

# *Looking for ASTRA*

*by Garth Nix*





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## A TRAVELLER Adventure

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### INTRODUCTION

Over 3000 years ago, the Experimental Starship *Astra* jumped out of the Sol system, never to return. *Astra* wasn't the first Solomani jump-capable ship, but it was still an important step in Terra's leap to the stars.

Now, it is 1008 (Imperial), only years after the Solomani defeat in the Rim War - and news has filtered back that the *Astra* has been found, strangely preserved on some isolated planet. Still smarting from the loss of Terra, a Solomani patriot has decided to get the *Astra* back, as a living relic of Solomani ingenuity and brilliance.

### REFEREE'S BRIEFING

This adventure is designed for use with the ***Traveller Book*** or ***Starter Traveller. Mercenary***, or ***Striker!*** could also be used.

The adventure is designed for 4-6 characters, all ex-Solomani service personnel, likely to be drawn up in this patriotic scheme. Sample characters are included in the adventure, but others could easily be used.

The exact location of the planet the *Astra* is on is left to the referee - however, the planet must have a hydrographic characteristic of 8 or 9, and must be within Imperial space somewhere along the Solomani Rim.

The *Astra* is located inside a once-volcanic island, where it has become the object of veneration for the indigenous race, known colloquially as the Phibs. Because the Phibs are an intelligent race of limited technological development, the Imperial Scout Service interdicts the planet.

Accordingly, the players will have to land surreptitiously, and then plant a beacon to guide the main ship to the *Astra's* exact location. If they fail to pinpoint the location, the ship would be unable to load the *Astra* before the Orbital Interdiction Stations located it, blowing it up when it took off again. Further information is contained within the player's information and the main text.

## PLAYERS' BRIEFING

The players have been hired on a Solomani world by Dr. Zamary, a well-known media magnate and Solomani patriot. He hired the players on the basis that:

1. The mission was a patriotic one.
2. Risk to the team minimal.
3. Payment of 15,000 Cr each.

Upon accepting, the characters were immediately taken aboard Dr. Zamary's ship, *S.S. Painted Wagon*, a nominally civilian ship based upon an Imperial Broadsword-class cruiser design. The *Painted Wagon* immediately lifted off and jumped to an unknown destination, continuing to jump after re-aligning and taking on extra fuel at various uninteresting locations.

The following briefing is given by Dr. Zamary himself, a portly gentleman, somewhat reminiscent of the video star Orson Wells, a very early Solomani folk hero - like much surviving Solomani history now currently in fashion.

"Welcome, Patriots! And I say patriots with no small emphasis on the word! For the mission you are about to undertake is a patriotic act on a par with commando actions of the Rim War." (He pauses to puff on a Vegan cigar.)

"Not, of course, that it will be anywhere near as difficult, or dangerous. What you are going to do is really very simple. We are currently approaching a planet, which I'll call 'Weedball' - security, you know."

"Well, down on Weedball, there's an ancient Solomani ship. One of the very first Solomani ships, that set off into the Unknown Void, with all the bravery and ... and style of Solomani!" (He pauses and wipes a single tear away from the corner of his eye.)

"That ship down there is the Experimental Starship *Astra*. There's nothing else it can be - and we have had a definite visual sighting. According to that source - to that impeccable source, the ship is in perfect condition!"

"Hell! I know it's been two thousand years, but they built ships in those days. They built for eternity, because they were real Solomani! One Hundred Percent Human, to use one of my expressions ... but I digress."

"The *Astra* is down there, and you're going to find it, and mark it so we can come down and get it. Now, I got my good friend General Hayzellwude to draw up a plan for us here it is. Study it, and prepare,

because we drop you at 2300 hours planet-time. That's sixty minutes, patriots! Solomani forever!" (Wiping another tear away, he leaves for his first-class suite.)

The following plan is delivered by one of Dr. Zamar's Aides, obviously a Solomani Naval Officer of some kind.

### **GENERAL HAYZELLWUDE'S PLAN**

General Hayzellwude was well known to the Solomani forces for his liking of unproven devices and equipment. He was a good tactician and planner, but many of his operations failed or were pyrrhic victories, due to his liking for untried gear.

**Objective:** Experimental Starship *Astra*

**General:** The ancient starship *Astra* has been located at grid reference 877-569, Map Section 87, SH, World Code-named 'Weedball'.

