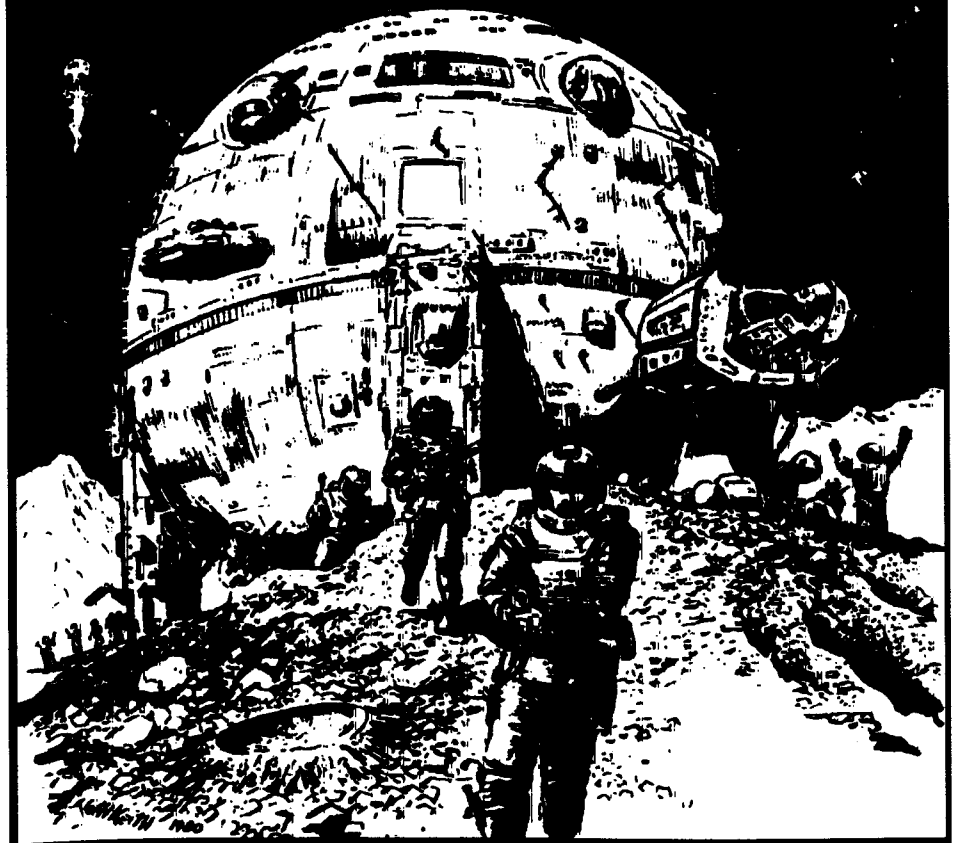


PRIVATEER

by Bill Fawcett



STAR QUEST GAMES

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Privateer

An Adventure Module For Use with *Traveller*

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Introduction

This science fiction adventure scenario is a complete scenario for several mini-adventures designed for use with the *TRAVELLER* Science Fiction Role-Playing Game system by Game Designers Workshop. It is set in the Alsas Subsector of the Far Frontiers Sector. All of the adventures in this volume are designed for a player or party having access or possession of a ship in the 100 to 400-ton range capable of jump and ship to ship combat.

A referee who has read the scenario and is familiar with its contents should administer this adventure. Privateer requires use of the basic *TRAVELLER* books, *High Guard*, and Supplement 9, *Fighting Ships*. All of the vessels listed will be found in one of these volumes. Though not required, the material contained in *Mercenary*, *Traders and Gunboats*, and *Striker* miniature rules may prove helpful and will increase the player's enjoyment.

TIME STANDARDS

The initial dates for this adventure will be 147-1108 by the Imperial standard calendar. Once the adventure begins the referee will be responsible for maintaining a record of the flow of time. (Note: The initial date maybe changed to fit this adventure in with an on-going campaign.)

USING THIS ADVENTURE

This adventure is designed to fit into an ongoing campaign and be the setting for several adventures within the systems listed. Player characters not currently involved in a campaign can use this adventure by being "hired on" as crew or receiving a part interest in the *Flying Banner*, a 200-ton free trader. In this case the player characters should be substituted for those members of the crew they are most competent to replace. Each adventure outlined in this scenario will take from two to six hours of playing time to complete, though it is likely that the referee will also wish to create additional adventures and hazards beyond those given that will add additional playing time to the scenario. The information in this scenario is intended for use only by the referee. Only certain specific items of information should be made available to the players.

