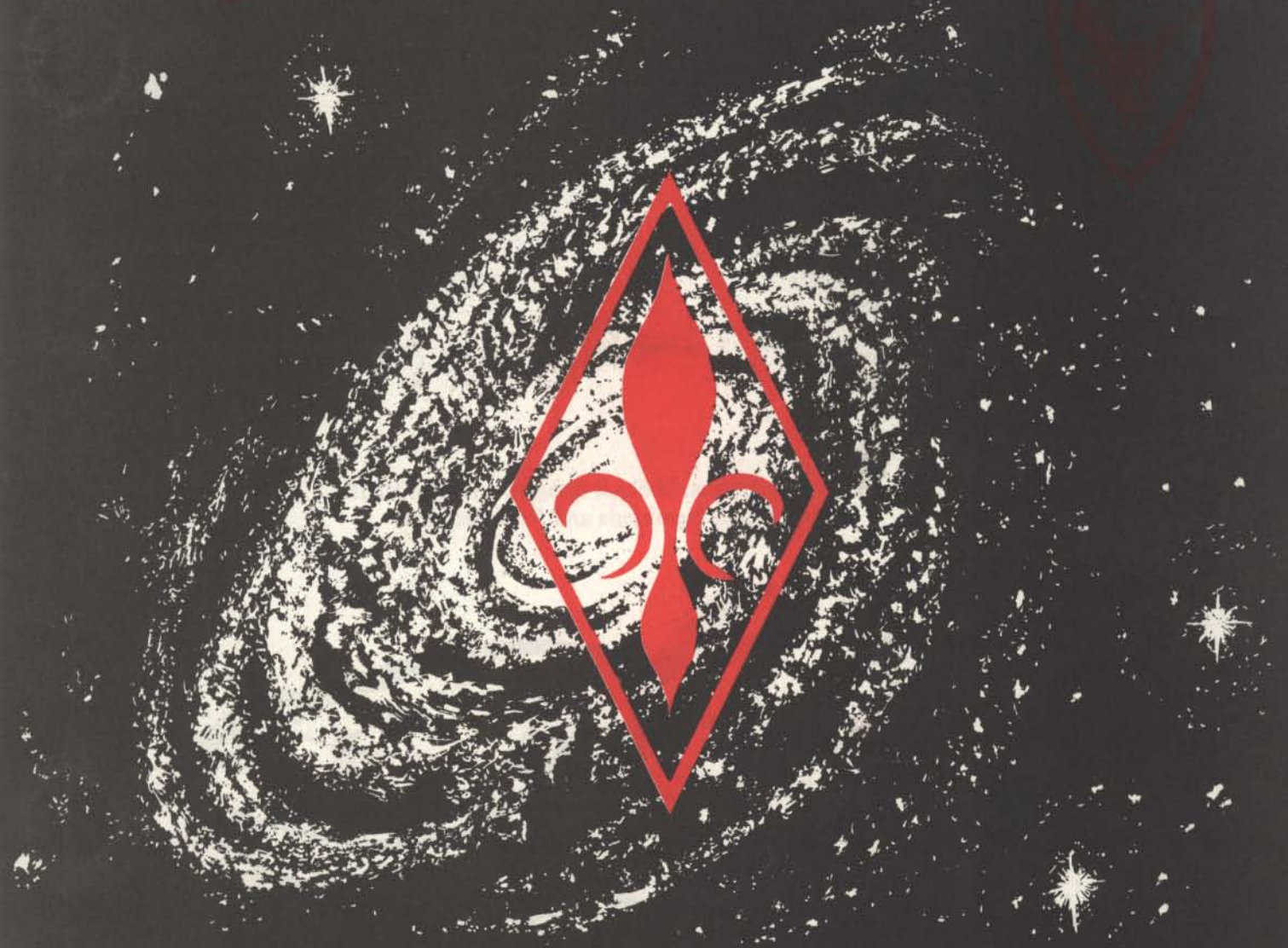


DARTHANON QUEEN

Science-Fiction Adventure In The Ley Sector

Judges Guild



Adventure Approved For

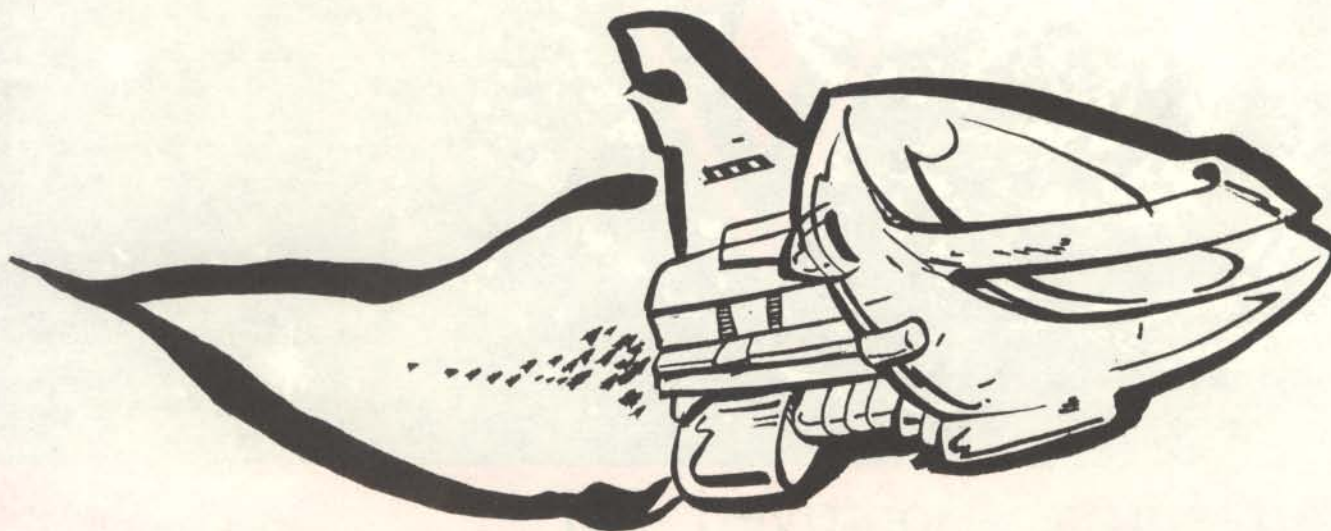
TRAVELLER™

350
\$3.50

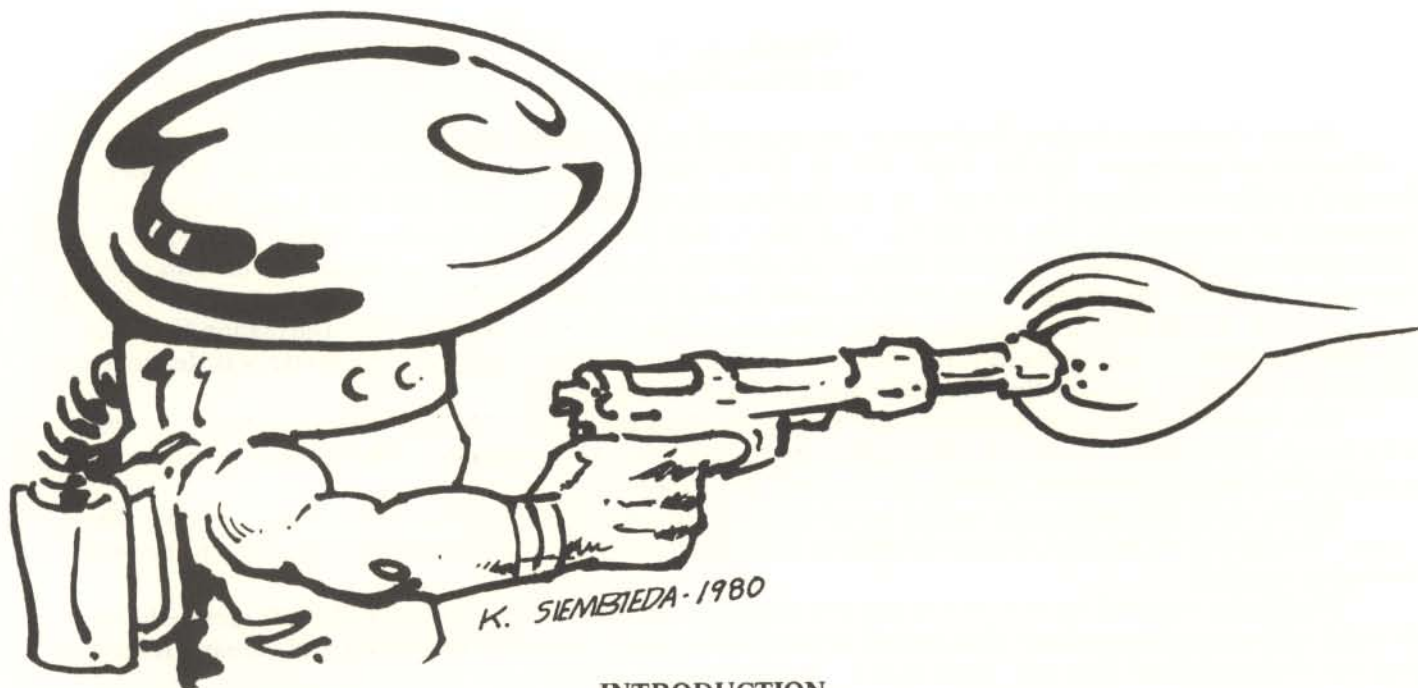
Table of Contents

Introduction	3
Notes on Play	3
Scenario No. I	4
Crew Members and Passengers	5
The Dyson	9
Scenario No. II	13
Scenario No. III	19
Grand Scenario	19
Subsidised Merchant Type M	20
Rooms	21
Ship Diagram	25
Guadix Drift Subsector	28
Rescue Ships	29

Written by: Ray Harms, Michael Reagan, and Dan Hauffe
 Art by: Kevin Siembieda and Peter Jenkins



Copyright © 1980 by Judges Guild, Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, Illinois 62522. All rights reserved. This book is an adventure designed and officially approved for use with **Traveller** tm, by Game Designers Workshop, Normal, Illinois. The contents of this book may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.



INTRODUCTION

This booklet is designed for use with *Traveller*™, (Books 1, 2, 3, and 5), and require paper, pencils, and at least three six-sided dice.

Notes on Play

All scenarios in this adventure take place on board the *Darthanon Queen*, a standard Type M subsidized Merchant currently in the service of the Val'Tor Lines, on the Jumhuriyah to Gheelis run. The Val'Tor Line is partly subsidized by the Imperial Government to provide Courier Service in Subsector Guadix Drift.

This particular adventure is meant to be administered by a Referee and is taking place on the route between Jumhuriyah and Gheelis in the Guadix Drift Subsector of the Ley Sector on the date of 215-1106, but may be placed elsewhere or modified as needed to suit the Referee's particular campaign. The current situation aboard the *Darthanon Queen* is as follows: the Engineering Section is heavily damaged and open to vacuum and the Control Room is also heavily damaged in Scenario II only; the Ship's Computer has been reduced to level one in all Scenarios.

Scenarios

The Scenarios in the *Darthanon Queen* may be used separately or combined at will by the Judge.

It is suggested that this adventure be read through by the Referee before play and the Dyson's special abilities have been generated, if the Dyson is being used.

To keep the balance of play, approximately 5 to 8 characters should be the limit with at least two crew members alive along with four or more passengers surviving.

If the Dyson is in play, its movement through the ship may result in light to serious damage in any room it enters. Since the Dyson is semi-intelligent, it should be played with care.

The Dyson will only attack when it is surprised, is attacked, or has the advantage. The Dyson is located in any Stateroom, on Deck Two in Scenario I and in Low Passage Compartment No. 1 in Scenario II. It will stay in the general area until it senses the players.

Upon the destruction or capture of the Dyson and the recovery of the ship, the Val'Tor Lines will give 1,000,000 CR for the return of the ship.

If the players get greedy and steal the ship (a dumb move if playing Scenario II), treat the ship as if it were pirated and make the appropriate checks for repossession attempts when necessary.

Scenarios

The Scenarios in the Darthanon Queen may be used separately or combined at will by the Judge.

Scenario No. I The Dyson Wakes

Barret Graham, a leading Zoologist in the Ley Sector, is returning to his home world of Permia, with a collection of specimens for the University of Permia Science Department. Due to the size of Doctor Graham's collection (almost 130 tons), he has booked the entire Cargo Hold and both Low Passage Compartments to transport it. The Doctor has high hopes that one particular specimen found in an apparent hibernation may be a possible Ancient though all attempts to revive it have been unsuccessful. This specimen is in a portable low passage berth stored in Low Passage Compartment No. 1.

As luck would have it, a pirating Scout Ship has picked this trip to attack the Darthanon Queen as she was preparing to jump into hyperspace. In the running battle that followed, the Pirate was destroyed but not before it had disabled the Computer and the Engineering Section.

The Maneuver Drive was destroyed and the Power Plant was reduced to 20% effective power. To conserve power, the Captain cut out all nonessential ship's functions. Unfortunately, this included power to the portable low passage container, holding the Doctor's prize specimen.

As the crew and passengers waited to be rescued, the Dyson, as it called itself, began to wake. The Dyson, though not an Ancient, is semi-intelligent, and finding itself in a totally strange environment became somewhat enraged.