This world is interdicted by the Imperial Scout Service. There are six Orbital Interdiction Stations, giving total coverage of the planet with only nominal time delays. Accordingly, it is not feasible to land and conduct a search from the secure base of a grounded spacer. It is only possible for a ship to take a maximum-gee landing, with immediate loading of the objective and a top acceleration evasive liftoff.

Accordingly, a team of six personnel will be landed by Drop Saucer and HALO approach, near the Objective. The team will locate the objective, secure it, and transmit a homingbeam to the parent starship. This starship will then land, load and lift off within 30 minutes, thus evading the fire of the Interdiction Station.

#### **Personnel**

- ◆ Six Parachute trained combat personnel. Ex-Jump troopers preferred.

#### **Equipment**

- ◆ 1 Drop Saucer (Not XX89 series).
- ◆ 6 Holstenn Steerable Parachutes -Inc. Instruments.
- ◆ 6 Aves-Norton High Altitude Breathing Apparatus.
- ◆ 6 CO2 Inflatable Life Jackets.
- ◆ 6 Flak Jackets (Water Adapted).
- ◆ 6 Pairs Swimming Fins (Flippers).
- ◆ 6 Aquadini Camouflage-Circuit Wetsuits.
- ◆ 6 Aves-Norton Helmets with S-R Comm.

- ◆ 6 Blades
- ◆ 6 SMG with Waterproof Cases
- ◆ 24 Magazines SMG Ammo - Waterproof Cases
- ◆ 6 Bond-Fleming Homing Beacons
- ◆ 12 Water Bottles, 1.0 liter
- ◆ 18 days (3 Days/Person) Compressed Dry Rations
- ◆ 18 SM27A Tear Gas Grenades
- ◆ Up to 3 kg other equipment per person

### **Timetable**

- ◆ All Planet Standard Time
- ◆ Day One (2300)                      The Drop
- ◆ Day Two                                  Search
- ◆ Day Three (2100)                    Retrieval
- ◆ Day Three (2145)                    Liftoff Complete

After allowing the players time to study the plan and the relevant equipment notes (contained in the centerfold of the module), the Aide will give some verbal instructions.

"Can I have your attention please, patriots. Your gear is now being packed into rucksacks, which are worn mounted on the chest or belly while in the Drop Saucer. These rucksacks may be deployed as you jump, allowing them to dangle 4 meters below you."

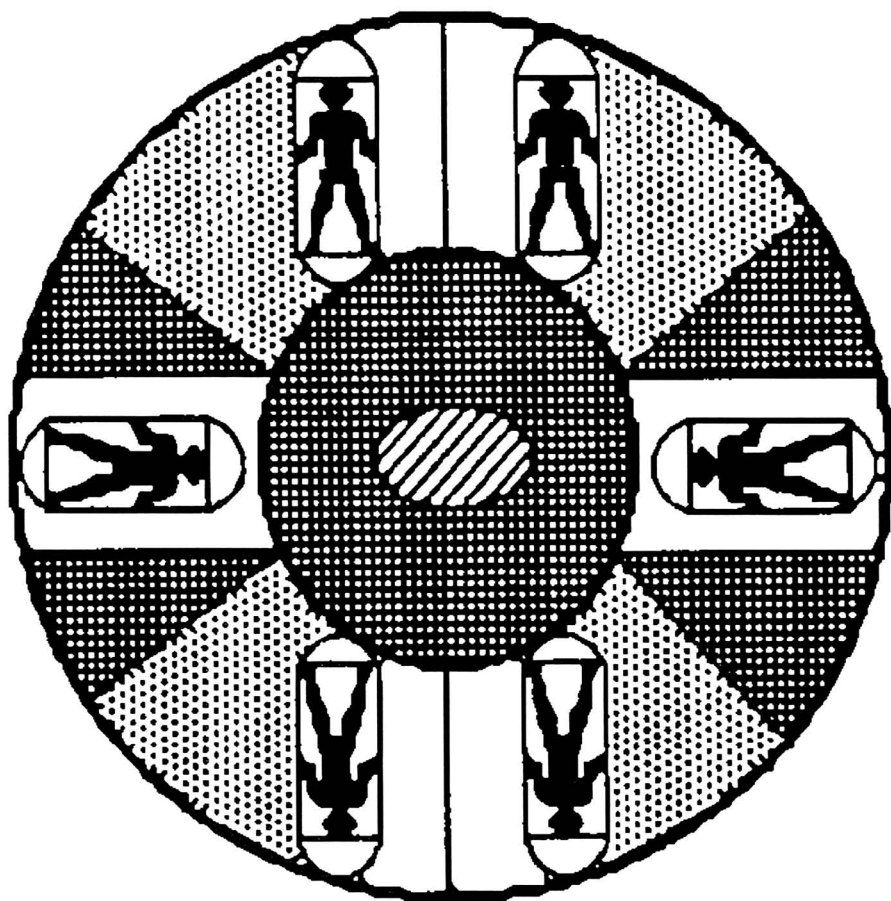
"The Drop Saucer is fully equipped for atmospheric entry, and should easily take you to a point 5,000 meters above the reported site of the *Astra*. At 5,000 meters, the Saucer will automatically open and eject all personnel. You will then make a HALO (High Altitude, Low Opening) descent, free falling in formation till 400 meters, when you will deploy your parachutes."

