

Drak'ne

By

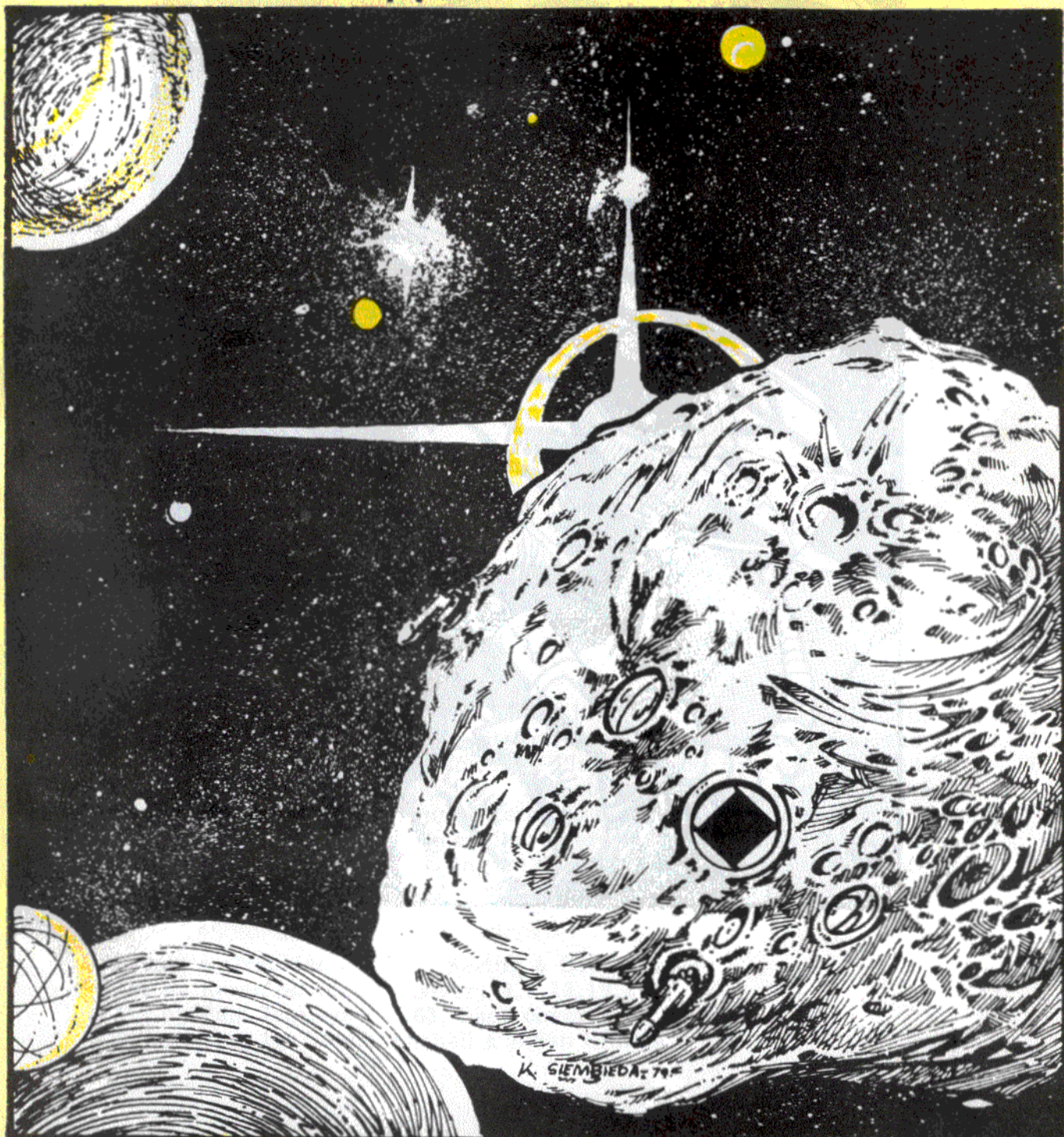
Bill Paley

Judges Guild



Station

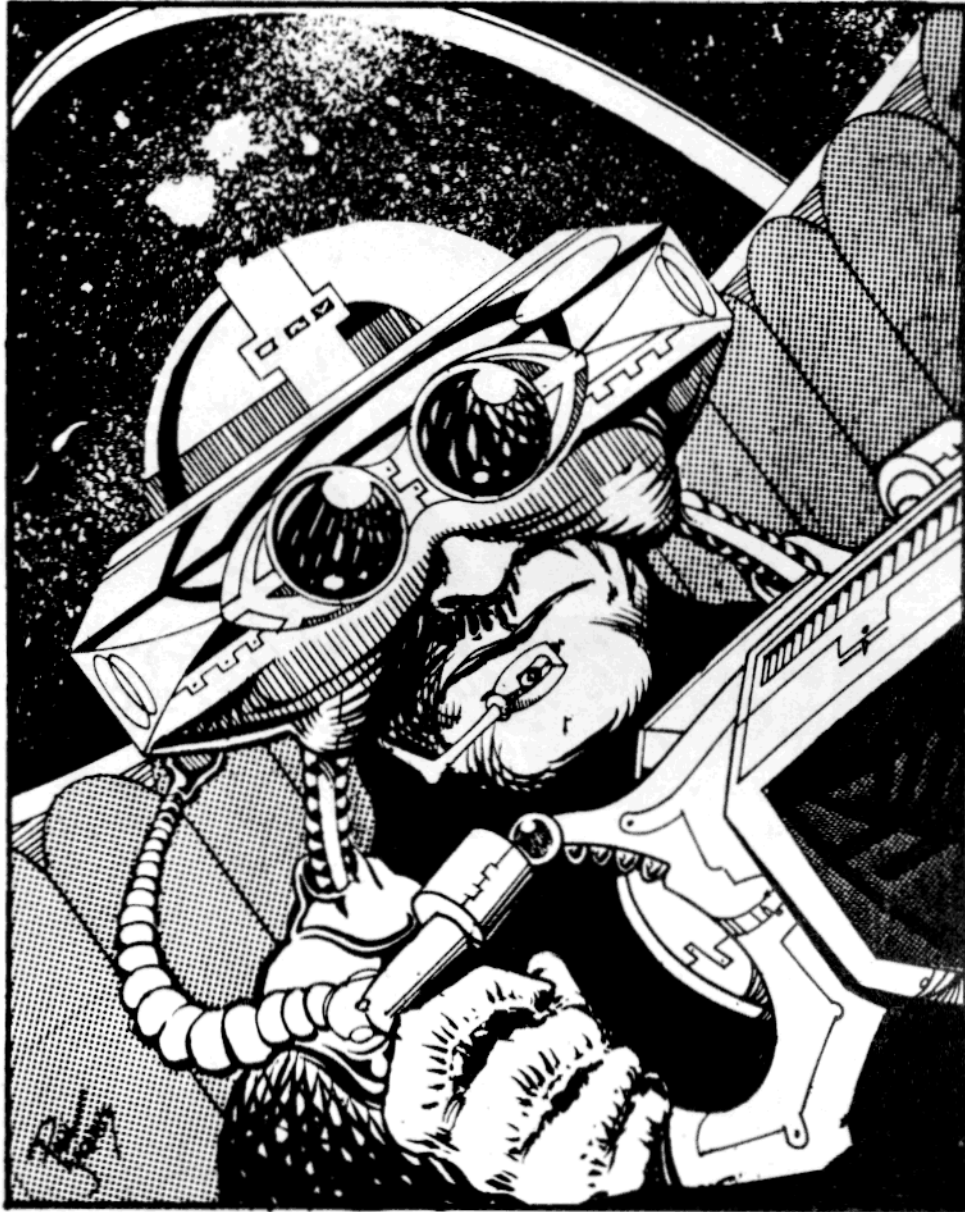
A Science Fiction Role-Playing
Adventure Approved for **TRAVELLER™**



No. 105

COMPLETE ADVENTURE SCENARIO OF AN ALIEN INSTALLATION
GAME STATISTICS OF AN ALIEN RACE PLUS NEW WEAPON TYPE

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DRA'K'NE STATION

By Bill Paley

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Dra'K'ne Station

The magnetic flux alarm sounded as the fleet popped into normal space. Battle stations klaxons sounded while the electromagnetic sensors scanned the space out-system where the abnormal readings were localized. Weapons activated and began tracking that portion of space to find nothing in range.

The hum of the engines was palpable in the bridge as the technicians peered into the scanning screens. The flagship's communications console buzzed with incoming messages from the seven other vessels. Finally, the long-range scanning technician turned and reported, "Sir, the flux appears to be located in and near an asteroid lying outsystem, moving at a speed 48.5% that of light, travelling in the direction of the Haversian system. We can't tell any more than that, but if it's outsystem, it has to be pretty big to be identifiable on our scanners."

"Not to mention powerful if it can set off flux alarms at this range." The admiral turned towards the communications technician and ordered, "Have scout X-5-923 investigate and have auxiliary communications keep in radio contact with them for as long as possible. Treat that asteroid as a military vessel until contact is made."

Turning Back to the Helmsman as the technician began to pass on his orders, the admiral now said, "Now we have a mission to perform. Bring us into the system; Helm."

"Aye, aye, sir!"

Six thousand years had passed since the research station had been commissioned. At the time, it was not even a major contribution to an enormous fleet. It's great size belied the comparatively small size of the internal installation, but the only defense for anti-matter blasts was a thick crust of matter that could be lost to attack. Over two miles long by half-a-mile wide¹, the asteroid was hardly noticeable as a planetary body, but the crew was the item which made this station a prime enemy target. Dra'K'ne had been at war with the Gnr*?!sht*!up² for eighty years with no result except great bloodshed on both sides. Each side had equivalent weaponry and defenses; each side had equivalent population bases. Neither side would capitulate and, so, in the seventy-fifth year of war, the research station was built and stocked with the finest minds of the Dra'K'ne.

Research institutes on both planets had been targets of both espionage and direct assault. This had stymied all attempts on both sides to improve some aspect of their war machine, to prepare the final edge which would doom the other race to cultural enslavement.

The station was orbited by six scout boats, each manned by a Dra'K'ne warrior in cold-sleep, to be roused by an emergency. Each scout boat was armed with an anti-matter blaster and a fusion bomb for suicide attacks, if an enemy battlegroup approached. The station itself was armed as a battlegroup, as well. However, the crew were ordered to run, rather than risk the scientists on board.

And, thus, the great asteroid launched towards its posted position . . . and though it was secret, still, an espionage agent managed to put one kink in the plan . . .

Fre'sh'ne awoke from cold sleep feeling worse than s/he had ever felt before on such an awakening. As if s/he had been under longer . . .

¹: Three kilometers by half a kilometer

²: In this context, a phoenetic representation of a trilabial dental fricative

S/he finished programming the damaged systems, mind raging at the deaths of her/his racial brethren at the hands of the approaching vessel. Then the training and instincts of the Dra'K'ne race took hold and s/he stoically awaited the chance to destroy the craft, tentacle poised over the firing dial.

Recalling the mission, s/he was up quickly, bouncing in the zero-G environment into the control room. Checking the readouts, Freg'sh'ne noted that the cold sleep system had broken down, and began to relax. Switching on the complex of sensors, s/he noticed that a totally alien vessel was bearing down on the research asteroid, which the scout boat, disguised as a smaller companion asteroid, was still orbiting.

Feeding data to the computers ("Strange, some seem to have broken down for some reason . . . and why wasn't I awoken to defend against this intruder instead of awakening occurring accidentally?"), s/he tracked the approaching alien and began to scan for supporting vessels from the station. When none appeared, s/he switched to the biosensor. The indicators showed life on board the alien craft, but nothing living remained on board the great asteroid station.

Cursing the unknown beings to a purgatory unimagined by human philosophers, Freg'sh'ne charged the powerful anti-matter beam. The on-rushing alien starship was small, had little mass, and would probably dissolve under heavy attack by the destructive beam.

"Well, now, whatever she is, she's using a ram scoop to power herself."

Scout Richardson was under orders to talk constantly to his radio, on broadcast, both to keep the fleet informed about his condition and to (hopefully) indicate his peaceful intent to the crew of the asteroid. It just so happened, though, that Richardson normally did just that, to maintain his 'sanity'.

"A hell of a ram scoop it must be, my lads, to extend such a distance. I wonder why the crew didn't stop to pay the system a visit. Unless there aren't no crew no more, hmmm!? Or maybe they don't have a means to stop her.?"

The stocky, powerfully built human brushed his auburn hair back out of his eyes, and reached for his Vacc-suit helmet. "Switching into suit-mike . . . I think discretion is the better part of valor this time, for sure."

Changing his computer display from magnetic lines of force to radar he immediately frowned. "There's a bogey floating above this rock, at a matched velocity, in orbit. This bodes no good, as I'm not much of a gunner, and I haven't much in the way of weaponry."

Changing the radio broadcast to the frequency of interstellar hydrogen, he called out, "Friends, friends, respond." Waiting for ten seconds he switched back to fleet channel to say, "No response . . . I wonder if they've gone vacationing. Well I won't know 'til I've boarded her."

Freg'sh'ne watched the approaching vessel for some time, allowing it to begin landing maneuvers on the asteroid's surface. S/he felt that it would likely be too busy to notice the attack until it was too late, that way. Tracking carefully, s/he turned the dial. The drain on the power systems dimmed the interior lighting momentarily, but near the surface of the planetoid, an expanding ball of gases could be seen as the wrecked alien crashed, her power systems destroyed.

Freg'sh'ne then turned away to begin making an assessment of the repair needs to decide if docking with the shops in the station was necessary.

"Admiral, we've lost contact with the scout just before he was to touchdown on the asteroid surface." The communications technician looked apprehensive. "A transcript is on the way, now, sir, with all pertinent military information."

The admiral gazed at the excerpted transcript worriedly. Once completed, he turned to the Duty Officer. "How long before our mission is completed?"

"Twelve hours, sir."

"Hmm . . . Order scout N-7-806 to maintain surveillance of the asteroid at maximum distance until further notice. Keep a constant communications watch on him and give the guy a fire team of marines, full kit, including battle dress. Move!"

"Aye, aye, sir."

Glancing back along his tether to the stationary Scoutship, Richardson fired another puff of gas from his maneuvering unit. Close to the limit of his line, he began to pass behind a projecting spur of asteroid surface. Suddenly there was a flash of intense violet light, and a wave of expanding gas and tiny particles slammed Richardson into the protecting shadow of the spur.

Richardson, in his Vacc Suit, stood cursing at the universe, but he was amazed at what he was seeing. The entire rear of his vessel was completely disintegrated; the Engineering Section eaten away, with emense holes etched into the fuel tanks. A glow from the defunct Engineering Section lit the dispersing cloud of the remains of his craft's fuel. The shaken Scout was jolted into action as the chattering of his suit's radiation counter penetrated his awareness. Quickly he ducked back behind the protection of the pinnacle as he expounded verbally upon the perversities of the cosmos in general and his situation in particular. His magnetic soled boots held him to the iron-rich asteroid, while magnetic grapples held his vaccuum filled hulk in place. Finally winding down, he remarked, "Well, no damn time like the present," and began searching forwhatever.

He was not long in finding it. A great landing bay, large enough to hold several vessels opened before him. Throwing one last curse at the twinkling companion above him, he entered the darkened space.

THE DRA'K'NE RESEARCH STATION

Exterior Appearance of Station

The exterior of the station is unmodified nickel-iron of the original asteroid, covered with irregular pits and hollows. Exhaust vents for the maneuver drive are regular pits slightly countersunk into the surface of the asteroid. Pits are, also, sunk into the surface for housing the retractable heads of the anti-matter beam stations. Airlock and landing bay openings are also set into the surface of the rock. All openings can be camouflaged with artificial, rock-like coverings. At the present time the outer doors to Landing Bay Four are open and can be seen to have been damaged by an explosion. The outer airlock doors (all eight of them) are exposed to view (not camouflaged) but are closed. Manual controls are located next to the airlock doors and are standard Dra'K'ne 'faucet handles' colored a brilliant blue. These handles will open the outer airlock doors when turned twelve rotations counter-clockwise to open; twelve rotations clockwise to close. The airlock doors (and all others in the station) split vertically down the center and open with each half moving sideways into a wall recess. Airlocks are currently overridden by the Red Alert and cannot be opened until the alert is cancelled at the Command Computer on the Bridge. The only way in without cutting or blasting is through Landing Bay Four, which is on Level Ten.

The Dra'k'ne

A radially symmetrical (three-legged, three-armed, three-eyed), four meter tall reptile-like race, they once ruled a globe of space one hundred parsecs in radius, some three thousand parsecs from this present position. Highly intelligent, with a number of major technological triumphs, they were almost totally exterminated in an interspecies war several centuries after the loss of the research station.

Born from eggs in large breeders, they had throughout their history been raised by all members of their clan, tribe, city, state, nation or, in their leap into interstellar space, species. They felt that the individual was unimportant, so long as the group survived, and so they fought rear-guard actions with a ferocity seldom matched by sentient races. Such individuals would be incapable of surrender or retreat, and will **NEVER** check morale.

Very xenophobic, they always tended to fire upon aliens first, and investigate later. This is what led, finally, to their destruction, as three species combined to destroy their population centers.

These creatures evolved in jungles, similar to those found on Earth in the Age of Reptiles. Somewhat capable of maintaining a stable internal body temperature (except below 15° C. and above 60° C.), their favorite pastime was to lay out upon a flat rock, sunning themselves.

The major reasons for their rabid xenophobia were formulated during their evolutionary wars with primitive mammals. In the case of the Dra'k'ne, the reptilian race was the victor, and so evolved a civilization that was feared throughout its star cluster.

The conditions on the Dra'k'ne home planet (and several of their "terraformed" colonies) may be described by the Planetary Characteristics Profile A697A99-B (there is a technological discrepancy in that they have learned from an older, conquered race the creation and use of antimatter as a ship-board, short-range weapon).

Freg'sh'ne, the pilot of the scout boat, has a UPP of C4D893, a normal individual for that race (+6 Stren, -3 Dext, +7 Endur, +1 Intel, +2 Educ, -4 Social, minimums '1') He also has skills of Gunnery-3, Ship's Boat-1, Computer-2, Zero-G Combat-1, Dra'k'ne Laser Rifle-2. He is an elder warrior at age 50... Dra'k'ne can live to age 130 as an average, with 200 not unknown.