The Dyson smashed its way out of the low passage container. Two crewmen in the passageway heard the noise and went to investigate. This proved to be a fatal mistake. Assistant Engineer Evert Hobart stepped into the Compartment and was immediately smeared across a bulkhead. Seeing the carnage, Assistant Engineer Sadler Westcott retreated down the passageway as the Dyson stepped into view.

Westcott jumped into the Airlock thinking that he would be safe there. The Dyson moved to the Airlock after its next victim. The lighted Airlock Control Panel received the brunt of the Dyson's anger. This action destroyed the Control Panel and cycled the Airlock. Assistant Engineer Westcott was unceremoniously ejected into space.

Chief Engineer Arthur Fingal, hearing the commotion in the passageway, picked this moment to step into view. The Dyson vented its wrath upon the hapless Chief Engineer, who died where he stood. The Chief's last scream brought both the First Officer from his Stateroom and the Captain from the Control Room into the passageway. The First Officer made a dash to the Ship's Locker but died as he got the door open. The Captain, deciding that discretion is the better part of valor, locked himself into the Control Room, but not before taking a nasty wound across the back of his head. Locking the hatch, he collapsed unconscious to the deck.

The Dyson ransacked Staterooms 1 and 2 along with the Common Room before moving back down the passageway when the Chief Steward opened the access hatch to Deck Two on his way to the crew's Common Room. The Dyson decapitated him in one swift movement. Following the Chief's body down to Deck Two, the Dyson found four passengers and the Ship's Medic in the Common Room. The Dyson moved quickly at the five unarmed Humans, dispatching both Barlow Findley (Passenger No. 16), and Eric Stetson (Passenger No. 14), before anyone could react. As the Dyson began to rip apart Larkin Woodruff (Passenger No. 10), the Ship's Medic grabbed Varina Kenin (Passenger No. 17), and pushed her down the passageway. This act cost him his life.

Varina stumbled to the access ladder to Deck Three as the two Assistant Stewards and passenger Lenox Jenkins climbed up from Deck Three to see what all the screaming was about. Lenox Jenkins helped Varina down the ladder as the two Stewards headed toward the Dyson. In the melee that followed, the Stewards died grotesquely and Jenkins was backed into Stateroom 9, where the Dyson quickly finished him off. Barret Graham seeing the Stewards meet their doom outside his door, tried to barricade himself in his Stateroom. Gareth Dugal (Passenger No. 11), left his Stateroom and headed toward the Dyson as it went after Jenkins.

Seeing Jenkin's mutilation, Dugal ran to the access ladder and dropped to Deck Three locking the access hatch as he went. The Dyson finding his path to Deck Three blocked, moved back toward the Common Room. Upon reaching the door to Statroom 13, the Dyson heard Graham whimpering inside. Smashing down the door, the Dyson moved in for another kill. Graham's life ended very quickly and the Dyson spent the next hour ransacking Deck Two before deciding to rest before trying to get to Deck Three.

This is the current situation aboard the ship, with most of the crew dead and the ship disabled, when the players will detect the "Darthanon Queen" broadcasting her automatic distress signal.

CREW MEMBERS AND PASSENGERS

- 1) Captain: Cyryl Falcon (UPP/7767D7) Age: 46
Skills: Pilot 3; Gunnery 1; Navigation 1; Administration 2; Rifle 1; Pistol 2

Captain Falcon is bucking for a high post in the Regina Space Authority. His objective is to make himself look as good as possible in any situation without actually putting himself in danger. Should the players manage to destroy the Dyson and the Captain lives, then he will file an official report which portrays himself as the hero of both the battles with the pirates and with the Dyson, as well as collecting any rewards and accolades.

- 2) Navigator: Alden Glendower (UPP/A56769) Age: 26
Skills: Navigation 3; Gunnery 1; Streetwise 2; SMG 3

Born in a lower class area of the planet, Zubeydey, Alden has managed to raise himself in the world by arranging "accidents" for rivals and opponents, and he has planned for the Captain to have one within the next few weeks as the Captain has repeatedly turned in Low Ratings Reports on him. If he is alive in any scenario, his objective will be to get the Dyson to kill the Captain. He acts as First Officer.

- 3) Medic: Tasker Haldane (UPP/77786A) Age: 26
Skills: Medic 3; Computer 1

Raised on a very peaceful backwater planet, Medic Haldane has an irrational fear of guns and gunfire.

- 4) Chief Engineer: Arthur Fingal (UPP/937DFC) Age: 50
Skills: Engineering 2; Electronic 2; Mechanical 1; Blade 1; Ship's Boat 1

Chief Engineer Fingal, while no coward, will not stand and fight the creature as he realizes that he is helpless against it. He sees his mission as getting all surviving Passengers off the ship in the Life Capsules.

- 5) Assistant Engineer: Evert Hobart (UPP/958924) Age: 26 (also acted as Ship's Gunner)
Skills: Pilot 1; Engineering 2; Gunnery 1

A religious fanatic, Evert views the Dyson's destruction as the Greater Power's reaction to the sins of dealing with unnatural creatures and will do everything in his power to see that the monster accomplishes its holy mission of wiping out the sinners.

- 6) Assistant Engineer: Sadler Westcott (UPP/A8759A) Age: 26 (also acted as Ship's Gunner)
Skills: Engineering 1; Vacc Suit 1; Blade 1; Gunnery 1

Thrown out of Pilot Training for buzzing the field with a Type A Merchant and wreaking the ship as well as three warehouses, Sadler has the ability to fly a Type A Merchant under normal circumstances, but probably (throw of 6+ on 2D6) will do damage to the controls if he attempts to fly the Drathanon Queen in her present condition. He, however, has complete faith in his abilities as a pilot, and will claim to have a Pilot's Rating on several planets.

- 7) Chief Steward: Proctor Thorndike (UPP/772877) Age: 30
Skills: Steward 3; Bribe 1; Electronic 1

The epitome of cowardice, Chief Steward Thorndike is the ultimate whining, cringing coward, who will throw any Passengers, Crew Members or Players between himself and the Dyson, always demanding to be taken off the Drathanon Queen before the monster kills everyone.

- 8) Assistant Steward: Morgan Slater IV (UPP/996656) Age: 22
Skills: Computer 1; Steward 1

Determined to follow in his father's foot steps, Morgan will attempt to reach Stateroom No. 18 where he will pick up his father's Sword and then proceed to charge the monster wherever it is.

- 9) Assistant Steward: Kevan Macallan (UPP/5473C7) Age: 34 (also acted as a Ship's Gunner)
Skills: Steward 2; Tactics 1; Engineering 1

One of the few level-headed people on board, Steward Macallan will neither charge the Dyson nor run away screaming, but will attempt to find some method of effectively combatting the Beast. He unfortunately has no skill with any weapons, and thus is limited to his offensive options.

- 10) Passenger: Larkin Woodruff (UPP/A86678) Age: 46
Skills: Hunting 5; Gun CBT 2

A professional hunter, Larkin much prefers hunting creatures which cannot do any damage to him. When he runs into a creature such as the Dyson, he tends to run.

- 11) Passenger: Garet Dugal (UPP/857978) Age: 25
Skills: Leader 1; Tactics 2; Rifle 2; SMG 1

An ex-Captain in the 34th Regiment of the Imperial Guards, Garet was an aide to Eric Stetson (Passenger 14). He will gladly sacrifice his life to save Stetson as he grew quite loyal to the Colonel during their four years together in the Guard.

- 12) Passenger: Meredith Evaine (UPP/846B97) Age: 46
Skills: Medic 5; Gambling 1; Air/Raft 1

A highly respected Doctor in the B Sector, Meredith has a hidden alter ego which comes out in certain stress situations such as meeting the Dyson. A throw of 11+ on 2D6 indicates that the alter ego has emerged, making Meredith a raging pyromaniac, trying to set fire to everything in sight.

- 13) Passenger: Armand Blair (UPP/879265) Age: 26
Skills: ATV 1; Laser Carbine 2; SMG 2; Leader 1

A former Marine, Armand will provide the party with valuable assistance if he is alive and given weapons. His bravery is extreme to the point of foolhardy, and he tends to throw caution to the winds.

- 14) Passenger: Eric Stetson (UPP/846526) Age: 38
Skills: Leader 2; Tactics 2; Dagger 3; Brawling 1; Administration 1; Rifle 1; SMG 1

An ex-Colonel of the 34th Regiment of the Imperial Guard, Eric regards his mission as saving any Female survivors, especially Varina Kenin toward whom he feels a certain attraction. He will step between the Dyson and any Female Passengers, and will also attempt to take command of the party due to his belief in his superior abilities.

- 15) Passenger: Lorin Wolmar (UPP/6768B7) Age: 34
Skills: Brawling 2; Pilot 2; Navigation 2; Gun CBT 3; Streetwise 1

The ex-Captain of the Imperial Destroyer Phoenix, Wolman was thrown out of the fleet for allegedly bribing a superior officer (a false charge). In a highly suicidal mood, if given a weapon he is just as likely to shoot himself or one of the Players as he is likely to shoot the Dyson.

- 16) Passenger: Barlow Findley (UPP/37689C) Age: 34
Skills: Forgery 3; Computer 1; Liason 1

A Forger by trade, Barlow can create an identity card identifying himself as almost anyone within a matter of minutes if he has his kit (in Stateroom 10). He will attempt to convince the party that he is an Imperial Agent attempting to find out who is responsible for finding the Dyson, promising large rewards for safe transport to the nearest Imperial facility.

- 17) Passenger: Varina Kenin (UPP/8689AD) Age: 30
Skills: Vehicle 3; Gun CBT 1; Computer 1; Liason 1

A locally famous model just beginning to show signs of age, Varina will constantly be on the edge of hysteria. On a throw of 7+ on 2D6 in any stress situation, she will begin screaming hysterically and running in a random direction.

- 18) Passenger: Taggart Proctor (UPP/B7B899) Age: 26
Skills: Medic 1; Carbine 1; Vacc Suit 1

Running from deep debts, Taggart will attempt to switch identities with someone killed by the Dyson, in an attempt to convince the Galaxy that Taggart Proctor was killed.

- 19) Passenger: Lenox Jenkins (UPP/B75C4B) Age: 38
Skills: Mechanical 1; Steward 1; SMG 1

An extreme pacifist, Lenox will do his best to prevent anymore violence from occuring. He will attempt to communicate with the Dyson, and will go so far as to steal weapons from the players and hide or destroy them.

- 20) Scientist: Barret Graham (UPP/896B66) Age: 38
Skills: Computer 5; Gravitics 1; Medic 1; Vehicle 1

Totally dedicated to his own reputation, Graham will do little but whimper that its not his fault, that Captain Falcon is responsible for this whole mess. He will not fight in any way, and will tend to encourage the Players to capture the Beast.

Note: All Crew Members and Passengers on board the Darthanon Queen are detailed even though many are described as dead in the Scenarios. This is done in case the Judge prefers to leave some of them alive, or use them in other Scenarios.

The Dyson

The Dyson that is to be used in this scenario is meant to be generated by the judge in secret so that the players will not know what they are fighting and most likely won't even know it is aboard the "Darthanon Queen" until it has attacked them. This creature is at least semi-intelligent and should be run with care so as not to attack while in inferior positions. When being played, the utmost care is needed so that the creature will not become too powerful or too weak, but in general it will not attack unless it has the surprise, is attacked, or if it has the advantage. This creature is to be generated according to the following tables in order of appearance and may be modified as needed if the creature becomes too weak or too strong.

Table No. 1
(Roll 2D6)

Die Roll	Hits to Unconsciousness
2	44
3	58
4	52
5	46
6	41
7	50
8	56
9	48
10	42
11	54
12	43

Table No. 2
(Roll 2D6)

Die Roll	Hits to Kill
2	24
3	31
4	34
5	29
6	23
7	19
8	18
9	20
10	15
11	20
12	23

Table No. 3
(Roll 1D6)

Die Roll	Armour
1	Nothing
2	Jack
3	Cloth - 1
4	Cloth
5	Mesh
6	Cloth - 2

Table No. 4
(Roll 2D6 for Type of Weapons)

Die Roll	Weapons
2	Horns
3	Teeth
4	Claws
5	Halberd (tailspikes)
6	Horns
7	Thrasher
8	Teeth
9	Claws
10	Thrasher
11	Hooves
12	Stinger

Note: The creatures will have 1D6 of the above weapons and the repeat of a weapon means it just attacks with that weapon twice, not that it has two of those.

Table No. 5
(Roll 2D6)

Die Roll	Action Points Available for Movement	Bands Available for Movement
2	17	3
3	10	4
4	19	2
5	16	3
6	23	4
7	16	2
8	20	1
9	11	3
10	15	4
11	17	2
12	20	4

Table No. 6
(Roll 3D6)

Die Roll	Special Abilities
2	No Special Abilities
3	Flame Power
4	Energy Absorption
5	Flight
6	Gravity Control
7	Invisibility
8	Invulnerability
9	Vacuum Weakness
10	Radiation
11	Vulnerability
12	Surprise
13	Escape
14	Teleportation
15	Electric Touch
16	Paralyzing Touch
17	Force Field
18	Regeneration

Note: Roll 1D6 - 2 for the number of powers on the above Table with a result of 0 or less counting as a result of one. The above powers may be chosen if preferred or modified so that the powers rolled will coincide with each other and not become contradictory.

