The Ice Fortress

By Paul Dutton

A Traveller scenario for the Terran Dawn campaign setting.

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Introduction

Synopsis

This is a short scenario for a group of four to six player characters of military or mercenary background. The players will form an insertion team to be dropped onto the snowbound world of Neve in order to infiltrate a fortified station and rescue a captured agent before destroying the fortress base and its associated mining operation.

The adventure can be played either in an espionage style or as an all-out military strike – it largely depends on the number of PCs and their preferred tactics. If there are less than four player characters then the Referee will need to adjust the number of overall enemies downward.

Background

The Old Earth Union has been alerted to the presence of a previously unknown Dingir outpost that has been established on a moon in the Enki Kalamma system. An undercover Union intelligence agent managed to infiltrate and ascertain the purpose of the outpost. Intelligence reports reveal that the outpost consists of a fortified base from which a survey and mining operation is being run. Dingir has been surveying worlds for new sources of rare materials essential to its military based industries. On the snow covered moon of Neve, a rich vein of precious amarite ore has been discovered. Further communications from the agent have not been forthcoming and it is feared he has been compromised. Other members of the undercover cell were acting as communication contacts within the system but they have now been ordered to withdraw. Union strategists have decided to mount an attack against the outpost but a full scale naval strike against a small target within League borders is not a viable prospect. The current political situation between the OEU and the Dingir League is still officially short of being declared a war and the Union has decided that a small and discrete insertion team to destroy the mining operation, and extricate the agent if still alive, would be the best solution to the situation.

Referee's Information

Amarite is a very rare ore and Dingir economists estimate that the mining operation on Neve could supply as much as fifty tons per standard month which would equate to 12% of the League's monthly supply. The unrefined ore is worth a cool Cr. 170,000 per tonne. Potential buyers must be licensed manufacturers of advanced military hardware. Amarite is found on very few worlds; it is a crystalline iron-titanium oxide but stronger than anything found elsewhere in charted space. Unsurprisingly, Neve has been claimed by the Dingir League as government property. Administration of Neve has been awarded to one of the League government's most trusted agents – the Marquis of Shilgiili – who holds it as a fief on behalf of Dingir. With this honour comes the responsibility for the mining and survey operations and the achieving of minimum monthly quotas.

The Marquis provides the mining and survey crews as well as the personnel and equipment for the military garrison. The small compliment of Shilgiili personnel is augmented by auditors from Dingir. The auditors are present as overseers to monitor the performance of the mining operation, the achieving of quotas and to provide supplementary reports to Dingir regarding the ongoing survey mission to locate fresh deposits of amarite ore. Currently only one mining camp has been commissioned and an average fifty tonnes a month of unrefined amarite is shipped to Dingir aboard League military transports. In return for his efforts, the Marquis receives a percentage of profits.

The Marquis of Shilgiili

The Marquis has no political connection to the liberal democratic rulers of Shilgiili. Like much of the old gentry he is a malcontent member of the conservative opposition and a staunch ally of the Dingir League's overarching militaristic government.

Getting Involved

If the player characters are active within the OEU military then they will be assigned this mission by their immediate superiors. Otherwise, if the players are of a mercenary background, they will be recruited on a ticket which military commanders hope would be enough to disassociate official Union involvement should things happen to go terribly wrong. If mercenaries get stuck on Neve in a mission that becomes FUBAR, they can expect to be disavowed.

Political Situation

Tensions between the Old Earth Union and the Dingir League are high. Though neither relishes open war, peace between these two major polities is a fragile thing.

The Union government also has its inner turmoil — pessimists even whisper about the possibility of civil war. The Expansionists of the Loyalist Party within the OEU government will take every opportunity to keep tensions high between the Union and Dingir, as the ever present threat of war with Dingir is the only thing that galvanises all factions of the OEU government. Expansionists believe that concentrating efforts on foreign policy averts disaster at home.

This situation has lead to the official sanctioning of the covert mission to Neve. The mission itself will cost greatly and achieve very little. Expansionists do not care for the life of a single captured agent and are not blind to the fact that disruption to Dingir's amarite production is merely a temporary respite. They don't even care if the mission succeeds or fails— simply put, every opportunity to strike at Dingir without actually provoking a full scale war keeps the Expansionist faction in the ascendency over their rivals within government.

Expansionists know that the Dingir League will be

incensed by an attack on Neve and even without proof is certain to blame the Union. Dingir will inevitably issue official protestations, which is exactly the result that Expansionists wish to achieve. It's a very dangerous political game.

Running a Dingir Campaign
If the player characters have Dingir sympathies then it is a simple process to reverse the protagonists. The PCs will be hired on a mercenary ticket by Dingir military command. Neve becomes a Union world and the fortress base and mining camp become a Union operation. Neve might be set in the Markhashi system, just outside OEU borders.

LIBRARY INFORMATION

Library Data: Item #1

1327 Enki Kalamma C 200476 A
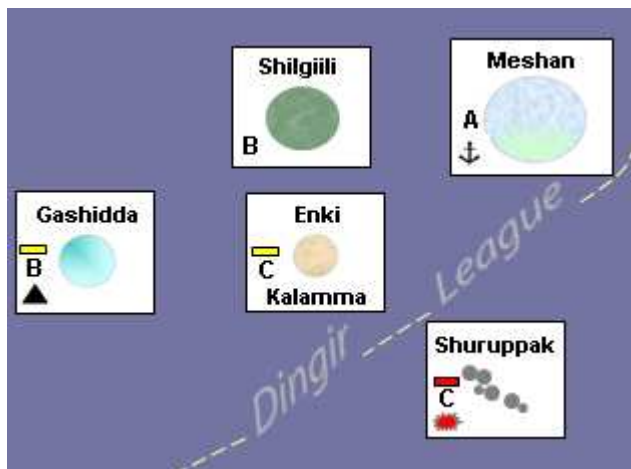
Enki Kalamma is a member world of the Dingir League – not that its indigenous population has much of a choice. The world serves as a League military outpost. Administration of Enki was awarded to the neighbouring Shilgiili system, but Shilgiili's liberal politicians and Dingir's militaristic government continue to clash over policies. Political dispute, disorganisation and contract wrangles plague the proposed plans for extending the military outpost and the implementation of much needed improvements is beset by delays.

Enki Kalamma is a hot, airless, low gravity world of rock and dustbowl desert. The small population has dwindled over many decades. Those that remain are viewed as lawless scavengers who eke out a life of survival in subterranean habitats. Without doubt, the indigenous populace is made up of some of the hardiest souls in the Rim.

A military cantonment the size of a small town exists on Enki but – despite Dingir's plans – is poorly maintained. Most of the military garrison and its assets are supplied by Shilgiili and are of questionable quality. Heat, dust, the airless environment, water rations, boredom – a tour of duty on Enki Kalamma is a posting that no soldier relishes.

Library Data: Item #2

Neve

Terran Dawn 4090CE   X 454 100-0

Starport X, none; **Size** 4, small (5,700 km), surface grav 0.35; **Atmosphere** 5, thin (breathable); **Hydrographics** 3, wet world 31% (frozen); **Population** 1, low (0); **Government** 0, no government; **Law** 0, no law; **Tech Level** 0.

Neve orbits around the 100,000km diameter gas giant Avolakita which lays approximately 450 million km (3AU) from Enki Kalamma.

Standing on the surface of Neve and looking to the heavens, the huge sphere of Avolakita dominates the sky and at any one time upwards of four of Neve's seven sister moons might also be dotted across the skyscape. When Neve is in its three month transit behind Avolakita it is eclipsed and so cut off from sunlight, otherwise Neve enjoys long periods of daylight – albeit fairly dim due to the world's distance from the system's star. A very minimal axial tilt means that day and night cycles are fairy equal during the world's eighteen standard hour rotation. Aside from the temperature drop during the eclipse phase, there is no noticeable change of season. The eclipse phase imposes practical limits upon human habitation during its three month period of darkness. For the period whereby Neve is exposed to sunlight, midday temperatures in the northern hemisphere average a bitterly cold –45°C.

Previous surveys have recorded a world with primitive civilisation – a primate life form structured into tribes that inhabit parts of the equatorial belt and the northern hemisphere. No previous colonisation has been attempted by humaniti; the world offers little to entice such an enterprise. Claimed as a military prize, Dingir have appointed its administration to a trusted agent – the Marquis of Shilgiili.

Library Data: Item #3

Indigenous Life (Neve): The Gib'rhim

Extract from an old library entry taken from a xenologist survey report of life on Neve.

……Of the indigenous life forms of Neve one species tantalisingly touches the minimum requirements to be classed as civilisation. The species is a race of mammalian humanoids that scientists have named the gib'rhim. The gib'rhim are compared by xenologists to an advanced form of primate rather than a primitive form of humaniti. The gib'rhim are organised into tribal family units. They stand an average of 5½ ft tall and have a covering of short white downy fur to trap warm air against the skin. Specimens typically dress in animal hides and utilise basic tools and weapons such as stone-head axes. Their communities tend to be based on survival of the fittest and each tribe is lead by an alpha male. Many tribes are simple cave dwellers but some tribes construct basic dwellings from animal skins stretched across frames of wood and reinforced at the base by walls of rock and earth. Communication makes use of hand gestures and vocal sounds that in the case of some tribal units borders on basic vocabulary. Interaction between rival tribes seems to be limited to bloody territorial disputes, though occasions have been noted where the meeting of two tribes has resulted in the swapping of females; this is presumably to ensure the transposing of genes. The gib'rhim do not react well to being approached by humans – a healthy fear of humans usually results in a demonstration of violence. It is believed that the gib'rhim hibernate during the three month eclipse period on Neve when the temperatures plummet. At the time of this report there is no dedicated xenological team chartered to the study of the gib'rhim or of the wider ecology of Neve.

Design Information

A Note from the Author

I wanted to include an array of cool vehicles in this adventure but restricted myself to just the few suggested – feel free to create and include any other vehicles you wish. I wanted to pit armoured cars, tanks and aircraft against enemy fortifications and bi-pedal fighting machines – racing across a landscape of mountains and snow beneath an alien sky. Unfortunately, Classic Traveller is a bit light on vehicle creation and operation rules – so I've had to improvise somewhat and included some guidelines in the appendices.

As Referee, feel free to overrule guidelines and implement your own rules as you wish. Or simply convert the adventure to another rule set of your choice – its simple to do.

A Note on Scale

Scale of armour, hull and structure as well as the scale of damage differs between *starship* scale and *personal* scale. Starship scale is x50 that of personal scale. All of the combat on Neve is with weapons, aircraft and vehicles on a personal scale. Starship scale weaponry is too slow and far ranged to be used planet-side.

A Note on Vehicles

All (non starship) vehicles presented in this adventure were created by *loosely* following the design supplement for Classic Traveller written by Joe Mauloni.

Vehicle Combat

The basics of a simple vehicle combat system is reproduced in the appendices of this adventure. The system is a mildly revised form of Joe Mauloni's original system in his vehicle design supplement.

Vehicle Computer Software

The following software is installed in some of the vehicles of this adventure:

ECM: Counter measure to jam incoming missiles. For each incoming missile throw 7+ to prematurely explode the missile. At personal combat ranges only one attempt per missile is permissible before impact occurs.
Gunner Interact: Adds the expertise of the gunner's weapon skill to the attack roll.
Target (Missiles): Acquires target by locking-on. Requires an action. This allows Launch software to be used.
Launch: Fires missiles. Requires an action and target must be acquired first (see Target software). No attack roll is necessary as the missile will automatically strike the acquired target unless the target manages to succeed with a counter measure.

Damage to Inanimate Objects

Inanimate objects such as doors and walls might be targeted and destroyed. In this adventure, the author has assigned such objects an **Armour Rating** and a **Damage Threshold**. Armour is reduced by the penetration value (AP) of the attacking weapon. Damage rolled for the attack is reduced by the object's armour rating before the remaining damage (if any) is applied to reduce the object's damage threshold.

Armour in this case might represent deliberate reinforcement of an object or simply provide a measure of natural toughness to show the futility of using small arms. Damage Threshold is the number of points of damage the object can sustain before it is disabled or destroyed.

Act I

The Mission

This act deals with mission briefing and planning.

Logistics

The adventure begins with the player characters assembled in a briefing room of a military base on the Union world of Fenris. The journey to the Enki Kalamma system presents a logistical nightmare for mission planners. Nevertheless, the mission has been approved by Union High Command.

The journey from Fenris to Neve aboard the assigned vessel – the Amadeus – is going to take five weeks. A total of four jumps with fuelling stops arranged along the way. Fuel stops are at the scout base in the Sirius system (1629), at a small naval fuelling station orbiting a gas giant in the Markhashi system (1529) and in the Shuruppak system (1427) where the Union has a surreptitious monitoring station in operation - hidden in the system's largest asteroid field, right on the edge of Dingir space. The monitoring station has a cache of fuel, equipment and supplies. Shuruppak is a series of asteroid belts plus three gas giants. It is red zoned by the OEU due to its proximity to the Dingir border.

The final leg of the journey is a jump/1 across the Dingir border into the Enki Kalamma system. To begin the return journey will require the Amadeus to conserve 100 tons of fuel for the return jump/1 or to skim for hydrogen from a gas giant's rings in the Enki Kalamma system.
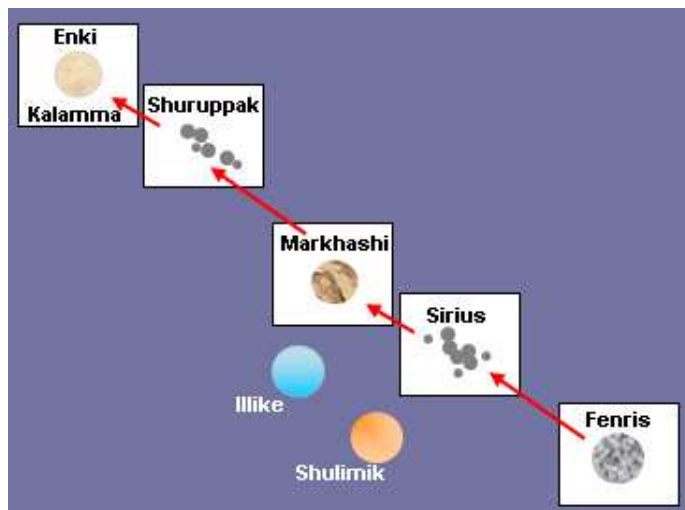
Mission Briefing

In the briefing room the PCs are seated awaiting Naval Commander John Ryman to arrive and deliver the details of the mission. Also in the room are the flight crew of a vessel called the Amadeus. The Amadeus is a specially converted freighter that will be used to transport the player characters to Neve. The crew are conspicuous by their choice of clothing. Rather than smart naval uniforms, each is dressed in civvies – the kind most often associated with merchant vessel crews.