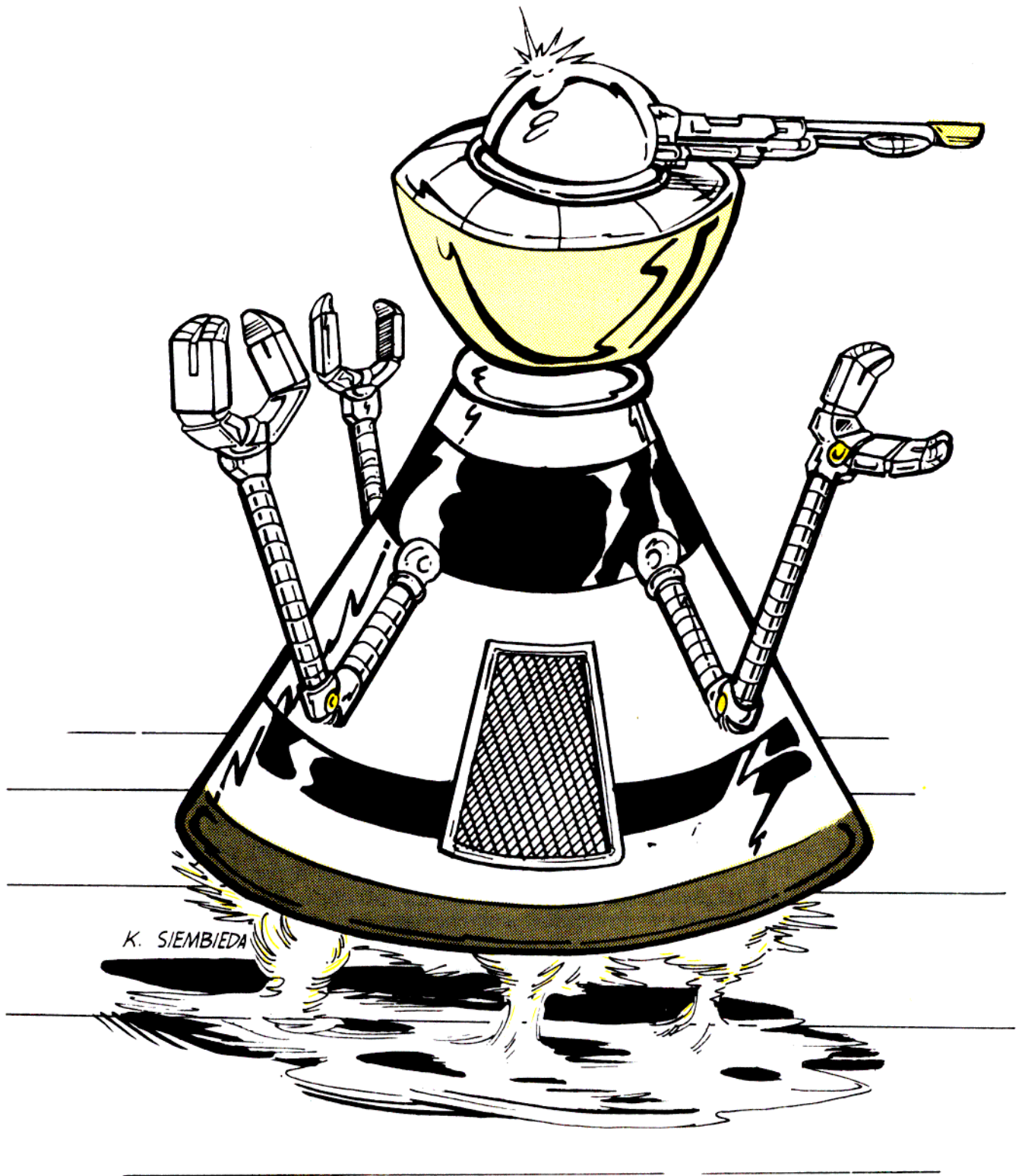
THE STATION'S INTERNAL DEFENSES

The research station is no longer in complete working order. Each system or its substation has two chances in six of not working. (Exceptions: the Command Computer, the Powerplant and the Ramscoop Generator.) The interior is in Zero-G, and is in vacuum from various failures and a bomb blowing out Landing Bay 4's air lock systems. There is a five in six chance of encountering a security android the first turn and each turn thereafter (roll to see if functioning). This decreases by one chance in six each time one is encountered on this level. (Example: two are encountered on Level Ten, dropping chances to three in six. However, they descend to Level Eleven, where the chances are once again five in six.) There are a total of sixty security androids aboard.

Security androids have a titanium skin, giving them protection as would battle dress. They are armed with a laser rifle with built-in power pack (if they are functioning at all, it is fully charged) and are in communications with the Intruder Alert Computer (if functioning) and with any other androids on the level. They will shoot to kill, with 15 Stren and 7 Dext due to component deterioration.

In addition, each door (all are functioning) into a security area (the labs, all of Level Four, Level One, Level Two and Level Twelve) have one chance in six of having a shock trap. Such a trap will call a security android (if one still functions on this level), which will carry the offender to the brig on Level Four and will lock him/her into a functioning cell.





Three types of doors will be encountered: Security Doors, Air Integrity Doors and Privacy Doors. Security Doors may have a functioning Shock Trap --- normally one chance in six, have a card slot to the side for operation, and are identified by a solid blue horizontal stripe across the center. Air Integrity Doors have a manual "faucet handle" control located to each side, and are identified by a hollow blue stripe horizontally across the center. Security Doors are controlled primarily by the Central Computer and secondarily by the personal security cards. Air Integrity Doors are controlled primarily by the manual control and secondarily by the Central Computer. Security and Air Integrity Doors are airtight. Privacy Doors are manually controlled, may be overridden by a personal security card, and are not airtight.

THE STATION'S EXTERNAL DEFENSES

Six defensive screens capable of deflecting up to one hundred tons each. These screens will deflect material projectiles: meteors, dust, missiles and spacecraft. They only work on normal matter, not anti-matter. These screens are not currently powered. The external parts of these screens are a series of grids set into the surface of the asteroid. These screens operate only to the sides of the asteroid. The Ram-scoop Generator field has a "filtering" deflection shield built into it which shunts aside all but interstellar dust at 10 kilometers (approximately 6 miles) from the power intakes. For game purposes an operable screen will change the course of incoming matter by 120°. The screen controls are linked with the anti-matter beam and traffic control stations, so they do not affect Dra'k'ne weapons or vehicles.

Twenty anti-matter beam stations which are essentially particle accelerator beams which spray a stream of anti-matter. Because the stream of particles spreads out as it travels, the beam's maximum effective range is only 1,750,000 kilometers. In game terms the anti-matter beam is "fired" as a laser. Because it consists of several "waves" of particles, it is treated as a beam laser. Dra'k'ne fire control systems have an equivalent program to Gunner Interact so that individual Dra'k'ne may add their gunnery skills to the to-hit probability. Though a hit from an anti-matter beam disintegrates the target, most damage is done by the secondary radiation caused by the mutually cancelled charges. Such radiation causes damage to ship's systems and to life forms. For each beam which hits, roll one die. The number of pips is the number of damaging hits which must be resolved. Each beam station is set into a pit on the surface and must be destroyed as an individual target. Each hit on the beam station has a two-in-six chance of knocking out the beam station. At the present time, only two-in-six of the beam stations are functional.

Twelve Ship's Boats, armed with missile racks, are housed in the Launch Bay. Though of Dra'k'ne design and construction, these craft are equivalents to regular Ship's Boats and are operated as such. Humans may operate such vessels, subtracting two from their normal Pilot skills. Human controls may be installed with one week's labor by two men.

One Scout Boat, disguised as a smaller orbiting asteroid. "Manned" by Flight Officer Freg'sh'ne (described earlier), who is now awake and will not return to cold-sleep. There is a two-in-six chance he will be asleep or engrossed in repair and/or maintenance operations. The vessel is presently non-maneuverable due to damage, but is still capable of firing its one anti-matter beam. The vehicle has a control room, a gun station, two computer centers (primary and back-up), a functioning powerplant/drive, and a cold-sleep compartment and presently non-functional cold-sleep maintenance equipment. In addition to the standard electromagnetic and radiation sensors available to human vessels, this ship has a functioning biosensor, and gravitational sensing devices. Range of its anti-matter beam is 1,750,000 kilometers.

Freg'sh'ne will require twenty hours of labor to repair the maneuvering systems. It will take ten minutes to close and dock with the station. If the Ramscoop Generator is still running Freg'sh'ne will be able to remotely open Landing Bay Two and dock there. If not running, Freg'sh'ne will dock in Landing Bay Four.

CROSS
SECTION

Airlock

Level 1

Airlock

Level 2

Airlock

Level 3

Airlock

Level 4

Level 5

Level 6

Level 7

Level 8

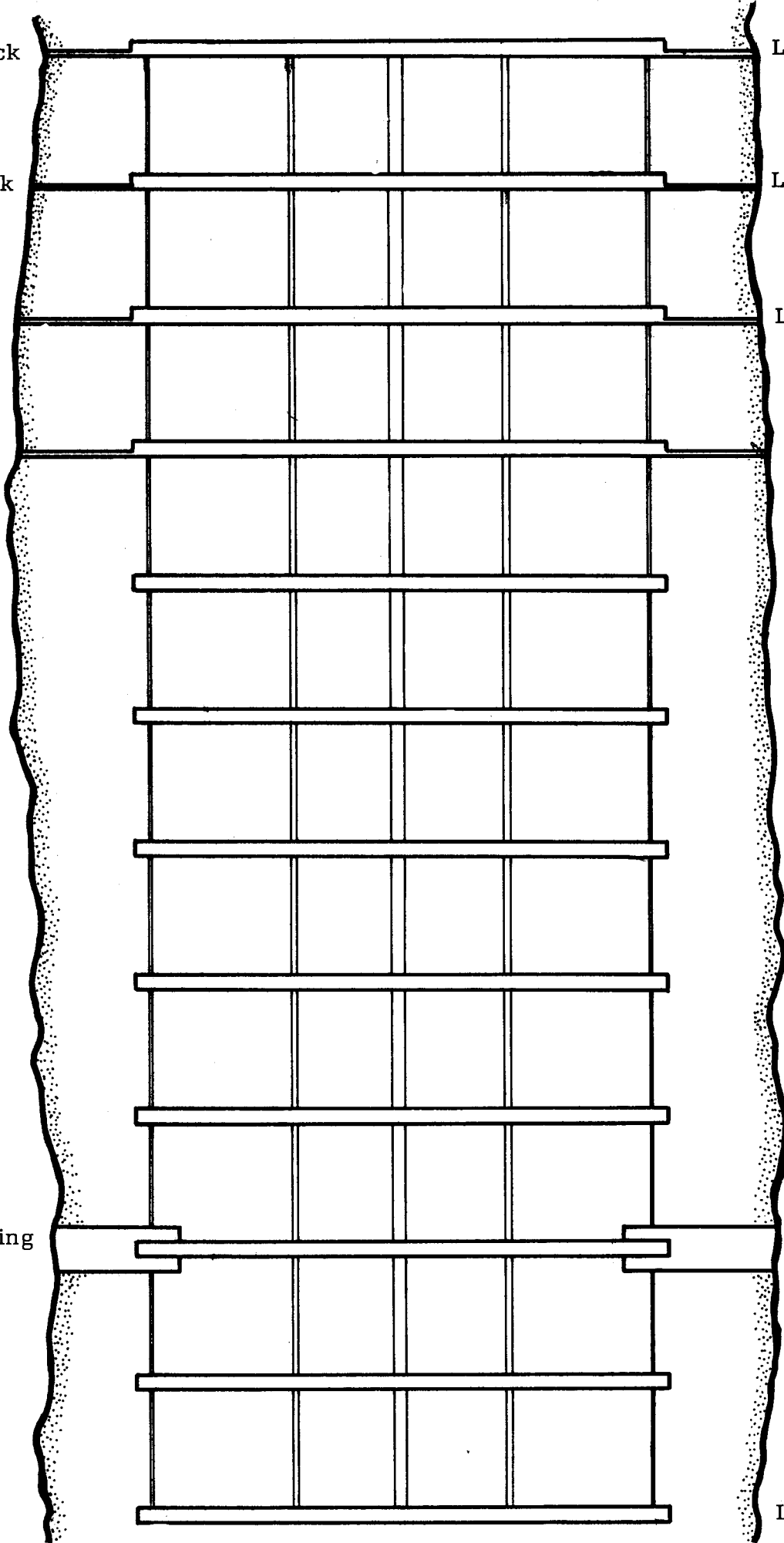
Level 9

Landing
Bay

Level 10

Level 11

Level 12



Summary Of Interior Levels

Level 1 Control

This includes the Bridge and some personnel quarters. Various ship's functions of a bureaucratic nature are carried out here.

Level 2 Computers

All computers for all levels are concentrated here. All computer technicians, sensors personnel and communications personnel (internal and external) are found here.

Level 3 Recreation

A mock-up of the home world is found here as well as hobby shops, clubs, bars and comfort troops.

Level 4 Security and Ordnance

Fire control stations, the brig, all armories and security personnel are found here. Also, the stations for the magnetic deflection screens which repulsed dust, meteorites and torpedoes.

Level 5 Research Labs --- Immortality

In addition, sick bay was located here. Personnel quarters for project personnel.

Level 6 Research Labs --- Antimatter Defenses

Level 7 Research Labs --- Ultraheavy Metallurgy

Level 8 Research Labs --- Matter Transmitter

Level 9 Farming

Basically for air recirculation, it also produced food material.

Level 10 Landing Bays

Off-loading equipment, refueling tanks and ship-repair shops located here as well as Ship's Boats.

Level 11 Storerooms

Spare parts and stocks of all possible items were kept here. Large work force --- clerical.

Level 12 Engineering

Repair shops, engine rooms, power plant, ramscoop generator, life support systems, etc. were here.

PERSONNEL QUARTERS

Except for the most important crew members (the Captain, Research Heads, Chief Engineer, Chief of Security, etc.) whose quarters will be described at more length when appropriate, each Dra'k'ne's quarters are the same. (You may of course vary things as you see fit.) They will each contain:

A stone bed under an infra-red lamp.

A desk with view screen tying into the Library Computer.

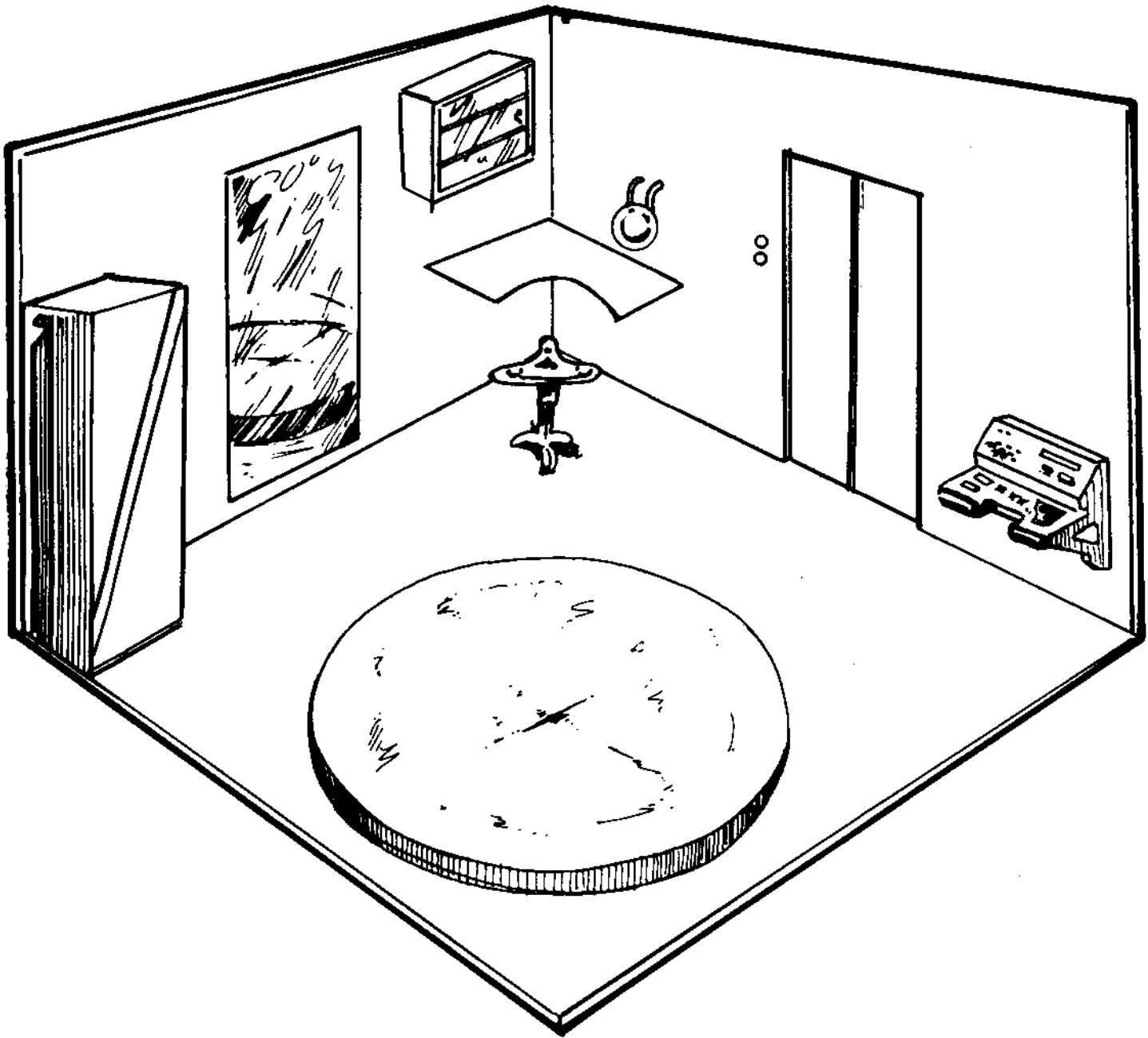
A stool designed for three-legged beings.

A closet containing 0-1 Vacc Suit, 1-6 golden "overalls" and one dress uniform with various stripes of color surrounding the legs, depending on department, rank and honors.

Two-in-six will also contain a mummified body.

A handful of indescribable knick-knacks will be floating around as well (see table below).

NO WEAPONS (unless antique blade weaponry, etc.).



In almost all cases there will be the bodies of the deceased crew floating about. They will be quite desiccated and the faces will be in expressions of obvious pain or terror.

Table For Describing Indescribable Knick-Knacks:

	<u>Shape</u>	<u>Material</u>	<u>Color</u>	<u>Other</u>
2	Ribbon	Liquid	Green	Malleable
3	Irregular	Multiple	Multiple	Odor
4	Circular	Transparent	Yellow	Rough
5	Cuboidal	Fabric	Orange	Slick
6	Spherical	Metallic	Silver	Flexible
7	Rectangular	Several	Several	Smooth
8	Cylindrical	Plastic	Black	Rigid
9	Irregular	Ceramic	Blue	Sticky
10	Tubular	Translucent	Red	Striated
11	Tetrahedral	Organic	White	Filaments
12	Flat	Unknown	Gold	Magnetic

Result of Several indicates roll two times on this table.

Result of Multiple indicates roll three times on this table.

The above table gives physical characteristics and the general appearance, that information which may be obtained by picking up and looking. If characters choose to investigate further, the referee may provide further information. Items may break, disassemble, give off or absorb light, heat or other vibrations. Note: however, these are mostly time-wasters. Tinkering with the odds and ends in the Third Assistant Latrine-Cleaner's desk is not likely to reveal the secrets of the security control program in the Ship's Computer.

GANGWAYS

The levels are interconnected by thirteen tubes. Each one is two hundred meters long, although their other dimensions vary. In the side of each tube at each level is a locker, of which four-in-six contain a Vacc Suit.

The eight outer tubes are limited-access, to security or repair crews. These will all have functioning shock traps, unless a green security pass is fitted into the slot.

Chart Key:

Each square is 9 x 9 meters.