PIRACY

Piracy is not a career that can be done on anything but a large-scale level. A single ship with no port will soon find that distance and the expense of upkeep, traveling to fences and repairs will make the venture unprofitable. Because of these economic factors most pirates fall into two groups.

The first group are those pirates who have made special arrangements with the planetary authorities of some world. Often the planetary leaders are really silent partners in the pirates' efforts. Quite often worlds whose tech level would not allow it to build up a fleet will take the avenue of dealing with piracy as a short cut to obtaining the ships they feel, they need. This is an ideal arrangement for the pirate, as it also supplies a market for

all the high tech goods and ships he captures. The arrangement normally ends when the world feels strong enough to go it on its own. This normally is followed by a wave of sudden interest in law and order (now that world has ships that are being captured by someone else's pirates) and the rapid departure of the pirate captain to other locales.

The second group of pirates are those which have managed to grow in strength until they are really feudal barons within their own right. These powerful pirate captains will lead fleets of several ships and occupy a base on some uninhabited world with the resources for repairing most types of damage. These bases also serve as depots for stolen merchandise and hostages. The obvious need for keeping the location of these bases secret is apparent.

Once again the economics of space travel limit the size and power of these pirate barons. The overhead of maintaining a massive base and fleet often means that the concerns of these barons is closer to that of any corporation (albeit a ruthless one) than to their more romanticized image. Both the amount of commerce they are raiding and the fears of attracting too much attention limit the pirate fleet itself. A pirate baron who grows top strong has become a de facto rebel against whatever interstellar authority claims authority over that region. Both the Zhodani and Imperial navies have begun known to venture parsecs beyond their claimed borders to destroy pirate fleets that have begun to become too large.

Still, despite all of the hazards piracy presents, the profits of capturing a starship and the ease of disposing of pirated goods makes the operation an appealing field to those who have the resources to hoist the Jolly Roger. This becomes doubly true in frontier areas such as the Far Frontiers Sector.

BACKGROUND

Josephus Orlow began his career in space nearly 40 years ago, somewhere in the Zhodani fringes. The story most commonly accepted is that he was the son of 'a noble who was the head of a large shipping conglomerate on a tech level 8 balkanized planet. Always a natural leader, Orlow used his father's influence to convince the leaders of the largest nation of that world to construct a spaceship capable of generating, through trade, enough credits to purchase large quantities of high-tech weapons. As most of the components for the ship had to be imported, this nearly destroyed the economy of the nation. Orlow, of course, was given command of the ship and left on a trading voyage with a cargo of jewels, furs, and similar items. These he traded on other worlds for high-tech weaponry, both for ground combat and for the ship itself.

Returning to his homeworld, Orlow chose to take over the ship and literally "spaced" any crewmembers that were unreliable. In orbit about his home planet, Orlow demanded that all governments surrender to him. Failure to surrender would result in the destruction of the capitals and major cities of each nation. To drive home the point, Orlow obliterated the capital of the same nation that built his ship. Within hours the planetary authorities had surrendered.

Unknown to Orlow, a Zhodani scout ship was passing through the system on a standard frontier patrol. Detecting the destructive activity, the ship investigated. The scout then jumped to the nearest Zhodani base and informed Zhodani authorities of the Orlow's actions.

As the Zhodani "resent" anyone else conquering the planets in their area and take and even narrower attitude on genocide, (it cuts back on the tax revenues) they dispatched a light cruiser to resolve the situation.

When the cruiser arrived, Orlow was still onboard the original armed merchant, (dictating the structure of his new empire). Having no chance against the larger ship,

Orlow fled. But before he could accelerate and jump, the ship was hit several times and was unable to maneuver when it re-emerged from the jump near Orlow's planned destination, a planet he had visited earlier as a trader.

Sending out a SOS from his damaged vessel, Orlow attracted the attention of a 600 ton subsidized merchant ship. When the airlocks joined, Orlow's crew quickly overwhelmed the merchant vessel.

Using his crippled ship as bait, Orlow was also able to overwhelm the three occupants of a scout ship that also answered the distress signal. With these two ships, Orlow fled the area.

Over the next 25 years, Orlow's fortunes ebbed and flowed. Recently, Orlow and a considerable fleet of pirate vessels were forced to flee from the betrayal of the rulers of a system several sectors away. This left Orlow with several ships, considerable cached wealth, and over 100 "employees." In casting about for an area ripe for settling, Orlow discovered the planet on which he is now based. Far from any significant star traveling system, the planet, which he named Barbary, is nearly ideal. Earthlike in most ways, but with an atmosphere too toxic for colonization on any scale and lacking in any real resources, it is unlikely to be visited by other ships. For the last several months Orlow has been expanding his base and raiding nearby low tech worlds for supplies.