Commander Ryman cuts an austere figure. After spending his entire adult life as an officer in the service of the Old Earth Union military he knows no other dedication. His entrance into the briefing room exudes confidence and purpose. Taking position behind the lectern, he fans out the file reports in front of him. After a moment of silence he looks up from the reports to gaze at those assembled. The unnatural glint in his eyes is a telltale sign of the augmentation implants that correct and improve his vision; this unnerving and steely look makes his demeanour all the more menacing and attracts the undivided attention of all those in the room. Commander Ryman begins his address:

"Good morning people. I'm sure you've already been briefed on the mission parameters. But to recap: A few weeks ago an undercover intelligence cell working in enemy territory intercepted a transmission on Shilgiili that referred to an ongoing operation on a moon in the neighbouring Enki Kalamma system, designated 'Operation 317'.

The operation is a mining station on an ice world called Neve. Neve is a small moon orbiting one of the system's gas giants. Our undercover cell rebased to Enki Kalamma and one agent managed to infiltrate the operation by joining a work crew being transferred to Neve. Agent Nathan Rees transmitted half a dozen brief reports to the cell on Enki Kalamma but then suddenly the reports stopped coming. We believe Agent Rees has been compromised.

Here's what we know: Dingir has constructed a fortified station on Neve and has deployed an armed garrison. There is also a mining platform in operation from which they are extracting a rare ore called amarite. Dingir hopes to use the amarite in bonding new ultra strength hulls for its military vessels. Enemy survey teams are active on Neve looking for new amarite deposits in order to expand the mining operation.

Current relations with Dingir mean that we need to exercise caution. We are not officially at war and cannot risk launching a full scale naval offensive within Dingir borders. Instead we have decided on a covert insertion to strike against Neve. Halting the mining operation is the primary order. It is essential that the mining platform is destroyed. It is also a requirement of the mission that you ascertain the fate of Agent Rees. If he is alive he is to be extracted and brought back."

Intelligence Report

Intel reports have provided a basic map of the area in which the mission will take place. A holographic map can be displayed for the player characters.
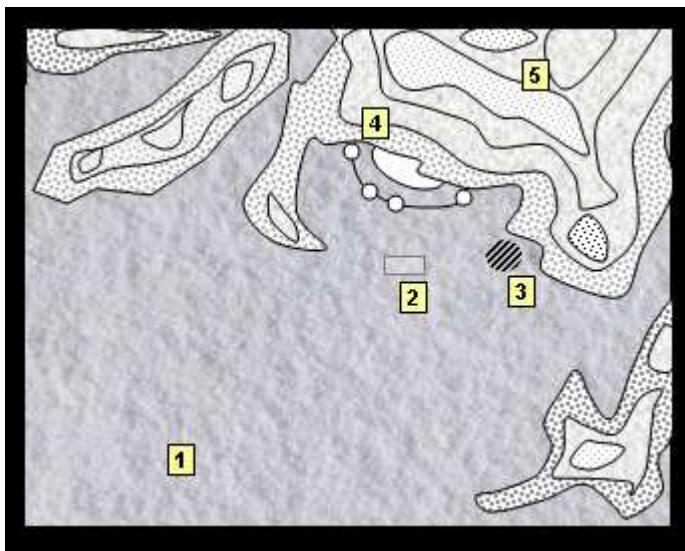
1. The Drop Zone The designated area for the orbital drop. It is approximately two kilometres from the fortress.

2. Landing Pad An artificial surface surrounded by high powered lights serves as a landing pad for supply vessels. The surface is usually iced over and can be hazardous to set down on, requiring a skilled pilot. The pad is ideally suited for small craft of up to 300 tons. A guidance beacon is sited at the pad; a pilot can lock on to its frequency to be guided in to land. The beacon is invaluable for pilots landing in adverse weather conditions when visibility can be reduced to zero.

3. Mining Camp Though surveying is underway for potential new mining sites, this camp is currently the only live mining operation.

4. Fortress The fortress comprises a base with an external compound built into the side of a mountain bluff. On the open side, the compound benefits from the protection of an outer wall which is punctuated by four defensive towers. Between the two central towers is a large gate which guards the entrance to the compound. The gate is a reinforced ultra-steel double door and the steel-concrete wall is six meters high (18ft).

5. Mountain Bluff The bluff rises about sixty meters (180ft) above the fortress. For ease the map shows a number of tiers that build up the height of the mountain and rocky crags. Each tier has an average elevation of fifteen meters (45 ft).

Defences

The fortress garrison is a detachment from the Shilgiili armed forces and numbers some two dozen officers and men. Aside from the military garrison there is a small number of personnel employed in maintenance and various mundane duties as well as work crews and survey teams. Agent Rees' reports also mention a section of armoured walkers (bi-pedal fighting vehicles) appointed to the protection of the mining camp and the survey teams. The fortress itself has a number of defensive systems including plasma cannon and automated laser weaponry integrated into the defensive towers. Intel reports make no mention of dedicated anti-air capability, but such defences should be expected.

The towers of the compound's defensive wall also have ECM field generators capable of projecting a vertical force shield to prevent grav vehicles from flying over the walls.

Naval Presence and Mission Time

Naval Defence
There is no mention of orbital or even in-system naval defence in intel reports. In the event of any naval presence at the starport on Enki Kalamma – it will take fast response vessels an estimated average of 90 standard hours at 5G to cover the 450 million km (3AU) distance from Enki Kalamma to Neve. Added to that is the transmission time of any alert message sent from Neve.

Referee's Information
Without an alert signal, the navy at Enki is unlikely to know that the Amadeus is in-system. Even if the Amadeus is detected, there is a patrol vessel – the Nightwing – on picket duty near Neve that is responsible for baby sitting wayward freighters.

After exiting jump space at the 10 million km jump perimeter of Avolakita - Neve's gas giant parent - it will take the Amadeus 12½ standard hours (give or take an hour or two depending upon jump accuracy) to put into orbit around Neve. It takes another 12½ hours to return to the perimeter to exit the system. Even if naval assets react from Enki the player characters still have an approximate window of 66 standard hours to execute the mission and then get away – plenty of time. However, unexpected delays, fuel skimming or the need to make repairs due to mishap or space combat could turn the mission into a race against time to jump away before Dingir naval assets arrive on scene.

Transport and Equipment

TRANSPORT

The Amadeus
Currently, despite ongoing heated relations, there is no official state of war between the Dingir League and the OEU. It is therefore not prudent to despatch a naval task force on this mission and so, in order to enter Dingir space and deliver the insertion team (the player characters) to Neve, it is essential that a civilian vessel is used. A conscientious decision was taken to utilise an old-style freighter common to many systems in order to pass as inconspicuously as possible.

The Amadeus is a 1,000 ton freighter specially converted to hold a small compliment of carryalls - 'orbital drop-ships'. The Amadeus ostensibly is carrying a merchant cargo bound for Shilgiili. Agents have created a fictitious contract order to deliver the cargo to an import company that operates from Shilgiili's main starport. The company is a false front set up by Union agents several years ago through which they often smuggle espionage agents and equipment. Should the

Amadeus be boarded by a Dingir naval patrol the manifest ought to be in good order. However, there would certainly be a problem if a full search of the Amadeus was conducted which may pique the interest of Dingir customs officers if they realise the available cargo space comes up as inadequate in comparison to the external proportions of the ship. A similar problem occurs if the concealed weapon bays are discovered. Extra weapon bays provide essential fire power but have been concealed in retractable turrets so as the freighter does not appear overly armed.

The cargo bay of the Amadeus has a false bulkhead hiding a large hangar. A concealed personal access point is used to enter the hangar from within the ship; otherwise the only other access is the large ventral access door that opens up beneath the ship to reveal the hangar and its payload. Within the hangar there are three berths in the form of docking clamps. Each berth may hold a carryall or an aerospace aircraft. The carryalls are orbital drop-ships capable of delivering a variety of hardware to the surface of any world. Each carryall is a 52 ton aircraft which can carry up to 14 tons of hardware for a gross weight of 66 tons.

Aboard the Amadeus flight crew and player characters will occupy the staterooms in double residency as necessary which allows a total of up to sixteen persons on board.

Crew of the Amadeus

Captain Hal Stevens (pilot)
Str 6, Dex 10, End 8, Int 10, Edu 9, Soc 8;
Air/Raft 2; Brawling 1; Computer 1; Gun Combat (body pistol) 2; Pilot 3; Vacc Suit 1;

Johan Alfreck (navigator/co-pilot)
Str 7, Dex 8, End 8, Int 9, Edu 8, Soc 7;
Air/Raft 1; Comms 2; Computer 1; Electronics 1; Pilot 2; Navigation 3; Vacc Suit 2; Vehicle (wheeled) 2;

Keaton Reiter (engineer)
Str 9, Dex 8, End 8, Int 8, Edu 7, Soc 6;
ATV 1; Electronics 1; Engineering 3; Gravitics 1; Gun Combat (shotgun) 1; Mechanical 2; Vacc Suit 2;

Freddie Gerraint (medic/steward)
Str 6, Dex 8, End 6, Int 10, Edu 9, Soc 7;
Admin 1; Computer 1; Medical 2; Navigation 1; Steward 2; Vehicle (wheeled) 1;

Alison Briggs, Sean Hallam, Patrick Whitely (carryall pilots/gunners)
Str 6, Dex 8, End 7, Int 7, Edu 8, Soc 6;
Comms 1; Computer 0; Gunnery 2; Gun Combat (body pistol) 1; Navigation 1; Pilot 1; Vacc Suit 1; Vehicle (winged craft) 3;

The Amadeus; — 1,000 tons
Converted Claire Class Heavy Freighter;
1,000-ton hull - standard configuration; **Drives:** manoeuvre-K, jump-K, power plant-K; **Performance**: jump-2, acceleration 2G; **Fuel**: 220 tons supports power plant for four weeks and one jump-2; **Bridge**: 20t – controls, comms, avionics, scanners, sensors; **Cargo**: 298 tons; **Staterooms**: 8, Low berths 4, **Crew** 7; **Vehicles**: shuttle; **Computer:** model/3; **Programmes:** library, jump-2, m/evade-1, navigation, target, launch, gunner interact; **Armaments:** four hardpoints: **#1** external single turret w/fire control –beam laser; **#2** retractable double turret w/fire control – missile rack/sand caster; **#3** retractable double turret w/fire control – pulse laserx2; **#4** retractable double turret w/fire control – pulse laserx2; **Ammunition:** 12 missiles and 12 sandcaster barrels; **Extras:** ship's locker, secret hangar bay with 3x docking clamps for vehicles total 210dtons; fuel scoops and 10 tons of fuel processors; **TL:** 9; **Cost:** (inc conversion) 475 Mcr.

Notes: Claire class freighters were a stalwart work horse of many interstellar trading companies until the manufacturer went out of business. Originally built as a TL8 vessel, the Amadeus has had weapon systems and computer upgrades to TL9.

The Amadeus has fuel scoops and 10 tons of fuel processors fitted. Though unable to enter atmosphere it can scoop from the rings of gas giant planets. The 10t of processors can convert 200 tons of fuel in twenty four standard hours. The Amadeus requires a minimum of 100 tons of fuel to execute a jump-1 journey.

Cargo
The cargo is aboard just for appearance sake in the event of being boarded by a League naval patrol. The ship's manifest lists a three hundred ton cargo of basic consumables due to be delivered to an importer located on Shilgiili. The importer has been established for many years but is actually a front for a Union smuggling operation. It is one of many undercover Union operations within Dingir space – just as Dingir League secret agencies operate within the OEU. The crew of the Amadeus has no actual intention of reaching Shilgiili to deliver the cargo.

Refuelling
Planned fuel stops are organised between jumps for both outbound and return journeys; except for refuelling in the Enki Kalamma system. The Amadeus can easily conserve the 100 tons of fuel necessary for the jump/1 journey to hop back over the border to Shuruppak. However, if something goes wrong it will be necessary to refuel by skimming in the rings of the gas giant planet around which Neve orbits. The Amadeus is fitted with fuel scoops and processors.

THE PAYLOAD

The crew of the Amadeus are naval personnel assigned to the mission and will operate the Amadeus and pilot the carryalls too, but the surface mission is the responsibility of the player characters.

Players may choose which vehicles they would like to load onto each carryall. Alternatively, a player character with the requisite flying skill may choose an aerospace ground-attack aircraft to execute an air strike against planetside targets. The B31 Athena aerospace aircraft detailed below is heat shielded and can freefall through orbit and therefore doesn't require a carryall. The aircraft takes up one full berth within the hangar of the Amadeus instead of a carryall.

Number of Player Characters

If there are six players (or more) use all three available drop ships. For four or five players consider reducing the number of drop ships to two. For less than four players consider using just a single drop ship. Alternatively, NPC crew can be used to help operate surface vehicles and aerospace aircraft as necessary.

EQUIPMENT

A variety of personal equipment for the mission can be requisitioned from military stores. Hardware in the form of armoured vehicles and aircraft for the mission are also made available by mission command. The nature of the adventure will require PCs to kit themselves out with armour, medical supplies and weapons including heavy firearms, explosives and grenades.

Personal Equipment

The following short list gives suggested items available for requisition. The player characters may actually choose any personal equipment they wish up to a maximum of TL11 from the Referee's chosen rule set or from pocket guide books for the **Terran Dawn** setting may be taken by player characters. There are no costs involved as all requisitioned equipment is provided by the military.