→ Privacy Door

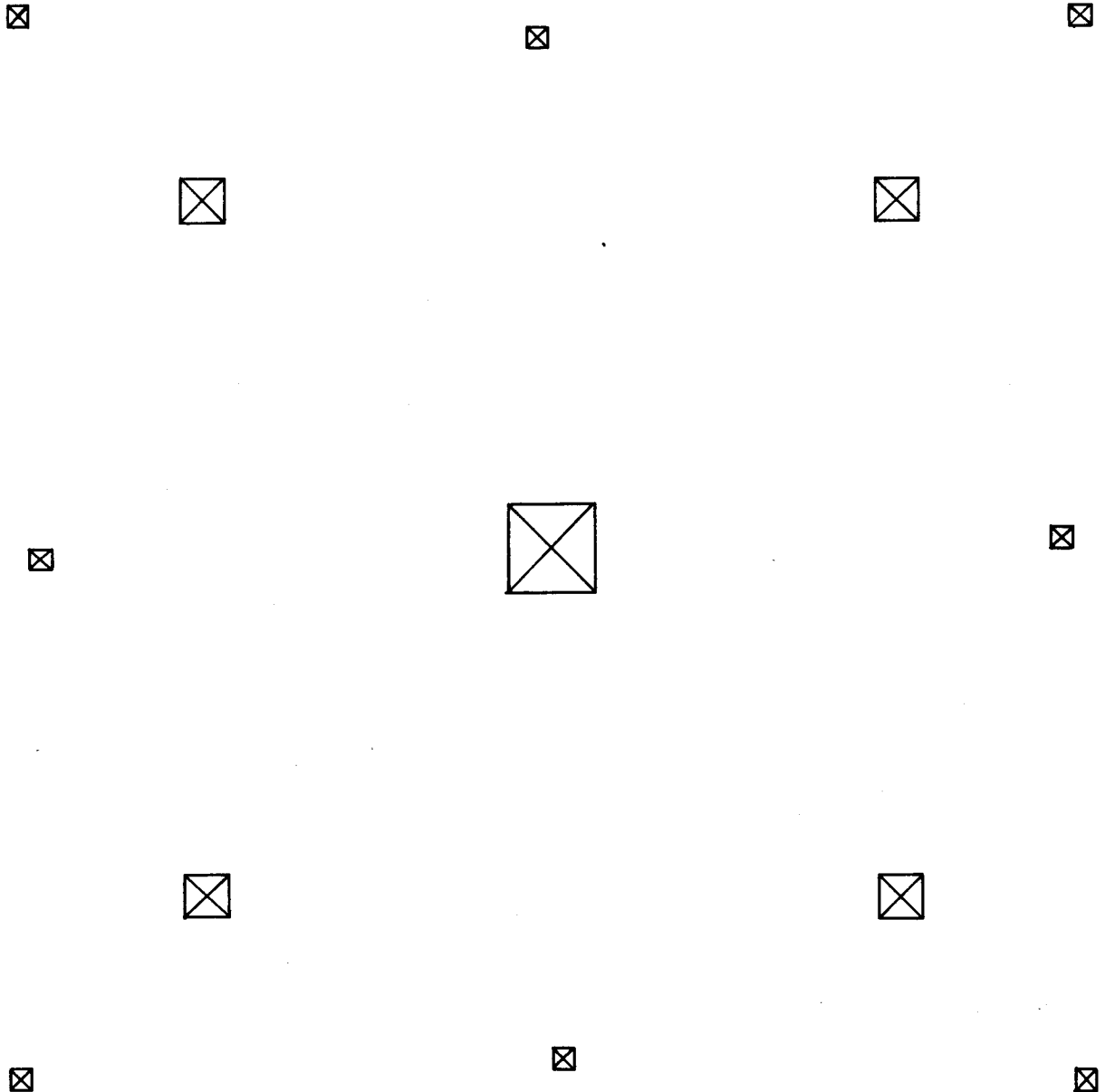
→ Air Integrity Door

— Security Door

• Communications/Computer Console

✕ Level Map (recognizable on a roll of 10+, DM +1 if Intel 8+)

PATTERN OF INTERLEVEL GANGWAY TUBES



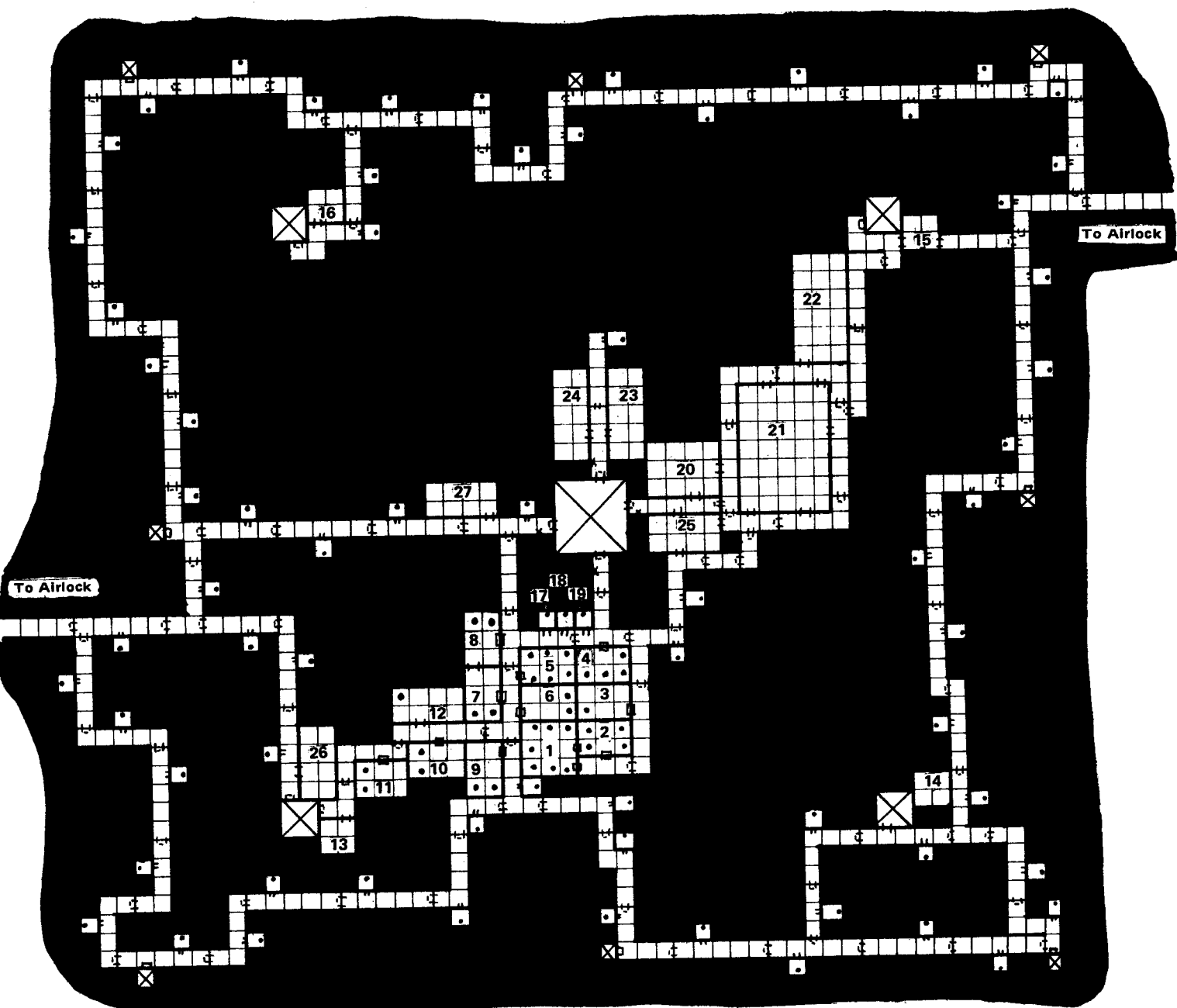
LEVEL ONE

1. The Bridge

Six technicians' posts plus command console. Each is shaped in a horseshoe with a stool in the center. Posts:

1. Communications	4. Defensive Screens
2. Engineering	5. Life Support
3. Offensive Weapons	6. Sensing Systems

The command console has readiness readouts from the entire ship. Presently,



Each Square equals Nine Meters

one-third are blue, the remainder orange. There is a key switched on in the console to activate the "Red Alert Status." Switching this off will shut down all shock traps, all functioning security androids and all offensive anti-matter beams. There will be one corpse here with a laser rifle. As elsewhere, standard crew is here, dead.

2. Powerplant Auxiliary Control

Four technicians' posts as described above (horseshoe shape, etc.). All lights are orange.

3. Ramscoop Systems Checkout

One technician normally stationed here. All lights are orange.

4. Weapons Coordination Center

Ten technicians' stations here. Most lights are blue here. In addition, there are two corpses floating in here armed with laser rifles.

5. Engine Coordination Center and Navigation Check-Out

Six technicians normally stationed here. All lights are blue with the exception of a few near the Ramscoop check-outs.

6. Traffic Control --- "Radar" Room

Two technicians stationed here. Doubles as approaching traffic warning station. Systems may indicate the positions of the human vessels (up to 100 million kilometers distant), as well as the Dra'k'ne Scout Boat... assuming the humans comprehend the equipment.

7. Long-Range Communications Receivers

Intercepts tachyon messages, although cannot send same. Two technicians were stationed here; their bodies are now floating around.

8. Code Room

Small decoding computer here. Two technicians and two laser-rifle-armed guards died at their posts here, and their bodies (and the rifles) are still here.

9. Short-Range Communications Transceiver

Two technicians stationed here.

10. Landing Bay Control Tower

Three technicians stationed here. There is an odd pattern of blue and orange lights, except that all lights for Landing Bay 4 are blue.

11. Auxiliary Landing Bay Control Tower

Normally unmanned, it will have a similar pattern of lights on its panels as those of Room Ten.

12. Life Support Systems Checkpoint

Normally unmanned, all lights in blue.

13. Life Support System

Heating and cooling elements, air circulation duct controls, humidifiers etc. All system lights glow blue.

14. Life Support System

Same as Room Thirteen.

15. Life Support System

Same as Room Thirteen.

16. Life Support System

Same as Room Thirteen.

17. Captain's Quarters

In addition to normal personal effects, the Captain has three dozen scrolls of past history of the Dra'k'ne to a decade prior to the completion of the Research Station. Also he has a golden statue of his commander in one corner, standing one meter tall.

18. Executive Officer's Quarters

In addition to normal personal effects, the Exec has a mobile floating in the center of the room, held by four invisible wires, made of spun glass and with pulses of monochromatic light racing through it.

19. Second Officer's Quarters

In addition to normal personal effects, the Second Officer has a spear and two shields with the device of a dinosaur's head upon them, black on grey. (Colors actually appear in infrared.)

20. Level Laundry

20. **Level Laundry**
Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

21. Dining Hall

21. Dining Hall
Many tables, stools, etc. The walls have a variety of shelves for utensils and plates, with processing equipment which sterilizes the tableware with electrical charge. Many bodies in here.

22. Galley

22. Galley
Many microwave ovens, electric burners, potware, and a contraption near the door which cycles and filters the air inside. It has long since burned out, trying to cycle vacuum.

23. Cold-Sleep System (Space For Sixteen)

23. Cold-sleep System (Space For Sixteen)
There is one chance in six that this chamber is occupied by functioning cold-sleepers. If so, there is one fellow who switched it on and who is now floating dead here, while sixteen Dra'k'ne are still alive in cold sleep within. If not, there will be seventeen dead floating aroundin here.

24. Cold-Sleep System (Space For Sixteen)

Cold-Sleep System (Space for Sixteen)
Same as Room Twenty-Three, with independent one-in-six chance of function.

25. Washroom Facilities

25. Washroom Facilities
All of the stalls etc. are attached to a purification/recirculation system which feeds back into the waterlines and bags fertilizer for the farms. Space for twenty.

26. Washroom Facilities

Same as Room Twenty-Five.

27. Washroom Facilities

Same as Room Twenty-Five.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

LEVEL TWO

1. Life Support System

Heating, cooling elements, air recirculation duct controls, humidifiers. All system lights glow blue.

2. Life Support System

Same as Room One.

3. Life Support System

Same as Room One.

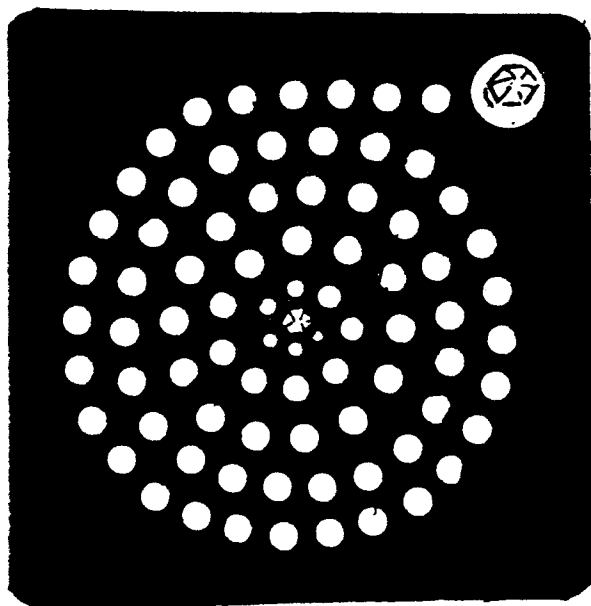
4. Life Support System

Same as Room One.

5. Command Computer

One technician was on duty. Destruction of this computer shuts down all systems, *except that in one hour a fusion-anti-matter bomb hidden in the Powerplant will blow the whole planetoid away.* Control telltales are all orange. Hint to referee: upon destruction of computer, have a separate console blink bright blue three times, and then a wall panel slides away to reveal a large spiral array of orange lights (3600 in all). The array of lights starts winking out, one light per second, in sequence from the border into the center.

This computer was continually guarded by two Dra'k'ne with laser rifles. At present, these are two corpses with laser rifles.

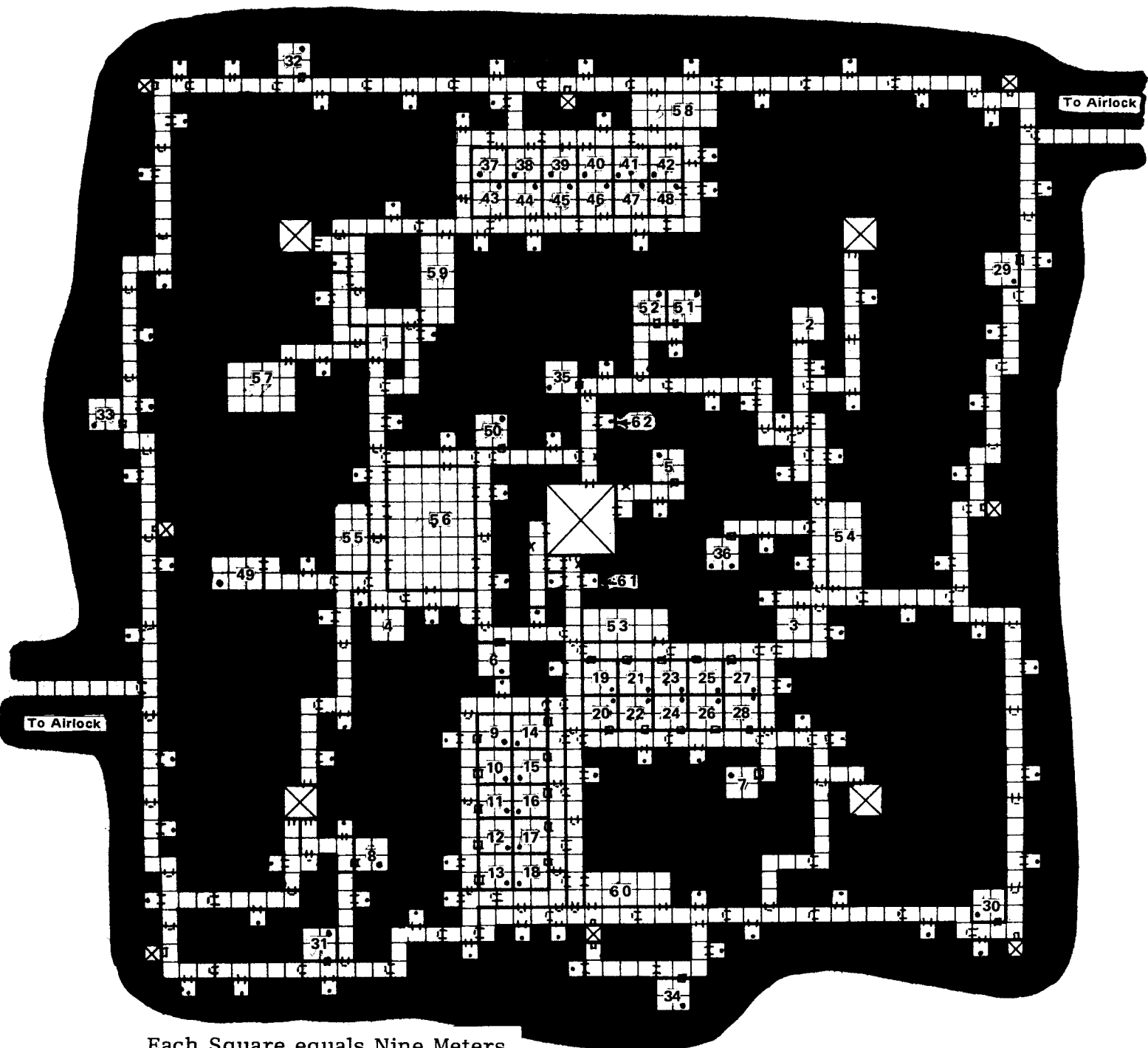


6. Intruder Alert Computer

Coordinates security teams and security androids. Automatically activated under "Red Alert" (actually orange alert) status. Normally unmanned, during alert one guard is stationed here with laser rifle (at present one corpse with laser rifle).

7. Security Computer

Files of top-secret material, personnel files, codefiles, additional programs for use by Security. Normally unmanned (protected by special password code and requirement of green Security pass in slot for operation). Guarded by Dra'k'ne with laser rifle on alert status.



Each Square equals Nine Meters

8. **Communications Computer (Coordinator)**
One technician normally on duty here.
9. **Offensive Fire-Control Computer One**
Normally unmanned, under alert status has one guard with laser rifle and one technician. One computer per weapon.
10. **Offensive Fire-Control Computer Two**
Same as Room Nine.
11. **Offensive Fire-Control Computer Three**
Same as Room Nine.
12. **Offensive Fire-Control Computer Four**
Same as Room Nine.
13. **Offensive Fire-Control Computer Five**
Same as Room Nine.
14. **Offensive Fire-Control Computer Six**
Same as Room Nine.
15. **Offensive Fire-Control Computer Seven**
Same as Room Nine.
16. **Offensive Fire-Control Computer Eight**
Same as Room Nine.
17. **Offensive Fire-Control Computer Nine**
Same as Room Nine.
18. **Offensive Fire-Control Computer Ten**
Same as Room Nine.
19. **Offensive Fire-Control Computer Eleven**
Same as Room Nine.
20. **Offensive Fire-Control Computer Twelve**
Same as Room Nine.
21. **Offensive Fire-Control Computer Thirteen**
Same as Room Nine.
22. **Offensive Fire-Control Computer Fourteen**
Same as Room Nine.
23. **Offensive Fire-Control Computer Fifteen**
Same as Room Nine.
24. **Offensive Fire-Control Computer Sixteen**
Same as Room Nine.
25. **Offensive Fire-Control Computer Seventeen**
Same as Room Nine.
26. **Offensive Fire-Control Computer Eighteen**
Same as Room Nine.
27. **Offensive Fire-Control Computer Nineteen**
Same as Room Nine.
28. **Offensive Fire-Control Computer Twenty**
Same as Room Nine.
29. **Defensive Screens Control Computer One**
Always manned by one technician. All status lights are blue. One computer per shield mechanism.
30. **Defensive Screens Control Computer Two**
Same as Room Twenty-Nine.
31. **Defensive Screens Control Computer Three**
Same as Room Twenty-Nine.
32. **Defensive Screens Control Computer Four**
Same as Room Twenty-Nine.
33. **Defensive Screens Control Computer Five**
Same as Room Twenty-Nine.
34. **Defensive Screens Control Computer Six**
Same as Room Twenty-Nine.
35. **Approaching Traffic Control Computer**
Also used to track targets, under alert status it is manned by two guards and two

technicians.