Note: A minus after the type means it is that number harder to hit than the normal Armour.

Note: Use the Action Points for Movement with **Snapshot** or **Azhanti High Lightning** and use the Band System for Combat from Traveller Book 1.

Explanation of Special Abilities

- 3) **Flame Power:** is an ability which allows the Dyson to do one die of heat damage per round if it hits with a weapon.
- 4) **Energy Absorption:** is an ability which allows the Dyson to regenerate up to five points of damage from an energy weapon, but it then takes the normal damage remaining.
- 5) **Flight:** is an ability which allows this creature to move three times as fast and as far for every Action Point (AP) expended in movement.
- 6) **Gravity Control:** is an ability which allows the Dyson to control the gravity up to three squares distance and regulate it between zero and two gravities.
- 7) **Invisibility:** is an ability which allows the Dyson not to be seen unless it is attacking (IR and UV will show the general location but still giving a -2 to the attack) and therefore does not have to place its counter on the board.
- 8) **Invulnerability:** is an ability which allows the Dyson not to be harmed by a specific item which is determined according to the following Table (roll 1D6).

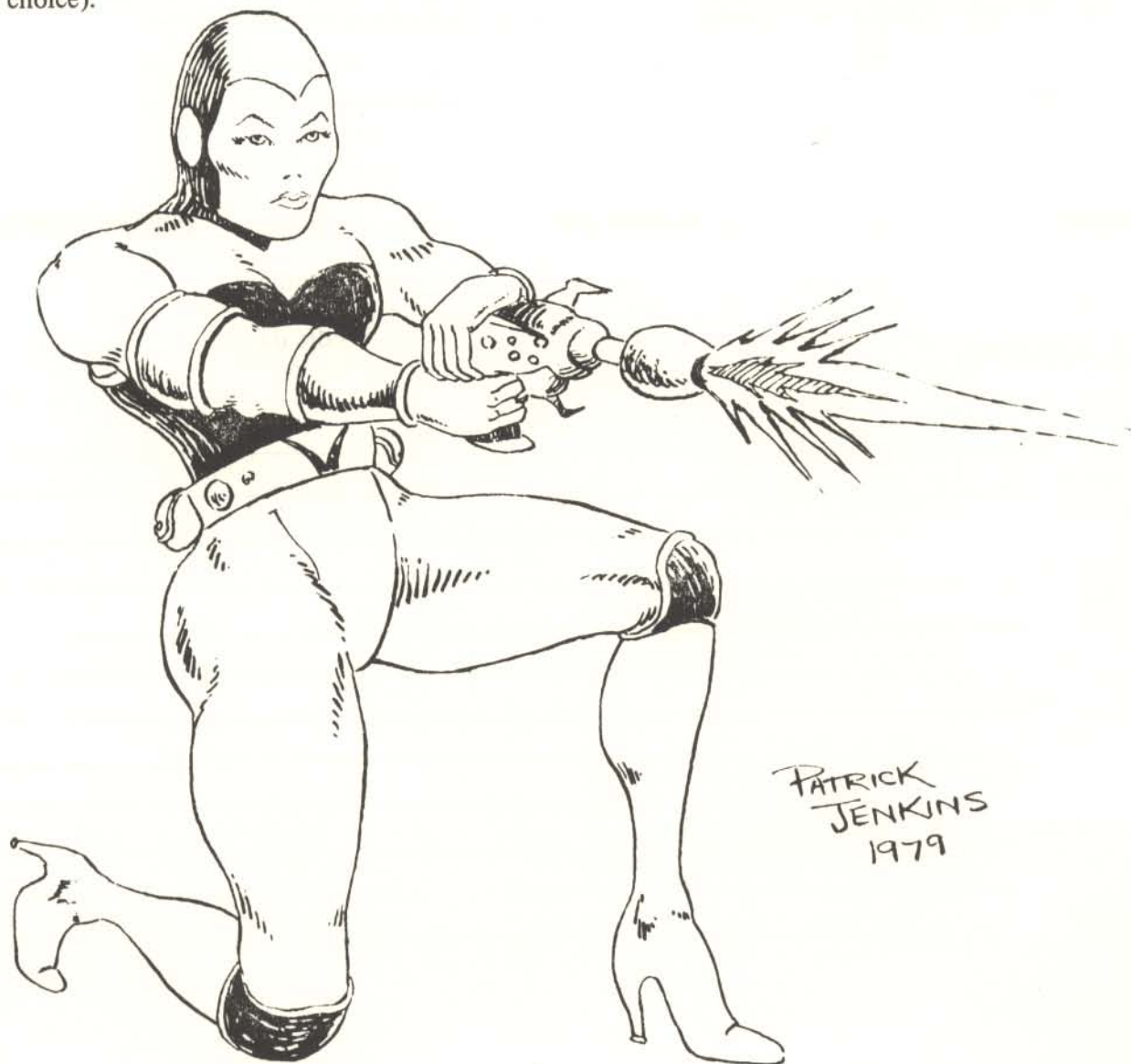
Die Roll	Invulnerable To:
1	Gas Effects
2	Tranquilization
3	Lasers
4	Poison
5	High Energy Weapons
6	Edged Weapons

- 9) **Vacuum Weakness:** is a power which is harmful to the Dyson and any lack of oxygen will destroy it.
- 10) **Radiation Attribute:** is a power which can either be helpful or harmful and will have effects that will be determined by a die roll with a 1 - 3 being a Power and or 4 - 6 being a Vulnerability. If the result indicates that it is a Power, Radiation from this creature will do one die damage to any Humanoid within a one square range unless he is properly protected. If the result indicates that it is a Vulnerability, when this creature is near a source of Radiation, each as the Engineering Section, it will take five dice of damage or if it is hit by a high energy weapon it will take triple damage.
- 11) **Vulnerability:** is an ability which makes this creature highly vulnerable to certain items or forms of attack and is to be determined on the table below (roll 1D6).

Die Roll	Vulnerability
1	Edged Weapons do double damage
2	Drugs of any type are tripled in their effects
3	Takes double damage from Lasers
4	High Energy Weapon hit results in automatic unconsciousness for two rounds
5	Blunt weapons do double damage
6	Intense Light causes one dice of damage

- 12) **Surprise:** is an ability which allows the Dyson to ignore the rules for surprise in a normal situation and automatically surprise its opponent on a die roll of 1 - 3 for two rounds of Combat.
- 13) **Escape:** is a power which allows the Dyson to retreat from a combat situation and out of the line of fire to the nearest cover after five rounds of contact have already occurred.

- 14) **Teleportation:** is an ability which resembles the Psionic power and allows the Dyson to teleport itself up to 10 squares away from its present position once per 10 turns. This ability doesn't cost any Psionic Strength Points but may be done a maximum of only six times in a half hours time (120 turns).
- 15) **Electric Touch:** is an attribute which causes an additional two points of damage upon a victim from electrical shock for each weapon the Dyson has which hits.
- 16) **Paralyzing Touch:** is an attribute which allows the Dyson to attempt to paralyze its victim for three rounds. The attempt is made only once per round and only if one of the Dyson's weapons hit. For the paralyzation attempt to be unsuccessful the victim then must roll his Endurance or less on two six-sided dice with a modifier of +3.
- 17) **Force Field:** is an ability which can either be a defense or an offensive weapon and it will be defensive on a die roll of 5 or 6 on one six-sided dice. Both of these abilities are natural and usable once per round, but if this power is offensive subtract one weapon from the Dyson so long as it still has one other weapon. The defensive aspect of this ability will absorb up to five points of damage from any source per round, but does not regenerate any damage. The offensive aspect of this ability will grapple an opponent and do two dice of crushing damage per round for 1 - 2 rounds and is a successful attack if the opponent does not roll his Strength or less with a die modifier of +4.
- 18) **Regeneration:** is an ability which allows the Dyson to regain one point of damage per round for the entire game or five points of damage per person it has killed by absorbing its life energy (judge's choice).



DYSON STATISTICS

ARMOUR TYPE: _____

HITS TO UNCONSCIOUSNESS: _____

HITS TO KILL: _____

WEAPONS: 1) _____
2) _____
3) _____
4) _____
5) _____
6) _____

MOVEMENT: _____ BANDS OR _____ ACTION POINTS

SPECIAL ABILITIES:

1) _____

2) _____

3) _____

4) _____

Scenario No. II

The night before liftoff, Imperial Courier Bairon Meador informed the Captain of the Darthanon Queen that he would be using the Couriers Stateroom on this trip to Gheelis. He also placed a packet containing evidence of high placed corruption on Jumhuriyah.

Courier Meador was found the next morning laying at the base of the ship, with a laser hole burned in his temple.

Captain Falcon's ship and the launch pad area was given a thorough search by the Spaceport Police. This search revealed nothing and the Darthanon Queen launched one hour late.

About 17 hours after the Darthanon Queen take-off, the Imperial Representative on Jumhuriyah was contacted by a Spaceport Policeman, who informed him that five explosive charges were placed on board the ship during the search by himself and another officer.

The charges are supposed to go off 19 hours after liftoff, but he has reset the three he placed for 50 hours.

He was unable to make contact sooner because as he was leaving the Spaceport, three men attempted to kill him. Before he could say anymore, the line went dead and he was never heard from again.

As the ship was preparing to jump, the Imperial Representative on Jumhuriyah radioed to the ship, that he has learned a Spaceport Policeman was paid to plant five small explosive charges on board.

The crew began to search the ship, but before anything was found, one charge exploded in the Engineering Section killing the Chief Engineer (Crew Member No. 4), and one of the Assistant Engineers (Crew Member No. 5). The explosion destroyed the jump drive along with both maneuver drives and disabled the power plant (now operating at 50%).

The Captain radioed for help as the automatic distress signal began broadcasting. Before the Captain could say very much, an explosion seriously damaged the Control Room, killing the Captain (Crew Member No. 1), the Navigator, (Crew Member No. 2), and the other Assistant Engineer (Crew Member No. 6).

The damaged ship's Computer shut down all nonessential ship's function at this time. (The Dyson may be added to this Scenario at the Judge's option).

As the remaining crew and passengers were trying to find any remaining charges, Assistant Steward (Crew Member No. 8) shouted that he had found one. The Chief Steward (Crew Member No. 7), came into the stateroom and tried to remove it from the bulkhead. The charge came free easily, but as he stepped into the passageway, it detonated. The Chief Steward disappeared in a blinding flash along with the Assistant Steward. The passageway bulkheads to Staterooms 8, 9, 10 and 11 were smashed back one meter.

The door to Stateroom 10 cut Barlow Findley (Passenger No. 16), in half as it flew across the room. All four Staterooms received Moderate Damage (Roll 1D6 four times on Damage Table).

Lenox Jenkins, (Passenger No. 19) was badly cut by flying metal as he came up from Deck Three. He died from loss of blood in less than 60 seconds.

At the other end of the passageway, Larkin Woodruff (Passenger No. 10) was also hit by flying debris as he was climbing up to Deck One. As he fell to the deck, his neck was broken and he died instantly.

The Imperial Officer on Jumhuriyah, learning of the first explosion and the subsequent break in communications with the "Darthanon Queen" hires the player to get to the ship before anyone else and retrieve the packet. He is offering 50,000,000 CR for the return of the packet plus 20,000 CR for each passenger that is alive to testify about the sabotage. He's paying 1,000,000 CR up front and the rest after the mission is completed.

The explosive charges are small 10 cm cubes and two more remain on board unexploded. One is located in the access tunnel under a floor panel and the other is in the Fresher No. 5 on Deck Three.

To disarm the charges, the player must use the following procedure:

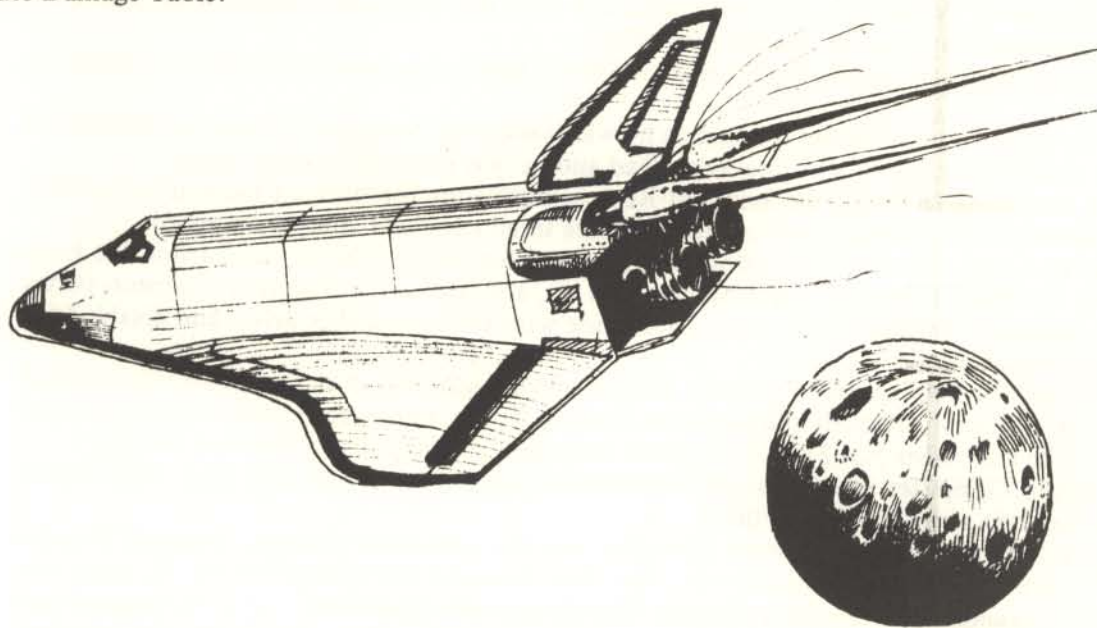
- 1) Remove plate on side of charge, player must use a non-metal tool or charge will detonate.
- 2) Inside the charge are three wires, Red, Black, and Green. Players must cut the Red and Black wires. If the Green wire is cut the charge will detonate.
- 3) When the Red and Black wires are cut a small Red light will come on and the time dial will begin to turn clockwise. Players have one minute to finish disarming the charge.