ARC-2 Combat Armour (TL11): The ARC-2 Templar combat suit is standard issue armour amongst many Union units. It provides excellent protection to torso, arms, groin and legs. Constructed of plates made from lightweight polymers it is flexible and encumbrance is minimal. Extras include internal med-kit, computer-0 and a reflective anti-laser coating. *Treat as combat armour on Weapons Matrix table in Classic Traveller book 1 but with -8 vs lasers.* [For more detail see **Terran Dawn** Old Earth Union pocket guide].

Cold Weather Gear (TL10) A hooded thermal body suit of minimal weight; usually worn under armour. This suit protects the wearer against extreme cold temperatures and other effects of freezing weather. Worn on its own the suit is the equivalent of jack armour.

Decoder (TL10): This hand held device is used to decode and trigger electronic locks. More sophisticated decoders are available at higher TLs. The difference between the TL of the decoder and the TL of the lock is applied as a +/- DM to any **Mechanical** or **Electronics** skill check when using the decoder.

Explosive Charge (TL6): An adhesive explosives package detonated by timer or remote device. The **Demolitions** skill is required to use correctly. Damage 8d6; Penetration value 20; Blast radius 6 meters.

Goggles (TL7): Eye protection against the effects of freezing temperatures, winds, solar glare and snow blindness. Can be switched to night vision.

Grenades – each of the following is available as a hand grenade or as a grenade launcher round.
- ♦ **EMP Pulse Grenade (TL9):** Cause no physical damage but can shut down electronic devices and white-out sensors within the burst radius (6 meters) of the pulse for 1d6 rounds.
- ♦ **Flash-Bang Grenade (TL 9):** All targets in 6 meter radius must make an **Endurance** throw 8+ or be disorientated for 1d6 rounds suffering -2DM to all actions.
- ♦ **Fragmentation Grenade (TL6):** Damage 5d6/3d6 (3 meter/6 meter blast radius).
- ♦ **HEAP (High Explosive Armour Piercing) (TL6):** A grenade round for use with a RAM (rocket assisted multi-purpose) Grenade Launcher. Penetration 16; Damage 8d6. See Classic Traveller Book 4 – Mercenary; Range and Weapons Matrices.
- ♦ **Smoke Grenade (TL6):** Damage none; 6 meter blast radius of smoke. In the absence of a breeze or ventilation the smoke lasts 2d6 rounds.

Orbital-Comm (TL8): A surface-to-orbit personal comm. Vital for signalling the Amadeus from the surface of Neve. The comm relies on a relay signal provided by the orbiting ship. In the absence of the orbiting ship the comm is useless — no orbital signal, no comm-link.

VEHICLES

There are three berthing clamps available in the hangar of the Amadeus. PCs may choose which hardware they wish to take from the vehicles and aircraft suggested below. An aircraft takes up one hangar berth. For each surface vehicle chosen, a carryall is automatically supplied which will drop the vehicle and its occupants from orbit. A carryall takes up one berth in the hangar.

Speeder If the ability to deploy and manoeuvre quickly is most important to the player characters then a speeder might be a favoured choice. The speeder is essentially a lightweight four seat air/raft that zips across the battlefield.

ATV The M20 Spartan is a medium sized and versatile armoured all-terrain vehicle for deployment to regions of a hostile environment. Its internal combustion drive fuelled by hydrocarbons requires an atmosphere rating of at least 4 to be operable.

Aircraft The B31 Athena is a retractable-wing ground-attack aerospace aircraft capable of freefalling through orbit. However its jet engines and lack of fine manipulation in zero gravity mean it cannot return to orbit unassisted. It is armed

with a fixed-mount very rapid fire gauss gun and an array of light tactical missiles. Prime targets for air strikes during this mission include the mining platform, fortress walls and towers and enemy armour.

Vehicle Specifications

Speeder

MG11 Speeder; — 2.75 tons
A four seat lightweight anti-grav vehicle
Size 9 spaces; **Dimensions** length 3.3m, width 1.7m; **Configuration** open; **Drive** Grav; **Power** Fusion; **Fuel** hydrogen/ 1 week duration; **Performance** anti-grav (enhanced); **Speed** 500kph cruise, 600kph max; **Crew** 1+3; **Cargo** 250kgs (utilising unused passenger space); **Armour** 4; **Weapon** 20mm auto-cannon (fixed body mount, light main weapon, forward facing) 400 rounds; **Extras** short range (5km) communicator **Cr.** 462,000 ; **TL** 9
Operation: Air/Raft or Vehicle (grav) skill.
Auto-cannon (TL6): 20mm; light main weapon (fixed, forward facing), fired by the pilot using joystick controls; Penetration 18; Damage 8d6; Magazine: 400 rounds; The auto-cannon fires bursts of 10 rounds at a time and up to 5 bursts per turn. Extreme range (fixed mount) is 1000 meters – see Traveller Book 4 page 39.

ATV Assault vehicle

M20 Spartan ATV; — 13.5 tons
Armoured All Terrain Vehicle;
Size 43 spaces; **Configuration** closed, sealed; **Drive** wheeled (4WD); **Power** internal combustion (requires minimum atmosphere 4 to operate); **Fuel** hydrocarbons/ 24 hours duration; **Performance** 4WD multi-environmental **Speed** 100kph cruise, 150kph max, 40kph off-road; **Crew** 2 (+4 passenger spaces); **Cargo** 1000kgs (utilising all available passenger space); **Armour** 14 (enhanced composites); **Weapons** 1x dorsal turret with two weapon systems: **#1** 40mm auto-cannon (medium main weapon) and 400 rounds, **#2** missile rack 3xTAC missiles (TL11); **Computer Software** target, launch, gunner interact; **Extras** sealed environment, long range (500km) communicator, thermal imaging; **Cr.** 117,000; **TL** 11
Operation: ATV skill.
Weapons Turret requires one gunner to operate weapons.
Auto-cannon (TL10) medium main vehicle weapon, 40mm; HEAP rounds - penetration value 35, damage 8d6; Discharging sabot - penetration value 30, damage 6d6; 200 rounds of each type of ammo (can auto-select between ammo types). The auto-cannon fires bursts of 10 rounds at a time and up to 5 bursts per turn. Extreme range is 2000 meters – *see Traveller Book 4 page 39.*

TAC missile (TL11) Penetration: 33; Damage: See vehicle combat rules in appendices.

Aerospace Aircraft

B31 Athena - Aircraft; — 9.5 tons (full payload)
Retractable-Wing Ground-Attack Aircraft; single seat
Size 28; **Configuration** winged, sealed cockpit; **Drive** wings; **Power** jet; **Fuel** hydrocarbon fuel / 1 day duration; **Performance** enhanced: **Speed** 4,000kph cruise, 4,500kph max; **Crew** 1 (cramped cockpit); **Cargo** nil; **Armour** 14 (enhanced composites); **Weapons #1** VRF gauss gun (forward mounting, light main weapon), 4,000 rounds, **#2** TAC missiles x6 (TL11); **#3** Decoy flares x8; **Sensors** (TL10) basic 10km range, thermal imaging; **Extras** heat shielding, sealed cockpit, life support, ejector seat; long range (500km) comm; **Computer Software** Target, Launch, ECM; **Cr.** 710.000 ; **TL** 11
Operation: Vehicle (winged aircraft);
VRF Gauss Gun: (TL10). 4mm, very rapid fire; light main weapon; fires in 100 round bursts; Penetration 20; damage 10d6. Magazine: 4,000 rounds. *Traveller Book 4*
TAC missile: (TL11) Penetration: 33; Damage: See vehicle combat rules in appendices.
Combat Notes: 1. The only enemy weapons in this adventure capable of targeting an Athena are the SAM (surface-to-air missile) turrets. The Athena is simply too fast to be targeted by anything else. **2.** The Referee should determine the number of combat rounds it takes for the Athena pilot to manoeuvre the aircraft before allowing each attack run.
Orbit Capability: Despite being able to freefall from orbit, the jet powered Athena aerospace aircraft is incapable of returning to orbit and manoeuvring in zero gravity to dock with the Amadeus. Therefore, the pilot must abandon the aircraft (land or eject) when it is no longer required and be picked up from the surface. Though a carryall could pick up the aircraft there is a lack of lifting equipment to move and load the Athena into the carryall's cargo area.

Orbital Drop Ship

Panstellar X12 VTOL Carry-All; — 66 tons (full load)
VTOL Orbital Drop Ship;
Size 264 spaces; **Configuration** aircraft, sealed fuselage, exposed cargo bay; **Drive** anti-gravity; **Power** fusion; **Fuel** hydrogen/ 4 weeks duration; **Performance** boosted; **Speed** 1,000kph cruise, 1,200kph max; **Crew** 2 (pilot and navigator); **Cargo** 14 ton payload; **Armour** 34 (enhanced composites); **Weapon** 3x body mounts: **#1** missile rack 2x air-to-air missiles (TL10), **#2** missile rack 2x TAC anti-armour missiles (TL11), **#3** decoy dispenser – chaff x8 and flares x8; **Sensors** basic (TL10) +0DM 10km range; **Computer Software** target and launch; **Extras** sealed environment, extended range (5,000km) communicator, streamlining, heat shielding (orbit capable); hydraulic lift for cargo bay; night vision; **Cr.** 16,149,000; **TL** 10
Operation: Vehicle (winged aircraft);
Anti-Air missile (TL10) Penetration: 30; Damage: See vehicle combat rules in appendices.
TAC missile (TL11) Penetration: 33; Damage: See vehicle combat rules in appendices.
Note: The drop ship cradles its payload in an exposed cargo bay that utilises a hydraulic ramp system. In order to pick up personnel on foot the carry-all can fit a pressurised fuselage container specially fitted to carry passengers.

Act II

The Enki Kalamma System

The Amadeus has a distributed hull design that prevents it from entering atmosphere — unless of course the intention is to simply fall out of the sky. Therefore as the mission begins the player characters will be shuttled into orbit (or high port) to board the Amadeus.

They will have an hour or two to settle in whilst final pre-flight checks are conducted by the flight crew. It then takes several hours more to reach the jump limit and begin the first of a series of jumps and fuel stops. Five weeks after first departing Fenris the Amadeus will arrive in the Enki Kalamma system. They arrive one hundred diameters out from the gas giant around which orbits their destination – Neve.

The Nightwing

Despite the importance placed by Dingir upon the mining operation on Neve, the Enki Kalamma system as a whole is quite unremarkable. The system has no vibrant trade markets and has a very low level of traffic which neither attracts piracy nor begs the requirement for the protection of a dedicated in-system navy. However, Dingir naval assets do make port at Enki Kalamma for fuel and supplies during their regular sweeps of border systems.

The Marquis of Shilgiili, having been awarded Neve as a fiefdom, has deployed little more than a token gesture naval presence for the defence of this otherwise unremarkable region of space. When the Amadeus arrives in the Enki Kalamma system, the only vessel to meet it on approach to Neve will be a single Shilgiili patrol ship on picket duty. The crew of the picket vessel will be immediately suspicious of the Amadeus which simply has no business being here.

The captain of the picket ship, a no-nonsense female officer named Jeno Spicer, will open communications with the Amadeus and request that intentions are stated and an explanation for their presence should be forthcoming. If the crew of the Amadeus do not respond or the reply fails to satisfy Captain Spicer, the picket ship will open fire across the Amadeus' bow.

A deep female voice in a heavily accented Anglic crackles over the speakers of the Amadeus' comm system:

"Attention unregistered freighter. This is Captain Spicer of the Shilgiili patrol vessel Nightwing. You are trespassing in controlled space. Please explain your presence and state you intention."

If the Amadeus fails to respond in good time:

"I repeat, unregistered freighter, you are trespassing in restricted space. State your intentions or will open fire."

At this point, if being monitored, the Amadeus' sensors will realise that the Nightwing has just armed its weapons.

A player should be encouraged to actually be the one who responds to Captain Spicer's communicated demands. The more plausible the explanations, the more Captain Spicer will be convinced to board and search the Amadeus rather than immediately engage and destroy it in a space battle. Plausible explanations might include such ruses as: a misjump resulting in the momentary disorientation of the Amadeus and its crew or perhaps a blasé explanation that they're on approach to the gas giant for refuelling and simply didn't realise this region was subject to restrictions.

If the explanation provided by the Amadeus is sufficient to allay the immediate suspicions of Captain Spicer, she will order the Amadeus to prepare to receive a boarding party. She does not see the need to state her intentions to the trespassers. On boarding, marines from the Nightwing will check the Amadeus' registration records and cargo manifest before conducting a search for contraband.

One of the boarding party will be a 'truthsayer' – a telepath whose job it is to read the surface thoughts and decipher the body language of the crew. He will use the abilities **Probe** and **Read Surface Thoughts**.

Nightwing   **- 400 tons**
Shilgiili Navy; Type 90 patrol vessel;
400-ton hull - streamlined; **Drives:** manoeuvre-H, jump-B, power plant-H; **Performance**: jump-1, acceleration 4G, power rating 4; **Fuel**: 120 tons supports power plant for four weeks and one jump-1; **Bridge**: 20t – controls, comms, avionics, scanners, sensors; **Cargo**: 118 tons; **Staterooms**: 16, Emergency Low berths 2, **Crew** flight crew x8 plus marine compliment x8, **Computer:** model/4; **Programmes:** library, jump-1, m/evade-1, navigation, target, launch, ECM, predict-1; **Armaments:** three hardpoints: **#1 Portside** double turret w/fire control –beam laser x2; **#2 Starboard** double turret w/fire control – beam laser x2; **#3 Ventral** double turret w/fire control – missile rack/sandcaster; **Ammunition:** 12 missiles and 12 sandcaster barrels; **Extras:** ship's locker, common room/galley, vehicle-air/raft, fuel scoops, breaching tube; **TL:** 10; **Cost:** 200 Mcr.

Notes – The Type 90 has 55 tons of drives which exceeds the 50t limit of creation rules. Limiting the Type 90 to 50t of drives would produce a patrol vessel of sub-optimal performance. The type 90 is therefore considered customised at a hike in cost to produce.