36. Navigation Computer

Always manned by two technicians.

37. Level One Coordination and Alarm Computer

Unmanned. Coordinates and ranks by importance all computer inquiries.

38. Level Two Coordination and Alarm Computer

Same as Room Thirty-Seven.

39. Level Three Coordination and Alarm Computer

Same as Room Thirty-Seven.

40. Level Four Coordination and Alarm Computer

Same as Room Thirty-Seven.

41. Level Five Coordination and Alarm Computer

Same as Room Thirty-Seven.

42. Level Six Coordination and Alarm Computer

Same as Room Thirty-Seven.

43. Level Seven Coordination and Alarm Computer

Same as Room Thirty-Seven.

44. Level Eight Coordination and Alarm Computer

Same as Room Thirty-Seven.

45. Level Nine Coordination and Alarm Computer

Same as Room Thirty-Seven.

46. Level Ten Coordination and Alarm Computer

Same as Room Thirty-Seven.

47. Level Eleven Coordination and Alarm Computer

Same as Room Thirty-Seven.

48. Level Twelve Coordination and Alarm Computer

Same as Room Thirty-Seven.

49. Library Computer

Two technicians always on duty. On file is the totality of Dra'k'ne literature, art, science, technical data, etc. *If it is working, it is the ONLY place explorers can find complete information about the equipment in Dra'k'ne Station.* First they must puzzle out the Dra'k'ne language and then the Dra'k'ne computer language. (See referee note.)

50. Life Support Computer

Apparently this was a point of sabotage. The whole compartment is filled with blackened wreckage. This was the primary computer which was to lock all airtight under explosive decompression. Instead, the doors remained open until pressure had equalized (vacuum). *Then they closed.*

51. Powerplant Supervisory Computer

Manned by one technician. All telltales are orange here.

52. Engine Control and Coordinating Computer

Manned by one technician. Telltales (if readable by the explorers) are orange on the Ramscoop console, otherwise blue.

53. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by sixteen Dra'k'ne in cold-sleep, plus one floating corpse that had turned on the system for them. Otherwise there are seventeen dead Dra'k'ne floating here.

54. Cold-Sleep System (Space For Sixteen)

Same as Room Fifty-Three, but with independent chance for function.

55. Galley

Various microwave ovens, electric burners, potware, and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

56. Dining Hall

Many tables, stools, etc. The walls have a variety of shelves for utensils and plates with processing equipment which sterilizes the tableware with electrical charges. Many bodies in here.

57. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the

58. Washroom Facilities

59. Washroom Facilities

60. Washroom Facilities

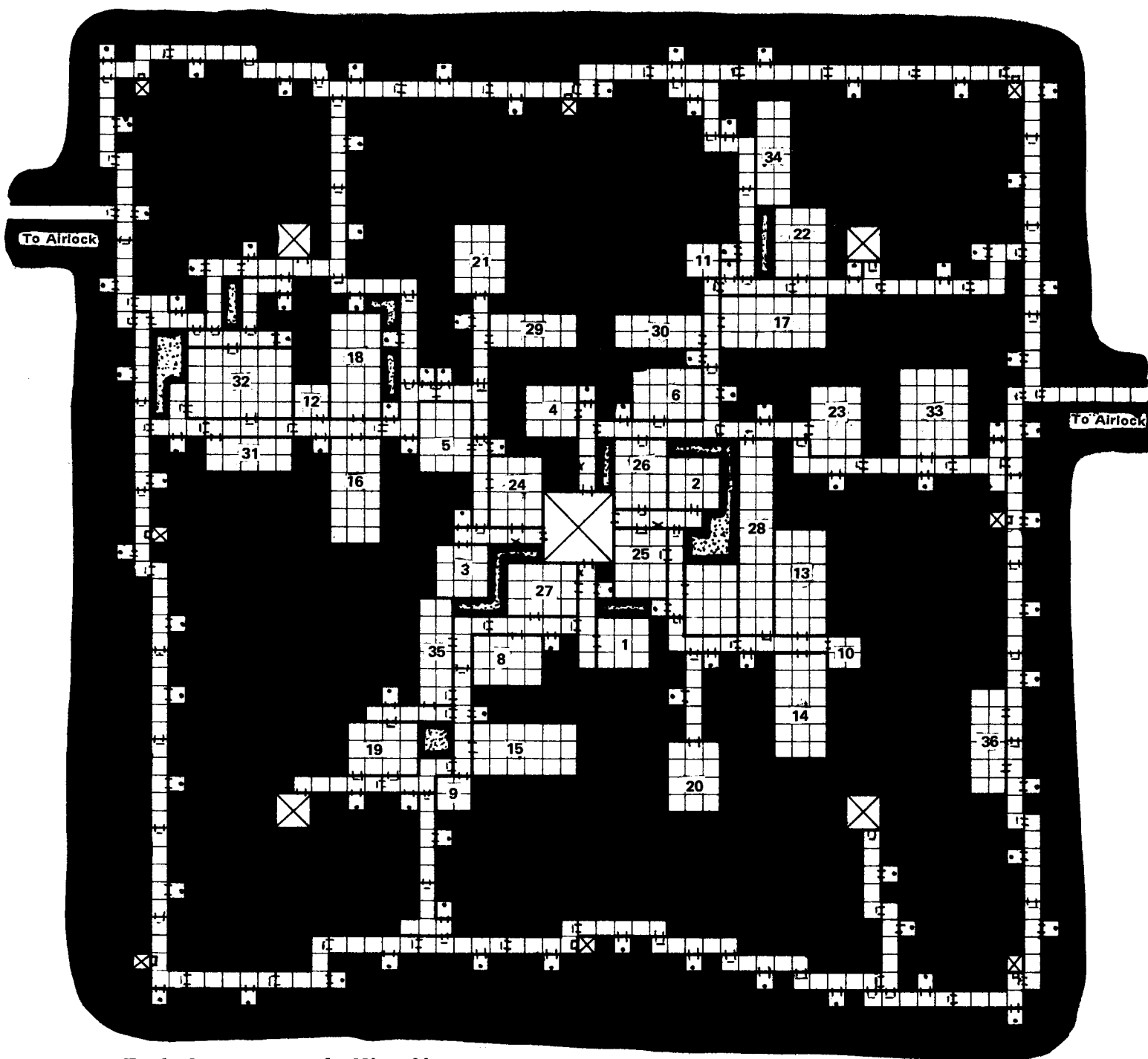
61. Chief Computer Programmer's Quarters

62. Chief Computer Repairman's Quarters

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

LEVEL THREE

1. **Meeting/Briefing Room**
Stools, tables and computer light displays for recreational and instructional purposes.
Empty during alert status.
2. **Meeting/Briefing Room**
Same as Room One.
3. **Meeting/Briefing Room**
Same as Room One.
4. **Meeting/Briefing Room**
Same as Room One.
5. **Coffee Shop (Or Alien Equivalent)**
Spaces for twenty people. Darkened for atmosphere. Machinery produces the drink.
6. **Coffee Shop**
Same as Room Five.
7. **Coffee Shop**
Same as Room Five.
8. **Coffee Shop**
Same as Room Five.
9. **Life Support System**
Heating, cooling elements, air circulation duct controls, humidifiers etc. All telltale lights are blue.
10. **Life Support System**
Same as Room Nine.
11. **Life Support System**
Same as Room Nine.
12. **Life Support System**
Same as Room Nine.
13. **Gymnasium**
Various Zero-G exercise equipment. Empty during alert status.
14. **Gymnasium**
Same as Room Thirteen.
15. **Gymnasium**
Same as Room Thirteen.
16. **Gymnasium**
Same as Room Thirteen.
17. **Gymnasium**
Same as Room Thirteen.
18. **Gymnasium**
Same as Room Thirteen.
19. **Drinking Hall (Or Alien Equivalent)**
Beverages to pleasantly inebriate this species have a high lead content, and are dispensed from a bar as in human societies. Empty during alert status.
20. **Drinking Hall**
Same as Room Nineteen.
21. **Drinking Hall**
Same as Room Nineteen.
22. **Drinking Hall**
Same as Room Nineteen.
23. **Drinking Hall**
Same as Room Nineteen.
24. **Dance Hall**
Floor cleared for dancing; sound systems set up for music. Empty during alert.
25. **Dance Hall**
Same as Room Twenty-Four.
26. **Dance Hall**
Same as Room Twenty-Four.



Each Square equals Nine Meters

27. Dance Hall

Same as Room Twenty-Four.

28. Offices

20. Offices
Horseshoe shaped desks. "Typewriters" connected to the computer system. Personnel office, etc.

29. Cold-Sleep System (Space For Sixteen)

There is one chance in six that this chamber is occupied by functioning cold-sleep modules. If so, there are sixteen cold-sleeping Dra'k'ne and one fellow who pulled the switch for them and is now floating dead. If not, all seventeen are floating.

30. Cold-Sleep System (Space For Sixteen)

Same as Room Twenty-Nine, except that it has a separate one-in-six chance.

31. Galley

Various microwave ovens, electric burners, potware, and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

32. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment which sterilizes the tableware with electric charges. Many bodies in here.

33. Level Laundry

Chemical processing plant which sediments out dust and oils and reprocesses the clothing to the wearer's specifications.

34. Washroom Facilities

34. Washroom Facilities
All the stalls etc. are connected to a purification/recirculation system which feeds back into the water lines and bags fertilizer for the farms.

35. Washroom Facilities

Same as Room Thirty-Four.

36. Washroom Facilities

Same as Room Thirty-Four.

37. Chief Recreation Officer's Quarters

37. Chief Recreation Officer's Quarters
Same as standard personnel quarters, except for three holographs of the officer with "famous" Dra'k'ne.

38. Chief Personnel Officer's Quarters

S Same as standard personnel quarters, except for an electronic massage mechanism programmed for Dra'k'ne (a human would suffer 2D hits per 15 seconds in it).

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page.

LEVEL FOUR

1. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers, etc. All system lights glow blue.

2. Life Support System

Same as Room One.

3. Life Support System

Same as Room One.

4. Life Support System

Same as Room One.

5. Security Office

Keys etc. for brig cells. One guard and two clerks here, the guard armed with a laser rifle.

6. Brig Cells

Each of these rooms is equipped with a bed (rock slab) with no sunlamp, a "toilet" and a viewscreen with the stars outside the vessel visible. The toilets drain to the nearest Washroom Facility (Room Twenty-One).

7. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

8. Defensive Screen Generator and Control Station One

Five technicians and two armed guards on duty here. System is shut down but may be functional. Corridor to airlock leads to projector systems on planetoid surface.

9. Defensive Screen Generator and Control Station Two

Same as Room Eight.

10. Defensive Screen Generator and Control Station Three

Same as Room Eight.

11. Defensive Screen Generator and Control Station Four

Same as Room Eight.

12. Defensive Screen Generator and Control Station Five

Same as Room Eight.

13. Defensive Screen Generator and Control Station Six

Same as Room Eight.

14. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment which sterilizes the tableware with electrical charges. Many bodies in here.

15. Galley

Various microwave ovens, electric burners, potware, and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

16. Cold-Sleep System (Space For Sixteen)

One-in-six chance that there are sixteen Dra'k'ne here in cold-sleep, plus one dead one floating about that pulled the switch for them. Otherwise there are simply seventeen dead Dra'k'ne floating about.

17. Cold-Sleep System (Space For Sixteen)

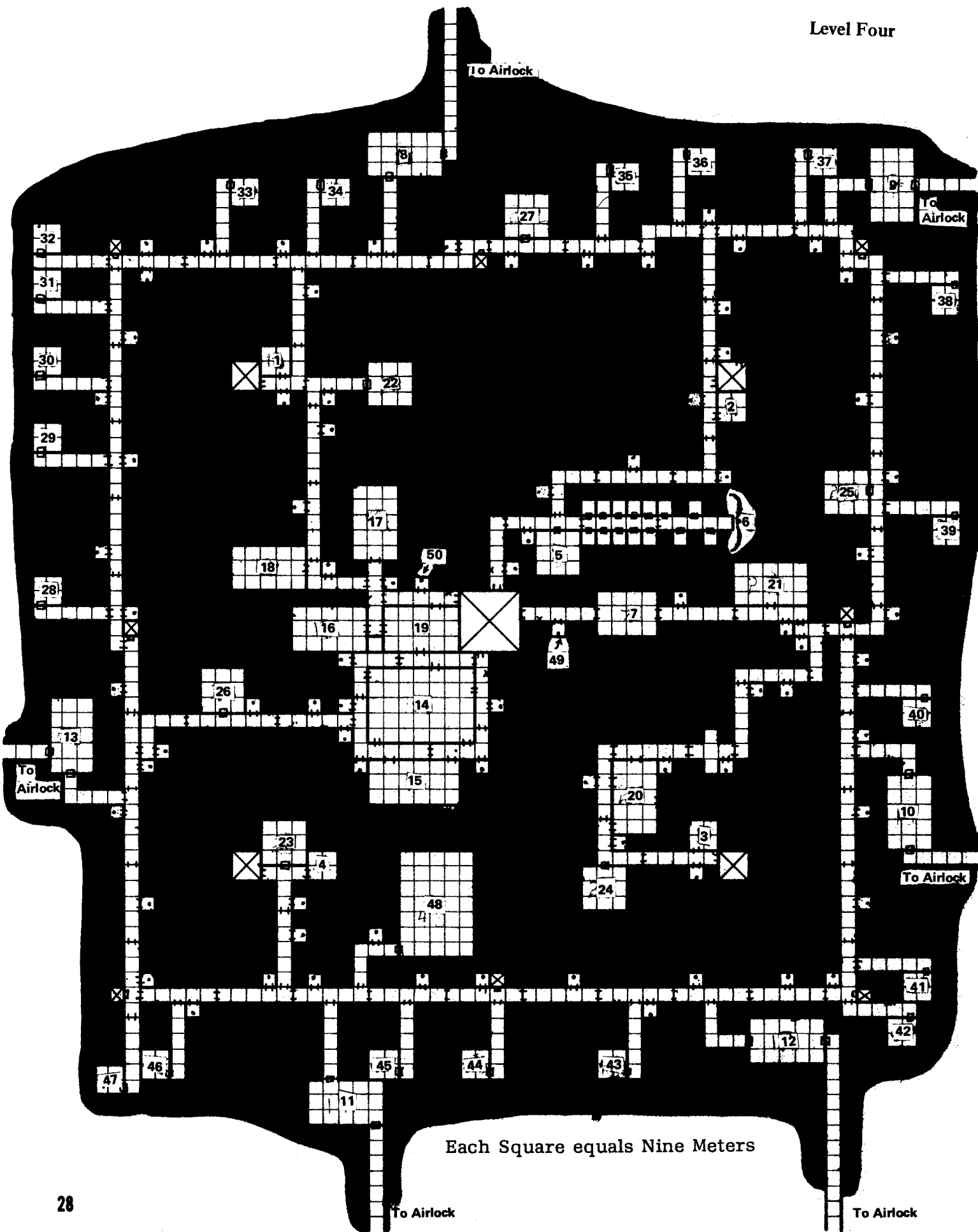
Same as Room Sixteen, but with separate one-in-six chance.

18. Cold-Sleep System (Space For Sixteen)

Same as Room Sixteen, but with separate one-in-six chance.

19. Washroom Facilities

All the stalls etc. are connected to a water purification/recirculation system, which feeds back into the water lines and bags fertilizer for the farms.



Each Square equals Nine Meters

20. Washroom Facilities

Same as Room Nineteen.

21. Washroom Facilities

Same as Room Nineteen.

22. Armory

Equipment for the repair and maintenance of the Dra'k'ne laser rifle, as well as a stock of eight hundred functional weapons with equal numbers of spare parts and repair manuals. The Dra'k'ne laser rifle has the same range as the familiar weapon of human make, but has a non-removable power cell, and has solar energy cells for charge as well as systems to draw power directly from the main power system of the station. Several weapons will be missing from stock --- in the hands of guards. Also stocked here are spare security androids, spare parts and repair manuals for same.

23. Armory

Same as Room Twenty-Two.

24. Armory

Same as Room Twenty-Two.

25. Armory

Same as Room Twenty-Two.

26. Armory

Same as Room Twenty-Two.

27. Armory

Same as Room Twenty-Two.

28. Gun Station One

Gunner's post for ship's anti-matter beam. One gunner and one technician were stationed here during alert status.

29. Gun Station Two

Same as Room Twenty-Eight.

30. Gun Station Three

Same as Room Twenty-Eight.

31. Gun Station Four

Same as Room Twenty-Eight.

32. Gun Station Five

Same as Room Twenty-Eight.

33. Gun Station Six

Same as Room Twenty-Eight.

34. Gun Station Seven

Same as Room Twenty-Eight.

35. Gun Station Eight

Same as Room Twenty-Eight.

36. Gun Station Nine

Same as Room Twenty-Eight.

37. Gun Station Ten

Same as Room Twenty-Eight.

38. Gun Station Eleven

Same as Room Twenty-Eight.

39. Gun Station Twelve

Same as Room Twenty-Eight.

40. Gun Station Thirteen

Same as Room Twenty-Eight.

41. Gun Station Fourteen

Same as Room Twenty-Eight.

42. Gun Station Fifteen

Same as Room Twenty-Eight.

43. Gun Station Sixteen

Same as Room Twenty-Eight.

44. Gun Station Seventeen

Same as Room Twenty-Eight.

45. Gun Station Eighteen

Same as Room Twenty-Eight.

46. Gun Station Nineteen

Same as Room Twenty-Eight.

47. Gun Station Twenty

Same as Room Twenty-Eight.

48. Weapon Systems Repair Shop

Basic servicing station for the weapons systems. If extensive repairs are required the equipment goes to the Engineering deck, Level Twelve. Twenty technicians were stationed here at all times.

49. Chief Weapons Officer's Quarters

Same as normal personnel quarters, except for a collection of holographic prints of ancient Dra'k'ne armored fighting vehicles, similar to human tanks.

50. Chief Security Officer's Quarters

Same as normal personnel quarters, except for a larger computer terminal with surveillance programming and several items in a glass case that are obviously antique torturing devices.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

[illegible]

LEVEL FIVE

1. Sick Bay Main Offices

Physician and three nurse/orderlies on duty. This is the study/filing area with several computer terminals carrying medical programs.