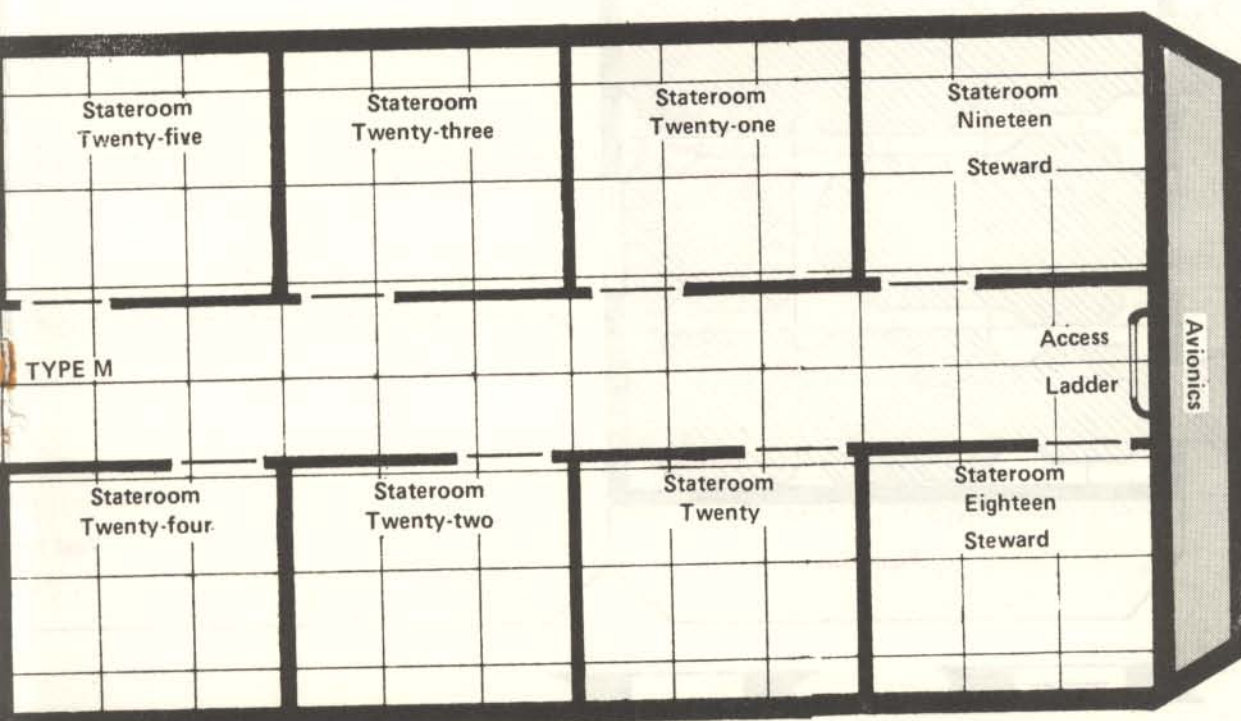
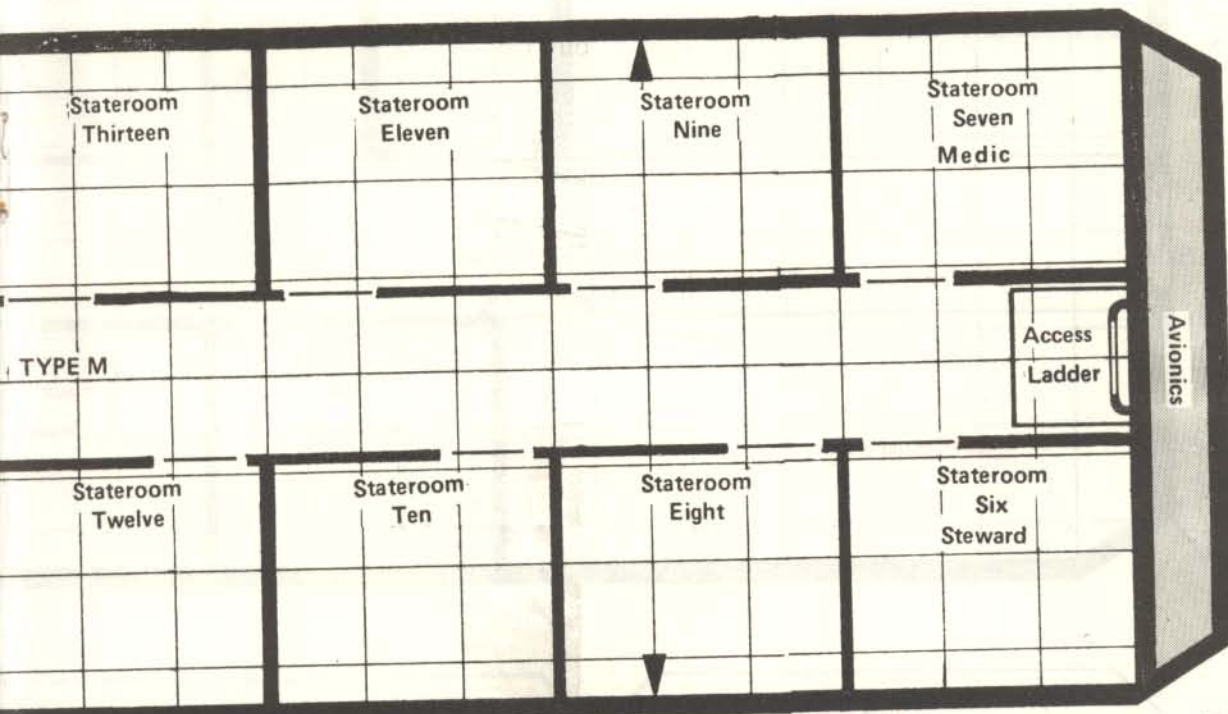
- 4) As the timer dial is turning a contact point will come into view, with about a 3 cm gap between it and another contact point located above the timer dial. Players must put any non-metal material between the two contacts before they come together. This will disarm the charge.

If the charges are removed from the surface they are attached to, they will detonate in 60 seconds.

Detonation will destroy everything in a three meter radius, do Moderate Damage out to six meters, and Light Damage out to nine meters. Reduce damage one level in a compartment if charge is on the opposite side of the bulkhead.

To determine Moderate and Light Damage for a detonated charge, roll 1D6 four times on the appropriate Damage Table.





SUBSIDISED ME

Key to Drawings



Engineering Section

Power Plant, Jump Drive,
Maneuver Drive



Main Hull Section

Pressurized Areas
Accessible to Crew



Electronics Equipment

Computer, Avionics,
Basic Ship Controls



Forward Direction

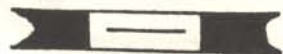
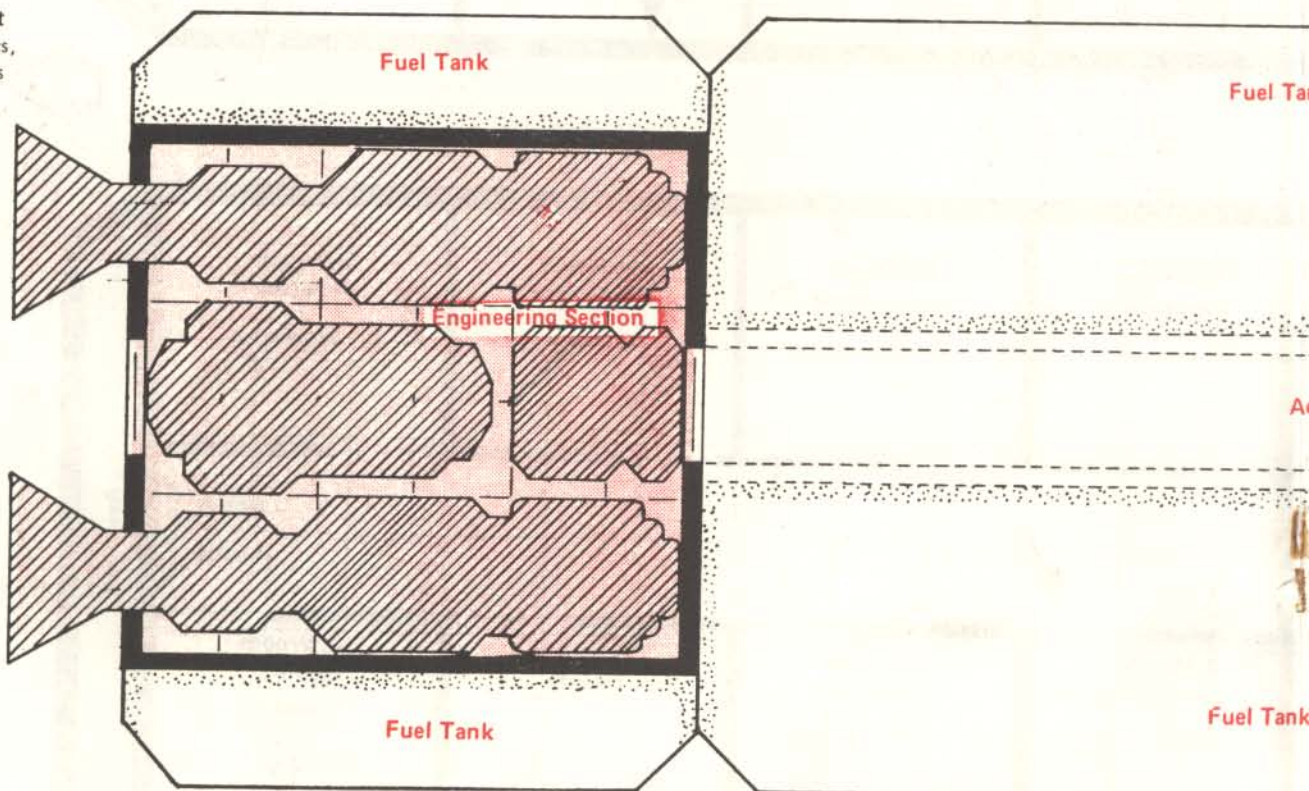
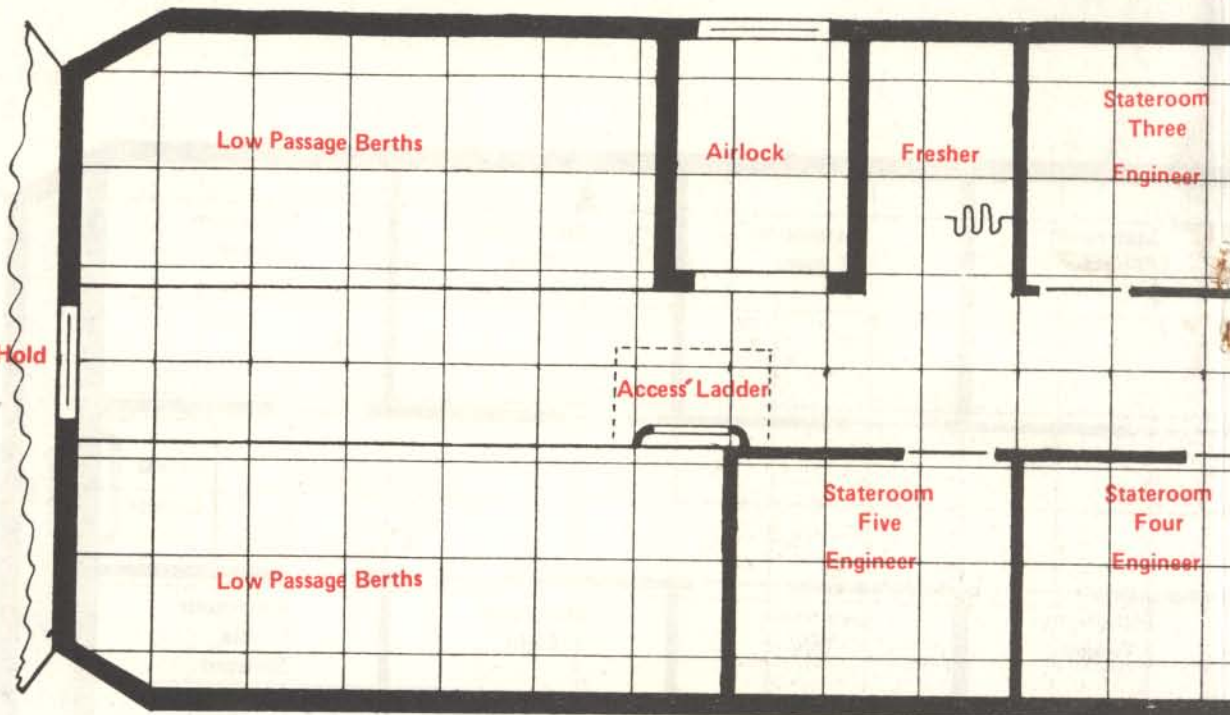


