteroid was named Port Xanatath after the star that had guided the first ships there. The wealth of Port Xanatath grew and control was handed down to the descendents of the first settlers.

Port Xanatath's reputation also grew as stories of power and ruthlessness spread, making it the capital of the blackmarket. In Port Xanatath, slavery is still a thriving business with the victims' mind washed of any will to resist. They are hoarded from captured ships. Dealings with slavery, pirates and the black-market have also attracted the greedy elements from many planets as the web of influence has expanded.

Port Xanatath is ruled with an iron fist by the two main families, Paldoren and Laranest. This group levies a tax upon all goods bought or sold in the Port; with very little getting past the tax collectors. The entire asteroid is monitored by Mind Probes. These Mind Probes were stolen from a government research station before the devices were perfected. With the great amount of money the families were able to pour into the work and research, the Mind Probes were perfected and soon installed everywhere in Port Xanatath. These devices have made it impossible for anyone to get near the asteroid without the families knowing all the intruder's thoughts. This assures that no one who would upset the balance of power is allowed to dock. The Mind Probes also detect any uprisings before they occur. Conspirators are subjected to total mind wipe. The only other crimes are harming a citizen or his property, the penalties being labor for minor offenses and mind wipe for serious offenses. Endangering Port Xanatath is a serious offense, the penalty ranging from labor to mind wipe. This harsh but effective system of justice is carried out by the General Purpose Robots which are controlled by the Central Computer. The Central Computer is controlled by the families. Port Xanatath is still marked by sporadic violence but the power structure has not changed much in the past 2,000 years. It should be noted that ships leaving Port Xanatath receive the same escort as they got upon arriving.

General Description

The asteroid that Port Xanatath was built in is made up of large deposits of nickel, iron, lead, tin and silicon. These elements have given the outer surface a patchwork appearance of many glittering shades. The asteroid's surface is scarred by craters formed by the impact of smaller asteroids before the Port was built. The entrances and armaments are cleverly concealed among craters and crevasses.

The asteroid is impossible to tell apart from the rest in the belt. In addition to minerals, pockets of ice are scattered across the surface. These ice deposits are used for water supply with the space icebergs being brought in to replenish these frozen reservoirs. The masters of Port Xanatath are very cautious and there are no transmissions of energy except for the flow of starships.

All entrances to Port Xanatath consist of four sets of doors, all of which are controlled and guarded by the Central Computer. The first set of doors are formed of the very rock of the asteroid; are heavily armoured and are non-pressurized. Next lay the first set of air-lock doors. They are very thick and of the sliding variety. After those doors, the other two sets are identical; thinner in construction and slide or swing according to their location.

The cavernous interior walls are the color of blasted glass. This stems from fusion mining the builders used to form the great chambers and corridors. The streets are moving walkways which whisk people and goods from place to place. These walkways appear to be solid however, they possess an almost liquid motion; with the edges of the way flowing slowly and picking up speed in the center. Most of the buildings date back to the creation of the base, for their walls are .25 meters thick and made of the same molten rock that was tunneled out. Each building has its own pressure doors and life support systems. The entire Port is patrolled by robots and Mind Probes are everywhere.

Port Xanatath Statistics

Port Xanatath is in the Ventura Quadrant, located at 0801. Its UPC is B05033-D.

Port Xanatath Encounter Chart

Die Roll	Docks	Streets	Shops	Controlled Areas	Surface
2	Merchant	Merchant	Merchant	Robot Patrol	Robot Patrol
3	Crew	Merchant	Merchant	Robot Patrol	Robot Patrol
4	Crew	Special *	Special *	Robot Patrol	Robot Patrol
5	Gang	Crew	Special *	Robot Patrol	Robot Patrol
6	Robot Patrol	Robot Patrol	Special *	Robot Patrol	Robot Patrol
7	Robot Patrol	Robot Patrol	Robot Patrol	Robot Patrol	Robot Patrol
8	Robot Patrol	Gang	Merchant	Robot Patrol	Robot Patrol
9	Work Team	Gang	Merchant	Work Team	Robot Patrol
10	Work Team	Work Team	Gang	Work Team	Work Team
11	Work Team	Work Team	Gang	Work Team	Work Team
12	Work Team	Special *	Work Team	Special *	Special *

Merchant - A group of businessmen have been encountered. There will be 1-6 present (roll 1D). There will also be 3-18 bodyguards wearing Cloth and carrying Automatic Pistols with Silencers and Shoulder Stocks or Shotguns. The Merchants have some knowledge of what is being bought and sold in Port Xanatath and after the players bribe him (10-60 Credits), there is a 8+ chance that the Merchant will know where the players can buy or sell whatever they wish. Roll on the reaction table in Book 3 of Traveller tm for the initial reaction of the Merchant.

Crew - These are crewmen for starships, some presently employed and some not (50% chance either way). They will be a typical cross-section of starship crews with a variety of skills. If the players wish to hire these Crews, the referee will have to supply the characteristics of the Crews. Roll on Traveller's Book 3 reaction table for the Crew's attitude. There will be 3-18 Crew persons armed and armoured in every possible fashion.

Gang - These thugs are made up in part by the youth of Port Xanatath; together with drifters and the unemployed they roam the streets playing cruel pranks and committing small robberies. They wear Jack and carry Daggers and Body Pistols. There will be from 2-12 Gang members present at any one time. The Gangs will steer clear of any groups with robots in them. Small or weak groups will be taunted, harassed or robbed, depending upon the Gangs' reaction roll.

Robot Patrol - When a party encounters a Port Xanatath Robot Patrol; the roll on the reaction table is read as either a positive attitude, neutral attitude or negative attitude. A positive attitude is obtained on a roll of 2 through 6 and the Robots will aid the party if help is needed. On a roll of 7 the Robots have a neutral attitude, having business elsewhere and they will ignore the party. On a roll of 8 through 12 the Robots have a negative attitude and the party will be stopped, questioned and if the party is getting out of hand, they will be detained. These Robot Patrols are made up of 1-6 General Purpose Robots of Port Xanatath. They will always react negatively if they happen upon anyone endangering the Port.