"The Saucer will continue along a programmed track, and should be destroyed by the Interdiction Stations shortly after ejecting you."

"Upon landing, the team should immediately locate solid ground, on the basis that the *Astra* will be located upon the largest piece of solid ground in the area. Upon locating and securing the *Astra*, activate a homing beacon, and investigate the ground for a good landing site - remember, the *Painted Wagon* needs at least a 200 meter square, with a reasonably hard surface that isn't on an incline of more than 14 degrees." (At this point, a warning tone sounds through the ship.)

"Oh - well, you know what to do. You're wanted in the Drop Room, to be fitted into the Saucer. Good luck, and try not to harm the local populace."

In the Drop Room, the players will be fitted with wetsuits, breathing equipment and so on for the actual drop. If they check their equipment bags, they will find that one (random) piece of equipment is missing. This may be replaced. Players may also add up to 3 kilograms of any equipment from the lists in *The Traveller Book*, *Traveller Book 3* or *Mercenary*, provided it costs less than 10,000 Credits and conforms to the weight limits.



**Ex-Solomani Marine Experimental Drop Saucer**  
(Open to show detail)

First used towards the end of the Solomani Rim War, the controversial Drop Saucer was not a success, with marines universally preferring the proven drop capsule.



Upon entering the Saucer, players will be given instructions on how to manually eject and what to do if anything goes wrong. This instruction is given by one of Zamary's female stewards, who keeps referring to a plastic sheet. The same sheets are located in folders next to each seat in the Saucer. The instructions in the event of failure are:

- 1. Arm and Press Manual Ejection Switch.
- 2. If this fails, repeat step one.
- 3. If this fails, turn Manual Exploder Switch till Green Light flashes. Arm and press Switch again.

Immediately after this, the Saucer will close, and Zamary will wish everyone good luck as the Saucer is fired - out towards Weedball.

**ENTERING THE ATMOSPHERE**

Upon entering the atmosphere, it will become slightly hot inside the Saucer.

At an altitude of 15,000 meters, the ready lights will come on, and both Saucer altimeters and Personal Instrument packages will start working, showing altitude and velocity in meters per second.

The Saucer has directional/braking rockets and a glide capacity that keeps its velocity down to 100 meters/second (360 kph).

After announcing the 10,000 meters altitude, the referee should keep real time = game time. Calling out the altitude every ten seconds. Halt this countdown long enough to describe what's happening when necessary, but immediately recommence it immediately you've described the situation.

Countdown	
0 Secs	10,000 m
10 Secs	9,000 m
20 Secs	8,000 m
30 secs	7,000 m
40 Secs	6,000 m
50 Secs	5,000 m

At this point, there will be a deafening explosion outside. All viewports light up, automatically polarizing as they do so. Several red lights come on above each player's position. At this point, any player may manually eject (see below).

**60 Secs**

**4,000 m**

An even louder explosion sounds nearby. All players roll 5+ to avoid blinding (1 eye). Malfunction alarms sound inside the Saucer. Roll DM -2 for successful ejection (see below).

**70 Secs**

**3,000 m**

Fragments from a HE missile cut through the Saucer. No players are hit, but the Saucer's ejection mechanisms are jammed. Players still inside have 30 seconds to cut themselves free and still parachute safely (allow 3 rolls against dexterity).

**100 Secs**

**Impact**

### **Ejection**

Saucers are less reliable than Drop Capsules, but more reliable than Emergency Re-Entry kits. Automatic ejection at a pre-set altitude is no more reliable than manual ejection. Note that one person activating the ejection system will also eject everybody else.

A roll of 11+ on 2d6 indicates a malfunction. Keep calling out the altitude loss until the players tell you what they are doing.