Crew of the Nightwing

Captain Jeno Spicer   **(Captain, female)**
Str 6, **Dex** 8, **End** 6, **Int** 11, **Edu** 10, **Soc** 8;
Admin 0; Computers 1; Gun Combat (body pistol) 1; Pilot 2; Tactics 1; Vacc Suit 2;

Referee's Information - Hazrin Kejuek
Kejuek is utilised as a truthsayer on board the Nightwing.
He is something of a simpleton. Abandoned by his parents
as a child he was raised in an orphanage until his
telepathic talents were recognised and a government
agency on Shilgiili took him in to train him. His simple
minded nature meant he proved no good for espionage
training and he was instead seconded to the navy who
promptly employed him as a telepath in backwater
operations of no significant importance. Kejuek has few
skills and simply does as he is told. It doesn't take a
genius to notice that he has the mental age of a child.

Library Data: Shilgiili Culture

Shilgiilians speak with a heavily accented Anglic and use
colloquial turns of phrase that can make them difficult to
comprehend. Hailing from a waterworld, the average
Shilgiilian has a propensity to be supple and lithe with pale
water-rich skin. Most Shilgiilians have ash-blonde hair - a
characteristic of their race.

Library Data: Shilgiili Type 90 patrol Vessel

If PCs scan the Shilgiili vessel and refer to computer library
data the Referee should furnish them with a copy of the
ship's stats. Also of importance will be the vessel's layout as
those with a keen tactical eye will be allowed to realise it has
a serious design flaw that can be exploited. An **Intelligence**
or suitable **Tactics** throw will realise the following:
   ♦ The ship has a single portside airlock access via which it
must achieve a hard seal to dock with the Amadeus before a
boarding party can cross. Most of the type 90's systems have
power relays running through this access bay. An explosion
in the bay will compromise the ship and force damage

control systems to seal off the bay to contain a possible
breach. If enough damage is caused during such an explosion
any or all of the power relays might be damaged causing
disruption to the ship's systems.

If PCs cause an explosion capable of delivering at least 6d6
damage in the bay (no need to roll for damage), roll 1d6 and
consult the table below.

Result	Effect
1	Airlock damaged and fails to close. Port access bay breached. Portside weapon systems fail.
2	M-drive damaged. Speed is halved. Portside weapon systems fail.
3	J-drive damaged. Unable to initiate jump. Portside weapon systems fail.
4	Weapon system damaged. All weapon systems fail.
5	Power plant damaged. All computer software fails. Speed is halved. Unable to initiate jump.
6	The Nightwing is 'dead in the water'; drifting uncontrollably until the power plant is restored. Complete systems failure. Airlock fails to close. Port access bay is breached.

THE BOARDING PARTY
The Nightwing will come alongside and an extendable tube is
used to gain a seal with the Amadeus' outer airlock. The
boarding party consists of five marines lead by a corporal
plus the thruthsayer. Captain Spicer remains aboard the
Nightwing along with her flight crew.

*Moments after hard seal is achieved the air lock opens and
the boarding party of grey uniformed marines steps through.
A hard-faced man with corporal's insignia addresses you in
an abrupt manner. He demands to see registration documents
and manifests for crew and passengers.*
   *The compliment of marines splits up under orders from the
corporal to conduct a search of the Amadeus. Aside from the
grim corporal and marines there is one other figure – a
strange looking man of short stature and rounded shoulders.
He is slovenly in appearance, wearing an ill-fitting flight suit.
The strange man remains silent but stares intently at you and
other crew members and at times he cocks his head to one
side in bird-like fashion as if to accentuate his concentration.*

Corporal Neuvine is accompanied by the simple-minded
truthsayer, a diminutive male named Hazrin Kejuek. In
contrast to the smart military attire of the marines, Kejuek is
conspicuous by his slovenly appearance. Kejuek does not
enter into conversation but displays distinctive body language
– his piercing eyes make a panoramic sweep of his
surroundings as if devouring visual information and he cocks
his head slightly to one side when listening with intent to
what people are saying.

Corporal Neuvine curtly greets the crew of the Amadeus and
demands to see papers (or electronic records) and manifests.
Four of his marines are immediately despatched to search the

ship whether the Amadeus crew offer to escort them or not – starting with the cargo hold.

Psionic Examination and Triggers for Combat
During conversations between Corporal Neuvine and any crew member of the Amadeus, Kejeuk is employing the telepathic talents of **Read Surface Thoughts** and **Probe** to ensure the Amadeus' crew are telling the truth. As soon as he detects untruths he makes a signal to Corporal Neuvine. Neuvine will not let on that anything is amiss but will recall his marines from their searches.

If PCs were wondering when they should make their move – now would seem to be the most opportune moment to catch Neuvine off guard before he can order his marines to arrest all those aboard the Amadeus (effectively game over).

The expertly falsified documents should be enough to fool the boarding party unless the Referee decrees otherwise. However, the inadequate proportions of the cargo hold are far more likely to arouse the interests of the Shilgiili marines. No matter how the situation occurs a fire fight is bound to break out – after all, the Amadeus cannot enter orbit and execute an orbital drop to the surface of Neve within sensor range of an enemy patrol ship and Captain Spicer wouldn't allow the freighter to remain in controlled space anyway. If the mission is to continue, the marine boarding party needs to be subdued and the Nightwing captured or destroyed.

COMBAT

Triggers for Personal Combat
The secret hangar is discovered
The retractable weapon systems are discovered
The Truthsayer exposes the crew
The PCs initiate combat
Triggers for Space Combat
The Amadeus refuses to comply with the Nightwing
The Amadeus engages with a surprise attack
The Amadeus is for any reason forced to break hard seal

Whilst the Nightwing's boarding party is aboard the Amadeus the two ships are docked by hard seal. The PCs could in turn board the Nightwing in a surprise action. However, if hard seal is broken action will switch to a space battle. The non-player characters of the Amadeus' flight crew should be placed at the players' disposal as necessary. However, the flight crew are flyers not trained fighters; it is the player characters who should be leading combat.

Prelude to Space Combat
If docked, either ship can break hard seal at any time. Doing so causes the ships to drift apart until a safe distance is achieved so that vessels may engage m-drives. A vessel unprepared for the breaking-off of hard seal which has open or damaged airlocks will be compromised by a breach.

Developments – Arrested PCs must immediately find a way to resist or else the mission fails and its game over. If the

Nightwing is fooled it remains in orbit around Neve and poses a constant threat that will thwart the mission as soon as orbital drop begins. If the Nightwing is captured intact the fate of its crew is down to the PCs actions.

On arrival in orbit around Neve, the PCs and their flight crews can begin to prep for orbital drop. A sensor sweep of the planet will ascertain local weather conditions — roll on random weather table below.

Captain Stevens goes over the final mission details. Once the carryalls deliver their payloads to the surface they will immediately return to the Amadeus in orbit. As soon as the surface mission is complete, the PCs need to call the carryalls back in for evacuation. After evacuation the Amadeus will need to skim for fuel and then its homeward bound.

LOCAL CONDITIONS - Random Weather Table	
1-2	Clear sky, light breeze, crisp cold air
3-4	Intermittent snow flurries limit visibility to 1,000 meters in daylight. Within 1,000m apply a -2DM penalty to all actions requiring clear vision. Over 1,000m actions requiring vision are not possible.
5	Clear sky, cross winds 35km per hour.
6	Snow storm and occasional gusts of up to 50km per hour. Visibility cut to 200 meters in daylight. Apply a -2DM to all actions requiring clear vision up to 200 meters.

During orbital drop, each carryall descends at speed through Neve's upper atmosphere before reversing thrust to affect a controlled landing on the world's surface. The carryall deploys its payload - which takes just a few seconds - before lifting off again. Roll 1d6 on the following random events table for each carryall drop ship to determine whether anything adverse occurs during this operation.

Aerospace aircraft descending from orbit must also roll on the following table but a result of 6 has no effect.

| ORBITAL DROP - Random Events Table	
1-4	No mishap
5	During descent from orbit, rough air in the upper atmosphere causes drive system damage to the carryall. Speed is halved.
6	Carryall pilot (PC or NPC) must make a **Vehicle (aircraft) 10+** check. Failure suffers a misjudged landing in an area of drifting snow. If the check fails, roll 1d6 and consult below: 1-2. Engine damaged. Speed is halved. 3-4. Stowed equipment aboard a vehicle breaks free (if applicable) and hits a PC passenger for 1d6 damage. 5-6. Weapon system damaged. Missiles no longer fire.

Act III

Surface Strike

There are three scenes provided in this act which may occur in any order. The optional mountain scene is included for completeness but will probably not occur unless the player characters are attempting to be particularly stealthy in their approach.

♦ **The Mining Camp**
♦ **Climbing the Mountain**
♦ **The Fortress Compound**

The Mining Camp
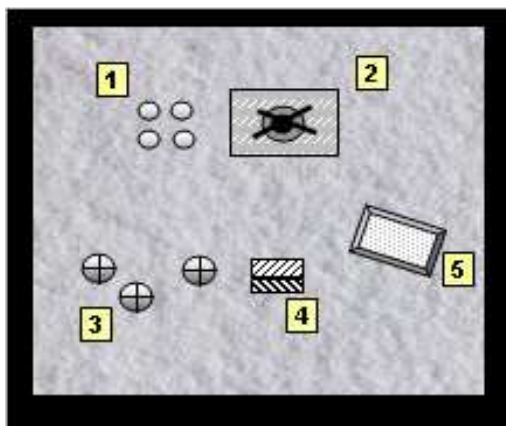
1. **Ore Storage Silos**. The amarite ore is neither flammable nor toxic. Destroying the silos will disintegrate the ore, scattering it as worthless dust.

2. **Mining Platform** Armour 12, Damage Threshold 400. The mining platform and its drilling head are easily disabled or destroyed with well placed explosive charges or a concerted aerial strike.

Explosive Charges An expert in explosives will know exactly where to place charges and so hugely increase the damage caused to the platform. When the charges are set, make a **Demolitions** skill check for each charge and determine overall damage by multiply the damage of each blast by the result of the check.

3. **Tents**. Pressurised heavy duty survival tents. Used for shelter and storage of personal items by miners. Often, there are single seat snow mobiles parked near to the tents. Snow mobiles are used by the miners to travel back and forth from the mining camp to their quarters at the fortress complex.

4. **Site Office**. Work stations and computer controls are here for the operation and monitoring of the drill. Geological recordings of the mine shaft are constantly monitored too.

5. **Garage** and equipment stores. A spare drill head is the single largest item stored here. Various maintenance

equipment is here too. When there is room, personal vehicles (grav bikes) might be garaged here.

Personnel
At night the camp is abandoned and the drilling head closed down. During the day there are very few personnel who work at the camp. Those that do are all miners – each is unarmed and considered a non combatant.

Neve is hardly a strategic military stronghold and defences at the actual mining camp are non existent, except that is for a routine patrol of armoured walkers which happens to be here when the player characters launch their attack: Unless of course, the actions of the PCs require the Referee to redeploy the walkers elsewhere.

A full compliment of workers plus the walker patrol will result in the following being present at the mining camp during the day: Ten mining crew workers and two manticore armoured walkers. Dependent upon player character numbers the Referee may decide to increase the number of walkers to three or decrease to just one.

Mining Crew   (x10)
Str 7, **Dex** 7, **End** 7, **Int** 7, **Edu** 7, **Soc** 5;
Demolitions 1; Engineering 1; Mechanical 1: Prospecting 2; Science (geology) 2; Vacc Suit 1; Vehicle (grav) 1;
Gear – cold weather clothes, goggles
Armour – none

Manticore - Walker;   6.2 tons –
Bi-Pedal Armoured Walker; Shilgiili Armed Forces.
Size 32 spaces; **Configuration** walker; **Dimensions** 18ft tall; **Drive** legs (bi-pedal); **Power** battery; **Fuel** hydrogen cells/ 12 hours duration; **Performance-**speed 45kph cruise, 60kph max, 30kph off-road/rough; **Crew** 1; **Cargo** nil; **Armour** 16 (enhanced composites); **Weapons** 2x 20mm auto cannons, (light main weapons), body mounted (TL8) and 800 rounds; **Software** gunner interact; **Sensors** (TL10) basic 10km range; **Extras** sealed environment, medium range (50km) communicator, thermal imaging; **Cr.** 99,500; **TL** 10.
Operation: Vehicle (walker)
Auto-cannon (TL8) Light Main Vehicle Weapon, 40mm; HEAP rounds - penetration value 24, damage 8d6; Discharging sabot - penetration value 24, damage 6d6; 200 rounds of each type of ammo per cannon (can auto-select between ammo types). The auto-cannon fires bursts of 10 rounds at a time and up to 5 bursts per turn. Extreme range is 2000 meters – see Traveller Book 4.

Manticore Crew
Str 7, **Dex** 8, **End** 7, **Int** 8, **Edu** 8, **Soc** 7;
Computers 1; Electronics 1; Forward Observer 1; Gunnery 1; Navigation 1; Recon 2; Vehicle (walker) 2;
Gear – cold weather clothes, goggles,
Armour – none

This optional scene will only occur if the player characters decide to climb the mountain in an attempt to descend upon the fortress compound from above. Player characters must have rope and climbing gear. The scene comprises two suggested encounters. A booby trapped gulley and an ambush by a tribe of native gib'rhim.

Falling Damage: Should there be a requirement to apply falling damage — Neve is a 0.35G world and falling damage is relatively light at 1d6 per 3 meters (two squares) fallen.

Encounter 1 - Booby Trap

The mountain is characterised by gullies between uneven rock outcroppings. The Shilgiili fortress garrison has booby trapped some of the gullies with mines. The small map shown below represents one such gulley. The gulley is about 3 meters wide (9ft wide). High explosive mines are not used for fear of causing rock slides and so spring mines are instead used that are filled with metallic shards.
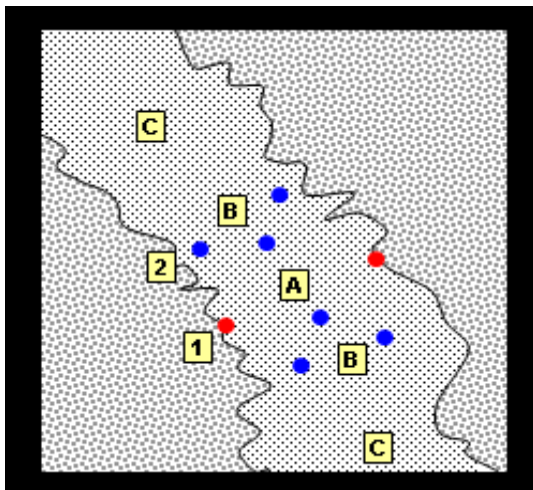
1. ● Motion Sensors. A laser beam stretches across the narrow gulley between the two sensors. If broken, it automatically arms and triggers the mines.