Work Teams - A variety of duties are carried out by the Work Teams which are made up of 4-24 laborers. These laborers wear indestructible belts around their middles that act as a communication link with the main computer. This allows any laborer to perform the most complex tasks with ease. The Work Teams will ignore the players unless attacked where upon 2-12 General Purpose Robots will appear to defend the Work Team. They carry Clubs and wear no armour.

* Special Encounter Chart

Die Roll	Event	(for all locations)
2-3	Major Merchant	
4-6	Pick-Pocket	
7-8	Brawl	
9-10	Rumor Monger	
11-12	Spy	

Major Merchant - These individuals are the ultra-rich from Port Xanatath and outside systems. There will be 1-2 of these Major Merchants encountered at any one time with 2-12 family members and aides also present. The Major Merchants and their followings are protected by 4-24 guards armed with weapons of Tech Level 10 or better. The guards are armoured with Cloth or Reflec or in extreme cases, Battle Dress. Major Merchants will usually buy, sell or trade almost anything but generally have a speciality; in the case of Major Merchants from Port Xanatath it will be one of the shops in the city. The reaction from a Major Merchant will always be favorable when someone wants to deal with him however, the reaction to the offer is rolled on the reaction table in Book 3.

Pick-Pocket - A Pick-Pocket will be able to close on a party on a roll of 3 or better (2D). On a second roll of 4 or better (2D) the Pick-Pocket will be able to steal an item from a player. If either die roll is missed, the Pick-Pocket has been discovered and will flee. Note: The item stolen should be a random one of the player's and should be determined by the Referee.

Brawl - The players have found themselves in one of the many Brawls which frequently occur in Port Xanatath. Each player must roll 7 or better (2D) every turn to escape (skill of Brawling adds +2 per level of expertise). Receive 1 point damage per turn until escape is rolled.

Rumor Monger - Information pertaining to the events past, present and future may be obtained from these Rumor Mongers. The Rumor Monger will give vague information at best and not all of it will be correct (This information can be found in the descriptions.). The Rumor Monger will have information on a roll of 8 or better (2D). Streetwise allows a +2 modifier per level of expertise up to a maximum of +4.

Spy - Port Xanatath is full of intrigues and everybody will come under someone's scrutiny at one time or another. The Spies are well-trained and can only be detected on a roll of 11 or better (2D). The Spy will trail the party and report back to his or her employer until detected. The employer could be anyone in Port Xanatath with the Referee determining who.

General Purpose Robot

Chassis: Special (See description, weight 300 kg.)

Power Plant: G (Special weight 300 kg.)

Locomotory Apparatus: Anti-Gravity Unit

Brain: Tech. Level 16

Sensors: Same as Basic Sensor Package with Active R, Active UV, Telescopic Visual, Low Level Audio and Active Radar

Arms: 4 Heavy Work Arms each with "hands"

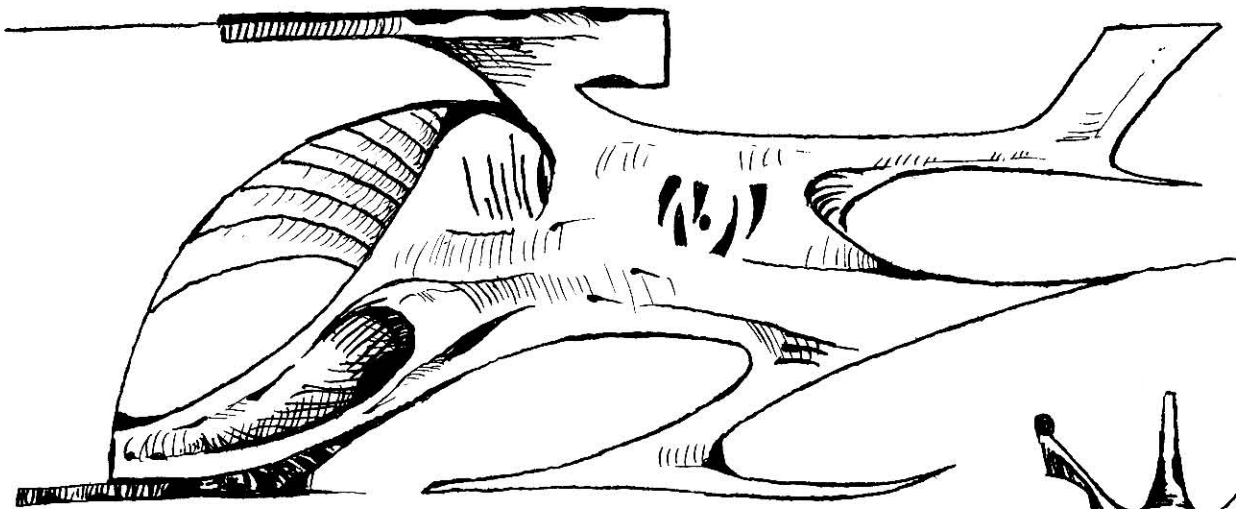
Communications: Multi-frequency Radio, Counter ECM, Televisual Camera, Voder/Vocoder