Transparent Canopy

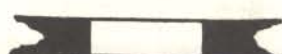


Hardpoint Access

Left Up
Right Down

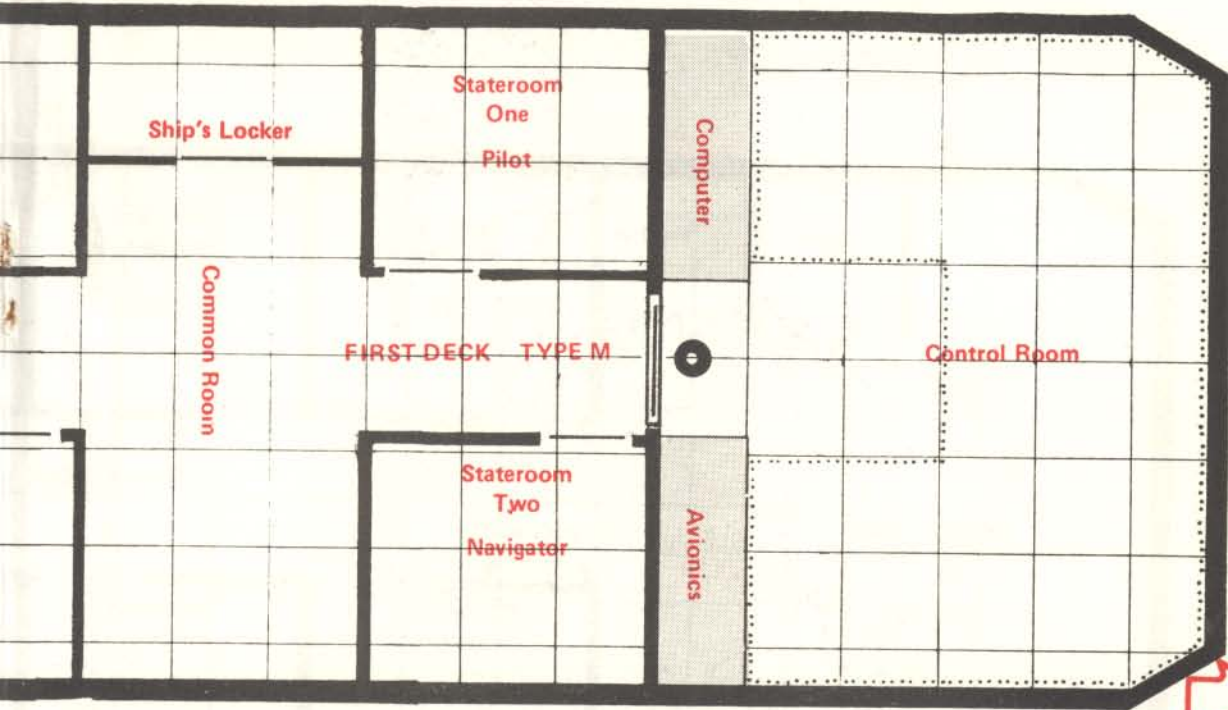


Bulkhead Opening or Hatch
Normally Closed



Bulkhead Opening or Hatch
Normally Open

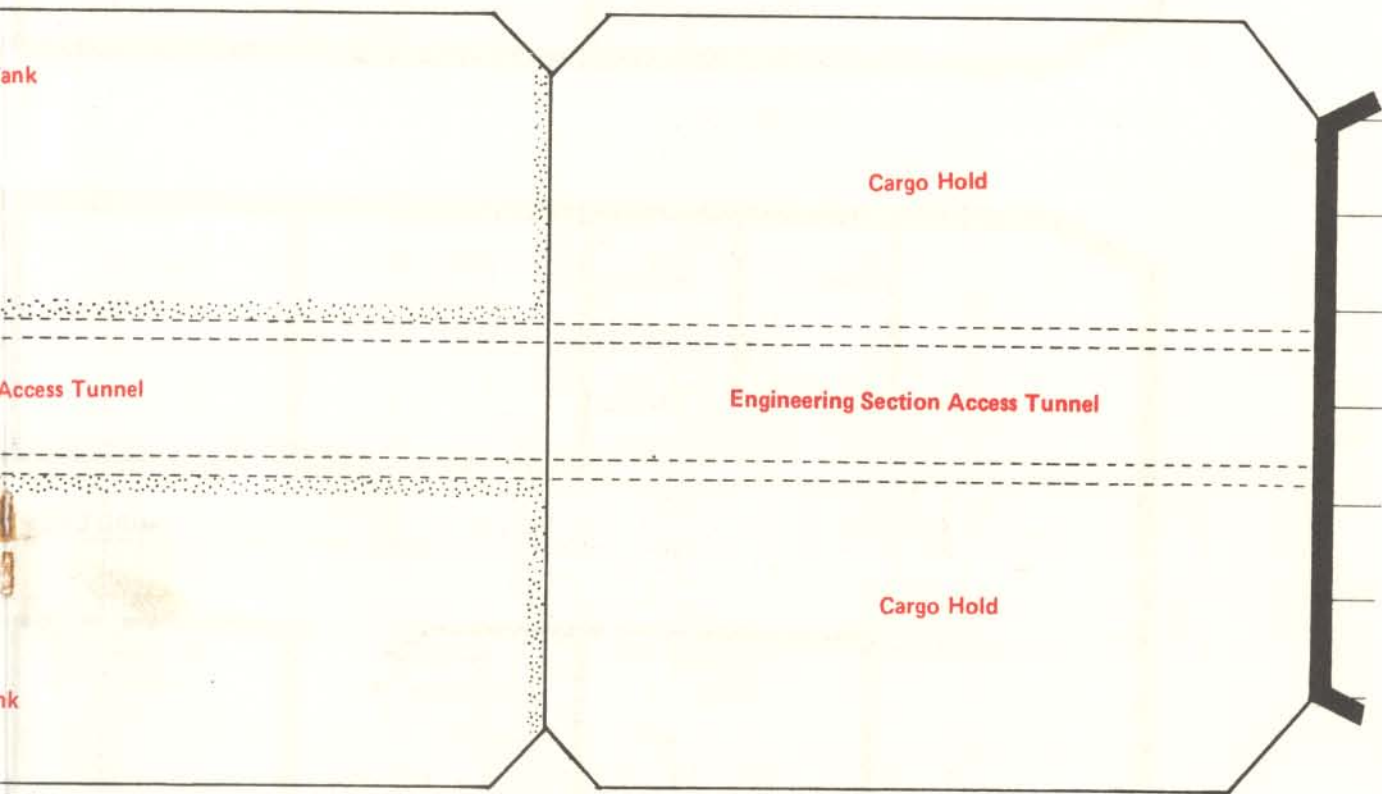
CRCHANT TYPE M

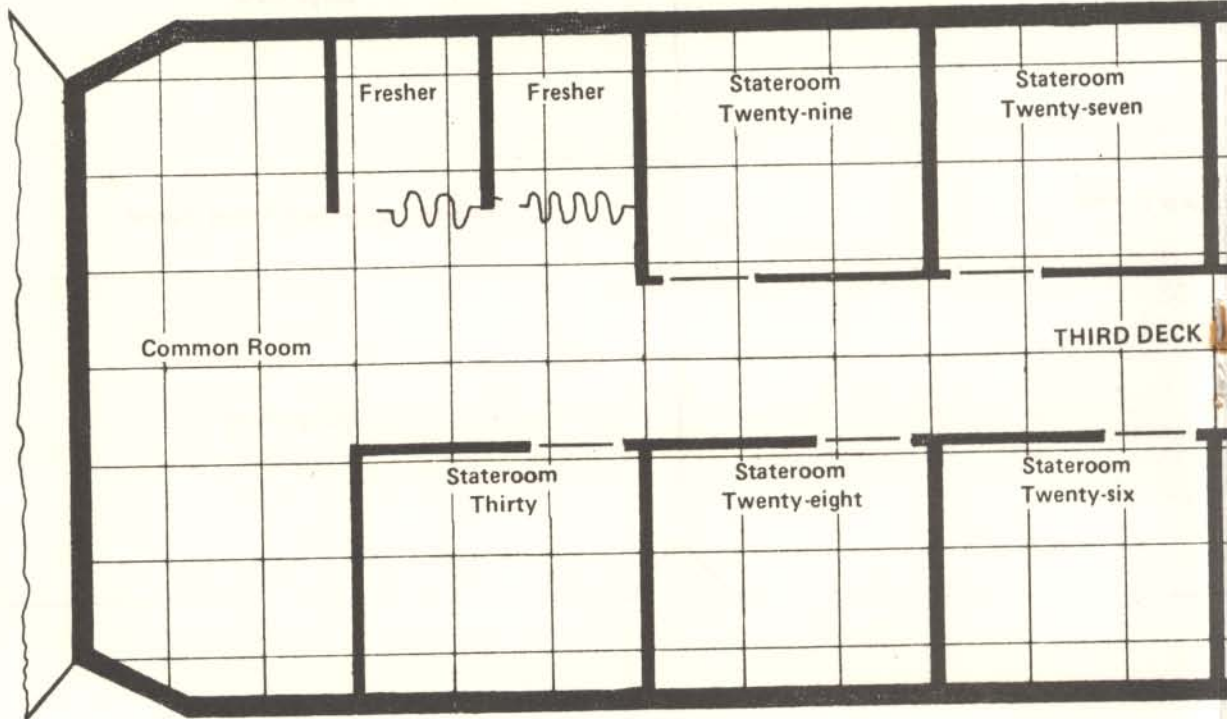
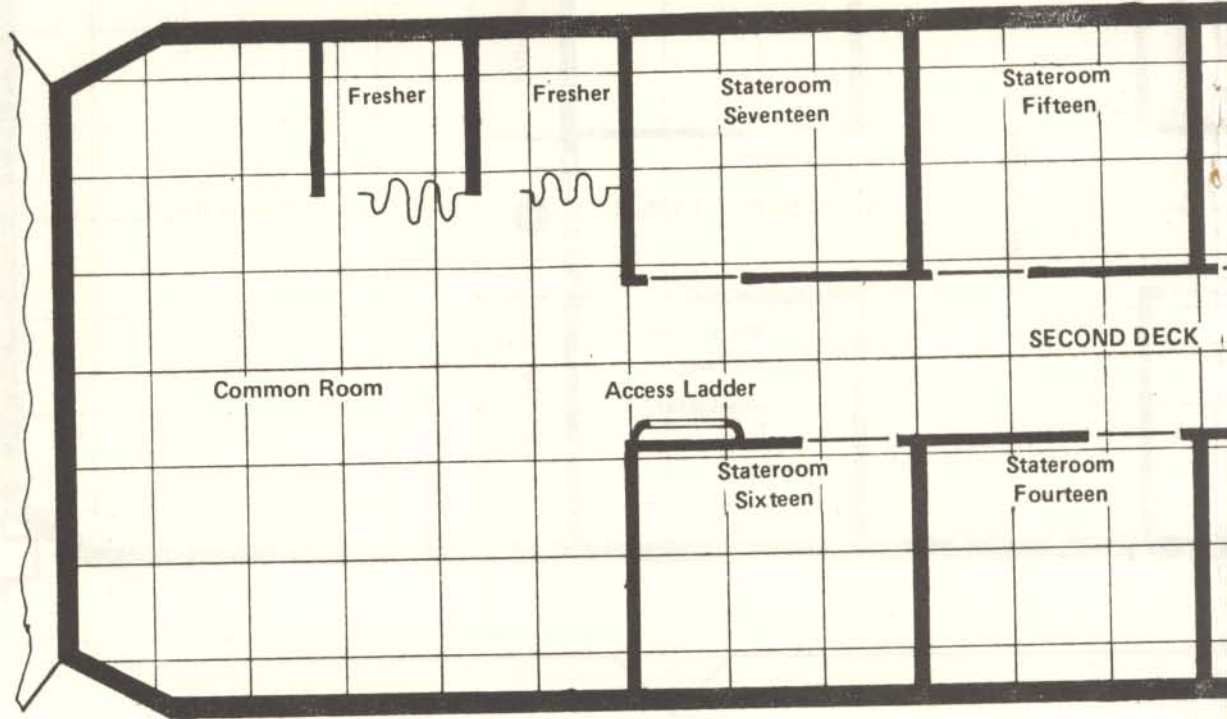


Deck Opening or Hatch
Normally Closed



Deck Opening or Hatch
Normally Open





Scenario No. III Mutiny

Led by First Officer Glendover, certain members of the crew angered by Captain Falcon's continuous praise of himself to the company have plotted Mutiny. As the Mutineers gathered near the Ship's Locker, Glendover began a quick head count to insure that all the plotters were present. Assistant Engineer Hobart, his deep religious convictions offended by the Captain's continuous profanity and blasphemy, stood near the front of the group, eager to get a weapon into his hands to cleanse the Universe of the heretic. Assistant Engineer Westcott, however, stayed near the back of the group eagerly waiting for his chance to prove himself at the Controls of the ship once the Mutiny is complete. Next to him, Chief Steward Thorndike, cowed into joining the Mutiny, kept glaring over his shoulder as if Imperial Troops were going to appear out of thin air to stop the plot. He glanced toward Barlow Finley, a Forger he met in prison while serving a sentence for Bribery and recognized when Finley came aboard. The Forger, threatened with being turned over to the next planetary authorities encountered, was trying to figure some way out of this mess.