2. ● Spring Mines. Each mine emits a quiet electronic tone as it is armed. PCs may be allowed checks to hear this – though modifiers shall be applied for anything that adversely affects the chances of hearing, such as the wearing of helmets and hoods or a howling wind whistling through the gulley. The mines are called spring mines because when each mine is triggered it springs up one meter into the air. The mine spins rapidly releasing a dozen metal shards in all directions. Each shard is a small explosive round capable of piercing armour.

Six mines will arm and trigger together — filling the gulley with 72 shards that fly in all directions. Each PC in the gulley is randomly targeted by a number of shards depending upon his or her position when the mines are triggered. Positions are shown on the map as A, B or C.

Shard: Penetration Value: 2; Damage 1d6.

Position	Number of shards to target player
A	Targeted by 2d6 shards
B	Targeted by 1d6 shards
C	Targeted by 1d6-2 shards
Beyond C	Out of effective range

*

Evasion A successful **Agility Throw 8+** reduces the number of shards that target a player by half.

Hit Location. An Optional rule should the Referee wish to determine the hit location of individual shards. This is useful for determining if armour and helmet provide protection and for those who like to role play injuries: For each shard that hits a PC roll 1d6: **1** head; **2-3** torso; **4-5** arm; **6** leg.

Encounter 2 - The Gib'rhim Ambush

By pure coincidence a small hunting band of indigenous gib'rhim are on the mountain. They are fierce and brave — brave to the point of stupidity. They continue to fight until half their number is lost before being driven away. The player characters shouldn't have too much problem here but lots of gunfire is likely to alert the fortress garrison.

Gib'rhim   Hunter (omnivore)
Str 8, **Dex** 5, **End** 8, **Intel** 2, **Instinct** 8, **Pack** 7;
Melee (axe) 1; Melee (claw and teeth) 1; Recon 1;
Survival 2;
Gear - Stone axe (2d6); Number encountered 3d6;
Natural Armour – Fur Hide (treat as Jack armour)

Descending from the Mountain

The Referee is free to request skill checks as necessary to climb down the mountain. Climbing gear is essential.

To ascertain whether Agent Rees is being held within the base, the player characters must find a way to breach the compound and force their way inside the base.
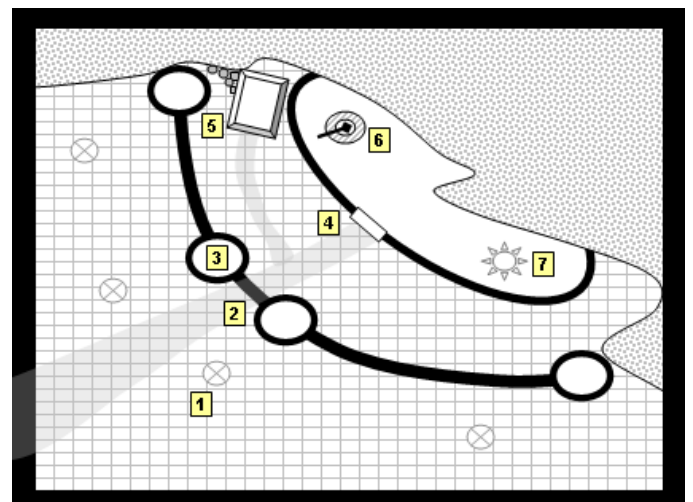
Scale one square = 1.5 meters

The Compound

Unless the PCs have been stealthy the base is likely to be on alert by the time the PCs reach the outer wall. As soon as the presence of the player characters is known, the military garrison reacts. A number of guards will don body armour, grab weapons and move out from the base complex and attempt to set up a defensive perimeter in the compound.

Electro-Magnetic Field
See entry 3 - The Defensive Towers - for details regarding the electro-magnetic shield wall that prevents vehicles from moving above the walls to enter the compound.

1. **Pop-Up Turrets** These turrets were not discovered by Agent Rees and were not included in his intelligence reports. Each of these four turrets retracts beneath the snow-covered ground when not in use. This is to protect them from the elements. The turrets provide anti-air defence for the base. Each turret comprises a missile launcher and four anti-air heat seeking missiles. Turrets are computer controlled by automated systems within the base. Narrow subterranean ducts connect power cables from the base to the turrets.

Turret (individual turret): Armour 14; Damage Threshold 70; SAM launcher armed with four missiles (TL9); Damage: See vehicle combat rules in appendices. *Operation*: Weapon system operators control the turrets from within the base. It takes one combat round to acquire the target and one round to launch a missile using *Target* and *Launch* software.

2. **Compound Entrance** Heavy reinforced ultra-steel gates. Armour 14; Damage Threshold 200.

   The gates are electronically operated and when opened, they part and draw back into recesses of the adjacent walls. There are two operation points that open and close the gates. One is a recess set into an adjoining tower (accessed from inside the compound) and the other is in the systems control room within the complex (room 2, surface level). Cameras at the gates feed images to monitors in the systems control room.

   The walls are 6 meters high (18ft), 1.5 meters thick and constructed from steel and concrete. Armour 32; Damage Threshold 300.

3. **Defence Towers** (four identical towers). Each has defensive weaponry and a shield generator. *Defence #1* Automatic laser weapons cover the approaches to the fortress. These are anti-personnel weapons controlled by systems operators within the base – treat each tower as having twin laser rifles (Traveller book one – page 40) fixed on a pivot mounting. The laser barrels jut outwards from a forward-facing slot in the tower wall. *Defence #2* Crowning each tower is a generator. When spooled up, each generator contributes to creating an electro-magnetic field above the fortress walls. The field is a hugely effective ECM defensive shield that will fry the electronics of any flyer or anti-grav vehicle that attempts to cross over the walls to breach the compound.

Destroying any one of the four generators will collapse the shield. A generator can be destroyed by exceeding its damage threshold or disabled with an EMP round or grenade. **Generator:** Armour 5; Damage Threshold 40.

4. **Base Entrance** The door to enter the base complex is a large iris valve blast door. Armour 16; Damage Threshold 140; The walls of the base are 1.5m (5ft) thick steel-concrete with Armour 32; Damage Threshold 300; The security locks (TL8) can be overridden by connecting an external circuit or applying a decoder device and triggering them with an **Electronic** skill check.

5. **Vehicle Garage** A tracked vehicle for ferrying supplies and personnel from the landing pad is garaged here. There is also a handful of single seat grav bikes that are used by mining crews to travel back and forth from the mining camp.

6. **Plasma Cannon** The cannon is a high energy weapon on the complex roof. It has a fixed mounting and a 90º firing arc which overlooks the outer wall of the compound. [For details see Traveller book four (Mercenary) page 49 and read the A Gun entry on the artillery table].

   Plasma A gun Cannon TL11 - weight 2 tons, range 5km, ROF 2, burst 5, penetration 20; damage 10D. Treat as a PGMP-12 on the range and weapons matrices. It requires to be operated manually by the gun crew.

Shilgiili Plasma Cannon Crew   (x2)
Str 8, **Dex** 7, **End** 8, **Int** 8, **Edu** 7, **Soc** 7;
Brawling 1; Gun Combat (auto rifle) 2; Plasma Cannon 2;
Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6); comm.; goggles;
Armour – cloth (thermal uniform);

7. **Communications Dish** Can be used to transmit radio signals across the star system to the military base at Enki or to vessels in space. It can be used by player characters to contact the Amadeus in orbit.

Combat Inside the Compound
Once the PCs breach the compound anything up to eight soldiers will be encountered within the compound itself. The remainder of the garrison will still be preparing for action (accessing the armoury for weapons and armour) and will be encountered inside the base itself. The actual numbers, state of readiness and tactics employed will depend upon the PCs' actions up until the moment that combat begins. Stealth, surprise and number of players will all be factors leading up to combat and the Referee should play the defence of the fortress as most appropriate to circumstance.

A stand up fight with well prepared defenders is likely to end in disaster for the players. Good use of equipment, heavy weaponry – including possible aerial strike – cover (smoke, snow, darkness) and tactics (possibly including surprise, subterfuge and diversionary ruses) should be encouraged.

Compound Combat

Aside from the two soldiers on the base roof (area 6) there are a total of eight soldiers – including one guard armed with a heavy weapon – within the compound itself. They will take up positions behind cover such as crates and vehicles and set up a crossfire to defend the compound.

Shilgiili Soldiers (x7)
Str 8, **Dex** 7, **End** 8, **Int** 8, **Edu** 6, **Soc** 6;
Brawl 1; Gun Combat (auto rifle) 2; Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6); comm.; goggles;
Armour – Cloth (thermal uniform);

Shilgiili Heavy Guard (x1)
Str 8, **Dex** 8, **End** 8, **Int** 8, **Edu** 7, **Soc** 6;
Brawl 1; Combat Engineering 1; Gun Combat (body pistol) 2; Heavy Weapons (RAM grenade launcher) 2; Recon 2; Vacc Suit 2;
Gear – Grenade Launcher with 6x HEAP rounds (Pen 16, damage 8d6), side arm (body pistol (3d6), holster).
Armour – combat armour; helmet with dark visor;

Act IV

Breaching the Base

Once the defenders of the compound have been overcome. The player characters must breach the mountain base itself if they intend to discover the fate of Union undercover agent – Nathan Rees.

♦ **Surface Level**
♦ **Sub Level One**
♦ **Sub Level Two**
♦ **Evacuation**

Surface Level

The outlined oval on the map below depicts the structure's roof. The roof is covered in solar panels that glint and reflect sunlight and can be seen for quite a distance.

SURFACE LEVEL
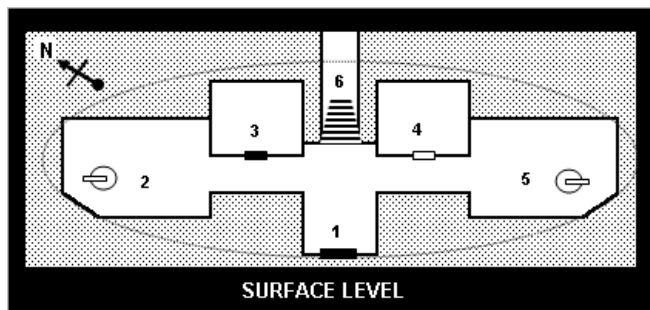
1. **Entrance**   Iris valve blast door. Armour 20; Damage Threshold: 100.
Opening by Force: Only heavy weaponry or heavy duty explosive charges can hope to damage this reinforced door.

Delivering a total of 100 points of damage will destroy the iris valve door, reducing it to twisted metal.
Overriding Security: The door can be opened by triggering the lock. An electronic aide of sorts (such as a decoding device) will be needed before a character may attempt to trigger the lock on a successful **Mechanical** or **Electronics** *(10+)* check.

2. **Systems Controls** – Within this room are the computer controls for the external defences, monitors (showing images of cameras within the external compound), comms and sensors. There are several work stations for the systems operators. If the computers here are closed down or destroyed, then all of the external systems to which they are connected are deactivated. Systems include – landing pad lights and guidance beacon, compound entrance gates, tower defence weapons and shield generators, pop-up turrets, the plasma cannon mounted on the fortress roof and all weapon targeting systems. There is a fixed steel ladder in this room that reaches a ceiling hatch to access the roof. On the roof is a plasma cannon mounting, a comms dish and dozens of solar panels.
Ceiling Hatch: Armour 10, Damage Threshold 80. No external lock. Hatch opens from the inside only.

3. **Armoury** – Locked steel door (Armour 15; Damage Threshold 70) with the word *Armoury* stamped on it. The lock is a security code device. Racks and shelves hold various small arms, body armour, grenades and ammunition. Items include (amongst other things) the following:
♦ Automatic Rifles   x12
♦ Combat Armour   x15
♦ Explosives (breaching charges and detonators)   x30
♦ Grenades (fragmentation)   x12
♦ HEAP RAM grenade rounds   x12
♦ Laser carbines (blasters)   x6
♦ Thermal clothing   x24

4. **Guard Room** – Basic furniture includes table and chairs. The guards on duty will often sit here and gamble with cards. There is an alarm and intercom mounted against one wall.

Once the players begin their assault on the fortress, the whole complex will likely be on alert. Certainly the surface level guards and systems operators should be prepared. As a result the four guards on duty here have had time to don combat armour in preparation for action.

Shilgiili Soldiers   (x4)
Str 7, **Dex** 7, **End** 7, **Int** 6, **Edu** 6, **Soc** 6;
Gun Combat (automatic rifle) 1; Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6);
Armour – combat armour

Systems Operators (x2)
Str 7, **Dex** 7, **End** 8, **Int** 9, **Edu** 9, **Soc** 7;
Admin 1; Computers 2; Gun Combat (body pistol) 1; Gunnery 1;
Gear – body pistol (3d6); holster;
Armour – none, basic uniform;

5. **Stores** – Outdoor gear is stored here such as vacc suits, cold weather gear and oxygen tanks. There is a ceiling hatch for access to the roof, mostly for maintenance of comms dishes and solar panels. There are also shelves with boxes filled to bursting with various mechanical parts and spare electrical components.

   Ceiling Hatch: Armour 10, Damage Threshold 80. No external lock. Hatch opens from the inside only.

6. **Stairs** – The stairs lead down to sub-level one of the base.

