

POSTED MISSING — AMBER ZONE

Players' Information

While socialising in the starport bar on Feri/Regina (0405) the adventurers are approached by a smart young woman dressed in a Merchant 3rd Officer's uniform who says that a mutual acquaintance told her they were seeking gainful employment. She tells them that until recently she was employed as a Navigation Officer by a Sectorwide shipping firm, but refuses to give her name or that of her former employers. At some point during her last term she served aboard a type M liner whose captain regarded her with utter contempt, encouraging her to request a transfer from her very first day. Soon after her transfer came through, the ship failed to complete one of its scheduled voyages and was posted missing.

Shortly before transferring to a happier berth, she told the captain that she suspected a fault to be appearing in

the navigational interact console and was characteristically ignored. She has kept the information to herself ever since, and it is her belief that the malfunction manifested itself on the ship's last voyage resulting in it being caught in the gravity well of some fuelless stellar system lying somewhere between its point of departure and intended destination.

She would like the adventurers to aid her in her search for the ship, in return for which she will offer them 60% of its salvage value when found and claimed. In order that they can't leave her to go looking themselves, she will only tell them enough to complete whichever part of the task they are engaged in at any one time, hence her evasiveness concerning her name and her employers' (in case the group find what they need to know from library data).

Referee's Information

This adventure was designed for a party who have access to a jump-2 ship of some kind, be it Type S Scout, Type J seeker, Type A2 Far Trader, or even a yacht capable of two successive jump-1s. Should

the party not have access to such a ship then the merchant officer must have a noble accomplice with a yacht but no crew, in which case the adventurers will only be offered 30% of the salvage value.

The smart young officer and her escort are:

MERCHANT 3RD OFFICER

Leila Pagella 775998 Age 26 2 terms Cr 30,000
Navigation-2, Computer-1, Steward-1, Gun Cbt-1

NOBLE

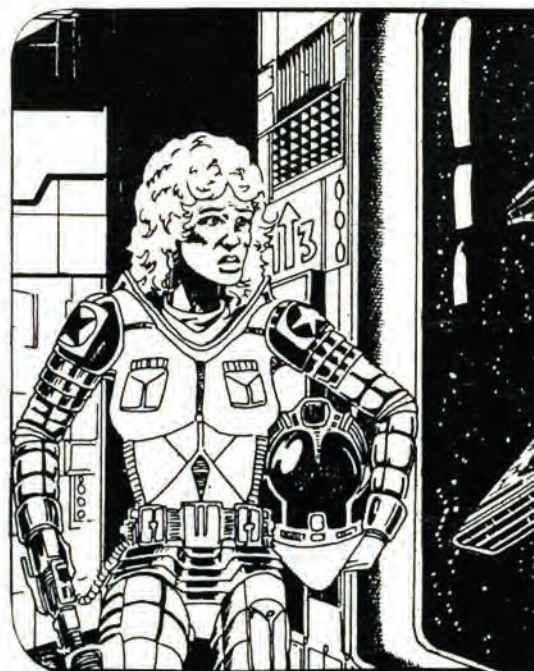
Paulo haut-Deville 47547C Age 30 3 terms Cr 50,000
Pilot-1, Engrg-1, Gun Cbt-1, Carousing-1 Yacht, Gun



Both Leila and Paulo will be willing to use all their cash in furtherance of the salvage expedition. If the yacht is used Leila will be more forthcoming, as the adventurers would not be able to conduct the search themselves in any event.

The adventure is in two parts, the first of which will be to get hold of a security suppressor program pertaining to hex 0406 in the Regina subsector. There are a number of ways in which this may be

attempted. The Feri scout base will definitely have a copy of the program, and each scout ship in the Feri system will have one on a throw of 8+. The players may decide that burglary or hijacking is the best method, or they may attempt to bribe scout personnel to furnish them with the necessary navigation tapes to visit each system in the hex, or hire a computer expert to crack the security on their generate program (if they have one).