**1-2 Switch Malfunction.** Arm and Press switch again for successful ejection (2 seconds + decision time).

**3-4 Detonation Malfunction.** The explosive bolts on the hatches haven't fired. Turn emergency exploder handle till green light comes on. Arm and Press Switch again (8 seconds + decision time).

**5-6 Total Malfunction.** Occupants must cut/hack/panic themselves free. 15 seconds + decision time, if metal tool used.

Drop Saucers were also very unpopular because of the difficulty of getting out of them, even if all the hatches blew properly. Each individual occupant must roll for successful deployment from the Saucer.

Roll 6+ for successful ejection (Dex 10+, DM+2, Vacc Suit +1 per skill level, Zero-G Cbt +1 per skill level). Failure Results in:

**1-2 Harness Tangled.** Roll 8+ (Above DM's) to get free. Roll 3d6 for the time this takes in seconds.

**3-4** Harness Caught on Hatch fragment. A piece of metal from an improperly exploded hatch has caught the harness. Roll 8+ (Above DM's) to get free. Roll 4d6 for the time it takes in seconds.  
**5-6** Boot trapped in cradle. The occupant's foot is caught in the acceleration cradle. This one is up to player initiative and referee decision.

In all the above, more than one attempt can be made till the Saucer impacts.

## **Parachuting**

Players may deploy their chutes above or below 400 meters, but this will effect where they land. When a chute is deployed, the player must check for a malfunction.

Roll 6+ for successful deployment (+2 if Dex 9+, +1 per Zero-G Skill level, +3 for Aircraft Vehicle Skill [Not Grav]). If the chute does not deploy properly, roll on the following table.

**1-3** Reserve Chute deploys successfully.

**4** Reserve Chute tangled. Will slow descent, but parachutist takes 2d6 damage on impact.

**5** Reserve tangled. Will slow descent, but parachutist takes 3d6+3 on impact.

**6** Reserve fails to deploy. Parachutist may attempt to cut main chute free and re-deploy reserve. Roll 9+ on 2d6 (Use Successful Deployment DM's) or 10d6 on impact (people have survived enormous falls).

If chutes are not deployed till 300 meters or lower, roll on the above table for damage, with the following DM's: +1 if below 300 meters, +2 if below 250 meters, +3 if below 150 meters, +4 if below 100 meters, +5 if lower.

## **Landing Pattern**

If everyone freefallen in formation, and deployed their chutes at 400 meters, they will all land in the water within a 100 meter radius. For every 50 meters above or below 400 meters, increase the radius of the circle by 25 meters. (i.e. If Bandan deployed his chute at 600 meters, and

# Players Equipment Sheet

<p>Holstenn Steerable Parachute</p> <p>-Main 3kg -Reserve 3kg Includes Wrist Altimeter.</p> <p>250g</p>	<p>Aves-Norton Breathing Apparatus</p> <p>Underwater or High Altitude</p> <p>Hours of Air □□□□</p> <p>400g</p>	<p>CO2 Inflatable Life Jacket</p> <p>500g</p> <p>* Will be punctured by sharp objects or missiles.</p>	<p>Bond-Fleming Homing Beacon</p> <p>1.5 kg</p> <p>* Waterproof</p>
<p>Aves-Norton Breathing Apparatus</p> <p>Underwater or High Altitude</p> <p>Hours of Air □□□□</p> <p>400g</p>	<p>Submachinegun</p> <p>Unloaded 2.5 kg</p> <p>* Not Waterproof * Folding Stock * Waterproof Case With 4 Magazines</p> <p>Each magazine 500g</p>	<p>Two Plastic Water Bottles</p> <p>1.0 Litre 1 kg each</p>	<p>Flak Jacket</p> <p>2kg</p> <p>Cloth+1</p> <p>* Sheds Water.</p>
<p>Aves-Norton Breathing Apparatus</p> <p>Underwater or High Altitude</p> <p>Hours of Air □□□□</p> <p>400g</p>	<p>Armour Value: Nil</p> <p>1kg</p> <p>Aquadini Camouflage Circuit</p> <p>Wetsuit and Swimming Fins</p> <p>* Camouflage as Combat Environment Suit</p>	<p>3 Days Compressed Rations (9 meals)</p> <p>250 g per meal.</p>	<p>This equipment sheet may be photocopied and each player given a copy, to record the use of consumables and the loss/damage of equipment.</p> <p>Personal equipment to the 3kg/20,000 Cr limit should be written on the back of this sheet before the Saucer is dropped.</p>

Faltin at 300 meters, they will both be within a circle of radius 250 meters.)