Sub Level One
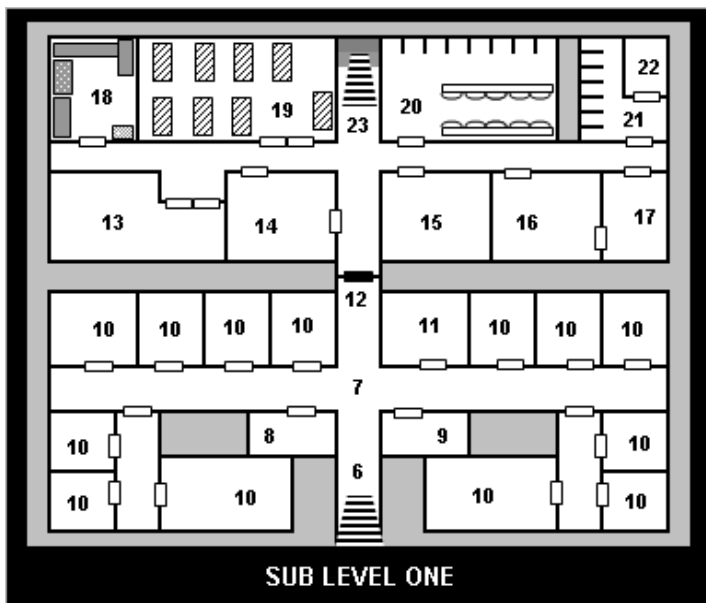
SUB LEVEL ONE

A base alert means most military personnel will engage the player characters within the compound or within the complex itself at the entrance level. Only a few guards will be left to encounter on the sub levels. Most of them will not have had opportunity to access heavy weapons or body armour.

Doors – All interior doors unless stated are sheet metal alloy. Armour 4; Damage Threshold 40;

6. **Stairwell** – Stairs leading down from the ground floor level.

7. **Guard Encounter** – Several hastily prepared guards are rushing toward the stairs with the intent of defending the base from intruders.

Shilgiili Corporal (x1)
Str 7, **Dex** 7, **End** 7, **Int** 6, **Edu** 6, **Soc** 6;
Gun Combat (automatic rifle) 1; Interrogation 1; Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6); fragmentation grenade (5d6/3d6 damage, blast radius 3 meter / 6 meter).
Armour – combat armour

Shilgiili Soldiers   (x4)
Str 7, **Dex** 7, **End** 7, **Int** 6, **Edu** 6, **Soc** 6;
Gun Combat (automatic rifle) 2; Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6);
Armour – cloth (thermal uniform);

Shilgiili Elite Guard   (x2)
Str 8, **Dex** 8, **End** 8, **Int** 8, **Edu** 7, **Soc** 6;
Brawling 1; Blade 1; Gun Combat (laser) 2; Recon 2; Survival 1; Vacc Suit 2;
Gear – laser carbine (blaster) (4d6); comm.; blade;
Armour – combat armour;

8. **WC**
9. **Stores**
10. **Private Quarters** – Quarters for military garrison, mining work crews, survey crews, base staff (cook, cleaners, engineers etc)
11. **Linen and cleaning Store**
12. **Security Door** (Iris Valve) Armour 10, Damage Threshold 100, Electronic lock (TL8). Override is triggered by a **Mechanical** or **Electronic** check.
13. **Recreation** - sports court/gym.
14. **Common Room**
15. **Private Office** – Base commander's office. There is a glass fronted small arms cupboard mounted on one wall.
16. **Admin Office**
17. **Laundry**
18. **Kitchen**
19. **Dining Hall**
20. **Shower Block**
21. **WC**
22. **Stores**
23. **Stairs down to sub-level 2** - The military base commander – Major Forlan – with three soldiers and an unskilled combatant (an engineer) will make a stand either on the stairs or in the corridor where the stairs meet sub level 2.

Major Forlan   (Garrison Commander)
Str 7, **Dex** 7, **End** 8, **Int** 8, **Edu** 9, **Soc** 8;
Admin 1; Gun Cmbt (body pistol) 2; Recon 2; Vacc Suit 1;
Gear – body pistol (3d6);
Armour – cloth (thermal uniform);

Shilgiili Soldiers   (x3)
Str 7, **Dex** 7, **End** 7, **Int** 6, **Edu** 6, **Soc** 6;
Gun Combat (automatic rifle) 2; Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6);
Armour – cloth (thermal uniform);

Engineer   (x1)
Str 6, **Dex** 8, **End** 6, **Int** 8, **Edu** 7, **Soc** 7;
Computer 1; Electronics 2; Engineering 1; Mechanical 2;
Gear – automatic pistol (3D6) - *the engineer is not firearm trained;*
Armour – none;

SUB LEVEL TWO
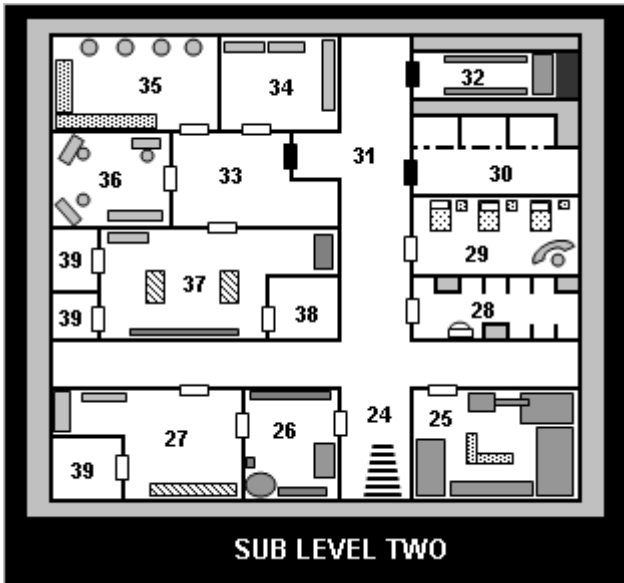
Doors – All interior doors unless stated are sheet metal alloy. Armour 6; Damage Threshold 40; Black doors are locked. – **Mechanical** check required to unlock.

24. **Stairs up to sub level 1** see also area 23 and a possible confrontation with the base commander Major Forlan and guards.

25. **Power Plant -** All internal and external systems of the base, compound, tower defences, SAM turrets and landing pad are powered from here. Well placed explosives detonated in here will disable the base.

26. **Utilities Room** (water, plumbing, heating etc)

27. **EngineeringWorkshop** - Power plant and utilities are controlled from here.

28. **WC**

29. **Medical** (aka Sick Bay) A variety of medical supplies may be found here at the Referee's discretion.

30. **Holding Cells -** Agent Nathan Rees is detained here. He has been detained for six weeks since his identity was discovered. Cells are reinforced doors with barred window slits. Keys to the doors can be found hanging on a wall.

Nathan Rees   (Union Agent)
Str 6, **Dex** 6, **End** 5, **Int** 8, **Edu** 8, **Soc** 7;
Air/Raft 1; Brawling 1; Bribery 1; Carousing 2; Computers 2; Gun Combat (body pistol) 2; Mechanical 1; Recon 2;
Gear – none;
Armour – none;
Rees' physical statistics are lowered to reflect his current physical condition after six weeks in captivity.

Rees is in relatively good health although he is physically weak and sports several welts and bruises to his face and body. Rees has been interrogated several times by the base commander as well as the Dingir auditors. Rees is aware that his presence has been reported to Dingir and he has been told that Dingir agents are expected to take him into custody and transfer him to Dingir itself for further processing where he will be forced to tell all that he knows and expose his purpose and his contacts.

31. **Corridor** – Lurking in the corridor using corners and recesses for cover are three combatants – they are the two Dingir auditors and one Shilgiili medic. The auditors are dark suited and humourless. They adhere relentlessly to their duties as overseers and do not socialise with any of the Shiligiili garrison or survey teams. They are not proficient combatants but their fanatical demeanour makes them very dangerous. Nobody trusts them or likes them.

Dingir Auditors   (x2)
Str 6, **Dex** 7, **End** 6, **Int** 8, **Edu** 10, **Soc** 8;
Admin 3; Comms 1; Gun Cmbt (body pistol) 2; Survey 1;
Gear – body pistol (3d6);
Armour – none;

Shilgiili Soldier/Medic   (x1)
Str 7, **Dex** 7, **End** 7, **Int** 6, **Edu** 6, **Soc** 6;
Gun Combat (body pistol) 1; Medical 2; Vacc Suit 1;
Gear – body pistol (3d6);
Armour – cloth (thermal uniform);

32. **Stores**

33. **Ante-room** – an open communal space.

34. **Auditor's Office** – Two auditors from Dingir work here to oversee the mining quotas and survey operation. Computer files list reports sent back to Dingir. Included amongst the reports is a missive dated six weeks ago regarding the capture of a suspected enemy spy. The report asks for instructions. A **Computers** check can be made to search for any further references to the suspected spy. Success uncovers a recent log entry which indicates a transmission was received from Enki Kalamma just seven days ago with a reply from Dingir to the auditor's original report. Dingir agents have been despatched to take custody of the prisoner – their arrival is imminent.

35. **Survey Office** – This office is full of survey equipment and records of the ongoing survey operation to locate more amarite deposits. Three geologists of the survey crew are hiding in here. They are unarmed non-combatants.

36. **General Administration Office**

37. **Workshop** – Repairs and storage for all manner of gear from military to survey and mining equipment. A number of unarmed non-combatants such as a doctor, cook, cleaners, off-duty mining crew, engineers etc are found hiding in this area and the adjacent offices.

38. **Stores** – including medical supplies

39. **Office**

Evacuation

Once mission objectives are completed, namely the destruction of the mining facility and the rescue of Agent Rees its time for the player characters to call in the carryalls to evacuate from Neve and return to the Amadeus. If the base has been cleared of all enemy hostiles then there will be no further resistance to face.

Once aboard the Amadeus it's time to begin the 12½ hour journey to the jump perimeter and exit the Enki Kalamma system – unless the Amadeus needs to skim the rings of the gas giant Avolakita for fuel first.

*

Continuing The Adventure

This adventure is as simple yarn of a military strike against enemy assets and then home for tea and scones but the Referee may wish to plant seeds for further adventures.

So, what are the rewards of rescuing Agent Rees from captivity on Neve? A couple of suggestions for continuing the adventure:

♦ The rescued undercover intelligence agent, Nathan Rees, has information that leads the player characters into a deeper plot to cause mayhem for the League. Rees supplies a contact name of an important leader amongst the suppressed indigenous peoples of Enki Kalamma. Can the PCs galvanise those that eke out their survival in the airless deserts of Enki to rise up in revolt against the League's military cantonment on their homeworld?

♦ Immediately following his release, Agent Rees insists on checking computer records at the base for any information relating to the amarite mined on Neve. Downloaded data details how amarite ore is refined for use in the manufacture of super-bonded armour for a brand new line of League navy vessels. Review of the data later leads Union commanders to employ the player characters on an espionage mission to a shipyard on a League world to retrieve blueprints of the proposed new vessels and to sabotage the production facility.

Appendices

Mercenaries for Hire

In order to flesh out a small party, the personal statistics of npcs (mercenaries or military) are given here for optional use by the player characters as supplementary characters.

Sebastian Phillips   (Commando)
Str 9, **Dex** 8, **End** 9, **Int** 8, **Edu** 7, **Soc** 6;
Blade 1; Gun Combat (automatic rifle 2, body pistol 2); Leader 2; Recon 2; Vacc Suit 1;
Gear – body pistol (3d6); automatic rifle (3d6); blade; comm.; fragmentation grenade x2, smoke grenade x2; flash-bang grenade x2;
Armour – ARC-2 combat armour; helmet with dark visor;

Joe Dominguez (Demolitions Expert)
Str 7, **Dex** 9, **End** 7, **Int** 9, **Edu** 7, **Soc** 6;
Demolitions 3; Gun Combat (automatic rifle) 2; Medical 1; Recon 2; Vacc Suit 1;
Gear – automatic rifle (3d6); satchel of explosive charges x10;
Armour – ARC-2 combat armour; helmet with dark visor;

Frankie 'Mac' McFadden (Combat Engineer)
Str 7, **Dex** 8, **End** 8, **Int** 7, **Edu** 6, **Soc** 5;
Combat Engineering 3; Gun Combat (body pistol) 2; Mechanical 2; Heavy Weapons (grenade launcher) 2; Recon 2; Vacc Suit 2;
Gear – Grenade Launcher with 10x HEAP rounds (Pen 16, damage 8d6), EMP pulse grenade round x2; side arm (body pistol (3d6), holster); comm.; orbital comm.
Armour – ARC-2 combat armour; helmet with dark visor;

Alexander Kleb (Driver/Aircraft Pilot)
Str 6, **Dex** 8, **End** 6, **Int** 8, **Edu** 8, **Soc** 7;
Aircraft 3; ATV 1; Computer 1; Gun Combat (body pistol) 1; Electronics 2; Mechanical 1;
Gear – body pistol (3D6); goggles;
Armour – cloth (thermal uniform);

Environmental Rules

ATMOSPHERE
The air on Neve is thin but breathable unassisted. Player characters from homeworlds with heavier air density may find that longer periods of time are required to recovery from physical exertion. There is no in-game effect unless the Referee wishes to apply a penalty for such exhaustion.

GRAVITY 0.35G
♦*Falling Damage* – Falling damage on Neve is relatively light at 1d6 per 3 meters (two squares) fallen.
♦ *Weight Load* – A character can carry +50% more weight on Neve than on a normal (size 8) world.

SNOW BLINDNESS
Exposure to reflected sunlight from snow and ice can cause burning of the corneas. If characters spend too long on the surface of Neve during daylight without eye protection they may suffer from the effects of snow blindness leading to a penalty DM being applied to all skill checks requiring use of sight.

TEMPERATURE
♦*Equipment* – all weapons and vehicles are assumed to be using special low temperature lubricants to prevent malfunction due to the freezing conditions.

Vehicle Combat Rules

The rules below are proposed by the author for running combat encounters with vehicles. They are only used for attacks made against vehicles— personal combat remains unchanged. The core of these rules is taken from Joe Mauloni's Vehicles supplement.

COMBAT SEQUENCE

ATTACK ROLL
For vehicle weapons **Throw 8+** to hit. If the vehicle has *Gunner Interact* software then the gunner's weapon skill level may be added as a positive modifier to the attack roll.