Suddenly from behind the rebellious crewmen the Captain appeared, shouting, "What's going on here, you miserable Scum!" The answer entered his mind just as he finished speaking and he hurled himself toward the Bridge as a bullet careened off the bulkhead close to his skull. He dived into the Bridge where he quickly engaged the Anti-Hijacking Program and rushed to the radio. As he began to broadcast a message about the Mutiny and his present location, the door burst open as Findley had erased the Anti-Hijacking Program. The Captain turned, pulling an Auto Pistol from under his chair. The Mutineers fired first and Captain Falcon fell, slightly wounded in the shoulder. But it is the bullets which failed to hit him, however, which caused the most damage as they crashed into the ship's Control Panels. Sparks and smoke spew forth from the shattered Manuver and Jump Controls. Power failed as the short circuits flashed and popped. Emergency lights blinked on. The Emergency Beacon automatically began broadcasting a distress signal. As Westcott and Hobart rushed to extinguish the blazing Control Panel, Thorndike and Findley exchanged worried glances in the dim smoky light as each realized that there is now no escape. They were trapped.

The other crewmembers and passengers, alerted by the gunfire, were still easily taken captive and herded into makeshift cells on Deck Three as the Mutineers tried to think of some way out.

This is the situation the players are faced with. Minutes after receiving a garbled broadcast aboard the Darthanon Queen, they begin receiving the same ship's automatic emergency broadcast. When they arrive at the position indicated by the broadcast, they see a ship drifting in space with only emergency lights on. They are faced with the task of recapturing the ship from five desperate men who have no where to run and to whom capture is much worse than death as a Mutineer's fate is never pleasant.

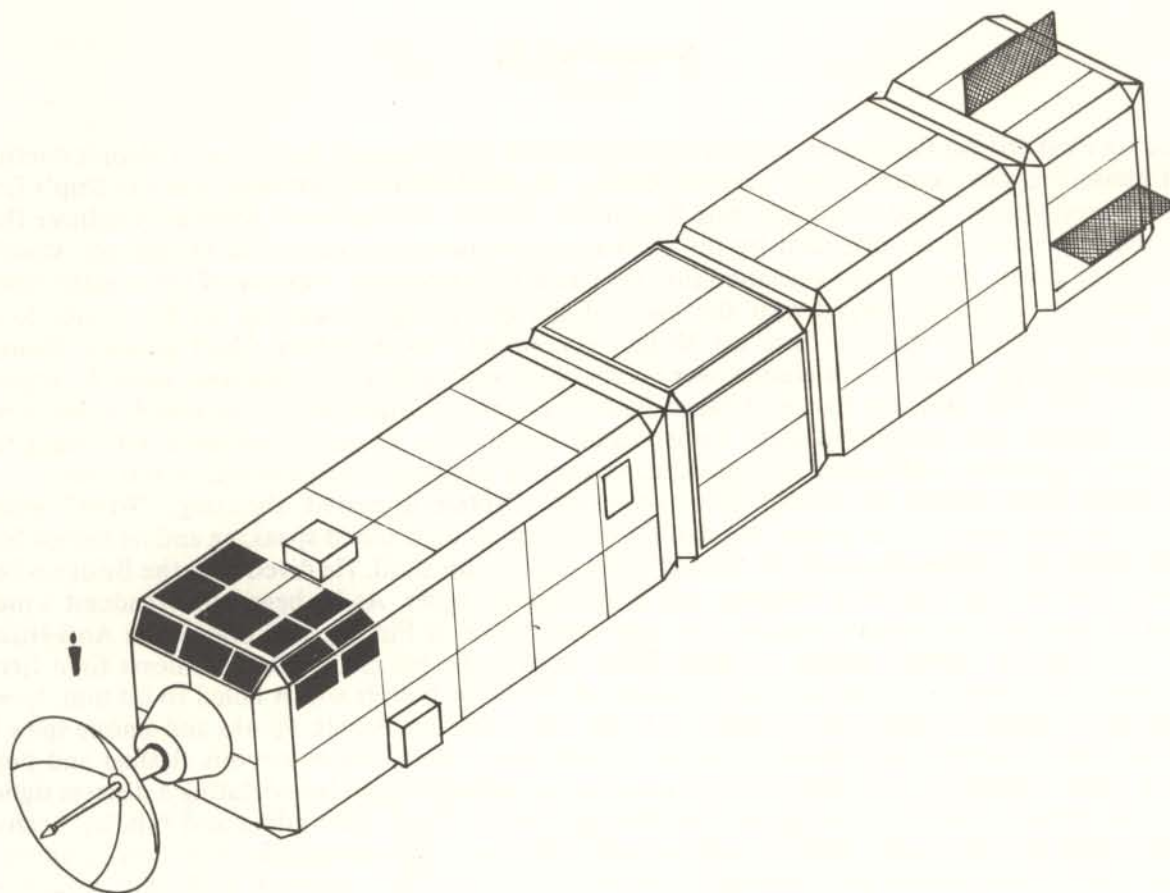
The Grand Scenario

The Scenarios presented in this book can be played as three separate adventures, using a different name for the ship and its crew and passengers, although the same characteristics can be used with only slight modifications. However, two or even all the Scenarios can be combined to generate a much more complex situation for the players to deal with. In doing so, of course, the Judge will have a much more complex situation to handle.

If the Judge wishes to use all three Scenarios at once, Scenario No. 3, the Mutiny, should be used to form the basis of the adventure. The power failure resulting in it allows the Dyson to awaken just as the players attempt to enter the ship, giving them a very unexpected and nasty surprise. The Dyson will first move from Low Passage Compartment No. 1 where he will kill or injure anyone on Deck One before moving on in whatever direction the Judge determines.

The Bombs (if that part is used) should go off prior to or just as the players board the ship. The players should be given the information they would receive if just playing Scenario Two, and place a severe time limit on the players.

The Judge is encouraged in all scenarios to alter which NPCs are dead and which alive to suit his or her own personal tastes, keeping alive those whom he believes can best contribute to an enjoyable adventure.



Subsidised Merchant Type M

Using the type 600 hull, the type M subsidized merchant has 30 staterooms (nine for the crew: pilot, navigator, medic, three engineers and three stewards; 21 for the high and middle class passengers) and eighty low passage berths. The ship has jump drive-J, maneuver drive-D, and power plant-D, making it capable of jump-3, and 1 G acceleration. Computer Model/3 is installed adjacent to the bridge. Cargo capacity is set at 124 tons, and fuel tankage will contain 190 tons. Three hardpoints are specified for the hull, and three tons are reserved for fire control purposes. The hull is not streamlined for atmospheric landings, base price for the type M is CR 219,870,000.

Length: 57 meters (187 feet)

Span: 8 meters (26.2 feet)

Height: 8 meters (26.2 feet)

The Type M as constructed by M, C & S Engineering is an efficient rectangular hull form. Lack of atmospheric streamlining permits the ship to be optimized for ease of maintainance, low construction cost, and increased internal capacity. This type has proved very popular on regular runs between established planets.

The lowest or Third Deck has 13 staterooms arranged on either side of a central corridor. The forward end of the corridor has the Access Ladder up to the Second Deck. The aft end opens into a small Common Room with two Fresher Cubicles. The middle or Second Deck also is devoted to passenger staterooms, 12 staterooms being arranged on either side of the central corridor. The forward end of the corridor has the ladder down to the lower deck. The aft end of the corridor opens into a large lounge. Two Fresher Cubicles are located here. Also the Access Ladder and hatch to the Crew Deck is located at the aft end of the corridor.

The upper or First Deck is devoted to crew and command functions. The Control Room is located at the very bow of the ship. The Computer and Avionics are located at the aft end of the Control Room. An axial corridor leads back from the Control Room with the staterooms for the Pilot and Navigator immediately to either side. Next comes the Crew's Lounge, including food preparation facilities. The corridor continues aft between the three staterooms for the Engineers, the Fresher Cubicle, and the Airlock. Immediately opposite the Airlock hatch is the Access Ladder and the computer monitored deck hatch to the lower decks. The central coridor continues on aft between the Low Passage Berths to the hatch in the rear bulkhead. This hatch leads into the access tunnel through the Cargo Hold and Fuel Tanks to the Engineering Section.

The Ship

First Deck

1) Low Passage Compartment No. 1

Contains 35 low passage berths plus 35 10 kilogram baggage lockers.

2) Low Passage Compartment No. 2

Contains 45 low passage berth plus 45 10 kilogram baggage lockers.

3) Airlock

Standard access to ship interior.

Use this description only if playing Scenario No. I.

Contains one recessed supply locker located on the left hand bulkhead. Supply locker contains one emergency vacc-suit repair kit, 2 oxygen bottles with 3 hours capacity each and 6 decontamination kits. Player will find the outer door open and the interior door closed. The interior door appears to be buckled slightly and is jammed. This airlock uses compressed gas to open and close doors normally but this system is inoperable due to control damage in passageway. Manual operating wheels located beside each door will allow players to close outer door but interior door will move only slightly. Located to the right of the supply locker is an access plate labeled Emergency Operating Valve. Behind this plate are two three-way valves each with a hose connection at its base and one meter of airhose attached. The valves are labeled outer door open/close and interior door open/close. Above valves is a gage labeled gas supply and it reads zero. If players wish, they may force the interior door open or they may take an oxygen bottle and connect it to the airline. This will allow the air lock to be cycled three times. Referees may determine if first attempt opens interior door, but at no time will door open more than half way.

4) Fresher No. 1

Contains standard fresher units.

5) Stateroom No. 5

Standard middle class stateroom. Assigned to Assistant Engineer Sadler Wescott (crew member No. 6).

Contains his personal gear and standard engineering manuals.

6) Stateroom No. 4

Standard middle class stateroom. Assigned to Assistant Engineer Evert Hobart (crew member No. 5).

Contains his personal gear and standard engineering manuals.

7) Stateroom No. 3

Standard middle class stateroom. Assigned to Chief Engineer Arthor Fingal (crew member No. 4).

Contains two unlocked file cabinets, one holding all of the common repair manuals plus a calibrated set of electronic and mechanical tools. The second contains maintenance logs for all ships equipment. Cabinets near bunk contains personal gear.

8) Ship's Locker

Contains weaponry and emergency equipment. Stored in locker are 4 short range communicators, 9 heat suits, 20 vacc-suits, 9 snub pistols with 2 tranquilizer rounds each, 3 gauss rifles with 3 clips each, 2 laser carbines with 1 power pack each, 2 combat environment suit and 8 medical kits.

This locker is normally locked but the players will find it open.

9) **Crews Common Room and Gally**

Standard common room for crews recreation with full automatic food preparation equipment.

10) **Stateroom No. 1**

Standard size high passage stateroom. This cabin is used by Captain Cyril Falcon (crew member No. 1).

Contains a permanent desk of antique styling, luxurious furnishings, and two computer coded locked file cabinets. The files contain ships log, cargo manifest, personal files on all crew members, vouchers amounting to 52,000 CR, and classified technical readouts for the ship. Taped to the back of the bottom file drawer is a small log book containing deposit records for his numbered account on Regina containing 35250 CR. Players who examine deposit book will find that the back cover is thicker in the bottom right hand corner. Inside the cover is a small bank card for the First Imperial Bank of Regina with the number 935-843-006-B inbassed on it. Access to file cabinets can be obtained without damaging contents by using the proper 5 digit code, which is every other number beginning with the first number, of the serial number on the Captain's personal sidearm. This sidearm is located in the cabinet above the bunk and is an excellently tooled auto pistol worth approximately 6000 CR. The serial number 8120539519 appears on the base of the hand grip. Other personal gear is stored in the remaining cabinets.

11) **Stateroom No. 2**

Standard middle class stateroom. Assigned to First Officer and Navigator Alden Glendower (crew member No. 2).

Contains standard furnishing and one computer coded file cabinet. The combination for the file cabinet is 93654. Only First Officer knows this combination but it is also in Captain files listed under ships equipment. The file contains a duplicate set of ships logs and cargo manifests, 5 antique stellar charts worth 200 CR each and his own personal version of the ships log with noted recommendations. In the

various cabinets, there can be found a full set of astrogration equipment, stellar charts of this sector, navigation manuals, and his personal gear.

12) **Control Room**

Command center of the ship. Designed for 5 crew members under normal conditions (pilot, navigator, and 3 gunners).

Contains ships computer, avionics gear, sensors and scanning equipment, and fire control.

Second Deck

13) **Stateroom No. 6**

Standard middle class stateroom. Assigned to Chief Steward Proctor Thorndike.

Contains one small unlocked file cabinet with passenger information. There is Chief Stewards personal gear stowed in cabinets.

14) **Stateroom No. 7**

Middle class Stateroom with two bunks. Assigned to the ship's Medic is Tasker Haldane (Crew Member No. 3).