Armaments: 1 FGMP-15

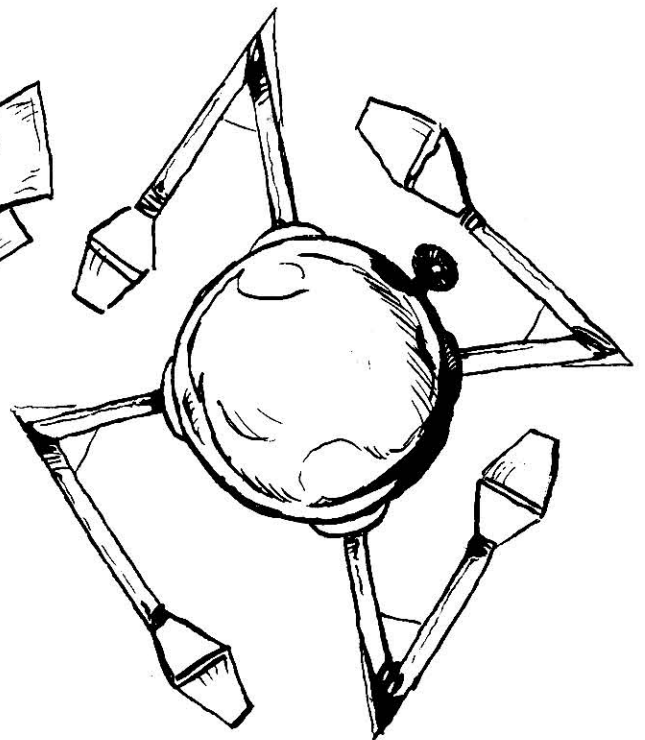
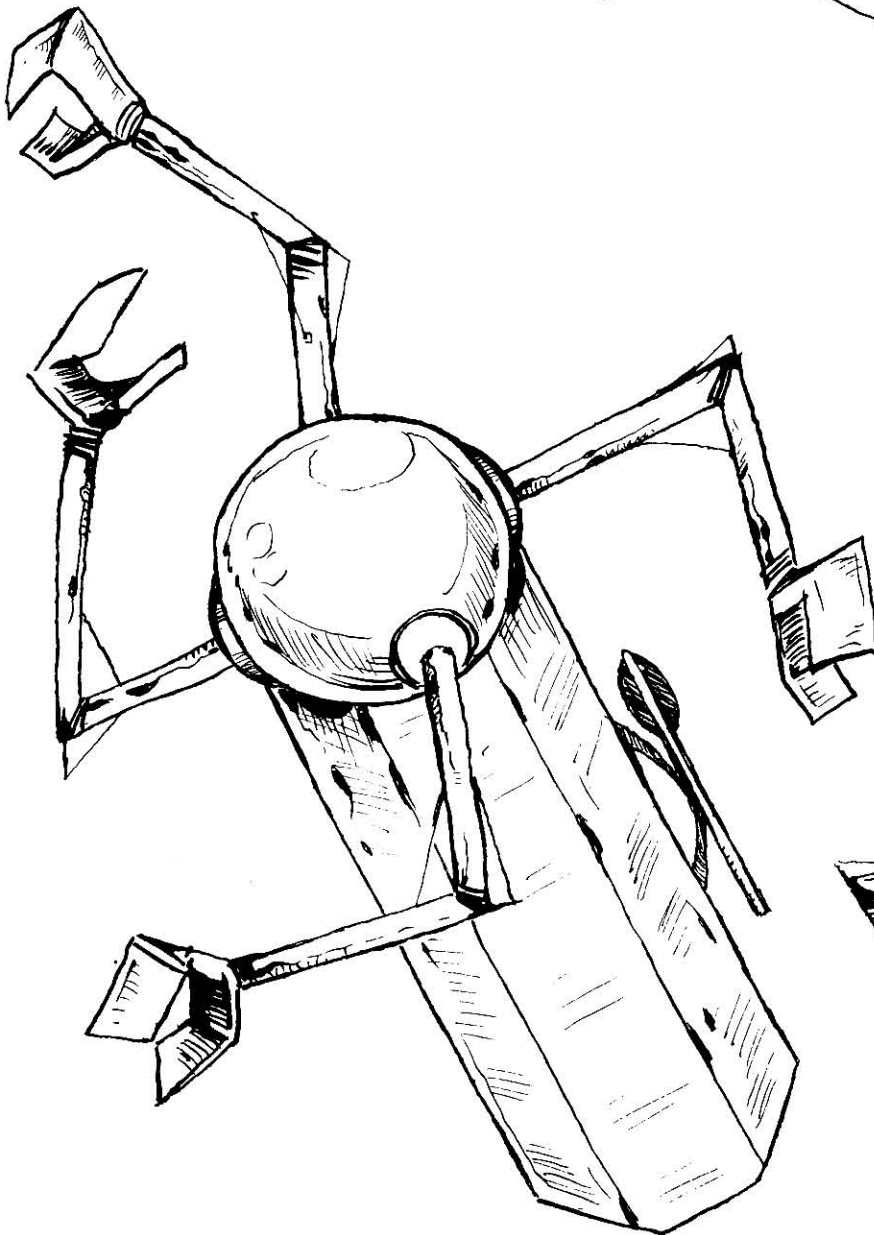
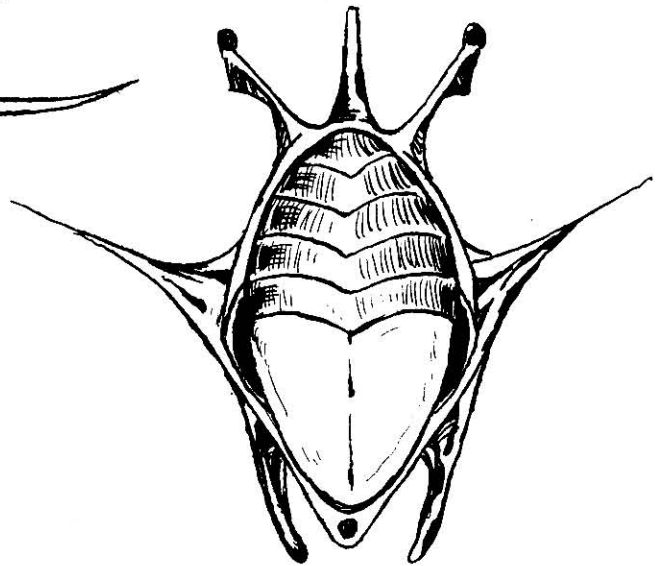
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The General Purpose Robots of Port Xanatath are built in the shape of a hexagonal cylinder. This chassis protects the Power Plant, Brain, Communications and the Anti-Gravity Unit. The Heavy Work Arms and Sensors are mounted in a revolving dome attached to one end. A FGMP-15 is pivotally mounted on the top, with a 360 degree arc of fire. The method of construction of the chassis provides it with 5 cm. of armour (The armour's composition is unknown.). The protection afforded by this armour is equal to Battle Dress; in addition the chassis is totally resistant to effects of vacuum and insidious atmospheres. Each General Purpose Robot is in direct link to the central computer with all communications on the tight beam, coded, Multi-frequency Radio. The General Purpose Robot is capable of repairing itself because of the central computer's ability to scan all of the robot's parts.