MISSILE ATTACKS
Missile attacks are treated differently than other vehicle weapon attacks: Missiles can be fired and hit on a **Throw 8+** as an unassisted attack; otherwise *Target* and *Launch* software will acquire a target and launch missiles without the need for an attack roll. Using *Target* and *Launch* software, the missile will hit automatically unless the target is successful in employing a counter measure.

Missile Counter Measures
Evasion – A somewhat hopeful manoeuvre against an incoming missile. The target vehicle's pilot or driver evades the incoming missile with a **Pilot** or **Vehicle** skill roll 12+.
Decoy/Flare – The target may react to deploy a decoy as a counter measure and **Throw 7+** to draw away the incoming missile.
ECM – The target must have electronic counter measure software/equipment and **Throw 7+** to prematurely destroy the missile in flight.

ATTACK ROLL RESULT
MISS: The Referee is free to determine where the wayward attack lands and its effect.
HIT vs Vehicle: Roll on the *1.03 Penetration Table* and consult the effect of the hit. (*no damage roll necessary*).
HIT vs Soft Target or **Inanimate Object:** Compare penetration value to armour if necessary. Massive damage automatically destroys soft targets and penetrated hard objects in blast.

NOTES
#1 For personal arms **WEAPONS MATRIX** and **RANGE MATRIX** see Traveller Book 1 pages 44 to 47.
#2 For heavy arms **WEAPONS MATRIX** and **RANGE MATRIX** for attacks versus soft targets and personal armour – see Traveller Book 4 pages 50 to 52.

COMBAT RANGES

RANGES	METRES	SQUARES
PERSONAL	< 1.5 metres	0 (same sq)
CLOSE	1.5 to 3 metres	1 to 2
SHORT	3 to 12 metres	3 to 8
MEDIUM	12 to 50 metres	9 to 34
LONG	51 to 250 metres	35 to 166
VERY LONG	251 to 500 metres	167 to 334
DISTANT	501+ metres	335+

1.01 - RANGE MATRIX FOR ATTACKS vs VEHICLES
Modifiers to the attack roll

Attack Weapon TL	Medium	Long	Very Long	Distant	Attacker's Movement (slow/fast)
5-6 *	+2	+2	+1	+0	–6/–8
7-10 *	+3	+3	+2	+1	–1/–2
11-12 *	+4	+3	+3	+2	+0/–1
Light Vehicle Weapon	+2	+1	+0	–3	as per TL**
Minor Vehicle Weapon	+3	+0	–2	–4	as per TL**
TAC Missile	–6	+3	+3	+3	–2/–4 ^

* Main weapon
** Light and minor weapons use the same modifiers for movement as listed in the table for their TL.
^ Penalty does not apply if the missile is a locked-on smart, heat-seeking or laser-guided missile.

1.02 - WEAPONS PENETRATION VALUE

Weapon	Penetration Value (AP)	Range Effect
Personal Weapons		
Standard slug thrower	0	no effect (*)
Gauss weapons and Discharging Sabot	AP = number of damage dice x2	AP is x0.5 at distant range.
HE ammunition	AP = number of damage dice	no effect
HEAP ammunition	AP = number of damage dice x2	no effect
High energy weapon	AP = number of damage dice x2	Use dice reduction of range matrix in book 4
Lasers	AP = number of damage dice x2	AP is x0.5 at very long range and x0.25 at distant.
Vehicle/Aircraft		
Heavy main weapon	AP= TL x 4	
Medium main weapon	AP= TL x 3.5	
Light main weapon	AP= TL x 3	
Light weapon	AP= TL x 2	
Minor weapon	AP= TL	
TAC missile	AP= TL x3	no effect
Explosives		
Explosive Charge	10	AP counts in blast radius only.

1.03 - PENETRATION TABLE
Roll 1D6 +(plus) penetration value –(minus) armour value

Result	Effect
3 or less	No effect
4-7	Minor penetration
8-11	Major penetration
12+	Target destroyed

1.04 - DAMAGE EFFECT TABLE
FOR MINOR PENETRATION
Roll 1D6

	Effect
1	Drive disabled, speed reduced by half.
2	Drive disabled, vehicle immobilised.
3	Power system disabled. Immobilised, no energy weapons fire. Hydro-carbon fuelled vehicles are destroyed. Grav vehicles or aircraft are forced down.
4	Crew/passenger hit. Use normal damage by weapon type
5	One weapon disabled.
6	One electronic system damaged.

1.05 - DAMAGE EFFECTS TABLE
FOR MAJOR PENETRATION
Roll 1D6

	Effect
1	Drive disabled, vehicle immobilised.
2	One weapon destroyed.
3	Power system destroyed. Immobilised, no energy weapons fire. Hydro-carbon fuelled vehicles are destroyed. Grav vehicles or aircraft are forced down.
4	1d6 crew/passenger hits. Use normal damage by weapon type per hit.
5	Vehicle destroyed
6	Vehicle destroyed

*

The Amadeus;   **- 1,000 tons**
Converted Claire Class Heavy Freighter;
1,000-ton hull - standard configuration;

Drives: manoeuvre-K, jump-K, power plant-K;
Performance: jump-2, acceleration 2G;
Fuel: 220 tons supports power plant for four weeks and one jump-2;
Bridge: 20t – controls, comms, avionics, scanners, sensors;
Cargo: 298 tons;
Accommodations: Staterooms 8; Low berths 4; Crew 7.
Vehicles: shuttle;
Computer: model/3;
Programmes: library, jump-2, m/evade-1, navigation, target, launch, gunner interact;
Armaments: four hardpoints with fire control:
#1 external single turret – beam laser;
#2 retractable double turret – missile rack/sand caster;
#3 retractable double turret – pulse laserx2;
#4 retractable double turret – pulse laserx2;
Ammunition: 12 missiles and 12 sandcaster barrels;
Extras: ship's locker, secret hangar bay with 3x docking clamps for vehicles total 210dtons; fuel scoops and 10 tons of fuel processors;
TL: 9;
Cost: (inc conversion) 475 Mcr.

Speeder
MG11 Speeder;   **- 2.75 tons**
A four seat lightweight anti-grav vehicle
Size 9 spaces; **Dimensions** length 3.3m, width 1.7m; **Configuration** open; **Drive** Grav; **Power** Fusion; **Fuel** hydrogen/ 1 week duration; **Performance** anti-grav (enhanced); **Speed** 500kph cruise, 600kph max; **Crew** 1+3; **Cargo** 250kgs (utilising unused passenger space); **Armour** 4; **Weapon** 20mm auto-cannon (fixed body mount, light main weapon, forward facing) 400 rounds; **Extras** short range (5km) communicator **Cr.** 462,000 ; **TL** 9
Operation: Air/Raft or Vehicle (grav) skill.
Auto-cannon (TL6): 20mm; light main weapon (fixed, forward facing), fired by the pilot using joystick controls; Penetration 18; Damage 8d6; Magazine: 400 rounds; The auto-cannon fires bursts of 10 rounds at a time and up to 5 bursts per turn. Extreme range (fixed mount) is 1000 meters – see Traveller Book 4 page 39.

ATV Assault vehicle

M20 Spartan ATV;   **- 13.5 tons**

Armoured All Terrain Vehicle;

Size 43 spaces; **Configuration** closed, sealed; **Drive** wheeled (4WD); **Power** internal combustion (requires minimum atmosphere 4 to operate); **Fuel** hydrocarbons/ 24 hours duration; **Performance** 4WD multi-environmental **Speed** 100kph cruise, 150kph max, 40kph off-road; **Crew** 2 (+4 passenger spaces); **Cargo** 1000kgs (utilising all available passenger space); **Armour** 14 (enhanced composites); **Weapons** 1x dorsal turret with two weapon systems: **#1** 40mm auto-cannon (medium main weapon) and 400 rounds, **#2** missile rack 3xTAC missiles (TL11); **Computer Software** target, launch, gunner interact; **Extras** sealed environment, long range (500km) communicator, thermal imaging; **Cr.** 117,000; **TL** 11

Operation: ATV skill.

Weapons Turret requires one gunner to operate weapons.

Auto-cannon (TL10) medium main vehicle weapon, 40mm; HEAP rounds - penetration value 35, damage 8d6; Discharging sabot - penetration value 30, damage 6d6; 200 rounds of each type of ammo (can auto-select between ammo types). The auto-cannon fires bursts of 10 rounds at a time and up to 5 bursts per turn. Extreme range is 2000 meters – *see Traveller Book 4 page 39.*

TAC missile (TL11) Penetration: 33; Damage: See vehicle combat rules in appendices.

Aerospace Aircraft

B31 Athena - Aircraft;   **- 9.5 tons** (full payload)

Retractable-Wing Ground-Attack Aircraft; single seat

Size 28; **Configuration** winged, sealed cockpit; **Drive** wings; **Power** jet; **Fuel** hydrocarbon fuel / 1 day duration; **Performance** enhanced: **Speed** 4,000kph cruise, 4,500kph max; **Crew** 1 (cramped cockpit); **Cargo** nil; **Armour** 14 (enhanced composites); **Weapons #1** VRF gauss gun (forward mounting, light main weapon), 4,000 rounds, **#2** TAC missiles x6 (TL11); **#3** Decoy flares x8; **Sensors** (TL10) basic 10km range, thermal imaging; **Extras** heat shielding, sealed cockpit, life support, ejector seat; long range (500km) comm; **Computer Software** Target, Launch, ECM; **Cr.** 710.000 ; **TL** 11

Operation: Vehicle (winged aircraft);

VRF Gauss Gun: (TL10). 4mm, very rapid fire; light main weapon; fires in 100 round bursts; Penetration 20; damage 10d6. Magazine: 4,000 rounds. *Traveller Book 4*

TAC missile: (TL11) Penetration: 33; Damage: See vehicle combat rules in appendices.

Combat Notes: 1. The only enemy weapons in this adventure capable of targeting an Athena are the SAM (surface-to-air missile) turrets. The Athena is simply too fast to be targeted by anything else. **2.** The Referee should determine the number of combat rounds it takes for the Athena pilot to manoeuvre the aircraft before allowing each attack run.

Orbit Capability: Despite being able to freefall from orbit, the jet powered Athena aerospace aircraft is incapable of returning to orbit and manoeuvring in zero gravity to dock with the Amadeus. Therefore, the pilot must abandon the aircraft (land or eject) when it is no longer required and be picked up from the surface. Though a carryall could pick up the aircraft there is a lack of lifting equipment to move and load the Athena into the carryall's cargo area.

Orbital Drop Ship

Panstellar X12 VTOL Carry-All;   **- 66 tons** (full load)

VTOL Orbital Drop Ship;

Size 264 spaces; **Configuration** aircraft, sealed fuselage, exposed cargo bay; **Drive** anti-gravity; **Power** fusion; **Fuel** hydrogen/ 4 weeks duration; **Performance** boosted; **Speed** 1,000kph cruise, 1,200kph max; **Crew** 2 (pilot and navigator); **Cargo** 14 ton payload; **Armour** 34 (enhanced composites); **Weapon** 3x body mounts: **#1** missile rack 2x air-to-air missiles (TL10), **#2** missile rack 2x TAC anti-armour missiles (TL11), **#3** decoy dispenser – chaff x8 and flares x8; **Sensors** basic (TL10) +0DM 10km range; **Computer Software** target and launch; **Extras** sealed environment, extended range (5,000km) communicator, streamlining, heat shielding (orbit capable); hydraulic lift for cargo bay; night vision; **Cr.** 16,149,000; **TL** 10

Operation: Vehicle (winged aircraft);

Anti-Air missile (TL10) Penetration: 30; Damage: See vehicle combat rules in appendices.

TAC missile (TL11) Penetration: 33; Damage: See vehicle combat rules in appendices.

Note: The drop ship cradles its payload in an exposed cargo bay that utilises a hydraulic ramp system. In order to pick up personnel on foot the carry-all can fit a pressurised fuselage container specially fitted to carry passengers.
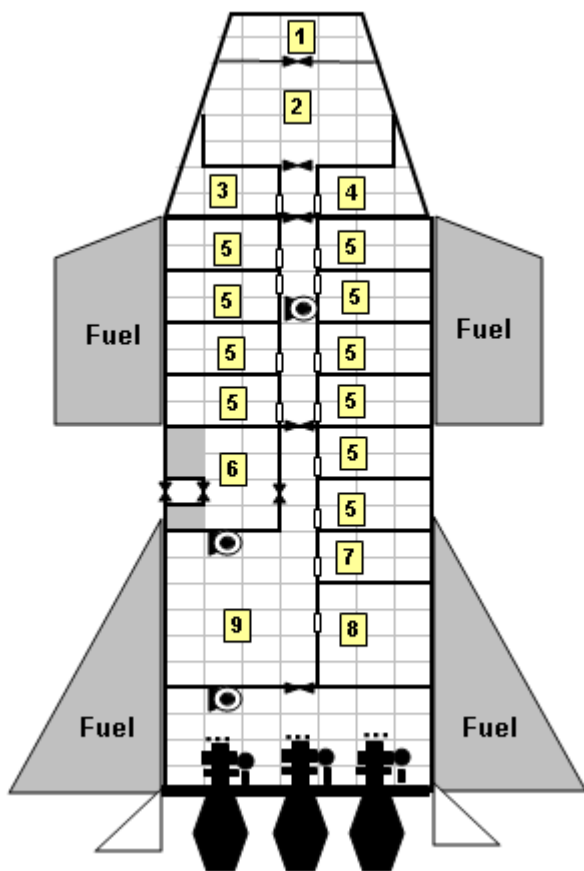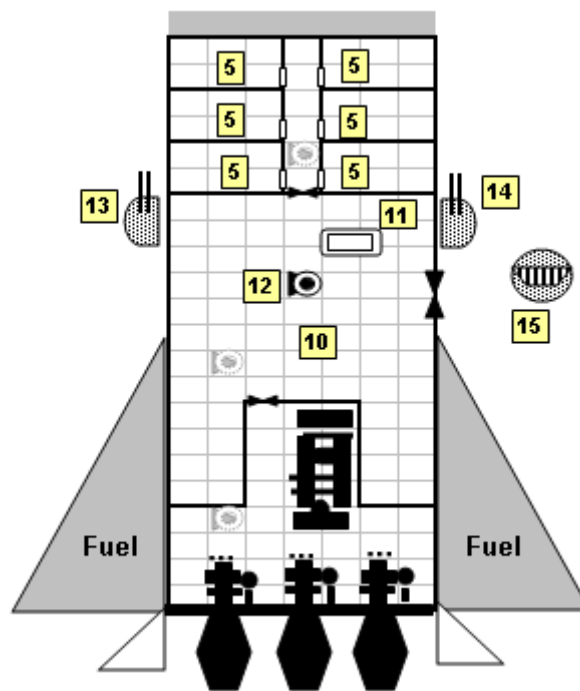
Deck Plans