Contains one open medical case and one file cabinet. Contents of medical cases are ship medical log, 2 Doctor's Instrument Sets with Surgical Lasers, 19 doses of medical Slow drug, 15 doses of Fast drug and its antidote, 3 doses of Truth drug, and 25 doses of medical drug. Personal gear of medic is stored in cabinets.

15) **Stateroom No. 8**

Standard high passage Stateroom. Unoccupied.

- 16) **Stateroom No. 9**
Standard high passage Stateroom.
Reserved for Imperial Couriers.
Unoccupied.
-
-
-

- 17) **Stateroom No. 10**
Standard high passage Stateroom. Assigned to passenger Barlow Findley (passenger No. 16).

Contains personal gear including a hand computer, forgery kit, one Imperial voucher (forged) and a concealed body pistol with 2 clips plus a silencer. If stateroom is undamaged, body pistol and forgery kit may be found with a 1D20 dice roll of 10+. Forgery kit will be recognizable with a 1D20 dice roll of 8+, with +1 DM per forgery skill level. If stateroom is damaged add -1 per damage level to dice rolls.

- 18) **Stateroom No. 11**
Standard high passage Stateroom.
Unoccupied.
-
-
-

- 19) **Stateroom No. 12**
Standard high passage Stateroom. Assigned to passenger Garet Dugal (passenger No. 11).

Contains personal gear including military service jacket and uniform of the 34th Regiment, Imperial Guards.

- 20) **Stateroom No. 13**
Standard high passage Stateroom. Assigned to passenger Barret Graham (passenger No. 20).

Contains personal gear including 4 trophies worth 500 CR each and various tapes design to train a person up to skill level 2 in hunting.

- 21) **Stateroom No. 15**
Standard high passage Stateroom.
Unoccupied.
-
-
-

- 22) **Stateroom No. 16**
Standard high passage Stateroom. Assigned to passenger Eric Stetson (passenger No. 14).

Contains personal gear including full dress Colonel's uniform of the 34th Regiment, Imperial Guards.

- 23) **Stateroom No. 17**
Standard high passage stateroom. Assigned to passenger Vaina Kemin (passenger No. 17).

Contains personal gear including jewelry worth 2500 CR.

- 24) **Fresher No. 2**
Standard Fresher unit.
-
-
-

- 25) **Fresher No. 3**
Standard Fresher unit with Robotized Cosmetic Unit added. Cosmetic Unit may do strange things if damaged.
-
-
-

- 26) **Common Room No. 2**
Standard Common Room for passengers recreation.
-
-
-

Third Deck

27) Stateroom No. 18

Standard middle passage Stateroom. Assigned to Assistant Steward Morgan Slater IV (Crew Member No. 8).

Contains personal gear including one Dress Sword worth 200 CR with Captain Morgan Slater III engraved on hilt, one long range communicator, one Imperial Star Burst slightly melted on one side.

28) Stateroom No. 19

Standard middle passage stateroom. Assigned to Assistant Steward Kevan Macallan (crew member No. 9).

Contains personal gear in cabinets.

29) Stateroom No. 20

Standard middle passage stateroom. Assigned to passenger Taggart Proctor (passenger No. 18).

30) Stateroom No. 21

Standard middle passage stateroom. Unoccupied.

31) Stateroom No. 22

Standard middle passage stateroom. Assigned to passenger Lenox Jenkin (passenger No. 19).

Contains personal gear including one mechanical tool kit worth 1000 CR, 25 antique books worth 5000-8000 CR.

32) Stateroom No. 23

Standard middle passage stateroom. Unoccupied.

33) Stateroom No. 24

Standard middle passage stateroom. Assigned to passenger Lorin Wolmar (passenger No. 15).

Contains personal gear including one set of navigation instruments, trophies for gunnery worth 600 CR, one hand carved model of the Imperial Destroyer Pheonix worth 50 CR.

34) Stateroom No. 25

Standard middle passage stateroom. Assigned to passenger Meredith Evaine (passenger No. 12).

Contains personal gear including 2 medical kits, one set of precision medical instruments with laser scalpels, a medical license, and one drug kit containing 10 doses medical drug, 10 doses medical slow, 3 doses Psi-Booster, 2 doses Psi-Double, and 1 dose of Psi-Special.

35) Stateroom No. 26

Standard middle passage stateroom. Unoccupied.

36) Stateroom No. 27

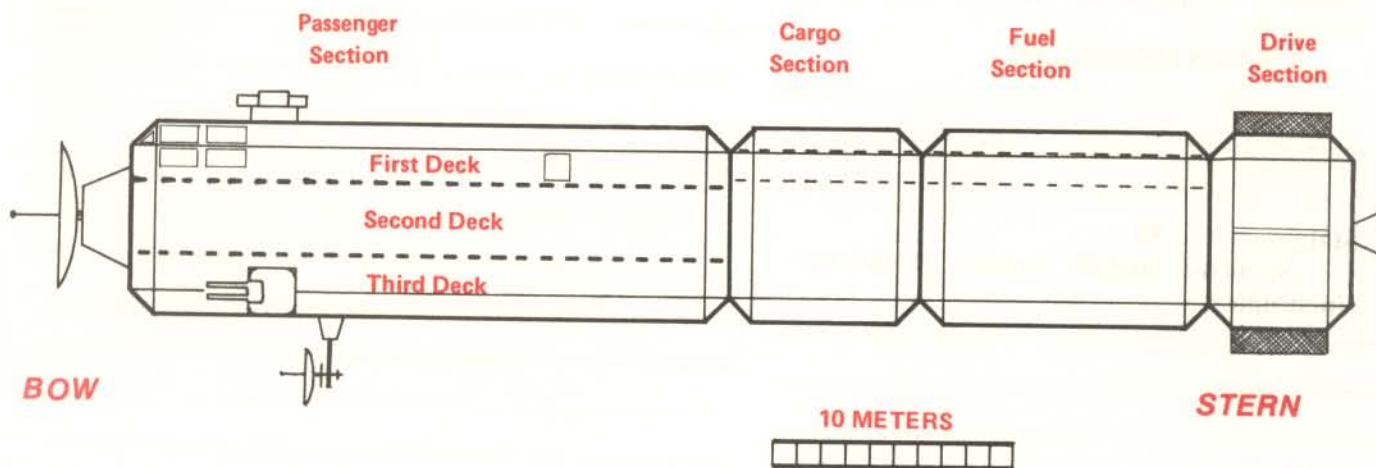
Standard middle passage stateroom. Unoccupied.

37) Stateroom No. 28

Standard middle passage stateroom. Unoccupied.

SUBSIDIZED MERCHANT TYPE M

TYPE M



NOTES

Blank lined paper.

38) **Stateroom No. 29**

Standard middle passage stateroom.
Assigned to passenger Armand Blair (passenger No. 13).

Contains personal gear.

39) **Stateroom No. 30**

Standard middle passage stateroom.
Unoccupied.

40) **Fresher No. 4**

Standard Fresher unit.

41) **Fresher No. 5**

Standard Fresher unit.

42) **Common Room No. 3**

Standard Common Room.

43) **Cargo Hold**

Standard M-Type cargo hold.

44) **Engineering Section**

Standard engineering section.

The engineering section is open to vacuum in both Scenarios I and II. The area is heavily damaged.

Interior Damage to Staterooms Due to Dyson Movement

Roll 2D6 and consult Damage Level Table. Die Modifier +2 if Stateroom is occupied.

Damage Level Table

Die Roll	Damage
2	No Damage
3	No Damage
4	Roll once on Light Damage Table
5	Roll twice on Light Damage Table
6	Roll three times on Light Damage Table
7	Roll once on Moderate Damage Table
8	Roll twice on Moderate Damage Table
9	Roll three times on Moderate Damage Table
10	Roll once on Serious Damage Table
11	Roll twice on Serious Damage Table
12	Roll three times on Serious Damage Table

Light Damage Table

Die Roll	Damage
1	Ransacked
2	Personal Effects Destroyed
3	Lighting Panels Damaged
4	Miscellaneous Personal Effects
5	Furnishings have Minor Damage
6	No Damage

Moderate Damage Table

Die Roll	Damage
1	Damage to Life Support Backup
2	Furnishings have been Wrecked
3	Lighting and Computer Relays Destroyed
4	Personal Effects and All Small Equipment Destroyed
5	All Items Damaged and Strewn Across the Cabin
6	Privacy Door Warped or Broken Off

Serious Damage Table

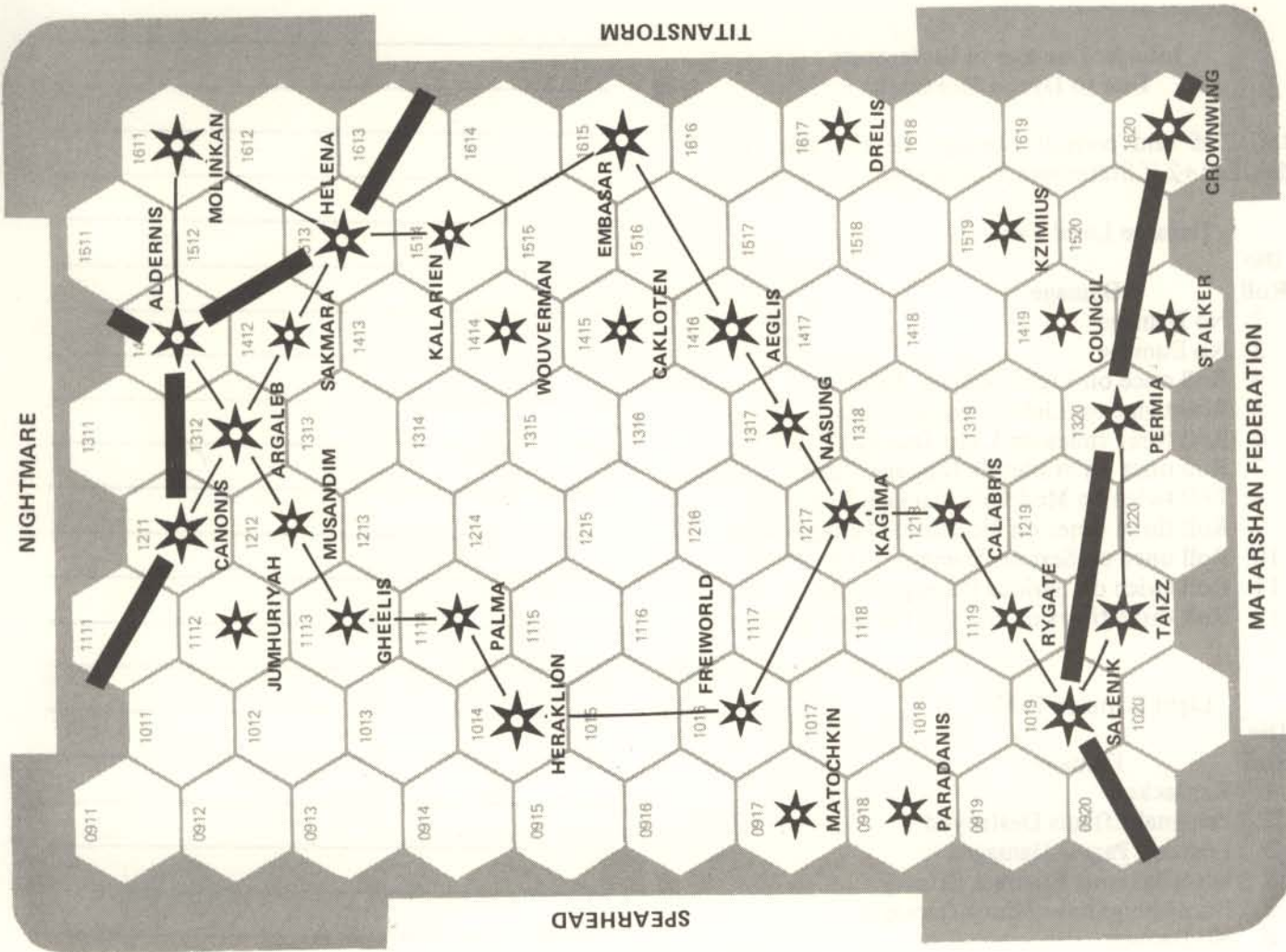
Die Roll	Damage
1	Life Support Destroyed
2	Bulkhead Damage
3	All Furnishings and Personal Effects Destroyed
4	Life Support Inoperative
5	Privacy Door is Warped or Broken Off
6	Grav-Plate Floor Circuitry has been Knocked Out

GUADIX DRIFT

Two X-boat routes through this subsector connect the important frontier subsector Titanstorm with the Sector Capital in Ikhnation subsector and the Spearhead subsector with the Frontier Worlds subsector. The latter is the defensive bulwark against expansion by the Syndymic Empire.