2. Isolation Ward (Twelve Beds)

Specially prepared ward for highly contagious diseases requiring isolation. Empty of Dra'k'ne bodies.

3. Ward One (Twelve Beds)

Three patients were here

4. Ward Two (Twelve Beds)

No patients' bodies.

5. Surgical Room

Laser-surgery apparatus and anaesthesia-pulmonary machinery. Computer screens set up to give running status reports on patient condition. Empty.

6. Ward Three (Twelve Beds)

No patients' bodies.

7. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by functioning cold-sleepers. If so there is one fellow who switched it on for them and will be floating dead. If not, there are seventeen dead Dra'k'ne floating here.

8. Cold-Sleep System (Space For Sixteen)

Same as Room Seven, but with separate one-in-six chance.

9. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers, etc. All the telltales are glowing blue.

10. Life Support System

Same as Room Nine.

11. Life Support System

Same as Room Nine.

12. Life Support System

Same as Room Nine.

13. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

14. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.

15. Galley

Various microwave ovens, electric burners, potware, and a contraption near the door which cycles and filters the air inside. It has long since burned out from trying to cycle vacuum.

16. Biochemistry Laboratory One

Lots of glassware, balances, reagents and other odd stuff. Normally ten scientists and technicians work here. Some notes, and a computer terminal available.

17. Biochemistry Laboratory Two

Same as Room Sixteen.

18. Biochemistry Laboratory Three

Same as Room Sixteen.

19. Biochemistry Laboratory Four

Same as Room Sixteen.

20. Biochemistry Laboratory Five

Same as Room Sixteen.

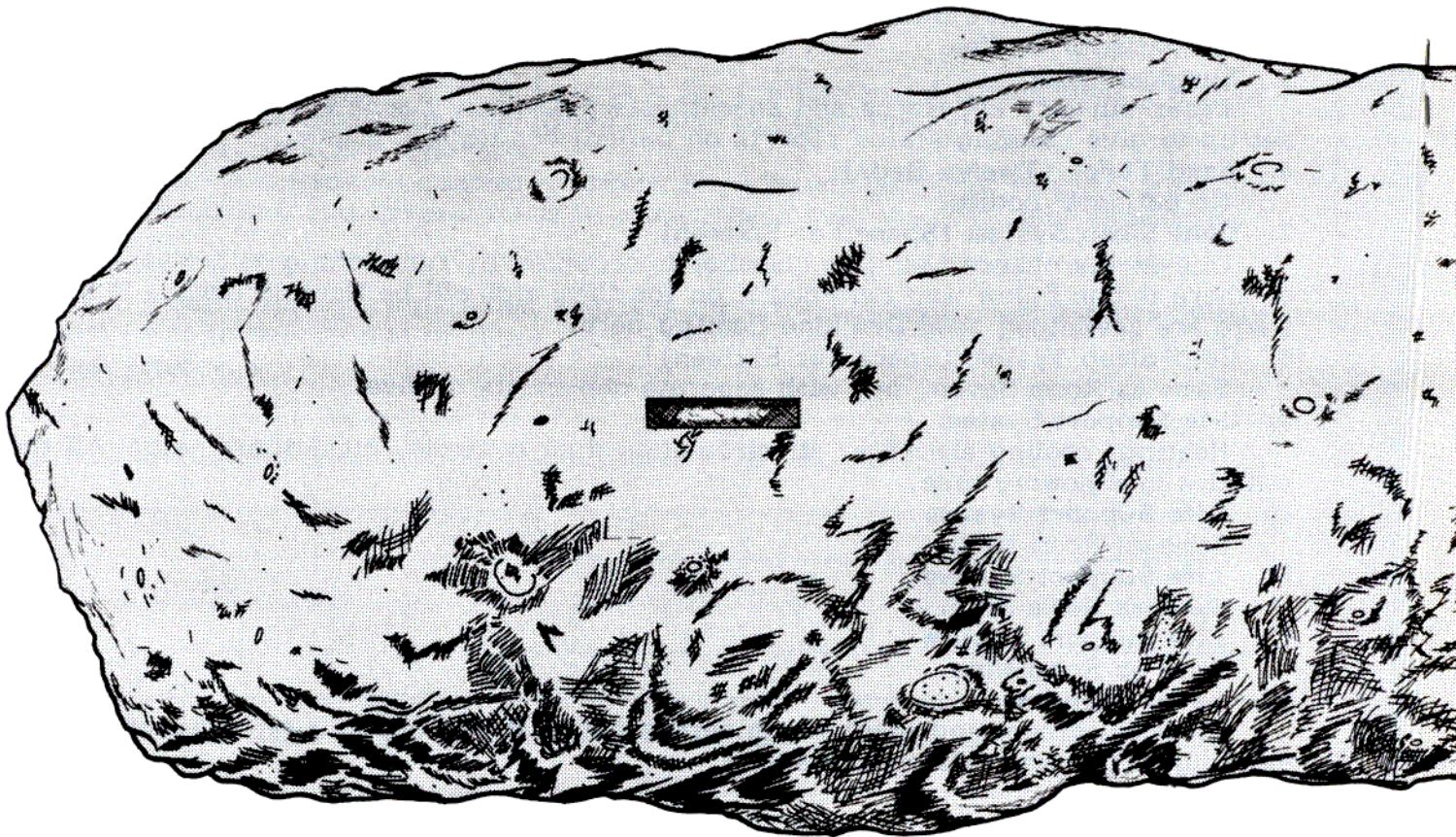
21. Tissue Culture Laboratory One

Six scientists and technicians on duty here. Large vats containing Dra'k'ne organs in saline solution with artificial blood-circulation, in an attempt to maintain them as replacement organs for transplants. This research section was failing.

One Kilometer



One Mile

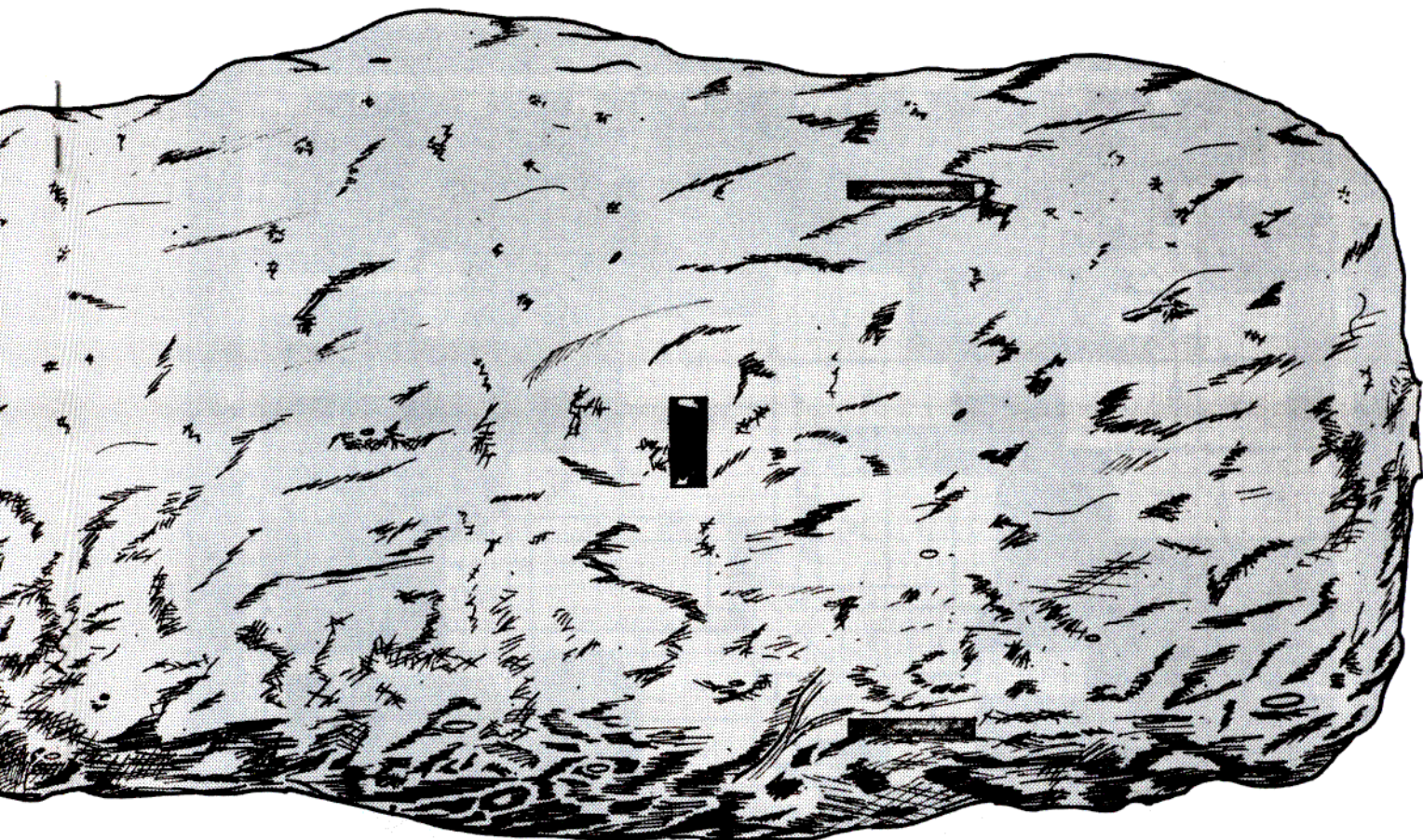


Debris in Orbit

***Exterior
of A.***



Direction of Motion

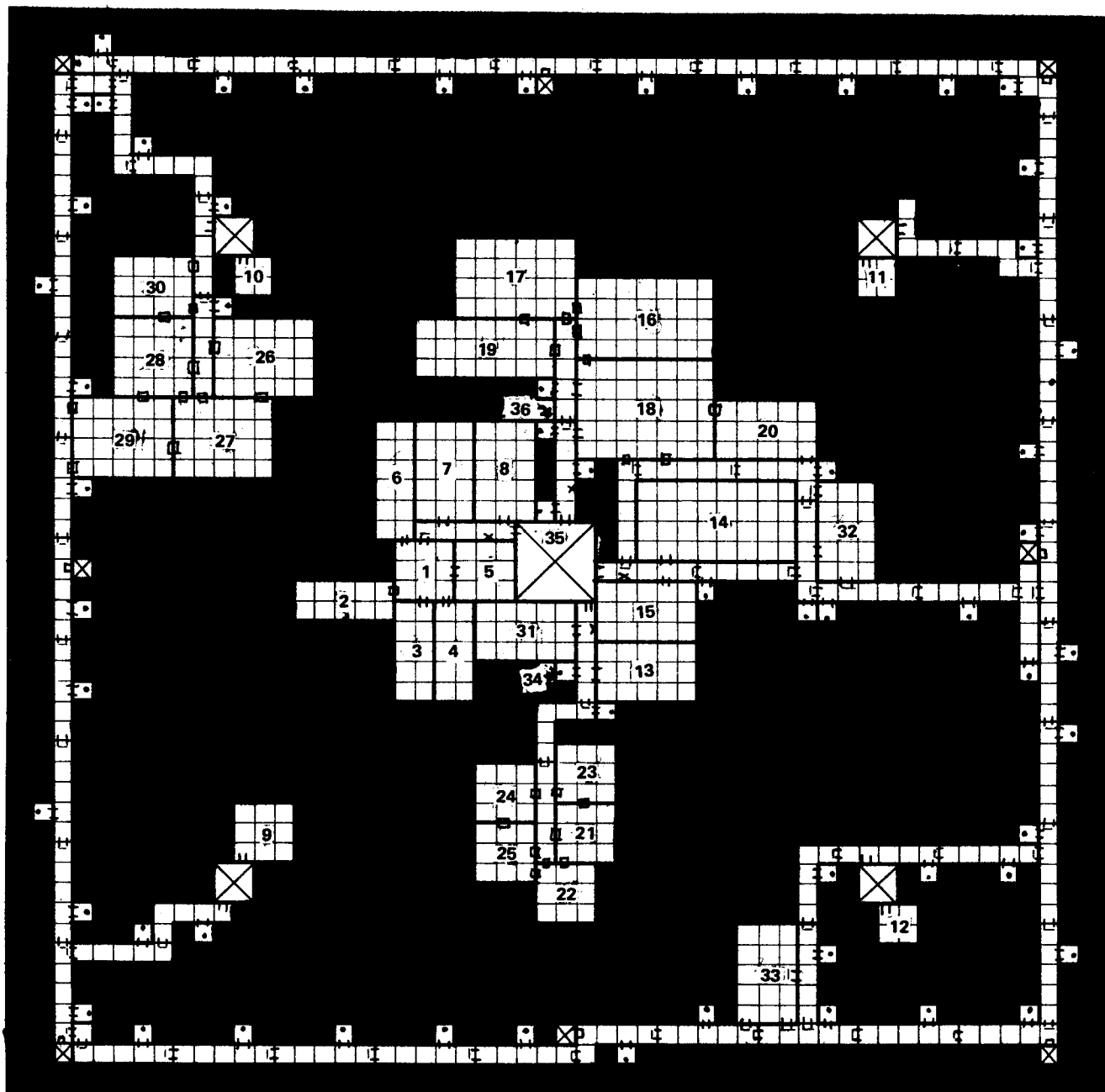


Type S Scout in scale

ior View
Asteroid

Each square equals approximately 20 meters or 70 feet.

Level Five



Each Square equals Nine Meters

22. **Tissue Culture Laboratory Two**
Same as Room Twenty-One.
23. **Tissue Culture Laboratory Three**
Same as Room Twenty-One.
24. **Tissue Culture Laboratory Four**
Same as Room Twenty-One.
25. **Tissue Culture Laboratory Five**
Same as Room Twenty-One.
26. **Tissue Culture Laboratory Six**
Same as Room Twenty-One.

27. **Cell Regeneration Laboratory One**

These laboratory areas were devoted to research on immortality. Some promising anti-aging drugs were being perfected. The research notes will be valuable to human researchers for comparison studies. The notes and samples of the drugs will be of great value to other reptilian races. Recognition of the value would occur on a roll of 10+ with a DM of the examiner's Medical expertise. Referees should permit a first attempt after several hours' study. Subsequent attempts may occur every two days of study. Understanding of the Dra'k'ne language gives a DM of +4. These rooms would be littered with laboratory glassware, biochemical analysis equipment, and electron microscopes. Eight scientists and technicians worked here.

28. **Cell Regeneration Laboratory Two**
Same as Room Twenty-Seven.
29. **Cell Regeneration Laboratory Three**
Same as Room Twenty-Seven.
30. **Cell Regeneration Laboratory Four**
Same as Room Twenty-Seven.
31. **Cell Regeneration Laboratory Five**
Same as Room Twenty-Seven.

32. **Washroom Facilities**

All the stalls, etc. are connected to a purification/recirculation system which feeds back into the water lines and bags fertilizer for the farms. Space for twenty.

33. **Washroom Facilities**
Same as Room Thirty-Two.

34. **Washroom Facilities**
Same as Room Thirty-Two.

35. **Chief Histologist's Quarters**

Same as normal personnel quarters, except for three large holographic photobooks of Dra'k'ne tissue samples.

36. **Chief Biochemist's Quarters**

Same as normal personnel quarters except for a large floating representation of an important Dra'k'ne enzyme and a set of antique pharmacologist's tools.

37. **Chief Medical Officer's Quarters**

Same as normal personnel quarters except for several large, ancient texts on the Dra'k'ne anatomy and physiology, written in the archaic form of Dra'k'ne.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

LEVEL SIX

1. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers etc. All the telltale lights glow blue.

2. Life Support System

Same as Room One.

3. Life Support System

Same as Room One.

4. Life Support System

Same as Room One.

5. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

6. Galley

Various microwave ovens, electric burners, potware, and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

7. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.

8. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by functioning cold-sleepers. If so, there is one fellow who switched it on, floating dead. If not, there will be seventeen dead Dra'k'ne floating about.

9. Cold-Sleep System (Space For Sixteen)

Same as Room Eight, but with independent one-in-six chance of function.

10. Anti-Matter Beam Defense Research

Research in to the nature of matter-anti-matter reactions was proceeding in this set of laboratories. The ultimate goal of the Dra'k'ne was to produce a defense against anti-matter weapons. The equipment and notes will be valuable to any culture with a technology above Level Eight. The value of these materials will be recognized upon a die-roll of 9+. DMs of skills in Mechanical, Electrical, Engineering, and Jack-of-all-Trades (cumulative) are applicable. One roll is permitted upon each individual's first encounter with the laboratory facility. A subsequent roll is permitted if the Dra'k'ne language is deciphered (with a DM of +3). Each laboratory was manned by three scientists and six technicians.

11. Anti-Matter Beam Defense Research

Same as Room Ten.

12. Anti-Matter Beam Defense Research

Same as Room Ten.

13. Anti-Matter Beam Defense Research

Same as Room Ten.

14. Anti-Matter Beam Defense Research

Same as Room Ten.

15. Anti-Matter Beam Defense Research

Same as Room Ten.

16. Anti-Matter Beam Defense Research

Same as Room Ten.

17. Anti-Matter Beam Defense Research

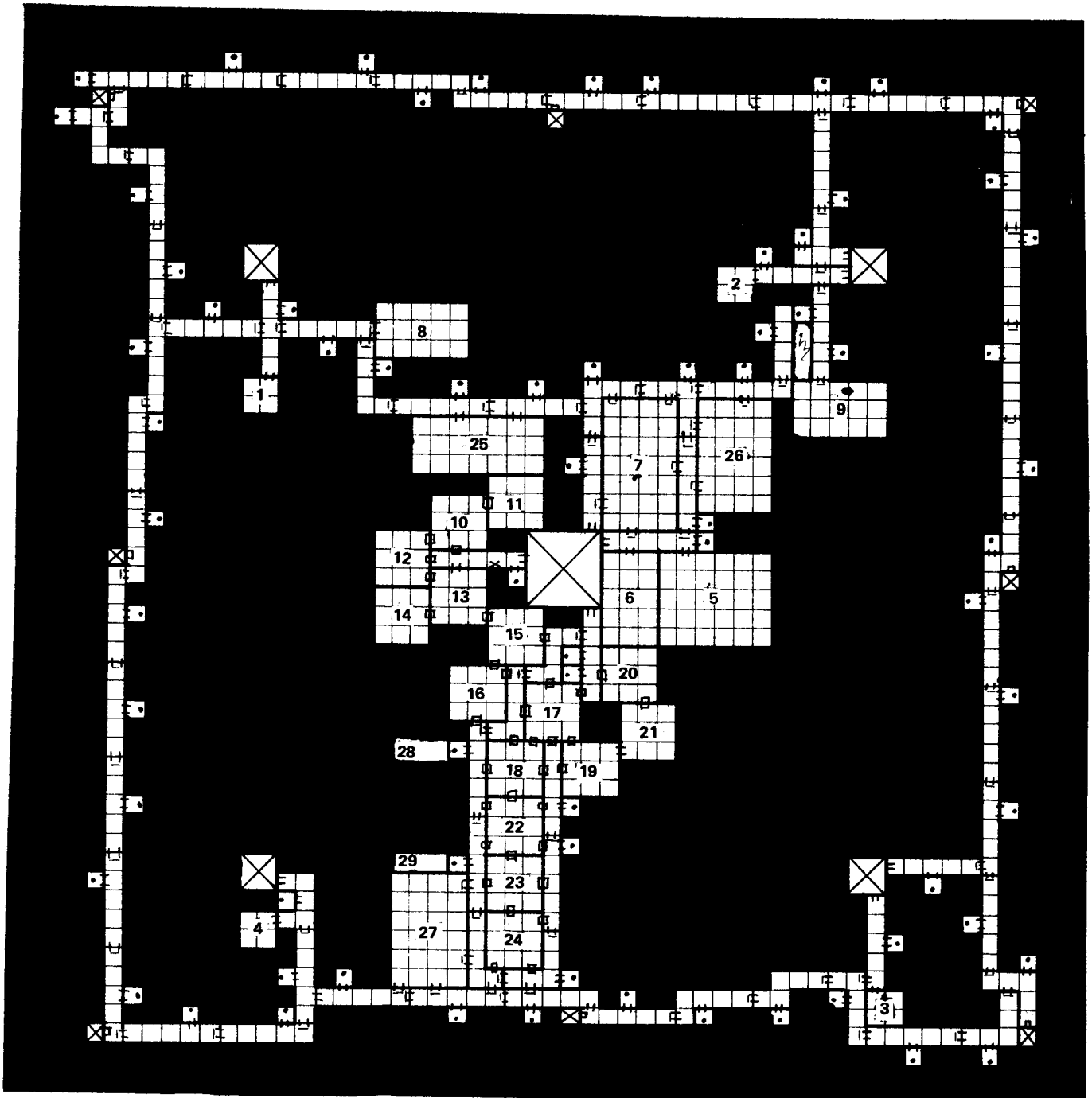
Same as Room Ten.