Once they have the means of getting there, they must search the systems in the expanded hex given in the **Uncharted Stars** article (p43). Before the search begins, the players will be able to determine the stars in the systems (spectral class and whether single, binary or trinary systems) but not which have planets. The referee may assign systems to any location in the large hex in case the players have also read the article.

While in each system, the players will have two chances of encountering other ships, occurring on a throw of 11+ (DM +1 if refuelling possible in the system), the actual ship(s) to be determined from the ship table below.

2D Throw	Ship(s) encountered
2	Naval Kinunir Class Cruiser
3	Pirates in 800 ton Type C Cruiser
4	Pirates in 400 ton Corsair
5	Pirates/Mutineers in Type A Free Trader
6	Naval Type T Patrol Cruiser or Gazelle
7-8	Type S Scout/Courier
9	400 ton Scout Survey Ship
10-11	Smugglers
12	If refuelling possible in system throw twice on the table ignoring a 12 result. Otherwise the party has found a marooned Type A Free Trader.

Naval personnel will be on anti-piracy duty and be very suspicious of the adventurers' ship unless they claim to have misjumped — stealing Imperial Scout Service programs and bribing scout personnel both carry stiff penalties, and it is possible that a piracy charge will be pinned on them in addition.

Scout vessels are more likely to flee and inform the Navy of intruders in the system, which will be thoroughly searched by naval vessels for 1D weeks afterwards. Neither pirates nor smugglers will react kindly to the adventurers, though smugglers are much less likely to attack them.



Some of the systems have other factors of note, as follows:

System 3 One of the terran planets orbiting the Supergiant is in fact an asteroid belt. Although much of the material is of little value, one section is fairly rich, and is being worked secretly by a group of belters using a type J Seeker and a 17 ton mining boat (6G, armed with a mining laser). The size and armament of the group to be determined by that of the players. The belters will be encountered on a 9+, throw once per day spent in the belt. The belters will be worried at the prospect of poachers and will take steps to ensure that news of their strike does not become common knowledge.

System 4 The Neutron Star in this system is drawing off a constant stream of stellar matter from its giant companion and giving off a considerable amount of X-rays which will register on ships' sensors immediately it enters the system. For each hour spent in the vicinity, characters lose 1 point of endurance, and any points lost over 3 will be permanent (otherwise they will return at the rate of one per week). A character reduced to zero endurance will die. Another possible danger is that the ship will become caught in the neutron star's gravitational field — escape velocity from its surface is 15,500 G!!

System 5 None of the three planets is within star 1's ecosphere, and none have any icecaps suitable for use in refuelling. The CSS *Roxanne Oberlindes*, the type M Merchant the party is looking for, is in orbit around the outermost planet, and ships' sensors will pick up its faint distress signals from 500,000 miles away.

The hard and callous captain of the *Roxanne*, realising the full implications of the ship's predicament — stranded in a fuelless system off the main spacelanes with insufficient fuel to make a jump — requested a computer prediction as to how long it would be before a ship approached closely enough to pick up their distress signals. The answer was three years, but the ship only carried

enough supplies and fuel to support life for 30 days if all the passengers and crew were taken into account.

After calculating that there was enough fast drug (used by some high passengers) on board to last the crew for four years and that if the fuel from the 30 ton ship's boat were used and the life support turned on only periodically, it should last them almost as long, he depressurised the passenger deck and turned off the power in all areas except the bridge and crew quarters, effectively murdering all the passengers, high, low and middle. The few high passengers who managed to get into emergency vacc suits were shot, as were those members of the crew who offered objections. Crew members who are still alive will be equally culpable, and will continue to support the captain to save their own necks.

The laser on the ship's boat was used to hole the hull on the passenger level before its fuel was drained, and the crew have been taking fast drug ever since. The passengers will have been dead for about 720 days before the ship is found, 12 days subjective for the crew, whose number and armament should be determined by those of the adventurers.

If the Travellers contact the ship before reaching it, the crew will have time to take fast drug antidote. They will tell them that the ship misjumped originally to another system and was attacked by pirates while making its way from a gas giant. The hull was holed in the battle, the captain decided they couldn't hold the pirates off for much longer and activated the jump drive. The ship was close to the gas giant, however, and misjumped again. They will say they kept the low berths functioning as long as possible, but had to switch them off 60 days ago to save fuel.