The landing target is the Open Sea 1 km from the Weed Islands. If the landing pattern is wide, some players may actually land upon weed islands.

Upon landing in the water, the players must drop their chutes immediately and regroup for the swim to dry land (or a weed island).

With full equipment and an inflated life jacket, the players can swim at 30 meters a minute with flippers and 15 meters a minute without. Using breathing apparatus and flippers players may swim at the same rate underwater. With less than 2kg of equipment, triple both these movement rates.

## **WHAT HAPPENS THEN?**

After the players have regrouped, they should swim towards their objective. Although it is nighttime (dawn at 0435), the volcanic island where the *Astra* is supposed to be, can be clearly seen, silhouetted in the starlight. However, to get there, players will have to make their way through the 'Ocean' and the Weed Islands.

## **Weedball**

A large number of volcanic islands dot the surface of Weedball, but by far the largest proportion of the planet is taken up by water and weed islands.

Weedball has no moons, consequently, the only tidal forces are those of other system bodies - which are so weak as to be non-existent. The weather is also fairly constant, with wind speeds rarely exceeding 25 kph.

## **The Open Sea**

The floating weed islands cover most of Weedball, but there are also relatively large areas of 'open sea'. Like all the water on Weedball, the water is fresh and isn't contaminated with any toxic materials.

## **Depth**

- ◆ 4 m to 6 m.

### Visibility

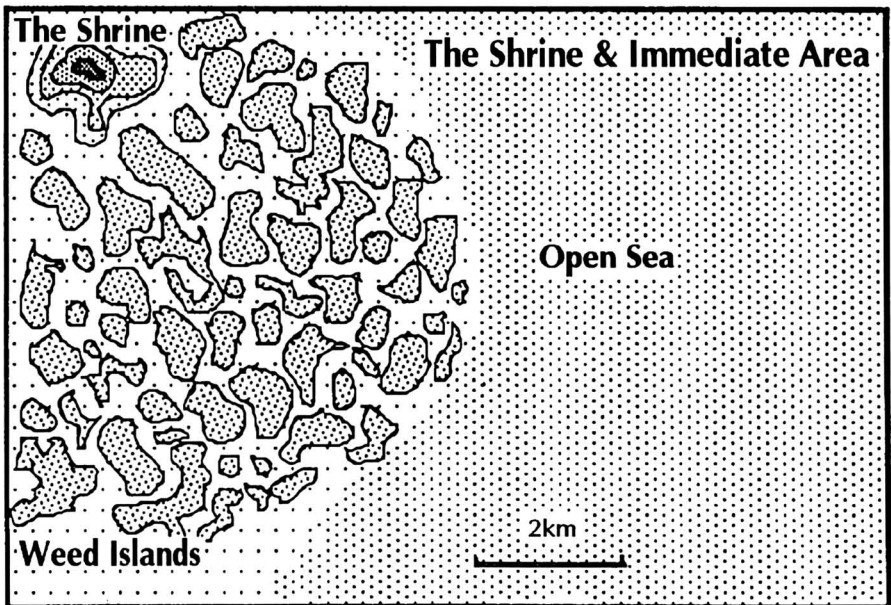
- ◆ 40 m Underwater.
- ◆ 200 m Above (due to constant mist).
- ◆ Visibility reduced by 90% at night without vision aids.

### Possible Encounters

- ◆ Snarlshark.
- ◆ Lone Phib with Harpoon.

### The Weed Islands

The Weed Islands are platforms of matted weeds that have grown together. The Weed islands float freely, and will drift with the wind, or may be pushed by sufficient swimmers. Most islands are no more than 1 meter thick, with trailing weeds up to 4 meters long, touching the ocean floor.



### Visibility

- ◆ 200 meters. Above 10 meters Underwater. Visibility reduced by 90% at night without vision aids.

## **Possible Encounters**

- ◆ A lone unarmed Phib.
- ◆ Two Phib Fishguards.
- ◆ A Phib Fishherder, School of Margout and 2 Fishguards.
- ◆ Three Phib Fishherders, Three Fishguards, Two Schools of Margout.
- ◆ An enemy raiding party of 10 Fishguards and a Surface Boat containing a Phib Dynamiter with 30 sticks of fused and armed dynamite (which will go off if shocked).
- ◆ A Snarlshark.