The following deck plans are very basic and not proportionally correct in displaying areas in terms of displacement tons but the plans should suffice to serve a purpose.
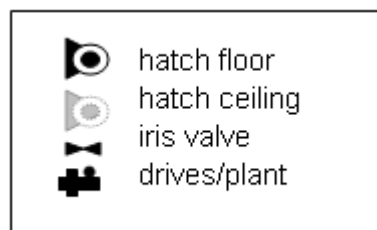
THE NIGHTWING
SHILGIILI NAVY TYPE 90 VESSEL
400 TONS

UPPER DECK   **LOWER DECK**

1 Avionics, Computers   9 Cargo Area
2 Bridge   10 Main Hold
3 Ship's Locker   11 Air/Raft
4 Hold   12 Floor Hatch
5 Staterooms   13 Port Turret
6 Airlock/Access Bay   14 Starboard Turret
7 Low Berths   15 Ventral Turret
8 Common Room/Galley

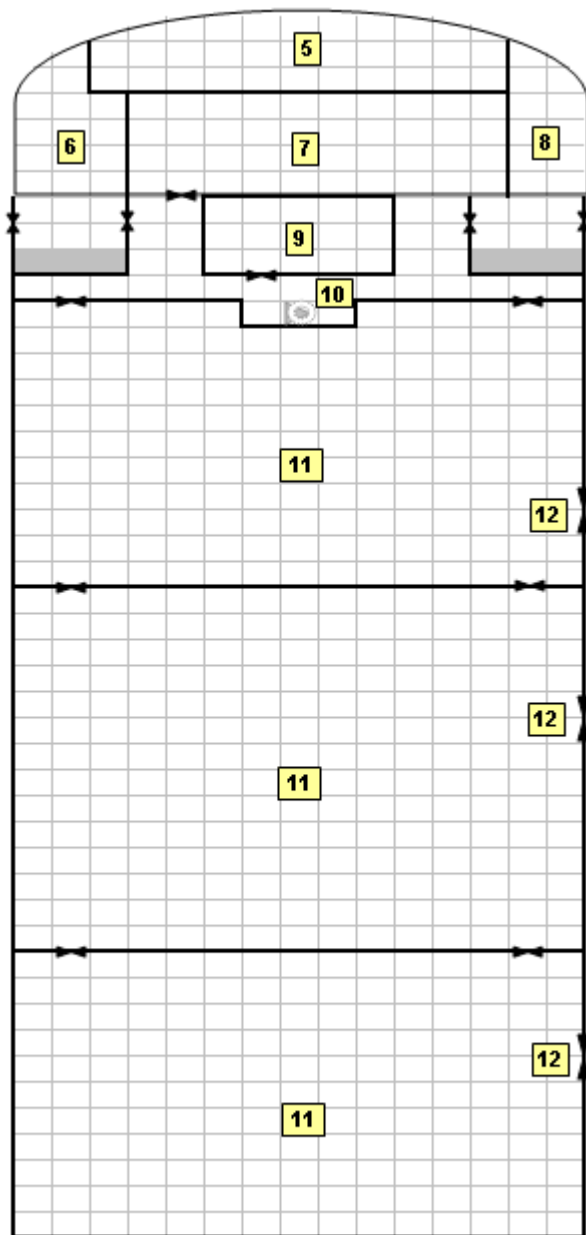hatch floor
hatch ceiling
iris valve
drives/plant

6 Airlock This access bay is the only airlock entrance to the vessel. A serious design flaw has resulted in the power relays for the ship's main systems being routed through this area. If disaster should strike in the access bay the ship could potentially lose all power.
9 Upper Deck Cargo Area This bay is usually kept uncluttered for use by on board marines for exercise drills and briefings.
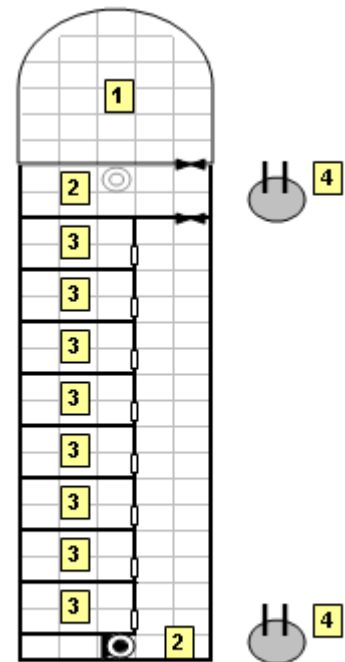**10 Main Cargo Hold** There is no airlock and the iris valve door and ramp is used for loading only when at downports. Aside from cargo, there is an air/raft plus missiles and sandcaster barrels stored here.
12 Hatch This floor hatch accesses the ventral missile launcher/sandcaster turret.

THE AMADEUS
CLAIRE CLASS FREIGHTER (CUSTOMISED)
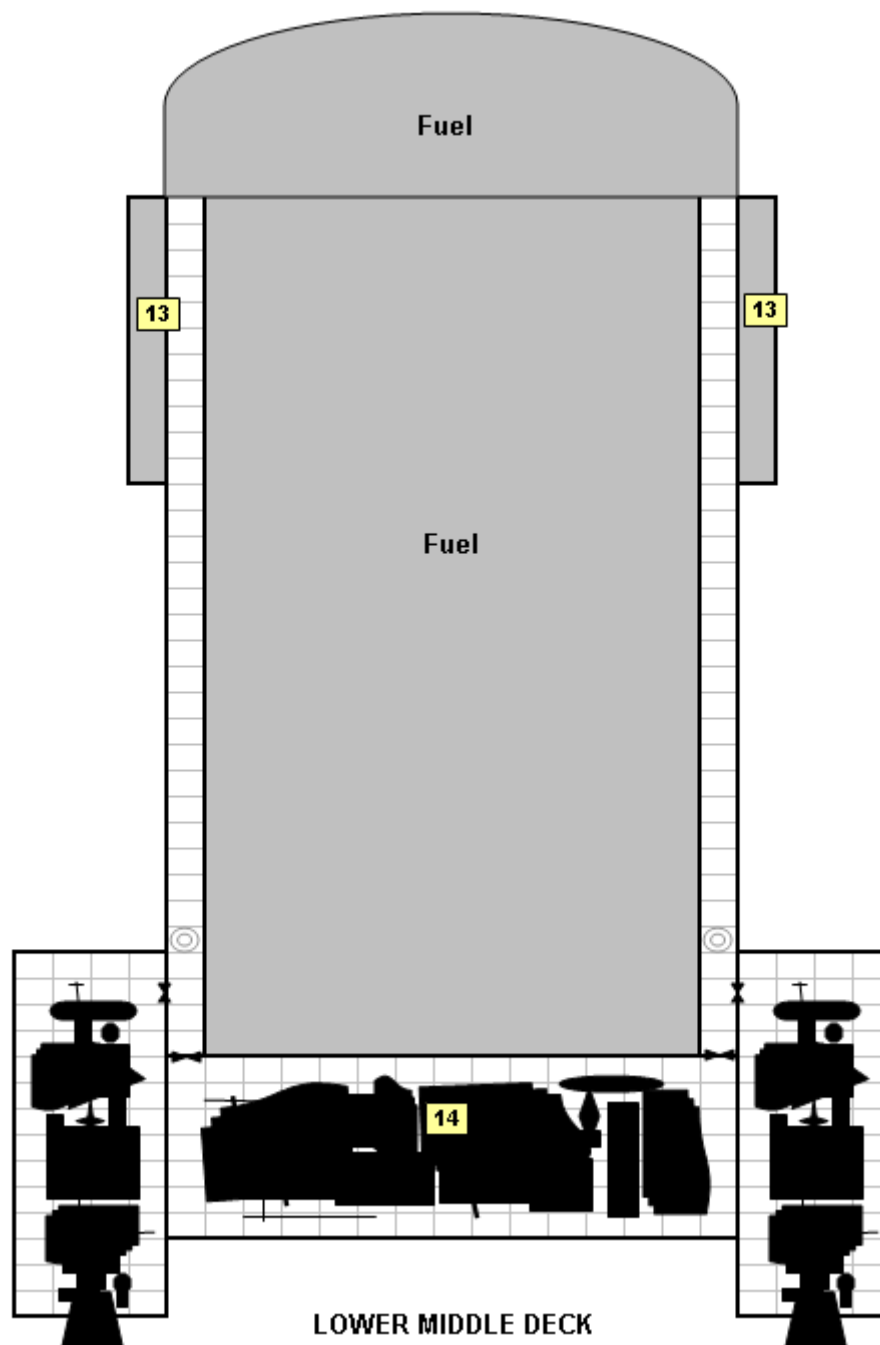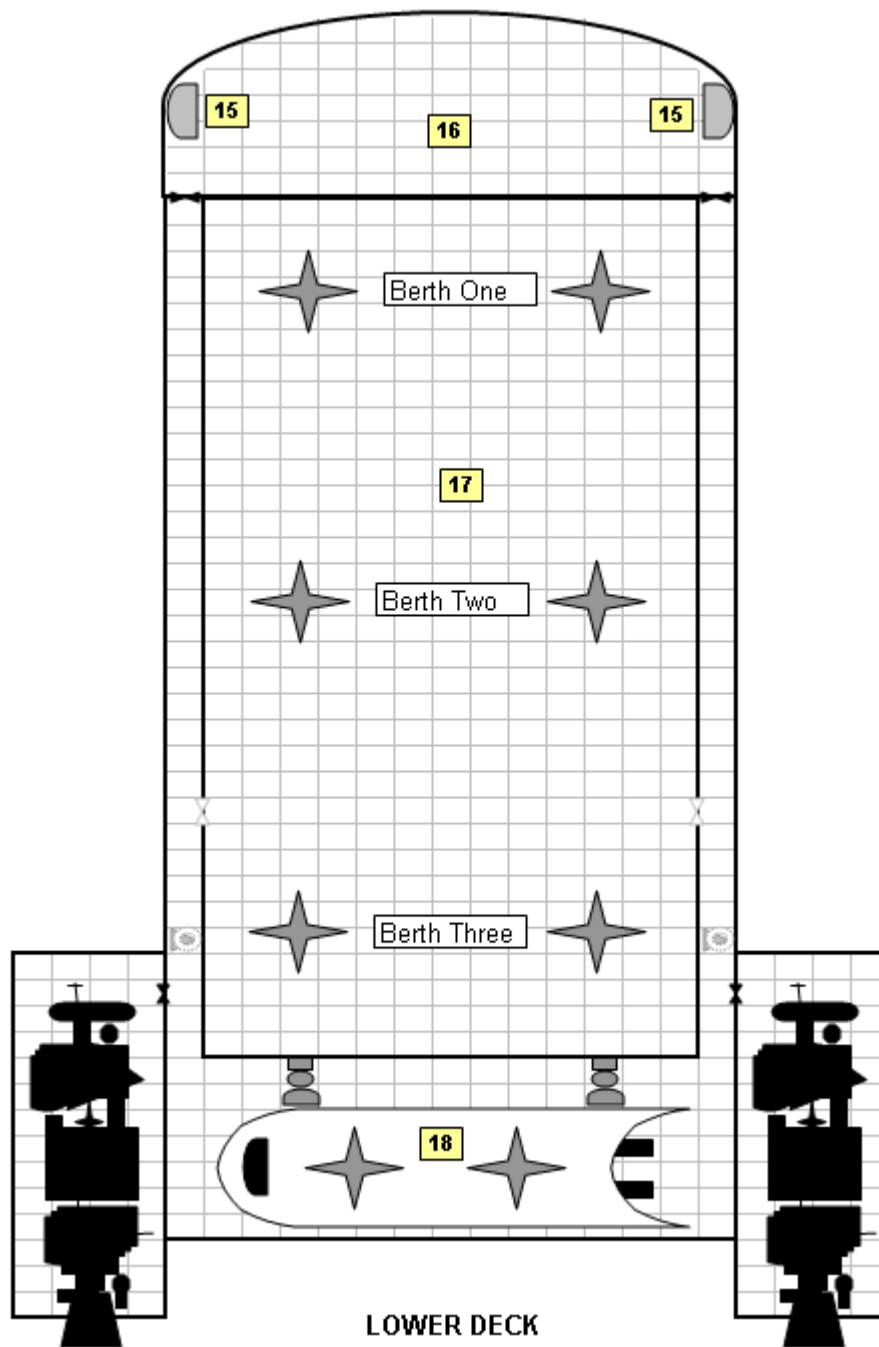**1000 TONS**

UPPER MIDDLE DECK

UPPER DECK

▶◉	hatch floor
▷◉	hatch ceiling
◎	hatch floor & ceiling
▶◀	iris valve
▷◁	concealed access
⚒	drives/plant
✦	docking clamp

1 Bridge	7 Common area	13 Fuel scoops and processors
2 Access to dorsal turret	8 Ship's locker	14 Engineering
3 Stateroom	9 Low berth/medical	15 Retractable turrets
4 Dorsal turret	10 Access to bridge deck	16 Forward cargo hold
5 Avionics,/computer hardware	11 Cargo bay	17 Hangar deck
6 Ablutions	12 Cargo external access	18 Ship's shuttle

Fuel

13   **13**

Fuel

14

LOWER MIDDLE DECK

28

15   16   15

Berth One

17

Berth Two

Berth Three

18

LOWER DECK

The forward cargo hold, hangar deck and ship's shuttle docking bay all have ventral access doors beneath the ship.