There are a number of clues that the crew are not telling the truth, however, and they are visibly nervous. The hole in the hull was caused by a small gauge laser from short range, and this can be determined by any character with gunnery skill. The *Roxanne's* own lasers have

not been fired, and she has a complete store of missiles. The low passengers have been dead much longer than 60 days, as anyone with medic-2 or above will easily determine. The ship's log has no record of the imaginary first misjump, the powerplant monitor log is incriminating, and blood stains are in evidence on the passenger deck.

The captain realises that their story will not hold up under detailed examination, and intends to hijack the ship after the adventurers are feeling the effects of the rescue party he has planned. They will then tell the authorities that both ships were hijacked by pirates, but that the *Roxanne's* crew were lucky enough to escape in that of their rescuers.

If none of the adventurers realises that all is not as it seems, Leila definitely will.

System 7 This star's planet (X-614000-0) is too far away from the primary to be in the ecosphere. It is a regular stop-over for pirates in the area, however, as they can refuel from its icecaps, and they maintain a small, semi-permanent base on its small moon. A pirate vessel of some kind will be encountered here on a throw of 6+. On 10+ it will be accompanied by a recent capture in the 1-400 tons range.

Once the adventurers have possession of the *Roxanne*, their troubles are by no means over. The ship needs 60 tons of fuel to enable it to make a jump-1 and earn the party a 10% salvage payment plus 10% of the value of its cargo. This will entail risking further encounters with pirates or the authorities, both of whom will claim the prize as their own.

Alternatively, they could give the position of the ship to the insurance firm who have title to it and receive 5% of the ship's value if/when they manage to recover it. Even in this case there is a chance (10+ on 2D) that the insurance company will inform the authorities of the players' recent misdemeanours, and a similar chance that the ship will have disappeared before their repos get to it unless the adventurers have purposely disabled the *Roxanne* beforehand.