For tasks that require the robots to go out into space, they are equipped with chemical rocket packs. These rocket packs have a Maneuver Drive of 2 and enough fuel to burn continuously for 30 minutes. Two winched with 50 meters of line each are mounted on the sides.



Port Xanatath's Fighter



Port Xanatath's General Purpose Robot

Central Control - All that happens in Port Xanatath is monitored in some manner by the people and machines of Central Control. In a pit, surrounded by tiers of control consoles is the dark obelisk called the Central Computer. On one side of the obelisk is the control panel of the Mind Probes. At each of the 14 control consoles is a padded chair with a keyboard located in the arm. The Central Computer has the same capacities as a Model 7 computer in Book 2 (Traveller tm) with regard to CPU and Storage. However, with the special programs it possesses, it has taken on an intelligence of it's own. Besides the standard programs of Predict 5, Target, Return Fire, Anti-Missile, ECM and Library, it has available: Gunner - allows the computer to train and fire the Port's weapons, Traffic Control - guides all the traffic of the Port, Maintenance - allows massive repairs to anything in Port Xanatath, Self-Program - this program gives the computer the ability to write it's own programs as new situations arise.

All of the Mind Probes are from this low, gray slab of lead with it's 5 sets of odd-looking headphones. The Mind Probes can reach thousands of kilometers into space and no thought can escape them. However, the Mind Probes have some limitations; they can not identify thoughts in crowds of more than 1,000. Furthermore, they can not read shielded thoughts without being allowed to but they can attack with a Psionic Assault with a strength rating of 25 - so most minds are easily read one way or another. There are always 30 General Purpose Robots guarding the Mind Probes and Central Computer.

Paldoren Complex - The family Paldoren lives here with their guards and servants. The large formal living quarters that are off the main corridor are lavishly decorated with valuable artwork. The middle rooms are the family's private quarters with simpler appointments and everyone has a room or two. The rear rooms are the servants' and guards' quarters which have a dormitory-like appearance. The total value of the furnishings in the complex is 1.5 million Credits. The family's strongroom is protected by a General Purpose Robot. The room contains: 50,000 Credits in cash, jewels valued at 3 million Credits, property titles to their various holdings and 1 Nevalin's Cone (see description below).

Nevalin's Cones - These small (about .1 meters tall, .07 meters across base), dull blue cones have but two features marring their otherwise smooth finish. The most distinct feature is a button recessed into the side and the other a dial with 50 settings. These are controls for a portable energy screen with the button being a push-on, push-off type. Each dial setting represents a domed screen, the first setting being a 1.2 meter field and the 50th a 60 meter field. These cones will maintain their field for 10 hour on low and 3 hours on high after which they must be exposed to 38 hours of light.

The above artifacts were discovered 300 standard years ago when the Dromag Exploration Ship, Gamgergon ran across a derilic ship of an unknown configuration. After a search, the crew found only blasted ruins and a small box containing the cones. The cones were named after the ship's captain, Nevalin. Eight cones were discovered and all but one has escaped the Nevalin family hoard, finding their way into many different hands.

Leading members of the Paldoren Family include:

Cobar Paldoren 6955AA Age: 72 Administration 6, Leader 4, Cutlass 1, Laser Carbine 1
Cobar Paldoren is the head of the family. She is superb at handling the other family members and the Laranest family with whom she shares power.

Thal Paldoren 578798 Age: 25 Automatic Pistol 3, Streetwise 4, Jack-O-T 2
Thal is the grandson of Cobar and her most trusted family member. Always alert, Thal is heir to the control of the family. He is in charge of security.

Dupax Paldoren 599868 Age: 45 Laser Carbine 2, Computer 5, Forgery 2

Dupax is the computer master for the Paldoren family and his position is so important, he will hold the post his lifetime.

The household also contains 24 other family members who serve in minor posts in the government. There are 17 servants, 27 guards in Cloth with PGMP-14s as personal weapons and 4 General Purpose Robots.

Laranest Estate - The Laranest Estate is not as expensively furnished as its Paldoren counterpart. It is no less spacious however and it even contains a garden in the formal living quarters. Tapestries cover the walls of the private living quarters with comfortable furniture set about hap-hazardly. The rear rooms are the guards' and servants' quarters and they are comfortably equipped. Total value of the furnishings is 3 million Credits. The family's strongroom which is hidden behind a cabinet is protected by a General Purpose Robot. The strongroom contains .2 million Credits in cash, .4 million Credits in jewels and various important papers.

Leading members of the Laranest family include:

Capt. Black Laranest 8788AA Age: 61 Administration 2, Pilot 1, Jack-O-T 3, Cutlass 1, Automatic Pistol 2

Capt. Black Laranest obtained his stake by being the most feared pirate in the sector for over 10 years. He runs the family like his ship as this has caused a few hard feelings in the family.

Retler Laranest 577CB9 Age: 102 Computer 6, Body Pistol 3

Retler Laranest is the computer programmer for the family and he is the eldest of the Laranests. Retler has clashed often with the Capt. but Retler's position protects him.

Squeaky Laranest AB9889 Age: 24 Administration 1, Jack-O-T 1, Laser Carbine 1, Bribery 1

Squeaky Laranest is the heir to the family leadership and he is Retler's great-grandson. Squeaky is well-liked by most everyone in Port Xanatath, even the Paldoren family.

Dysoram Laranest 698887 Age: 21 Pilot 2, Administration 1, Laser Carbine 1

Dysoram Laranest is the quick, young Captain of the fighter wing. She is good at what she does but does not get along with Capt. Black.

Greygol Laranest 7689A8 Age: 38 Administration 2, Forgery 2, Foil 1, Automatic Pistol 1

Greygol Laranest is the office manager of the government. Greygol does not get along with anyone but he does make things run smoothly and in so is left alone.