## **The Phibs**

The native race that inhabits Weedball was probably once of Human stock, planted there by the Ancients or perhaps more recently. In any case, they have adapted well to the watery conditions, becoming true amphibians.

## **Basic Appearance**

They are bipedal, and basically human in appearance, though they rarely grow taller than 1.5 meters. Oxygen breathers, they have the capacity to stay underwater for up to 60 minutes (on average), storing air in their oversize lungs and tremendously efficient cardiovascular system.

Their skin is well adapted to the environment: leathery and water repellent, with webbing between the fingers and toes. They also have thin membranes that seal off their noses - a clear membrane serving a similar purpose for the eyes, much like a see-through eyelid.

The Phib's eyesight is well adapted to, dark conditions they can see further into the infrared spectra, and commonly work at night as well as in the day.

## **Civilization and Tech Level**

The Phibs are essentially tribal, but they are well past the hunter/gatherer stage. Each tribe or clan lives in a well-defined territory, usually centered on one of the volcanic islands. From there, they herd and harvest fish, crustaceans, and tend edible weeds growing on the underside of the platforms. Most live in underwater pods of weed woven

and sealed with weed extracts. Such pods are open to the water on the bottom, much like a diving bell.

The Phib's technology would probably rate a 2 on the standard scale. However, they are adept at utilizing various chemicals refined from seawater (often by specialized weeds), and they also grow sophisticated crystals. One such crystal, known offworld as Hexaspar, is extremely strong, and the Phibs make most of their weapons and tools from Hexaspar.

For combat purposes, treat Phibs as human, with Strength, Dexterity and Endurance Characteristics ranging from 8 to 11. Phibs move at a rate of 140 meters per minute underwater, or 80 meters per minute if carrying more than 3 kg.

### Phib Weapons

All of the following weapons are made from Hexaspar. If Hexaspar strikes steel or a similarly extremely hard surface, roll 9+ for it to shatter (into millions of tiny, blunt fragments).

- ◆ **Harpoon:** Treat as a Spear. However, if it hits, it is stuck in the target. The thrower will have a woven weed rope attached – this is very tough and leathery, and difficult to cut. Normally the Phib lets the target struggle till it is exhausted, before pulling it in and killing it.
- ◆ **Falchion:** A broad bladed hunting sword. The Phibs call them something that sounds like 'Gurgle-urgle-Spit'. Treat as a cutlass.
- ◆ **Dagger:** Nearly all adult Phibs carry a dagger in a leg sheath.

### Special Weapons

The Phibs have taken to buying 'expanding bait' from the offworld smugglers who occasionally land to buy weed-extract drugs. The Phibs use the dynamite only on enemy clan's fish pens

Treat the dynamite in the following manner:

It takes 3 minutes to put a detonator and fuse into a stick of dynamite (or between several sticks taped together). Roll 6+ on 2d6 (+2 per level of Demolition Skill) or else it blows up (old fulminate detonators).

The fuse may be lit by cigar, match or Phib Firelighter (rare 'wheelock' sprung metal and flint devices). Once lit, the fuse will burn



anywhere between 10 and 18 seconds per 30 cm of fuse - it is impossible to tell beforehand.

A single stick of dynamite will do 6d6 damage within a 3m-diameter circle (or globe underwater). Triple this range and 10d6 damage if the blast can throw splinters, metal fragments etc.

Note that water will put a fuse out (and prevent the explosion), but dynamite will still explode underwater if it is initiated by shock, of the fuse has just reached the detonator upon submerging.

## CREATURES

### Snarlsharks

Snarlsharks are another amphibious lifeform that inhabits the planet. Fortunately, they are not very intelligent, and thus rarer than they once were.

Resembling a 10' long, carnivorous version of the Terran lungfish, Snarlsharks can move swiftly both in the water and out - though they are slow on completely dry land. Called Snarlsharks because of the coughing roar they produce when voiding water from their gill/lung system, the Phibs call them 'The Sneezing Teeth with Legs' or 'Gurgle-Gug-UrgleSploosh-Hkkkphht'.

While Snarlsharks come in various sizes, here are the slats for an average Snarlshark

	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds</i>	<i>Weapons</i>
<b>Killer</b>	1000kg	18/9	Mesh	+10	Teeth

### Margout

Margout are the edible tube-fish cultivated by the Phibs. They look like finned grubs, and undulate through the water rather than swimming. When frightened (which is quite often) they typically break out of their orderly schools, and gyrate all over the place in a cowardly frenzy. At the same time, they vent out a bright red dye that looks like blood. This dye limits vision to 4 meters, but disperses quickly, even in still water.