LIBRARY DATA

CSS *Roxanne Oberlindes* Type M Merchant 600 Tons
M-74943

Laid down — 184-1083 **First Flight** — 239-1084

Builders Horrnon Freightech, Mora/Mora, for Oberlindes Lines LIC

Last Known Flight Feri to Roup, jumped from Feri 34-1104

Posted Overdue 042-1104, Roup **Posted Missing** 099-1104

FINAL MANIFESTS

Crew 9

High passengers 11

Middle passengers 6

Low passengers 18

Cargo Mechanical parts — 40 tons

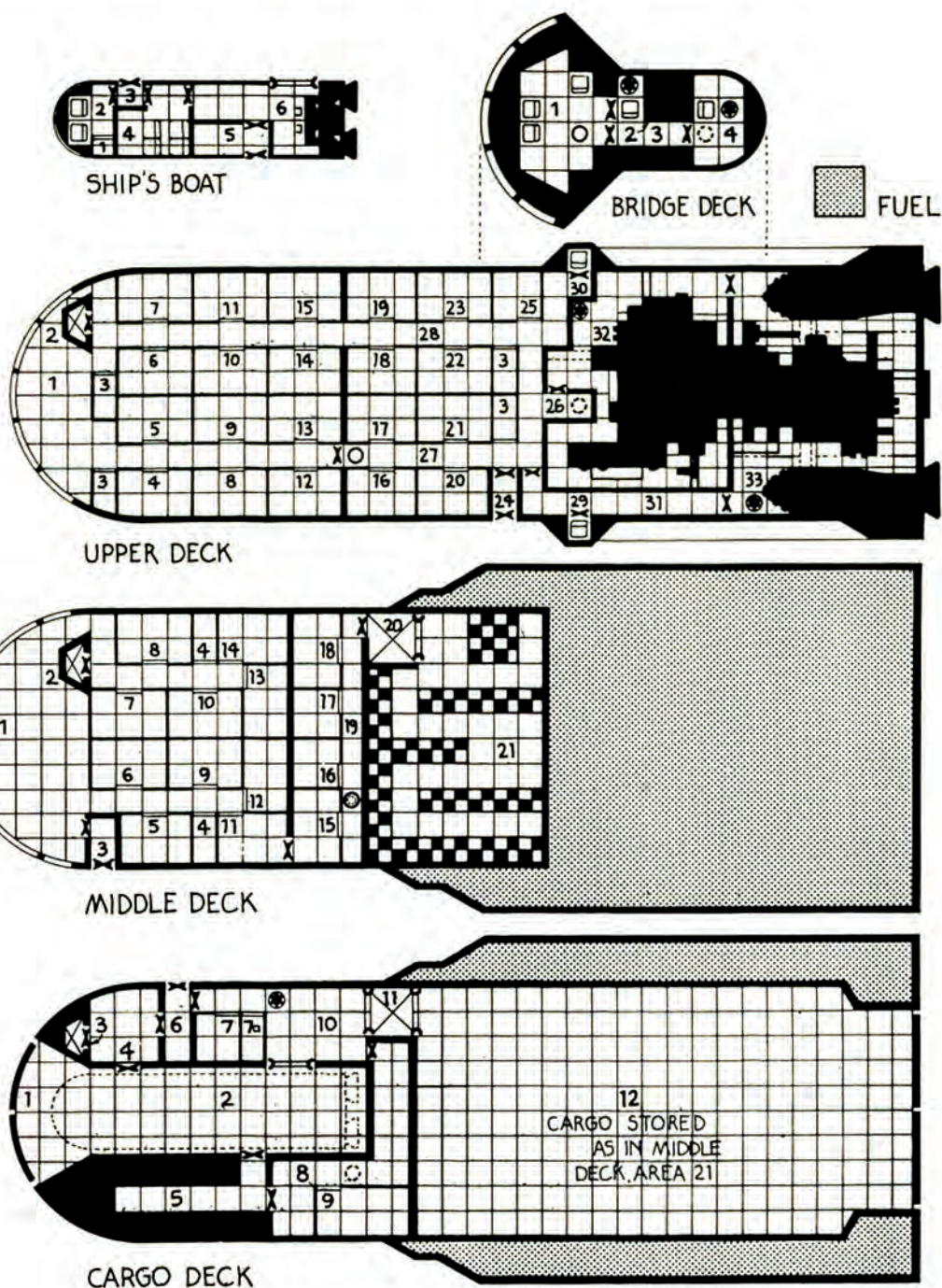
Electrical parts — 60 tons

Pharmaceuticals — 2 tons

Present Owners — Hault Lloyd LIC

Book Value (Ship Only) MCr 273

Found N/A



Key to Roxanne Oberlindes

Ship's Boat

(Launch, 20 tons)

- 1 Locker
- 2 Bridge
- 3 Airlock
- 4 Passengers
- 5 Low Berths
- 6 Cargo/Drives

Bridge Deck

- 1 Bridge
- 2 Computer
- 3 Turret Access
- 4 Dorsal Turret

Upper Deck

- 1 Lounge
- 2 Lift Shaft
- 3 Freshers
- 4-23 Staterooms
- 24 Crew Airlock
- 25 Locker
- 26 Bridge Access
- 27-28 Companion Ways
- 29 Port Turret
- 30 Starboard Turret
- 32 Power Turret
- 33 Drives

Middle Deck

- 1 Lounge
- 2 Lift Shaft
- 3 Passenger Airlock
- 4 Freshers
- 5 Sickbay
- 6-14 Staterooms
- 15 Galley
- 16 Food Store
- 17 Mech Stores
- 18 Mech Workshop
- 19 Access Passage
- 20 Cargo Lift Shaft
- 21 Upper Cargo Hold

Cargo Deck

- 1 Boat Bay Doors
- 2 Ship's Launch
- 3 Lift Shaft
- 4 Passenger Reception
- 5 Low Berths
- 6 Main Airlock
- 7 Vacc Repairs/ Store-room
- 7a Fresher
- 8 Access Passage
- 9 Elec Repairs/ Stores
- 10 Cargo Office
- 11 Cargo Lift Shaft
- 12 Main Cargo Hold