There are 27 other family members who help run the Port in one way or another. There are 21 servants, 23 guards wearing Cloth and carrying PGMP-14s and 4 General Purpose Robots.

Offices of Government - The Offices of Government for Port Xanatath are located in the cubicles that fill this compartment. It is here that all newcomers must register with the Head of Security, Thal Paldoren. Here too, the newcomers get their first taste of Port Xanatath's justice system; which is gone into further detail on the chart below. If the newcomers survive this first Mind Probe, they are given temporary citizenship and sent on their merry way. The cubicles are uniformly equipped with portable furnishings and movable wall partitions. Also there are terminal link-ups with the Central Computer, Paldoren Complex and Laranest Estate.

Justice in Port Xanatath is swift and merciless although erratic at times in its penalties. For you see it is conducted by the Mind Probes and since these devices can tell exactly what happened; there is no appeal.

Port Xanatath Justice Chart

	CRIME	CRIME
Die Roll	Endangering Port Xanatath	Harming a Citizen
1	10 Years Labor Pool	1 Year Labor Pool
2	20 Years Labor Pool	5 Years Labor Pool
3	Mind Wipe	10 Years Labor Pool
4	Mind Wipe	20 Years Labor Pool
5	Mind Wipe	30 Years Labor Pool
6	Mind Wipe	Mind Wipe

Mind Wipe - The person's mind is wiped clean of any traces of memory or personality. The person is then sold at the slave market.

x Years Labor Pool - The individual is fitted with a neck collar which links him to the Central Computer that administers a strong electrical shock; or instructions as needed to enforce its will. The individual is confined in this manner for the given number of years.

Central Receiving - There are four sets of double air-lock doors that are normally closed which separate Central Receiving from the Offices of the Government. The entire compartment is monitored by the Central Computer and it is patrolled by 5 General Purpose Robots. Persons approaching the outer doors are stopped and asked their business. If they have official business, they are allowed in; if not, a robot comes out and chases said persons away.

Pilot Dormitory - The pilots for the fleet of fighters of Port Xanatath have their quarters in the Pilot Dormitory. There are 38 pilots each trained a minimum of Pilot 3 and Gunner 3. The pilots are carefully screened for ability and loyalty; after which they undergo extensive training. Once a year a review board is held for future pilots. The pilots are divided as follows: 1 Commander, 7 Wing Leaders and 30 Pilots 1st Class. The Commander and Wing Leaders have private quarters with the rest having bunks and footlockers in the common room. There will be 6-36 pilots in the Pilot Dormitory at any one time along with 4 General Purpose Robots. The arm's locker contains: 40 suits of Battle Dress and 40 PGMP-14s.

Commander Meddice Paldoren 887898 Age: 37 Pilot 4, Gunner 4, PGMP-14 2, Cutlass 1, Administration 1
Meddice Paldoren is the tough, hard-driving commander of Fighter Defense Command. His record of allowing no one to escape him has given Meddice a much respected reputation. A star chart that details the location of a distant planet is in Commander Paldoren's quarters. If Meddice is offered .2 million Credits, he will part with the map and information concerning many ancient artifacts that can be found there.

Port Xanatath's Fighter

Fighter's Universal Ship Profile: F-0106611-000000-40000-03

Docks - The Docks at Port Xanatath can hold up to 1,200 Tons. At any one time there will be 1-3 ships at the Docks. Airlocks separate the Docks from the rest of the Port. The entrance to the Docks from space is closely watched by the Robot Patrol and Mind Probes. Warehouses next to the Docks can be rented at a rate of 10 Credits per Ton. The Docks are equipped to repair ships and refuel them as a Type B Starport without a Naval Base or Scout Base. Ten General Purpose Robots carry out the tasks at the Docks.

Power Plant - The massive Power Plant that sets in this huge compartment generates all the power needed by Port Xanatath. It is comparable only to planetary power stations in size and output. All maintenance is carried out by 10 General Purpose Robots. The Power Plant uses the energy that holds electron and proton particles together. This micro-miniature fission is considered to be impossible except for the most advanced races. Fuel is plentiful in that any kind of matter can be used by the Power Plant.

Weapon Positions - Port Xanatath is heavily defended with Weapon Positions everywhere. Each Weapon Position contains 2 Double Turrets each with 2 Beam Lasers and 1 Code N Meson Gun. Concealed beneath 4 meters thick doors, the Weapon Positions are impossible to detect from space. When exposed, the Weapons Positions have a 360 degree field-of-fire; also they are frequently patrolled by General Purpose Robots.

Ice Station - The Ice Station that provides all the water used in Port Xanatath is located in this cavern. Here icebergs are broken into 3 meter diameter chunks. They are then fed into the airlocks and on into the ice furnaces where they are melted down and purified. These tasks are carried out by 15 General Purpose Robots amid the maze of piping and tanks of various sizes. As this resource is most critical to Port Xanatath's survival, it is carefully watched. There is equipment here necessary to produce ice in space and large surpluses of water are kept in this manner.

Fighter Hanger - The Fighter Defense Command maintains Port Xanatath's intercept-or fleet in the Fighter Hanger. There are 50 fighters of alien origin, 10 of which will carry 10 Tons of cargo in a pressurized cargo pod. The Fighter Hanger has many explosion-resistant rooms. Each fighter has one of these rooms as does each launching tube. Reserve fighters and spareparts necessary for the maintenance of the intercept-or fleet are kept in the Hangers' Stores Section. Fifteen General Purpose Robots carry out maintenance upon the fighters; they are also the flight crews, as two of the robots can easily handle a fighter in the weak gravity. Launch Control is handled by the Central Computer through remote sensors. The hydrogen fuel used by the fighters is stored in tanks buried in the back wall of the Fighter Hanger. The General Purpose Robots constantly patrol the area and Mind Probes sweep it regularly.