	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds</i>	<i>Weapons</i>
<b>Grazer</b>	10kg	5/5	None	None	None

## Standard Encounters

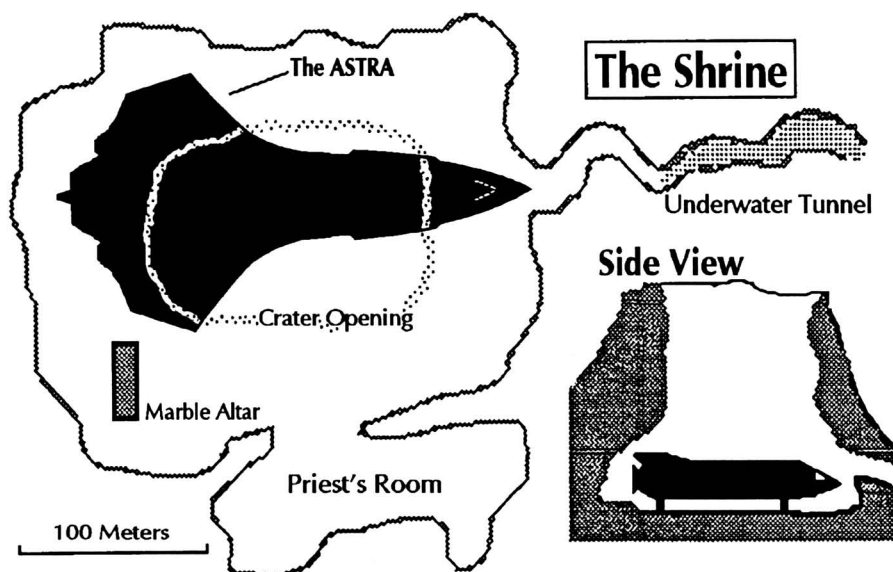
Possible encounters are listed with the environments above.

- ♦ **Lone Phib:** Will have a dagger. May have a harpoon.
- ♦ **Phib Fishguards:** Will have harpoon and dagger. Will be wearing hexaspar Lamellar Armor, equivalent to a Flak Jacket against melee weapon attacks, but as nil armor against firearms.
- ♦ **Phib Fishherders:** Harpoons and Dagger, No armor.
- ♦ **Surface Boat:** A 4-man coracle of cured weed, much like a rigid plastic.

## FINDING THE ASTRA & THE PHIB SHRINE

Once the players have made their way through the Weed Island, they can climb onto the island, or if they are underwater, they may enter the crater through the underwater tunnel.

The Shrine is located in the crater; apart from this the island is totally unremarkable, with nothing living or growing upon its rocky slopes. Entrance to the Shrine is either through the tunnel, or by rope from the lip of the crater, 40 meters above.



## **The Underwater Tunnel**

Just out of the water, in the tunnel, one of the Phib Priests stands guard. He is dressed in a replica of an early Terran spacesuit, with the appropriate badges, tanks and other equipment. He even has a Hexaspar visor, so the players would not recognize him as a Phib - he should be described as a man in a strange vacc suit.

As soon as the Priest sights the players (or hears them), he will draw a pistol from his suit holster. It is large, black and businesslike, with what looks like a laser sight. However, it too is a crystal, weed-material replica.

The Phib will point the pistol at the lead player, pull the trigger and then throw the pistol - treat it as a thrown club. He will then fight with a hexaspar falchion scabbarded on his back. Every other turn, a replica space-suited Priest will join the fray, until there is a total of five priests.

## **The Crater Mouth**

If the players enter the Shrine from above, they will first see the *E.S.S. Astra*, gleaming metallically below them. It is a 200-meter long craft, but obviously much of its length is devoted to the primitive drives. Even from the lip of the crater, it is possible to read the various informational/danger signs near its fueling bays and airlock. It is obviously in near perfect condition.

As soon as the players start to descend (by rope or other means), a replica spacesuit priest will appear, see them, and draw his pistol - going through the same actions as the priest in the tunnel. As before, up to five priests will join the melee.

## **The High Priest**

If the players defeat the five priests, another spacesuited figure will appear, holding his hands above his head. This Phib will also be crying out in Anglic (actually badly accented System English): "Peace - Peace. We come in Peace."