Name	No.	Statistics	Remarks	Hex
Matochkin	0917	XACA000	Undeveloped	G
Paradanis	0918	XBC9200	Undeveloped	G
Heraklion	1014	D9647B9	Agricultural	G
Freiworld	1016	X112000	Undeveloped	G
Salenik	1019	A587896	Rich	G
Jumhuriyah	1112	C200445	Mining	S
Gheelis	1113	B000511	Asteroid Mining	G
Palma	1114	X300000	Undeveloped	G
Rygate	1119	EBA9577	Industrial	G
Taizz	1120	D976979	Agricultural	G
Canonis	1211	B955632	Poor	G
Musandim	1212	E221566	Poor	S
Kagama	1217	D423511	Mining	G
Calabris	1218	D430675	Poor	G
Argaleb	1312	D545322	Agricultural	G
Nasung	1317	X9C9000	Undeveloped	G
Permia	1320	C968699	Rich	G
Aldernis	1411	A642687	Subsector Capital	N
Sakmara	1412	C223853	Mining	G
Wouverman	1414	E520599	Non-Industrial	G
Cakloten	1415	E331342	Poor	G
Aeglis	1416	D665897	Rich	G
Council	1419	EAAA687	Undeveloped	G
Stalker	1420	X200000	Industrial	G
Helena	1513	C644AB9	Industrial	G
Kalarien	1514	CA9A667	Mining	G
Kzimius	1519	DBC9477	Mining	G
Molinkan	1611	E873834	Mining	G
Embasar	1615	C6757A6	Non-Industrial	G
Drelis	1617	CAB9443	Industrial	G
Crownwing	1620	B876995	Industrial	G

The Guadix Drift Subsector contains 31 worlds with a total population of 12.426 billion. The highest population is A, at Helena; the highest tech level is C, at Gheelis and Aldernis. All worlds in this subsector are members of the Imperium with the exception of Drelis.



X-boat Route

Regular Route

The Referee may desire to have the characters as members of the passengers on the Darthanon Queen. If so, supplied below are two complete crews for the rescue ship. The Nova-Hawk is a reputable and reliable ship with a competent crew. The Lucky Winds on the other hand is a very disreputable and suspect ship. Both ships are Standard 400 ton Type R Subsidized Merchant and both are armed with a Sandcaster, Dual Missile Launcher, and two Dual Beam Laser Turrets. As an alternative, the players may be given one of the crews as their characters. The crew of the Lucky Winds is an adventure in itself when a good gang of role-players get together.

Nova-Hawk Crew

Captain Blain Norwood: (UPP/4879AA) Age: 46. This man has worked his way up through the Merchant line of "Odin Ship and Dock Yards" with an average career as the new Captain and also Pilot of the 26 year old "Nova-Hawk". While he is currently docked, he will usually be jovial but still reliable to the company and also has a pronounced tendency to gamble. His gambling once got him into trouble in his youth, so he tries to keep a tight reign on what he can afford to lose. His discipline has held quite well, especially since the Ship's Medic has been keeping a close eye on him also. His skills are as follows: Pilot 3, Bribery 2, Administration 1, Navigation 1, Pistol 2.

Anton Ballard: (UPP/65A9D5) Age: 34. Anton Ballard is employed as the Engineer aboard the "Nova-Hawk" and has many times before just saved the ship from disaster because of his repairs. His origins are unknown and seems to like acting aloof and mysterious but is a close friend of Cowan Faraday, the Medic. But, when the ship is in trouble, he can do damage as a Gunner instead of just fixing what others do. He was once a member of an outlawed political organization. He made clandestine contact with a member of Imperial Security, surrendered what little he knew about the organization, and has since acted as an 'observer' for the Security Forces. His skills are as follows: Engineering 2, Streetwise 1, Pilot 1, Gunnery 1.

Cowan Faraday (UPP/A78685) Age: 30. Cowan Faraday, the Ship's Medic, is a rather friendly type of person that gets along with everyone in the crew, even the aloof Anton Ballard who has no other friends aboard. Cowan is aware that he will probably not become the surgeon his parents wanted him to be, but is content to be the best Ship's Medic he can be. The Company and Crew think his best is quite reasonable and still continues to improve. His skills are as follows: Medic 2, Electronic 1, Jack of All Trades 1, Mechanical 2.

Roderick Preston: (UPP/886A86) Age: 22. Roderick Preston is just beginning his employment with the Odin's line and is currently under training mostly in an apprentice position by Roark Konrad when he is off duty since they are old friends. He is very patient and sometimes shy in this job. Roderick, though young, shows excellent promise of becoming a Senior Ship's Officer. The Company and his teacher are both pleased at this progress. His skills are as follows: Electronic 1, Steward 1, Bribery 1, Medic 1.

Roark Konrad: (UPP/A59687) Age: 30. Roark Konrad is the Navigator aboard this vessel and a fairly good one. In his career he has performed well and is being considered for a promotion by the "Odin Ship and Dock Yards" to a possible Captaincy when the position becomes available. Roark is showing fair promise with his Pilot lessons and currently has a Skill level of ½. At his current rate, it will be about three months before he solos and earns his Pilot Wings. His skills are as follows: Mechanical 1, Gunnery 2, Electronic 1, Navigation 2.

Lucky Winds

Jason Tearshine: (UPP/989796) Age: 32. Skills: Pilot 3, Auto Pistol 1, Comp 1, Bribery 1. Jason's one goal in life is to make enough money to put himself behind a desk on some planet managing his company, the Ionan Cargo Company, of which he owns 95%. His greed is surpassed only by his hatred of space. He is actually very afraid of flying in spacecraft, but it was the easiest method he saw of making large sums of money. He has paid 30% of his ship's cost in less than three years by agreeing to any job for a price. Jason is known by the authorities to be a Smuggler, but they have insufficient proof to act. He is suspected of two murders, but there is no direct evidence against him in these crimes either. The eleven tons of Body Armor hidden in the hold of Jason's ship were quite illegally removed from a planet in an adjacent subsector. Jason is looking for a way to quietly dispose of them at a reasonable profit. He is always on the lookout for a big killing, and if he can find some sucker willing to pay more than the Armor is worth, he will be quite happy to satisfy that person's desire.

Drallo Beet (UPP/8BA746) Age: 26. Skills: Navigation 2, Electronics 1, Gunnery 1. Drallo joined Jason's Crew three months ago when Jason's old Navigator, Nurem Wallstorm, was arrested on assault charges following a barroom brawl. Unknown to Jason, the fight was set up by Security Police from one of the planets where Jason is suspected of murder, and Drallo is working for the same people. Drallo is extremely cautious in his work, having no great desire to walk in space without a spacesuit. He has enough evidence collected to convict Jason of several smuggling charges, but has been unable to locate any hard evidence concerning the murder.

Outwardly, Drallo appears as a rather gruff individual keeping mainly to himself. To Jason, he appears to be a perfect crewman, willing to do anything as long as he gets paid and the work isn't too strenuous.

Prat Simbal (UPP/687787) Age: 28. Skills: Steward 2, Electronics 1, Mechanical 1. Prat is Jason's main contact with various people wishing to employ Jason's ships for illegal purposes. As such, he is in the most danger of being caught as Jason rarely takes a direct hand in matters. This has raised his level of paranoia way above its previous high level. Prat was a close friend of Nurem Wallstrom, the former Navigator, and took an instant dislike to Drallo Beet as soon as he stepped onboard. He is highly suspicious of the way Drallo showed up following Nurem's arrest, but the last time he expressed this openly, Drallo bounced his head off several bulkheads, prompting Prat to keep his thoughts to himself.

Ed "Hulk" Fredricks (UPP/B89466) Age: 30. Skills: Engineer 2, Mechanical 2, Dagger 1. Ed, despite his great strength and size, has not worked out as Jason's strongarm man. While quite imposing in appearance, Ed has performed miserably in the two fights he has been forced into while in Jason's employ. Jason now prefers to use him only for show, avoiding fights if at all possible. Ed is very aware of how his performance has been, and is constantly on the lookout for a weak looking individual whom Ed feels he can pulverize, getting himself back into Jason's good graces.

Ed is quite good at his job which was the main reason Jason hired him. His natural ability to keep the ship's engines running in spite of Jason's rare maintenance stops has amazed even Jason, who cut back even more on maintenance.

"Sawbones" Needal (UPP/876CC6) Age: 29. Skills: Medic 2, Blade 1, Gunnery 1. Needal's Gunnery expertise is the result of serving on a Pirate Ship for two years before acquiring enough money to go to medical school. Jason acquired information about his past and black-mailed him into working on the ship. Sawbones hates him because of this and would gladly kill Jason if he knew where Jason kept copies of his police record. Needal is actually an excellent doctor, but his frustration at not being able to properly use his skills has caused his performance in the Medical area to slip considerably losing several low berth passengers. Needal would actually rather use his skills to help people rather than testing smuggled drugs for paint and patching up an occasional bullet hole.

MORE FINE PRODUCTS FROM

Judges Guild



37	FIRST FANTASY CAMPAIGN	\$7.98
46	WILDERLANDS HEX SHEETS	\$3.00
66	SEA STEEDS & WAVE RIDERS	\$6.50
68	WAR CRY AND BATTLE LUST	\$4.00
69	FLOTILLA ONE	\$5.00
96	TREASURY OF ARCHAIC NAMES	\$4.95
140	CASTLE BOOK II	\$3.00
240	THE FANTASY CARTOGRAPHER'S FIELD BOOK	\$3.98
360	LASER TANK	\$1.50
410	THE ASTROGATORS CHART BOOK	\$3.98
440	TEMPLE BOOK I	\$3.00

APPROVED FOR USE WITH D&D tm

2	DUNGEON TAC CARDS	\$3.95
14	READY REF BOOK	\$2.99
27	TEGEL MANOR	\$4.50
28	JUDGES SHIELD	\$1.98
34	MODRON	\$3.50
36	CHARACTER CHRONICLE CARDS	\$1.98
47	CAMPAIGN HEXAGON SYSTEM	\$2.50
48	WILDERLANDS OF HIGH FANTASY	\$8.50
52	THIEVES OF BADABASKOR	\$3.00
55	GENCON IX DUNGEON	\$3.50
59	VILLAGE BOOK I	\$2.75
60	CASTLE BOOK I	\$2.75
61	ISLAND BOOK I	\$2.75
62	CITY STATE OF THE INVINCIBLE OVERLORD	\$8.00
63	CITADEL OF FIRE	\$3.00
67	FANTASTIC WILDERLANDS BEYONDE	\$8.00
71	FRONTIER FORTS OF KELNORE	\$3.00
76	DRAGON CROWN	\$1.75
80	OF SKULLS AND SCRAPFAGGOT GREEN	\$4.50
92	WILDERLANDS OF THE MAGIC REALM	\$8.50
93	UNDER THE STORM GIANT'S CASTLE	\$3.00
95	SURVIVAL OF THE FITTEST	\$3.50
102	CAVERNS OF THRACIA	\$6.50
104	VILLAGE BOOK II	\$3.00
108	VERBOSH	\$6.50
111	MINES OF CUSTALCON	\$3.95
113	BOOK OF TREASURE MAPS	\$3.95
118	SWORD OF HOPE	\$3.00
119	TOWER OF ULISSION	\$3.00
150	CITY STATE OF THE WORLD EMPEROR	\$12.00
270	SPIES OF LIGHTSELF	\$4.95
300	WILDERLANDS OF THE FANTASTIC REACHES	\$8.50
320	BOOK OF TREASURE MAPS II	\$3.95
420	UNKNOWN GODS	\$6.00

APPROVED FOR USE WITH AD&D tm

87	CHARACTER CODEx	\$4.50
88	DARK TOWER	\$5.50
109	OPERATION OGRE	\$3.25
114	MALTESE CLUE	\$4.00
117	TEMPLE OF RA ACCURSED BY SET	\$2.00
124	ESCAPE FROM ASTIGAR'S LAIR	\$2.00
190	THE TREASURE VAULTS OF LINDORAN	\$4.00
210	INFERNO	\$5.98
260	PORTALS OF TORSH	\$3.98
460	BOOK OF RUINS	\$4.00

APPROVED FOR USE WITH TRAVELLER tm

75	TRAVELLER REFEREE SCREEN	\$2.50
78	TRAVELLER LOG BOOK	\$3.00
89	STARSHIP & SPACECRAFT FOR TRAVELLER	\$5.50
105	DRA'K'NE STATION	\$4.95
330	TANCRED	\$5.98
340	LEY SECTOR	\$4.98
350	DARTHANON QUEEN	\$3.50

APPROVED FOR USE WITH RUNEQUEST GATEWAY tm

107	BROKEN TREE INN	\$4.00
116	THE HELLPITS OF NIGHTFANG	\$3.00
170	RUNEQUEST SHIELD	\$2.50
220	LEGENDARY DUCK TOWER	\$5.98
310	CITY OF LEI TABOR	\$7.98
380	DUCK POND	\$5.98

APPROVED FOR USE WITH CHIVALRY & SORCERY tm

250	C & S SHIELD	\$3.00
-----	--------------	--------

APPROVED FOR USE WITH TUNNELS & TROLLS tm

400	THE TOUGHEST DUNGEON	\$4.00
-----	----------------------	--------

APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	\$2.00
-----	--------	--------

PEGASUS
Premier Issue
\$3.00 per Issue

THE DUNGEONEER JOURNAL
Back Issues Available
\$2.80 per Issue

THE JUDGES GUILD JOURNAL
Back Issues Available
\$2.80 per Issue

THE DUNGEONEER
Back Issues Available
\$2.80 per Issue

73	THE DUNGEONEER COMPENDIUM OF 1-6	\$2.50
----	----------------------------------	--------

Are these other fine products available from your Dealer?
If not, ask why and have him contact us for full details.