Medical Center - The Medical Center has four departments with each department in a different wing. The departments are as follows: Regeneration - although they are capable of regenerating an individual from a single cell, the brain must be intact and functioning for the clone to retain the same personality of the original. This process takes 1 standard year and costs .3 million Credits. Regeneration of a finger takes only 2 weeks and costs 5,000 Credits. Time and cost for operations that fall between these two extremes are priced accordingly. The regeneration process takes place in the large vats that are everywhere in the Regeneration Wing.

The Doctor's Wing has many servant robots in the living quarters. Each doctor has decorated his apartment differently, ranging from an apartment that resembles a spacecraft to another that looks like a gambling casino. There is a total of 30,000 Credits in this Wing.

The Office Wing contains the administration offices and laboratories. This Wing and all the others have robots helping with or minding to all of the tasks in the hospital.

The last Wing of the Medical Center is made up of Storerooms and the Robot Garage.

The staff of the Port Xanatath Medical Center all have extraordinary medical skills. Each in turn has a vice or two that makes practicing medicine in Port Xanatath a pleasure. The administrative board of the Medical Center is as follows:

Dr. Pazar 947BB8 Age: 41 Medical 7, Administration 2, Computer 3, Gambling 3

Dr. Pazar is head of the Regeneration Wing of the Medical Center. He has a passion for gambling and with his large income, Pazar always has the Credits to indulge in a game or two of "Cruel Shoes".

Dr. Saug 86A99B Age: 37 Medical 5, Administration 3, Dagger 7

Dr. Saug is head of Public Health. He is one of the few on staff who are devoted to the medical arts. Saug is an average-looking fellow. He is respected and admired by most residents of Port Xanatath.

Dr. Oostar 364A97 Age: 67 Administration 5, Medical 9, Forgery 3, Jack-O-T 3, Laser Carbine 4

Oostar is in charge of running the Medical Center. Dr. Oostar controls everything from personel to maintenance. There are 47 other persons on staff at the Medical Center in Port Xanatath.

JEYPORE INN

Proprietors: Zapato & Barbasa Ogora

Zapato Ogora 6A3A36 Age: 37 Jack-O-T 2, Streetwise 4, Laser Carbine 3, Electronics 2

Zapato is a crafty cad who has been known to rip off his guests after they are inebriated. He stands 1.5 meters and is dwarfed by his wife, Barbasa. Zapato wears Jack and carries a Laser Carbine.

Barbasa Ogora 968867 Age: 42 Automatic Pistol 3, Brawling 5

Barbasa is Zoltic which explains her burly appearance. Her race is humanoid with the exception of size and the absence of vocal cords.

The Jeypore Inn is a 20 room hotel, modest but clean. Rates are 20 Credits per night. There is rarely a vacancy at the Jeypore. Remote cameras secure the front desk and the lower floor. The entire lower level is the Ogora's living quarters. Each room is spacious and hardly looks occupied. A computer-coded safe in the front office holds 57,000 Credits in cash.

The other two levels of the Jeypore Inn have 10 sleeping rooms each. Each small room (2 meters by 2 meters) has a bed and also provides a small strongbox for valuables (Zapato has a master-code disc that will unlock any strongbox in the hotel).

SEELEY'S CLOTHIER

Proprietor: Dram Seeley 778857 Age: 52 Computer 2, Automatic Pistol 1 Dagger1

Seeley wears Mesh and carries an Automatic Pistol.

Seeley's shop caters to everyone in Port Xanatath; no matter what size, configuration, style or price, Seeley has it. His two wives and a tailor-robot help him in his thriving business. Seeley will also purchase clothing either for raw materials or for resale. Prices at Seeley's start at 10 Credits for a simple jumpsuit and go up as far as 75,000 Credits for furs or elaborate gowns. Seeley's interior has a hologram decorated showroom complete with chairs and a bar. There is 60,000 Credits worth of goods in the store and 50,000 Credits in a vault in the office.

DELTA ARMS WORKS

Proprietor: Handmar Delta 677BA7 Age: 64 Jack-O-T 4, Dagger 2, FGMP-15 2, Body Pistol 2

The Delta Arms Works carries and can maintain all of the weapons listed in Traveller and Mercenary. These weapons are viewed in holographic images in the buying room. The weapon's cost the same as in Traveller and Mercenary. Weapons are delivered to the purchaser upon his departure from Port Xanatath. The offices and living quarters for Delta, his family and helpers are in the small backrooms. While the large room is a warehouse kept under guard by 3 General Purpose Robots. Handmar can fix anything at 10-60% of its base price. The two helpers wear Cloth and carry Body Pistols while Handmar wears Cloth and carries a FGMP-15. There is .5 million Credits in his office safe.

WE CAN FIX-IT SHOPPE

Proprietor: Huey We Can B84946 Age: 51 Jack-O-T 7, Electronics 1, Mechanical 6, Automatic Pistol 3

Huey is a big man. He has a very friendly personality and gets on well with most everyone. He loves working with his hands and makes a pretty comfortable living fixing nearly anything.

We Can Fix-It Shoppe is operated by Huey and his robot, Buster. A dog's face has been painted on the front of the robot. Junk, spareparts and materials of every shape and size are heaped everywhere in the small shop. A strongbox is under the counter and it contains 31,000 Credits in cash.

ANASTASIA'S PALACE

Proprietor: Anastasia 7A8856 Age: 34 Streetwise 2, Dagger 3

Anastasia is of average height and weight. She wears Cloth and carries a Dagger.

The Palace is somewhat of a nightclub, patronized by many of the residents of Port Xanath. It consists of one large room, cluttered with huge, furry pillows and low tables. Fragrant, multicolored candles and ornate pipes rest atop each table. The anti-grav stage located in the center of the room is highlighted by a multitude of different hues of lighting. Here Anastasia and her troupe of shapely dancers entertain weary travellers for a mere 10 Credit admission.

Two smaller rooms are to the rear of the Palace. The dancer's dressing room contains only cosmetics and personal items but hidden in Anastasia's office is a wall safe containing 14,000 Credits.

THE ORB

Proprietor: Balton Lyvist 887877 Age: 58 Dagger 8, Streetwise 4, Automatic Pistol 2

Balton Lyvist is a tall, thin man with a pointed, elvish face. He wears Reflec, carries an Automatic Pistol but prefers the Dagger which he wears strapped to his left forearm. He is the owner of a dinner club, The Orb.