18. Anti-Matter Beam Defense Research

Same as Room Ten.

19. Anti-Matter Beam Defense Research

Same as Room Ten.



Each Square equals Nine Meters

- ## 20. Anti-Matter Beam Defense Research

Same as Room Ten.

- ## 21. Anti-Matter Beam Defense Research

Same as Room Ten.

- ## 22. Anti-Matter Beam Defense Research

Same as Room Ten.

- ## 23. Anti-Matter Beam Defense Research

Same as Room Ten.

- ## 24. Anti-Matter Beam Defense Research

Same as Room Ten.

- ## 25. Washroom Facilities

All the stalls etc. are connected to a purification/recirculation system which feeds back into the water lines and bags fertilizer for the farms. Space for twenty.

- ## 26. Washroom Facilities

Same as Room Twenty-Five.

- ## 27. Washroom Facilities

Same as Room Twenty-Five.

- ## 28. Chief Physicist's Quarters

Same as normal personnel quarters, except for a large pile of star-charts from Dra'k'ne space and that of neutrals and enemies.

- ## 29. Chief Researcher's Quarters

Same as normal personnel quarters, except for a large stack of bureaucratic forms floating around the room.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page or a sheet of stationery. There is no handwriting or other markings on the page.

LEVEL SEVEN

1. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers, etc. All the telltale lights glow blue.

2. Life Support System

Same as Room One.

3. Life Support System

Same as Room One.

4. Life Support System

Same as Room One.

5. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment which sterilizes the tableware with electrical shocks. Many bodies in here.

6. Galley

Various microwave ovens, electric burners, potware and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

7. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by functioning cold sleepers. If so, there will be one fellow floating dead who switched on the system. If not, there will be seventeen dead floating about.

8. Cold-Sleep System (Space For Sixteen)

Same as Room Seven, but with independent one-in-six chance of functioning.

9. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

10. Ultra-Heavy Metallurgy Research

These laboratories were concerned with the synthesis and stabilization of ultra-heavy elements. Equipment consists of Gigatron Synthesizers, alloying blast furnaces, and X-ray crystallography analyzers. The equipment is quite valuable but the research program was a failure. A die roll of 11+ is necessary to recognize that the research notes are valueless. DMs of skills in Engineering, Electronics and Mechanics are applicable. Two rolls are permitted per individual, one upon first encounter, and one after the Dra'k'ne language has been deciphered (with a DM of +3). Each room was manned by a scientist and two technicians wearing heat-resistant clothing.

11. Ultra-Heavy Metallurgy Research.

Same as Room Ten.

12. Ultra-Heavy Metallurgy Research

Same as Room Ten.

13. Ultra-Heavy Metallurgy Research

Same as Room Ten.

14. Ultra-Heavy Metallurgy Research

Same as Room Ten.

15. Ultra-Heavy Metallurgy Research

Same as Room Ten.

16. Ultra-Heavy Metallurgy Research

Same as Room Ten.

17. Ultra-Heavy Metallurgy Research

Same as Room Ten.

18. Ultra-Heavy Metallurgy Research

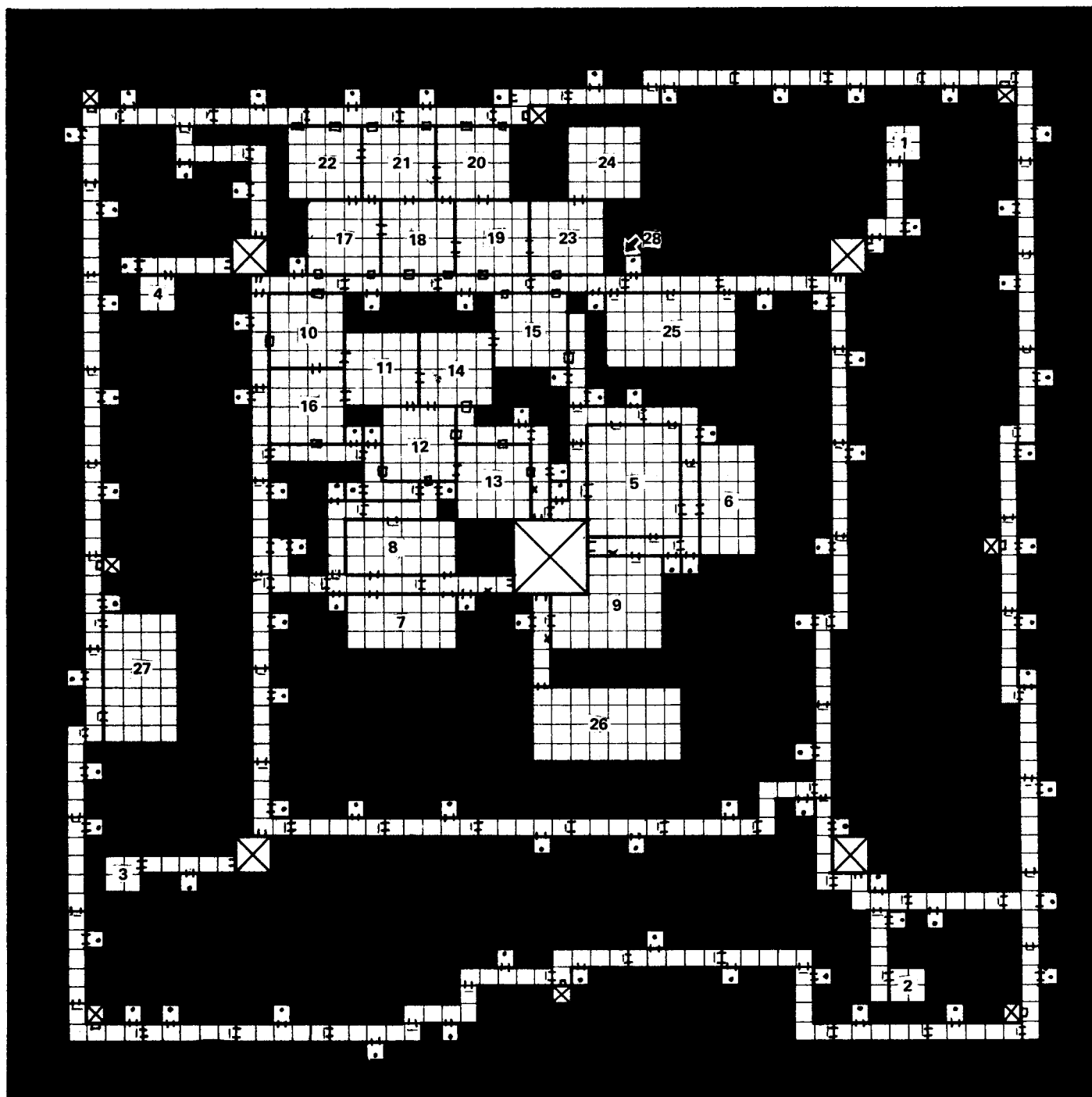
Same as Room Ten.

19. Ultra-Heavy Metallurgy Research

Same as Room Ten.

20. Ultra-Heavy Metallurgy Research

Same as Room Ten.



Each Square equals Nine Meters

- ## 25. Washroom Facilities

26. Washroom Facilities

27. Washroom Facilities

28. Chief Metallurgist's Quarters

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

LEVEL EIGHT

1. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers etc. All the telltale lights glow blue.

2. Life Support System

Same as Room One.

3. Life Support System

Same as Room One.

4. Life Support System.

Same as Room One.

5. Galley

Various microwave ovens, electric burners, potware and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle the vacuum.

6. Dining Hall

Many tables, stools, etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.

7. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by functioning cold sleepers. If so, there is one fellow who switched it on, floating dead. If not, there will be seventeen dead Dra'k'ne floating about.

8. Cold-Sleep System (Space For Sixteen)

Same as Room Seven, but with an independent one-in-six chance for function.

9. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

10. Washroom Facilities

All the stalls etc. are connected to a purification/recirculation system which feeds back into the water lines and bags efertilizer for the farms. Space for twenty.

11. Washroom Facilities

Same as Room Ten.

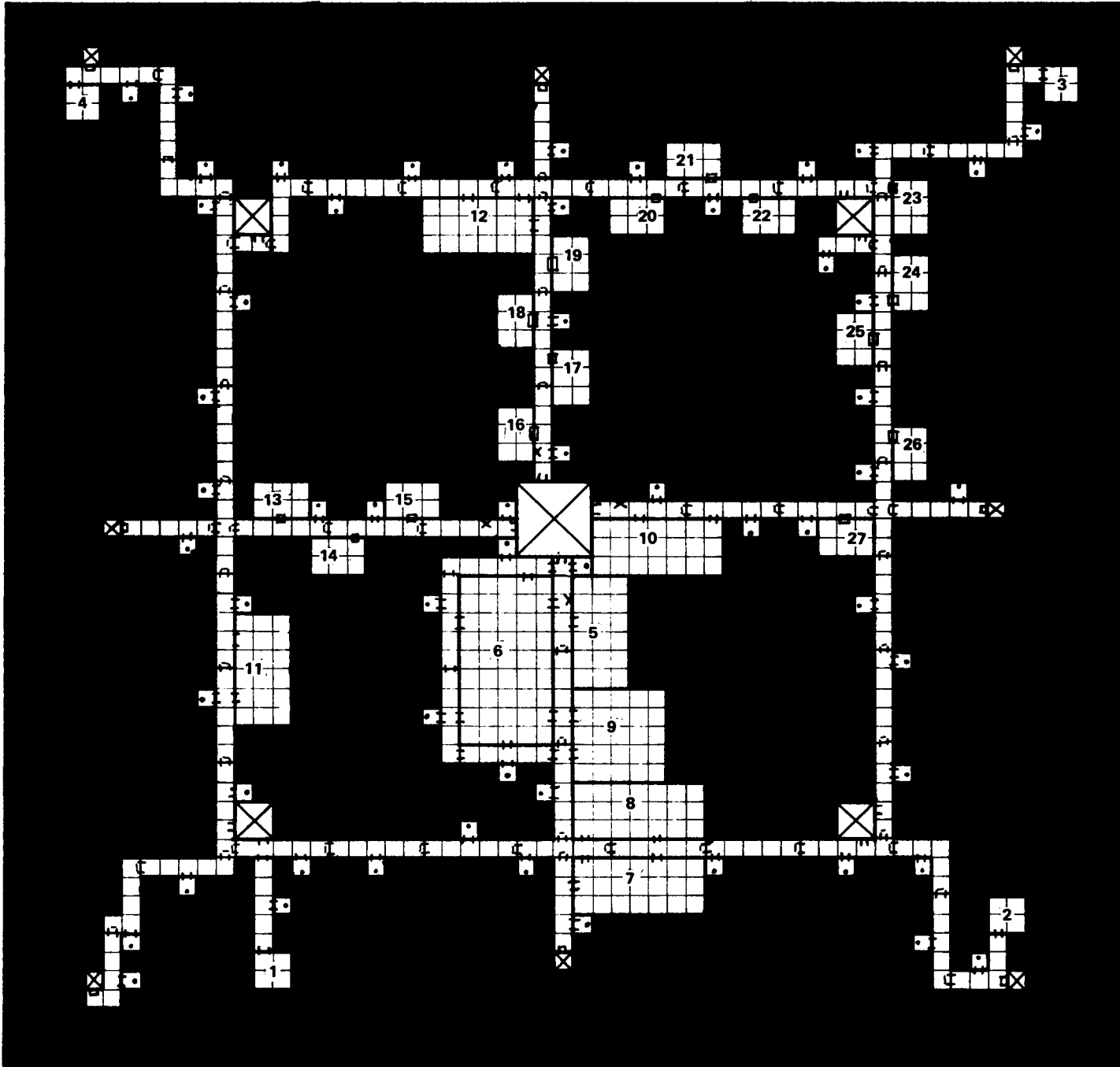
12. Washroom Facilities

Same as Room Ten.

13. Matter Transmission Laboratory One

A wide variety of energy-activating systems are being examined in these labs in an attempt to transfer matter by energy wave patterns. Although unsuccessful, the research was so promising that it prompted the attack by the Dra'k'ne's enemies. Notes, if translated, would be very useful to researchers in these subjects. Recognition of the value of this information would come on a die roll of 9+ with a DM of an individual's skill level in Mechanical, Electronic, or Engineering. A DM of +3 is allowed if the Dra'k'ne language has been deciphered. Two rolls are permitted per person, one upon first encounter and one after one week's study. Three scientists and four technicians will be found dead in each room.

Note to Referee: This does not mean that any Engineering +1 can take a D-cell, an erector set, and three weeks of time and have a working Matter Transmitter. It means that any large research organization would pay a large sum of money to have the data and the translations. It will cut several years off their century long research effort to get ready to build a pilot model of a working Matter Transmitter.



Each Square equals Nine Meters

14. **Matter Transmission Laboratory Two**
Same as Room Thirteen.
15. **Matter Transmission Laboratory Three**
Same as Room Thirteen.
16. **Matter Transmission Laboratory Four**
Same as Room Thirteen.
17. **Matter Transmission Laboratory Five**
Same as Room Thirteen.
18. **Matter Transmission Laboratory Six**
Same as Room Thirteen.
19. **Matter Transmission Laboratory Seven**
Same as Room Thirteen.
20. **Matter Transmission Laboratory Eight**
Same as Room Thirteen.
21. **Matter Transmission Laboratory Nine**
Same as Room Thirteen.
22. **Matter Transmission Laboratory Ten**
Same as Room Thirteen.
23. **Matter Transmission Laboratory Eleven**
Same as Room Thirteen.
24. **Matter Transmission Laboratory Twelve**
Same as Room Thirteen.
25. **Matter Transmission Laboratory Thirteen**
Same as Room Thirteen.
26. **Matter Transmission Laboratory Fourteen**
Same as Room Thirteen.
27. **Matter Transmission Laboratory Fifteen**
Same as Room Thirteen.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

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LEVEL NINE

1. Animal Stalls

Dozens of "meat" lizards --- domesticated herd animals --- are floating dead in this section. Their feeding hampers and watering systems are titanic.

2. Root Farm

Inedible plant tops poke out of the "soil." Actually, the roots were to be eaten, but they are ruined by vacuum.

3. Root Farm

Same as Room Two.

4. Leafy Vegetable Farm

Bushes of various descriptions float their desiccated leaves and tendrils around the cavernous room. Nothing survived the vacuum.

5. Fish Tank Room

Additional protein was produced from these tanks. Since they were sealed against leakage in Zero-G, they *may* still be functioning, but it is very unlikely that any fish would be alive; each tank has developed, unmolested, for thousands of years as a micro-environment, so dead fish would have been decomposed by microorganisms, and each tank would be a unique population of lower life forms.

6. Leafy Vegetable Farm

Same as Room Four.

7. Forest

Trees, grown for wood and as a "garden" or "park," fill this large room. Apparently this was a very well-kept room, but all the trees (similar to palms and ferns) are dead due to explosive decompression and centuries in vacuum.

8. Fruit Tree Orchard

These fruit-bearing trees were totally destroyed by explosive decompression. However, seeds in some of the fruit have survived and will germinate if planted in the right atmosphere.

9. Desert Vegetation Room

Apparently another "park" for sunning under high-powered solar lamps. None of the desert-type vegetation here is alive.

10. Algae Tank Farm

Ducts attach this to the Life Support Systems for oxygenation of the "atmosphere," but the algae were also used as food. The tanks are sealed against leakage, and may function, but all the algae are dead.

11. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers etc. All system lights glow blue.

12. Life Support System

Same as Room Eleven.

13. Life Support System

Same as Room Eleven.

14. Life Support System

Same as Room Eleven.