Once he is within 10 feet, he will reach behind his head and draw a back-holstered pistol, opening fire immediately. He has a real Automatic Pistol. As he fires, he will shout, "Damn Ugly Frogs!" - a phrase passed down from the founder of the religion, as he heard it from the xenophobic crew of the *Astra*, so many thousands of years ago.

## **The Astra**

Upon close inspection of the *Astra*, the players will discover that it is an exact replica of the original, made of pressed weed, crystal, and a few pieces of rare metal. There are, however, a few pieces of the original incorporated into the replica, including some metal plates carrying technical specifications.

Anyone with mechanical skill can calculate that the replica is no more than 40 years old, and it is already starting to deteriorate. Accordingly, the Phibs must have built hundreds of *Astra* replicas over the years, replacing each one as it rotted away.

The players may then plant and activate their homing beacons, with the eastern side of the island proving a suitable landing field. The ship will land at 2100 hours on Day 3, unless the players have already passed that time. In this case, the ship won't land at all - the players would then have to try and survive until a smuggler landed, perhaps in a year or more.

## **The Finale**

If the players have little time left before the ship lands, there will be no further action on the planet. If they have an hour or more, then the Phibs will launch an assault upon the heathens who desecrated their shrine.

This attack will be by 30 Fishguards, equipped with harpoons and daggers. Four of the Fishguards will have a stick of dynamite each.

The Fishguards will precede their attack with ten minutes of screaming in the water around the island, and the traditional beating of 'jungle' drums. About five minutes after the drumming stops, they will attack, with 15 attacking through the tunnel and the others aboveground.

Note that it isn't necessary to kill the Phibs to repel the assault. They are afraid of any large amount of fire, and they also hold the replica spacesuits in veneration - regardless of who might be wearing them

Once the *S.S. Painted Wagon* has landed, laser fire from its turrets will keep the Phibs at a respectful distance, while the crew use grav craft to winch up the *Astra* and place it in the hold. During this time, the players will be expected to make a report to Dr. Zamaray.

Despite the *Astra* only being a replica, Dr. Zamaray is pleased, particularly with the idea of 'Solomani Spaceman Worship.' He will pay the players the agreed amount, and allow them to keep the mission equipment. He will also fund their travel by merchant vessel or one of his

ships to any world within the Solomani sphere - or perhaps even a pilgrimage to the (Imperial-held) green hills of Earth.





**STAR QUEST GAMES**

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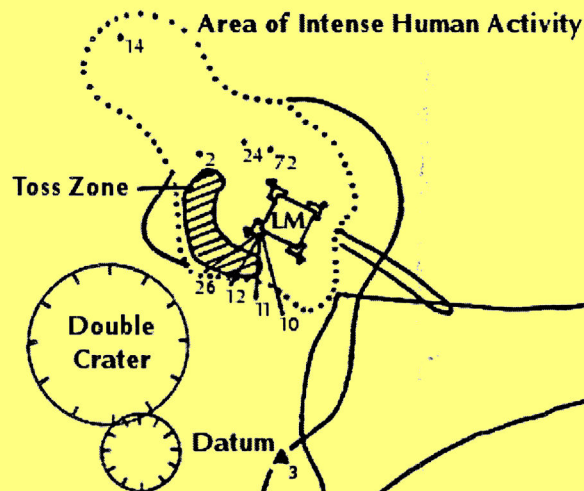
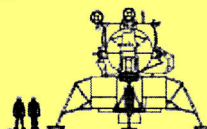
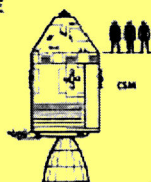
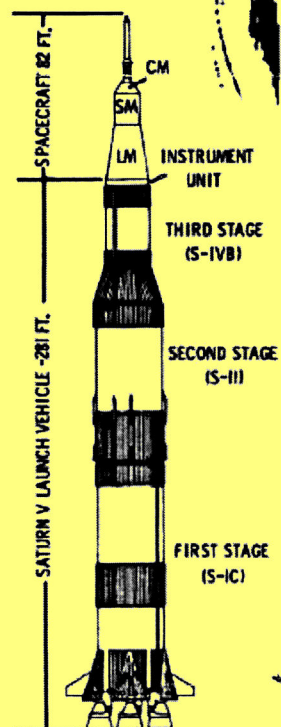
# SOLOMANI PRIDE



Apollo 11



Landing Site



Little West Crater

Foot Trail

Scale 20m



20 JULY 1969