The Orb is a large restaurant known for its hassle-free atmosphere. The food could be better but the place looks clean. The seating capacity is 60. A transparent platform stage is elevated near the center of the large room. Here a variety of intergalactic musicians entertain a night or two. Admission is 30 Credits (this includes the meal, drinks are extra).

Concealed in the rear wall, the entrance to Lyvist's residence is secured by remote camera. His modest rooms are simply decorated. A safe is hidden in a fake fireplace. It contains 13,500 Credits.

TRAISTA'S AMBROSIA

Proprietor: Traista 978778 Age: 29 Laser Carbine 2, Streetwise 3

Traista is a female of striking beauty. Shimmering blonde hair frames her face and her blue eyes sparkle with health. Traista credits good food and vitamins as well as exercise for her excellent health. She wears Cloth and carries a Laser Carbine. Traista is cautious as well as discreet and has ardor for the things Credits can buy.

Traista's Ambrosia is a health food eatery and spa. A reception desk is near the entrance and directly in the center of the room is a large warm springs pool surrounded by lush vegetation. Lounging chairs are lighted with warm, infrared spotlights and 10 small circular tables are located here and there. A screen at the back of this dining/relaxing area separates the spa and kitchen. Large, cold storage units contain fresh, exotic fruits and vegetables. Several containers of various cereals and grains are everywhere in the kitchen. Touch-sensitive lockers are against three walls in the dressing/weigh-in room. Past a last row of lockers is the huge exercise room which is well-equipped. A long, narrow room is at the back of the exercise room; Traista's office is secured by a touch-sensitive lock. The wall safe holds 11,000 Credits, 1 Automatic Rifle and 2 Laser Carbines. Entrance to her living quarters is again secured by a touch-sensitive lock. The living

room is decorated in dark violet. A small collection of rare books can be found in the ancient bookcase valued at 21,000 Credits. Beyond this room is Traista's bedroom. Vials of multi-colored capsules are lined in rows atop her dresser. Traista has invested over 5,000 Credits for this series of vitamins. The ornate jewel case on the nightstand holds a ring with semi-precious gems worth 2,000 Credits.

GALACTIC KITCHEN

Proprietor: Rimitar Codoro 678888 Age: 39 Dagger 3, Steward 4, Jack-O-T 1
Rimitar Codoro is a short, pudgy man with a shiny, bald head. He wears Jack and carries a pair of fancy Daggers. One is strapped to his left boot, the other to his hip. Codoro can be impudent and very critical at times and this in turn hurts his business. He is an excellent chef but a poor businessman.

The Galactic Kitchen specializes in Zoltic cooking but offers a variety of intergalactic cuisine. Although the surroundings are lavishly furnished and the prices reasonable, the Galactic Kitchen generally has only a few customers. His small office is cluttered with piles of overdue bills and a safe is hidden in the floor. It contains 2,000 Credits and two property titles.

SALVADOR'S ROBOT SHOP

Proprietor: Phynix Salvador 767985 Age: 36 Jack-O-T 2, Streetwise 1, Body Pistol 1, Mechanical 1, Electronics 1

Phynix Salvador is 1.9 meters tall, weighs 55 kg. and lives live for all the gusto he can get. He wears Mesh and carries a Body Pistol.

Salvador's Robot Shop has most of the popular models available and he does custom work. Note: A good source for the robots is the Journal to the Travellers' Aid Society. The shop has a small front office and a large workshop where the robots are stored and serviced. Phynix and his family live in the small, back rooms.

INTERGALACTIC GOODS

Proprietor: Harry Tudds 849A75 Age: 41 Jack-O-T 1, Streetwise 2, Body Pistol 1
Harry Tudds is a fence; he will buy anything, offering 10-60% less than the listed price for stolen goods. He is a crafty businessman and always profits from his deals. Harry Tudds wears Jack and carries a Body Pistol.

The interior of Intergalactic Goods is a mass of junk with almost anything piled or stacked everywhere. He lives by himself; his only companion being a robot butler Tudds calls Cheaps. In a storage compartment in Cheaps are 50,000 Credits.

THE FIRE GEMS

Proprietor: Byrlan Melz CB97AA Age: 29 Jack-O-T 2, Streetwise 2, Body Pistol 3
Byrlan Melz is 2 meters tall and weighs 100 kg. He wears Cloth and carries a Body Pistol. Byrlan inherited The Fire Gems when his father was killed in a robbery. Now Byrlan rents a General Purpose Robot to guard the Fire Gems.

The shop gets its name from the 3 Fire Gems which are displayed on a clear column which is .1 meter in diameter and 2 meters tall. This column sets in front of the counter. The Fire Gems give off a purple glow when held next to any heat source; even body heat will do. The gems are worth .2 million Credits each. There are also .7 million Credits worth of other gems and jewelry displayed in the column. Byrlan is a competent jeweler and can produce custom pieces at a variety of prices. He lives in the luxury apartments in back with his young family.

CORTHAMANE'S ROAST

Proprietor: Walran Atertar 98C539 Age: 45 Steward 2, Streetwise 2, Body Pistol 1
Walran Atertar matches his cafe; both are sort of greasy. Walran is easy going and well liked by most. He wears Mesh and carries a Body Pistol.

Meals in the smoky dining room of the Corthamane's Roast range in price from 2-12 Credits depending on how well it tastes. Walran lives above the restaurant with his family. He has 20,000 Credits in a safe in his living quarters. Patrons are served by an old robot that sometimes behaves strangely; speeding about the room shouting, "The beast is dead!".

SLAVE MARKET

Proprietors: Cystar Quor 838666 Age: 50 Jack-O-T 2, Laser Carbine 1, Streetwise 3
Cystar Quor has all the personality and appearance of a horny toad. He would sell his own mother which he did. He wears Mesh and carries a Laser Carbine.