15. Cold-Sleep System (Space For Sixteen)

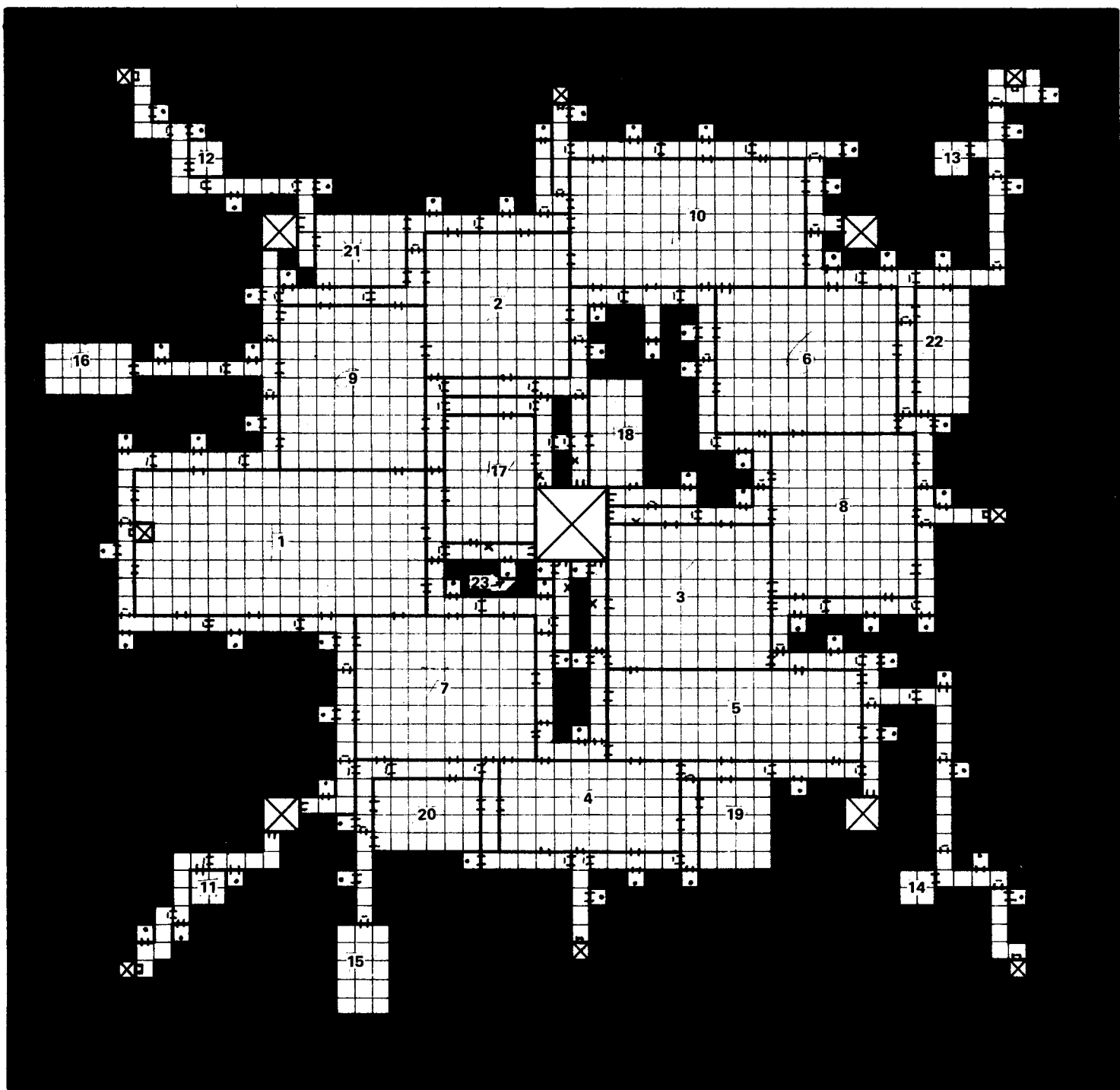
One-in-six chance that this chamber is occupied by functioning cold-sleepers. If so, there is one fellow who switched it on, floating dead. If not, there are seventeen dead Dra'k'ne floating about.

16. Cold-Sleep System (Space For Sixteen)

Same as Room Fifteen, but with an independent one-in-six chance of functioning.

17. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.



Each Square equals Nine Meters

18. Galley

Various microwave ovens, electric burners, potware and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

19. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

20. Washroom Facilities

All the stalls etc. are connected to a purification/recirculation system which feeds back into the water lines and bags fertilizer for the farms. Space for twenty.

21. Washroom Facilities

Same as Room Twenty.

22. Washroom Facilities

Same as Room Twenty.

23. Chief Farmer's Quarters

Same as normal personnel quarters, except for a series of pots that once held some flowering plants (presently dead).

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

LEVEL TEN

1. Landing Bay One

Two Ship's Boats are docked here, along with additional airlocks and cargo hatches. Winches and cranes are embedded in the walls.

2. Landing Bay Two

Same as Room One.

3. Landing Bay Three

Same as Room One.

4. Landing Bay Four

Same as Room One, except for scorching at one airlock which no longer exists. The two Ship's Boats are severely damaged.

5. Landing Bay Five

Same as Room One.

6. Landing Bay Six

Same as Room One.

7. Cargo Handling Bay

Various load-lifting equipment positioned here, as well as Vacc Suits. There is a lot of pumping equipment here as the whole room is an airlock.

8. Cargo Handling Bay

Same as Room Seven.

9. Cargo Handling Bay

Same as Room Seven.

10. Cargo Handling Bay

Same as Room Seven.

11. Cargo Handling Bay

Same as Room Seven.

12. Cargo Handling Bay

Same as Room Seven.

13. Cargo Handling Bay

Same as Room Seven.

14. Cargo Handling Bay

Same as Room Seven.

15. Cargo Handling Bay

Same as Room Seven.

16. Cargo Handling Bay

Same as Room Seven.

17. Cargo Handling Bay

Same as Room Seven.

18. Life Support System

Heating, cooling elements, air recirculation duct controls, humidifiers, etc. All the systems lights glow blue.

19. Life Support System

Same as Room Eighteen.

20. Life Support System

Same as Room Eighteen.

21. Life Support System

Same as Room Eighteen.

22. Minor Repair Shop

Several stripped control panels from one or both of the Ship's Boats, as well as circuitry and manuals for repair and flight. There are a variety of machine tools for these repairs.

23. Minor Repair Shop

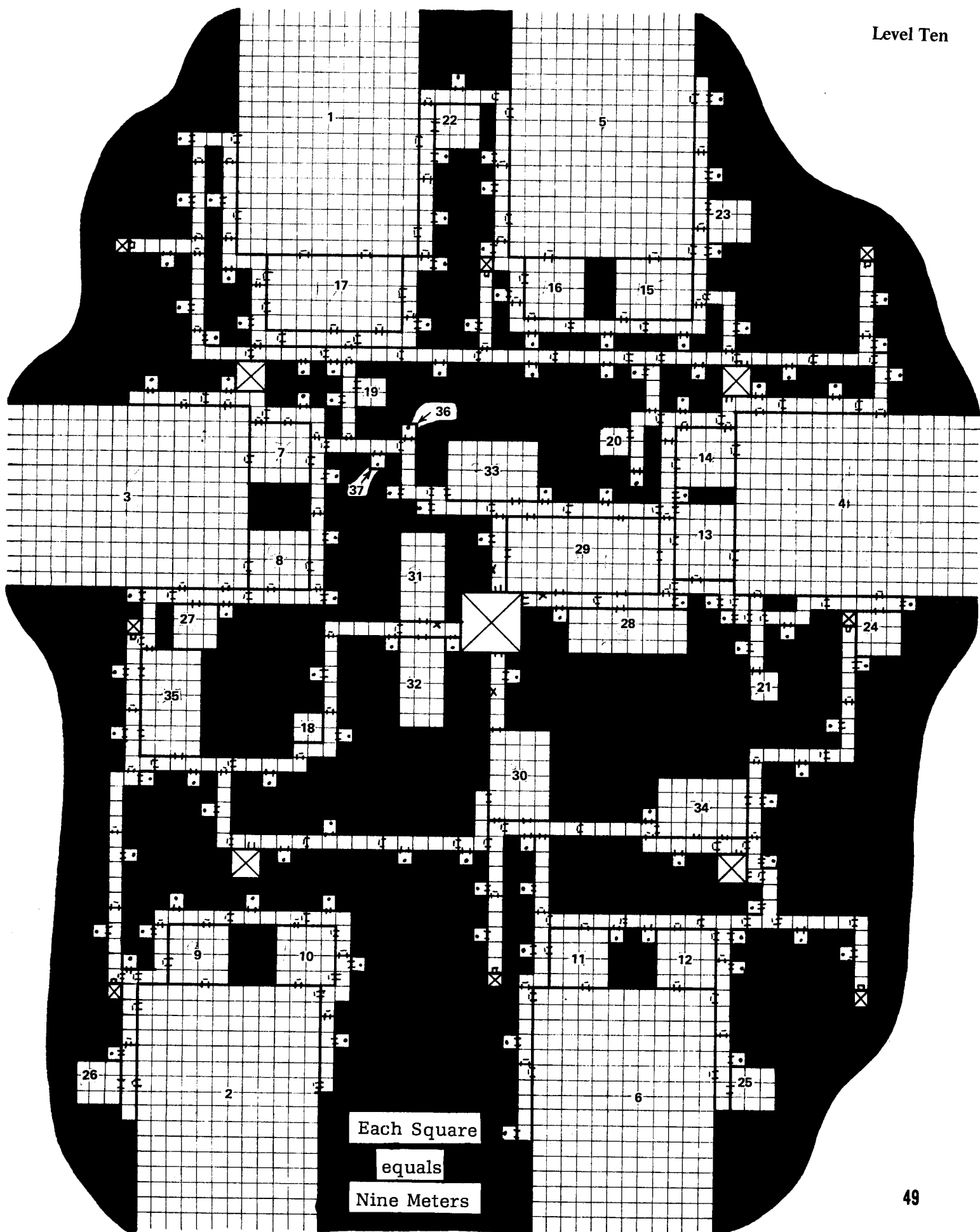
Same as Room Twenty-Two.

24. Minor Repair Shop

Same as Room Twenty-Two.

25. Minor Repair Shop

Same as Room Twenty-Two.



Each Square
equals
Nine Meters

26. **Minor Repair Shop**
Same as Room Twenty-Two.
27. **Minor Repair Shop**
Same as Room Twenty-Two.
28. **Galley**

Various microwave ovens, electric burners, potware and a contraption near the door which cycles and filters the air inside. It has long since burned out trying to cycle vacuum.

- ## 29. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.

- ### 30. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

- ### 31. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by functioning cold-sleepers. If so, there is one fellow who switched it on, floating dead. If not, there are seventeen dead Dra'k'ne floating about.

- ### 32. Cold-Sleep System (Space For Sixteen)

Same as Room Thirty-One, but with an independent one-in-six chance of function.

- ### 33. Washroom Facilities

All the stalls etc. are connected to a purification/circulation system which feeds back into the water lines and bags fertilizer for the farms. Space for twenty.

- ### 34. Washroom Facilities

Same as Room Thirty-Three.

- ### 35. Washroom Facilities

Same as Room Thirty-Three.

- ### 36. Chief Pilot's Quarters

Same as normal quarters except for full plans for the Ship's Boats (annotated by modifications in the margins) and computer tapes of a warship engagement.

- ### 37. Chief Stevedore's Quarters

Same as normal quarters except for a holographic portrait of several Dra'k'ne.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

[illegible]

LEVEL ELEVEN

1. Life Support System

Heating, cooling elements, air circulation duct controls, humidifiers etc. All systems lights glow blue.

2. Life Support System

Same as Room One.

3. Life Support System

Same as Room One.

4. Life Support System

Same as Room One.

5. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

6. Galley

Various microwave ovens, electric burners, potware and a contraption near the door which cycles and filters the air inside. It has long since burned out from trying to cycle vacuum.

7. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.

8. Washroom Facilities

All the stalls etc. are connected to a purification/circulation system which feeds back into the water lines and bags fertilizer for the farms. Space for twenty.

9. Washroom Facilities

Same as Room Eight.

10. Washroom Facilities

Same as Room Eight.

11. Cold-Sleep System (Space For Sixteen)

One-in-six chance that this chamber is occupied by functioning cold-sleepers. If so, there's one fellow who switched it on, floating dead. If not, there are seventeen dead Dra'k'ne floating about.

12. Cold-Sleep System (Space For Sixteen)

Same as Room Eleven, but with an independent one-in-six chance for functioning.

13. Storeroom One

Contains crates of electronic components.

14. Storeroom Two

Same as Room Thirteen.

15. Storeroom Three

Same as Room Thirteen.

16. Storeroom Four

Same as Room Thirteen.

17. Storeroom Five

Same as Room Thirteen.

18. Storeroom Six

Same as Room Thirteen.

19. Storeroom Seven

Same as Room Thirteen.

20. Storeroom Eight

Same as Room Thirteen.

21. Storeroom Nine

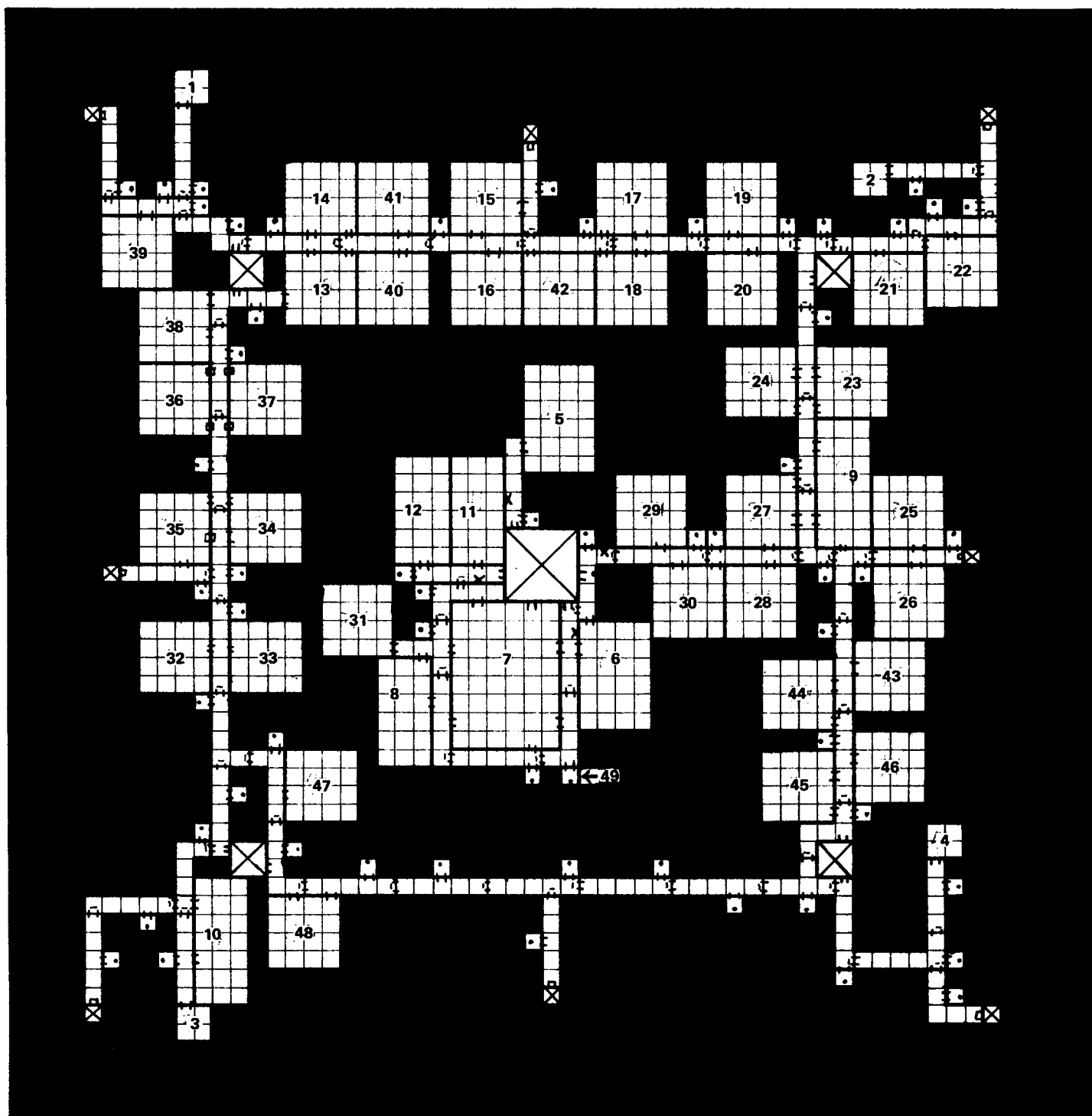
Contains bars of pure metal --- all types, but most are iron or aluminum.

22. Storeroom Ten

Same as Room Twenty-One.

23. Storeroom Eleven

Contains crates of seeds for foodstuffs.



Each Square equals Nine Meters

24. **Storeroom Twelve**
Same as Room Twenty-Three.
25. **Storeroom Thirteen**
Same as Room Twenty-Three.
26. **Storeroom Fourteen**
Same as Room Twenty-Three.
27. **Storeroom Fifteen**
Contains mining equipment for expansion of the ship's chambers when needed.
28. **Storeroom Sixteen**
Contains the chemicals for the laundry processes.
29. **Storeroom Seventeen**
Same as Room Twenty-Eight.
30. **Storeroom Eighteen**
Same as Room Twenty-Eight.
31. **Storeroom Nineteen**
Contains the filters for all the recycling systems aboard.
32. **Storeroom Twenty**
Same as Room Thirty-One.
33. **Storeroom Twenty-One**
Same as Room Thirty-One.
34. **Storeroom Twenty-Two**
Same as Room Thirty-One.
35. **Storeroom Twenty-Three**
Ship's weapons systems components. There were two guards with laser rifles on duty here.
36. **Storeroom Twenty-Four**
Same as Room Thirty-Five.
37. **Storeroom Twenty-Five**
Same as Room Thirty-Five.
38. **Storeroom Twenty-Six**
Spare parts for the Ship's Boats are kept here.
39. **Storeroom Twenty-Seven**
Same as Room Thirty-Eight.
40. **Storeroom Twenty-Eight**
Stored here are spare parts for the scout boats (they were in orbit around the asteroid --- only one remains).
41. **Storeroom Twenty-Nine**
Same as Room Forty.
42. **Storeroom Thirty**
Powerplant components are kept here.
43. **Storeroom Thirty-One**
Same as Room Forty-Two.
44. **Storeroom Thirty-Two**
Same as Room Forty-Two.
45. **Storeroom Thirty-Three**
Canisters of engine fuel (for the external rocket engines) are stored here.
46. **Storeroom Thirty-Four**
Same as Room Forty-Five.
47. **Storeroom Thirty-Five**
Canisters of gases (including Dra'k'ne "air") are stored here. Unfortunately for the Dra'k'ne, no crew members made it here in time to survive the ordeal.
48. **Storeroom Thirty-Six**
Same as Room Forty-Seven.
47. **Chief Quartermaster's Quarters**
Same as normal personnel quarters except for a dozen holographic photographs of the Dra'k'ne home planet, three cases of Dra'k'ne "alcoholic" (actually have a high lead content) beverages, and an antique blunderbuss.

--- All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

LEVEL TWELVE

1. Main Power Generating Systems

Still running, this is a self-perpetuating breeder reactor system using interstellar dust in a sparked fusion reaction. Radiation levels here are five hundred times the normal level. Two technicians posted here.

2. Radiation Decontamination Room

Radiation suits are kept stored in lockers here. The center of the room has a special liquid mercury shower used to wash radioactive contamination off the suits.

3. Engineering Control Room

Readouts here cover all systems aboard, so many indicator lights will glow blue, but twice as many will be orange. Twelve technicians posted here.

4. Coolant Pumping System

Pumping stations are found here, with conduits leading into Rooms One and Eight.

5. Auxiliary Power Plant Control

Systems here control Room One's function if Room Three were damaged or shut down for any reason. Four technicians posted here.

6. Engineering Briefing Room

Tables, stools and computer view screens are arranged around the room. Repair crews must be choreographed as carefully as a fighter strike force, and so a planning station is set aside.

7. Air Circulation Pumping Station

This room runs pumps which remove radioactive air from Room One and pump it to Room Eight. Conduits are visible leading from Room One to the machinery to Room Eight. There is no sign of the equipment working, as the Powerplant is presently in vacuum. Five technicians posted here.

8. Decontamination

A variety of special filters remove radioactive materials from the water and air, and the resulting remnants are packaged for powering the Ship's Boats.

9. Life Support Plant

Pumping systems for water and air, with heating equipment to boost pumping speeds. All indicator lights glow blue.

10. Life Support Systems Checkpoint

Normally unmanned, all indicator lights glow blue in here.

11. Life Support System

Heating, cooling elements, air recirculation duct controls, humidifiers etc. All the system lights glow blue.

12. Life Support System

Same as Room Eleven.

13. Life Support System

Same as Room Eleven.

14. Life Support System

Same as Room Eleven.