Gespod Tunk 978787 Age: 33 Jack-O-T 2, Laser Carbine 1, Streetwise 2
Gespod Tunk and his wife Tilly bought into the Slave Market 3 years ago. Gespod is 1.8 meters tall and weighs 60 kg. He wears Ablat and carries a Laser Carbine.

Tilly Tunk 9C4978 Age: 23 Jack-O-T 1, Body Pistol 1
Tilly Tunk helps with the Slave Market, being the auctioneer; using her good looks to attract customers.

The Slave Market has 4-24 slaves at any one time; with sales everyday at noon. The mindless slaves are kept in 3 holding pens. The proprietors' quarters are in the rear. A floor safe is hidden in Cystar's quarters and it contains 15,000 Credits.

THE SHIMMERING WORM

Proprietor: Jayla Attacook 578536 Age: 37 Dagger 4, Streetwise 4, Brawling 1
Jayla Attacook is a full-figured woman, average in stature. She wears no armour but has a Dagger concealed in her hairdo.

The Shimmering Worm is a lively tavern with 3 sleeping rooms at the rear. Rent is 10 Credits a night. The interior is decorated with a multitude of erotic statues. The main room is dimly lit. The Shimmering Worm has 4 employees. They all carry Body Pistols loaded with Tranquilizer Rounds but no armour. In a strongbox beneath the bar, Jayla keeps 15,000 Credits in cash.

THE STARLANE HOTEL

Proprietor: Haranna Lasco A77657 Age: 52 Cutlass 2, Streetwise 3, Automatic Pistol 1
Haranna Lasco was captured as a child from a distant planet and brought to Port Xanatath on a slave ship. She was a household servant in the Paldoren estate until she was granted her freedom, 27 years ago. Haranna operates the Starlane Hotel. She wears Jack and carries an Automatic Pistol and a Cutlass.

The Starlane Hotel has 25 units and rates are 15 Credits a night. Three small, domestic robots assist Haranna in the operation and maintenance of the hotel. Haranna has 2 bodyguards armoured in Cloth and carrying Snub Pistols with Tranquilizer Rounds. A safe in her office contains 27,000 Credits.

BOAAN'S HOCK SHOP

Proprietor: Boaan Uzbek 334934 Age: 74 Forgery 3, Streetwise 3, Automatic Pistol 1
Boaan Uzbek is a gruff-looking old bird with a face that closely resembles a dehydrated prune. His flabby body reflects the easy life he has had since his retirement from piracy 24 years ago. Boaan is a gossip and always remembers a face. He owns a run-down pawn shop and lives above it.

The pawn shop has a variety of merchandise stacked everywhere. There are 7 Automatic Pistols, 3 Automatic Rifles, 1 Laser Rifle, quite a few Cutlasses, Daggers and Cudgels displayed behind the long store front counter. Shelves hold Jack, Cloth and 2 suits of Reflec Armour. A cabinet near the counter displays -17-

bejeweled rings, snuff boxes, pipes, coins and other valuables worth about 23,000 Credits. It is protected by a force field which administers a strong, electrical shock to wandering hands.

Boaan has been stuck with some pretty strange merchandise and this he sells in "grab bags" for a range of Credits. They can contain anything from contraband drugs to forged papers. Boaan's living quarters are directly above the hock shop. An airchute will wisk Boaan up here when he deposits the coded disc into the controls. The rooms of his living quarters are very dull. All his valuables are stashed in a safe under his bed. They total 17,000 Credits.

PANDORA'S DANCE PIT

Proprietor: Pandora Dietrich 487BAC Age: 28 Streetwise 5, Automatic Pistol 3
Pandora is the beautiful wife of Travis Dietrich, the well known star fighter pilot. He is gone on a mission at this time.

Mirrors cover every wall in Pandora's Dance Pit. All of the mirrors are two - way so that the customers can be viewed at any given time by Pandora in her "U" shaped home which surrounds the Pit. Listening devices are hidden throughout the Pit; even within the small restrooms. These underhanded means have allowed Pandora to keep her husband abreast of information concerning the government, trading, the underworld and probable conflicts. It is not hard to understand how Travis became a vital source of information to his commanders. Pandora's Dance Pit is a favorite get-away for the wealthy and elite residents of Port Xanatath. Due to the extravagant interior and tremendous prices, few others can afford such luxury. Crystal globes are detailed replicas of the surrounding planets and moons. Silver and gold replicas of starships hang low from the ceiling; concealing the hidden microphones. The bar is made of carved wood and under the glass top are electronic war games. These are operated by the controls in front of the seats along the bar-front. The Pit has 20 tables, each a different geometric shape. To the left of the entrance is the bandstand. Pandora hires bands from all over the galaxy to play at the Pit. The dance floor is a large, transparent screen where simulated space travel is projected. The rest of the floor is deeply carpeted.

The Dietrich home consists of 3 huge rooms in a "U" shape around the Pit. It can only be entered from behind the bar. Each room is lavishly furnished. One wall in each room can be electronically moved to view all that goes on in the Pit. One large closet opens to reveal an operator's station complete with headphones. This allows Pandora to listen in on conversations throughout the Pit.

HOTEL PORT XANATATH

Proprietor: Bozz Laranest 77B844 Age: 26 Administration 1, Laser Carbine 2
Bozz Laranest is the blacksheep of the Laranest clan. Choosing to go into the hotel business, Bozz spent his inheritance on the Hotel Port Xanatath. He has a compact build and a short temper. When he is not managing the hotel, he can be found in the Shimmering Worm where Bozz has been known to tie a few on. He wears Cloth and carries a Laser Carbine.

The Hotel Port Xanatath is a luxurious complex of striking architecture. The structure itself resembles a ringed planet with the globe being a maze of restaurants and service rooms. A total of 50 spacious units surround this area. Rates start at 75 Credits per night. The Hotel Port Xanatath employs a staff of 12 (no armour, no weapons). Bozz's office is located in the center of the complex. Hidden in a wall safe are 150,000 Credits and 1 Nevalin's Cone (See Nevalin's Cones description). The hotel safe near the main desk contains bank drafts worth 2,000 Credits and 1,700 Credits in cash.

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