15. Engine Systems Checkpoint One

Normally unmanned under rocket-engine boost, these function as auxiliary controls.

16. Engine Systems Checkpoint Two

Same as Room Fifteen.

17. Engine Systems Checkpoint Three

Same as Room Fifteen.

18. Engine Systems Checkpoint Four

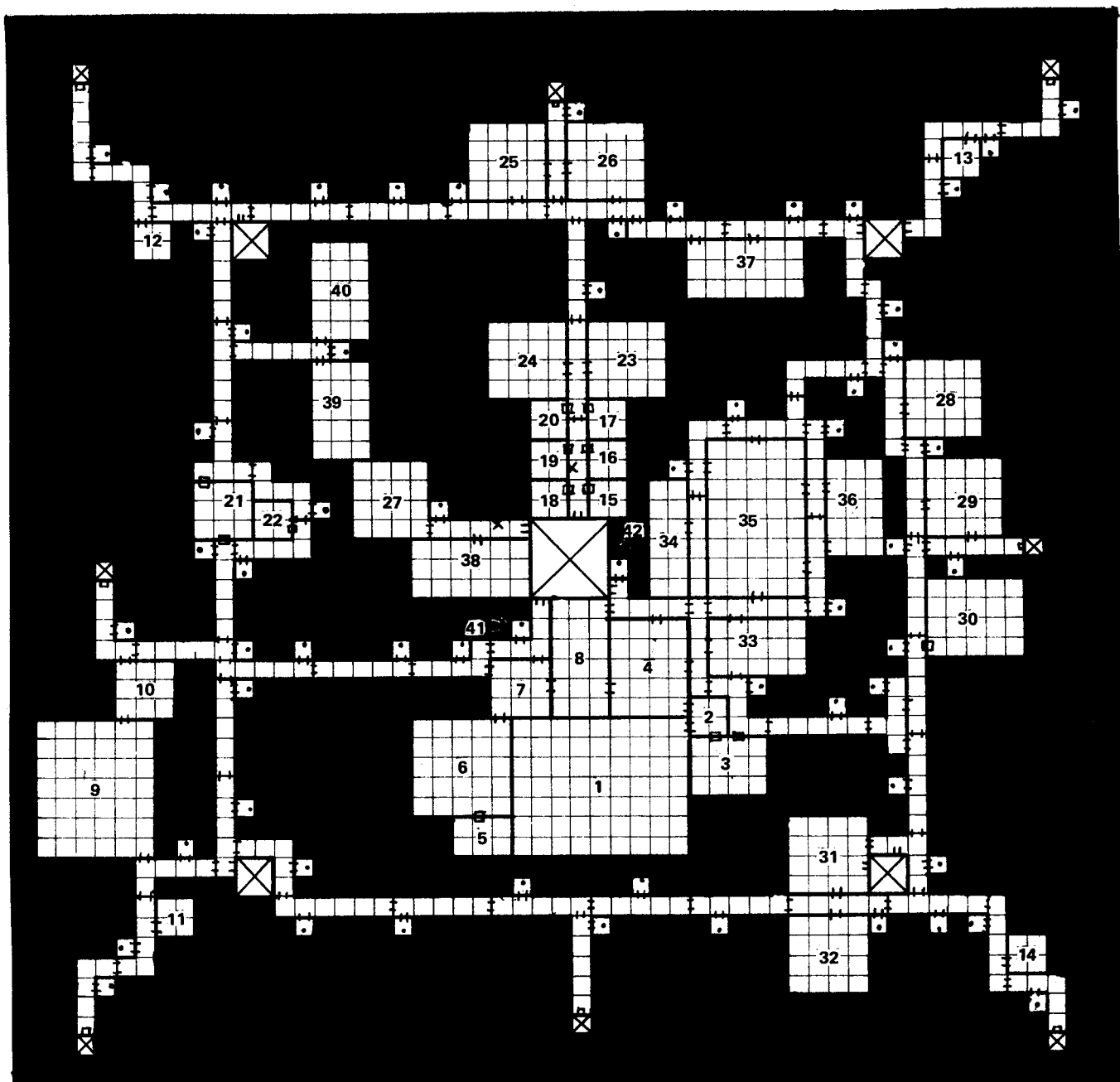
Same as Room Fifteen.

19. Engine Systems Checkpoint Five

Same as Room Fifteen.

20. Engine Systems Checkpoint Six

Same as Room Fifteen.



Each Square equals Nine Meters

21. Ramscoop Generator

Maintains the powerfull magnetic field that scoops the interstellar hydrogen into the fusion reactor in the Powerplant. Unmanned.

22. Ramscoop Systems Checkpoint

Normally unmanned, all lights are glowing orange on the indicator boards.

23. Life Support Systems Repair Shop

Electronic and manual tools are scattered about with spare ducts, electrical components, refrigeration system parts, etc. Three technicians on duty here.

24. Life Support Systems Repair Shop

Same as Room Twenty-Three.

25. Computer Systems Repair Shop

Electronic tools and integrated-circuit blocks are floating about. Two technicians were at this station.

26. Computer Systems Repair Shop

Same as Room Twenty-Five.

27. Ship's Boat Major Repair Station

A complete engine and its control panels are floating in here, along with the bodies of ten technicians. The engine has a full load of fuel.

28. Cold-Sleep Systems Repair Shop

Electronic and manual tools are hanging in their places by lanyard. Normally, this shop is unmanned.

29. Engine Repair Shop

The rocket motors were all in perfect working order, so this shop was closed down. There are spare parts, tools, and fuel tanks to produce two rocket engines here.

30. Weapons Systems Repair Shop

Two guards with laser rifles and two technicians on duty here. Several spare anti-matter beam guns are stripped down here, with the tools and parts needed to repair them.

31. Mechanical Shop

All other mechanical units that break down were brought here for repair. Two technicians on duty.

32. Electronic Shop

All other electronic units that broke down were brought here for repair. Four technicians on duty.

33. Level Laundry

Chemical processing plant which settles out dust and oils and reprocesses the clothing to the wearer's specifications.

34. Galley

Various microwave ovens, electric burners, potware and a contraption near the door which cycles and filters the air inside. It has long since burned out from trying to cycle vacuum.

35. Dining Hall

Many tables, stools etc. The walls have a variety of shelves for utensils and plates with processing equipment, which sterilizes the tableware with electrical charges. Many bodies in here.

36. Washroom Facilities

All the stalls etc. are connected to a purification/circulation system which feeds back into the water lines and bags fertilizer for the farms. Space for twenty.

37. Washroom Facilities

Same as Room Thirty-Six.

38. Washroom Facilities

Same as Room Thirty-Six,

39. Cold-Sleep System (Space For Sixteen)

Five-in-six chance that there will be functioning cold-sleepers in here. If not, there will be sixteen dead Dra'k'ne in here, possibly with radiation suits. These cold-sleep systems were modified to allow switch-on from within a berth.

40. Cold-Sleep System (Space For Sixteen)

Same as Room Thirty-Nine, but with an individual five-in-six chance for function.

41. Chief Engineer's Quarters

Same as normal personnel quarters, but with a radiation suit in the closet, a holographic display of the station's levels, and blue and orange indicator lights identifying the status of vital ship's systems. Lots of blue lights.

42. Chief Repairman's Quarters

Same as normal personnel quarters, except for many blocks of woods of different types, woodcarving tools, and several statuettes carved of wood.

All 9 x 9 meter rooms are personal quarters for crew members. Use the previously mentioned items in description of these rooms. Additional personalization is up to the individual referee.

[illegible]

REFEREE'S NOTES

Individual systems have a two-in-six chance of being dead, except where indicated in the system description (examples: Life Support is destroyed while Powerplant is still functioning).

Indicator lights glow blue on non-functional equipment, and orange on functioning systems.

Cold-sleep systems are equal to Low Passage Berths (see *Traveller*) in all ways.

Unless the adventurers find the stored air canisters on Level Eleven, and *correctly* identify the proper canisters, they will not know the proper atmosphere to give Dra'k'ne survivors (if they exist, and if the adventurers are so inclined). Examination of one of the Dra'k'ne Vacc Suits will also give this information.

Every door on every level has a nameplate to indicate the room (or corridor) beyond. If it is personnel quarters, the plate will show name, rank and duty post.

Dra'k'ne names are constructed as follows. The first portion (using our Scout Boat pilot, Freg'sh'ne, it is Freg) is a personal name. The second portion ("sh") indicates breeder clan name. Finally, the last portion ("ne") is the "nationality" of the being.

The "ne" are dominant politically and are in control of all major ship and technical functions. All Security functions are ordered and carried out by "ne." Other subordinate nations and races exist, notably the "ti" and the "go." Some of these individuals have formed a secret opposition movement. It was one of the "ti" who did the actual sabotage. Because of the possibility of prior knowledge of the sabotage attempt, the referee may choose to have a high proportion of the members of this group being in the immediate vicinity of the cold-sleep chambers. Thus, though the non-"ne" members of the crew form only 10% of the complement, there is a two-in-six chance that a cold-sleep survivor will be of the "ti" or "go" nation. If communication is possible with such individuals, they will attempt to enlist the aid of the adventurers in overthrowing the "ne" control. They will not do anything against the overall "good of the race." They believe though that any minor damage done to individuals will be balanced by the greater benefits of control by "ti" or "go."

Vessels attempting to use Jump-Drive in the intense magnetic field of the Ramscoop will have a misjump occur. The field extends 1,000,000 kilometers in the forward direction of travel of the asteroid, and is cone-shaped with a small diameter near the asteroid of four kilometers and an extreme diameter of 1,000,000 kilometers. The magnetic field will cause minor instrument malfunction, and is physically detectable by crew members inside a spaceship. It produces feelings of nausea and disorientation (while in the field lower *all* skill levels by one). It will not harm individuals inside spaceships or auxiliaries but exposure to it when protected only by a Vacc Suit will cause a permanent loss of Endurance and Dexterity, at one point each per ten-minute exposure to the field. Individuals exposed in Vacc Suits will suffer extreme discomfort and confusion, taking five minutes to recover once removed from the field. Prompt attention by an individual of Medic-3 or better will have a three-in-six chance of preventing permanent loss of Dexterity and Endurance.

A large number of rooms throughout the vessel are the same from level to level. This is primarily due to the race's lack of variation on an individual level. However, referees are welcome to add variability as they see fit. However, there are several random "traps" that may be placed randomly around the vessel in the basic component rooms of a level:

1. Level Laundry ---

may have floating clouds of the chemicals. These will dissolve Vacc Suits (and possibly even Battle Dress) unless they were prepared for caustic atmospheres.

2. Life Support Systems ---

heating or cooling elements may still be working, causing a Vacc Suit gauntlet to melt if placed on the element, or freeze in place.

3. Galley --- Microwave ovens still functioning may harm explorers.
4. Cold-Sleep System --- A pipe containing supercooled nitrogen may have burst, freezing the whole room in puddles of the material. When the sealed door is opened, the frozen gases will erupt explosively.
5. Dining Hall --- The electrical charge cleaning machinery may have been left running, and may arc to an explorer, with possible electrocution or burning out of his Vacc Suit functions.
6. Washroom Facilities --- plumbing may have ruptured, filling the room with water vapor. Opening the door of a room so filled will cause explosive decompression of the gases.

These and other such traps should be rare within the station, or even each one individually unique. This is to catch explorers unawares, as they begin to feel that there is no further danger aboard.

Computer expertise is necessary to decipher the language. An individual with Computer-2 or better can install a processor unit from another source (such as the one the adventurers came in) within two days. This will permit players to activate the Dra'k'ne computer. Once such a unit has been installed, someone with Computer-4 or better and assisted by a computer of Model-2 or better can "crack" the Dra'k'ne language. This will take at least one week of preparation time to attempt and will succeed upon a throw of 12+, DM +1 for each level of expertise with computers. Only one attempt can be made per week.

One further week of work by this individual will alter all the functioning on-board computers to respond to standard human programming. Essentially this will mean that equipment can be turned on or off, started or stopped. Doors will open or close, lights go on or off, etc. Hints on other than simple yes/no questions will not be forthcoming without at least four more weeks' work. But no further success rolls will be necessary, only hard work.

When human explorers attempt to repair, modify or utilize the various Dra'k'ne equipment and systems they will have a very difficult time of it. Referees should feel free to frustrate the players any way they can. When the players are able to activate the Library Computer, the readout will be in a semi-hieroglyphic form: a symbolic language with a large vocabulary. Tools and weapons have a cross-barred handle which their four-tentacled manipulative members could easily grasp, but which are too large to be comfortably used by normal-sized humans.

Controls on major ship systems are varied in two manners. "On-Off" switches are changed by passing a heat source equivalent to Dra'k'ne skin temperature (see earlier description of an individual Dra'k'ne). Vernier controls (fine adjustments, etc.) are manipulated by "push-pull" control rods ending in the standard-sized Dra'k'ne control crossbar handle.

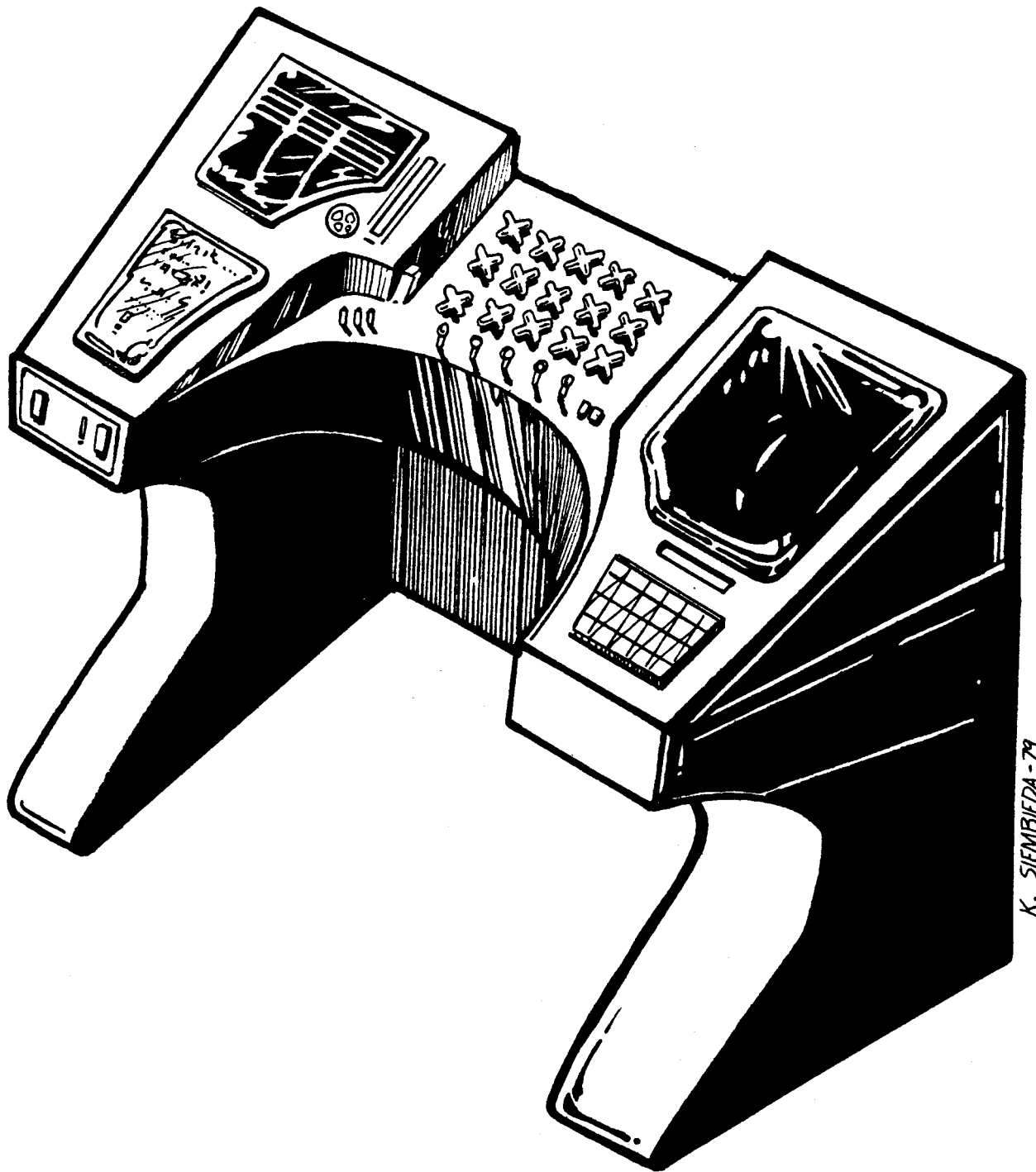
Calibrations on meter readouts are recognized by either color (for distant meters, spectrum extending into the infrared) or by temperature (for those which are within reach of a technician or officer).

Referees may decide to set heat meters either on the control board to be within reach of the manipulative members or, if extremely devious, they may place the heat meters at points under the control shelf where they would be within reach of the Dra'k'ne's feet.

The station need not be restricted to use in the scenario described. Possible other uses include salvage operations, either by a lone operator or in competition with other parties. Referees may choose to extend the range and severity of the effects of the Ram-scoop field. Such a field would constitute a severe hazard upon approaching an inhabited system: intrepid parties would be racing against time to shut down the field before it can intersect an inhabited planet. Dissident political factions may have discovered the station and want to use it against another faction or against the Imperial forces. Imperial forces may have discovered the station and are preparing to use it to suppress a rebellion. A pirate group may have discovered it and are using it to take over a system or prey upon 59

a trade lane.

The referee may choose to have the sabotage attempt less successful and have many of the Dra'k'ne reach the cold-sleep chambers in time. The referees may also choose to alter the power plant type, and then place the station in an orbit convenient to some particular plot or storyline they have in their own campaigns.



Richardson finished inspecting the small Ship's Boat, and decided that he could fly it. He knew he had to report the weaponry of that companion asteroid to the admiral, or the whole fleet might be blown apart. The scout knew that the odds of a laser hit harming an asteroid like that were very small.

Strapping himself awkwardly into the pilot's stool, and stretching to reach and depress controls intended for a three-armed commander twice his height, he ignited the engines of the tiny ship and accelerated out of the berth...

TRAVELLER™

Judges Guild produces playing aids approved for use with the Traveller - science-fiction roleplaying system. Described below are products designed to enhance the playability of any Traveller campaign. In addition various issues of the *Dungeoneer* magazine have articles on the Traveller game system and information of assistance to Traveller game masters.

Traveller Referee Screen

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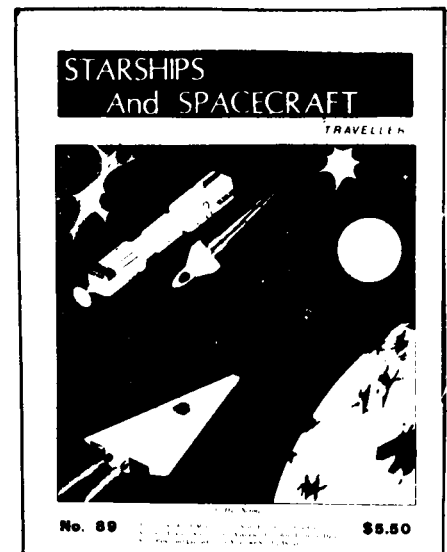
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