PLAYER CHARACTERS

Josephus Orlow

Orlow, age upper 50's, height 6'3", weight 230.

St 8 Dex 9 End A Intel B Edu A Soc St. ?

Leader-3, Admin-2, Cutlass-2, Body Pistol-2, Bribery-3, Streetwise-2, Ship's Boat-1, Ship's Tactic-1.

Orlow is a tall, heavyset man. He has long dark hair and a full beard. Generally jovial unless angered, he mixes well with his ruffian crew.

The very charismatic Orlow maintains control of his gang of pirates by sheer force of personality. He is by nature vengeful and unforgiving. Two things Orlow is not are neither careless nor foolish. If a fight is going against him (and there have been many) he has no compunction about fleeing (even if abandoning most of his crew to capture or worse). Orlow is greedy and is quite willing to sacrifice others for his own gain.

Roblin Felker

78A986

Pilot-1, Gunner-1, Laser Pistol-1, Vacc Suit 2, Brawling-3, Blade-3, Zero G-1.

Roblin Felker is Orlow's personal bodyguard and lieutenant. He is probably the only person that Orlow fully trusts. Roblin has been with Orlow since Orlow first decided to keep the ship and take over his homeworld. Like Orlow, he will never discuss their home planet, Tessar, or what occurred there. He has saved Orlow's life at least three times, at the risk of his own. Roblin has studied Kendo and Karate and has had the tips of his Vacc Suit's fingers hardened to allow their use in Zero-G.

Deeko

6A8AA7

Leader-1, Pilot-3, Ships Boat-2, Dagger-3, Rifle-1.

Deeko is Captain of the *Harpy*. She regards herself as an independent, allied to Orlow. Orlow treats her as an employee.

Deeko, for reasons buried in her past, hates all men. She is not well liked, even by her crew, but has been successful in attracting competent personnel. Orlow often baits her, but is careful not to alienate such a valuable asset. Deeko will always pilot the *Harpy* when in combat. At all times she has no less than three knives hidden on her person.

Gratton Urlequey

687863

Pilot-3, Vacc Suit-1, Blade-1, Ships Boat-3.

Gratton, though an excellent pilot, is basically a follower. The rest of the pirates view him as a tool of Orlow. Orlow will soon know anything said to Gratton. Because of this, his attempts to be friendly are often rebuffed by the other pirates. As a result, he is extremely vulnerable to anyone showing friendship. When not piloting Felker's personal ship, he often will fly a fighter in combat.

Martein Lee

878762

Pilot-1, Brawling-2, Rifle-2, Tactics-1, Jack-of-All-Trades-1, Leader-1, Gambling-2.

Martein is a small, slightly Oriental looking individual whom speaks with a peculiar lisping accent. He is a deserter from the military of a high-tech world and is proud of his training as an officer. He wears a para-military type uniform of his own design and requires the crew of his ship, *Bayonet*, to wear gray jumpsuits. It is commonly accepted that Martein fled his home planet to avoid gambling debts. Martein hijacked the *Bayonet* from that world and it is likely that a large reward is offered for him, if his planet of origin can be determined.

Jacque Aprente'

796A45

Steward-2, Admin-2, Dagger-1, Revolver-1.

Jacque was the chief steward on a ship pirated by Orlow several years earlier. He chose to join Orlow's crew and now runs the base for Orlow. Jacque is a sadist who enjoys interrogating prisoners with both physical and psychological torture. All that holds him in check from harming his victims more than he does is fear of Orlow's actions should he do serious harm to a valuable hostage. Anyone captured inside the Base will be first brought to Jacque for "questioning."

"Blade" Regner

9A8986

Dagger-2, Rapier-3, Cutlass-1, Electronic-2, Forgery-1, Streetwise-1, Jack-of-All-Trades-1, Brawling-4.

Blade is actually an agent planted by the government of the last system Orlow was dealing with. When Orlow made his hasty departure there was no way for "Blade" to separate himself. Since then he has been staying out of sight and trying not to attract attention. He has recently managed to be attached to the guards for the detention area. He hopes to use a hostage being held for ransom to get out a message to his government with the location of the base.

Helicasis Olenwanilif

7879A7

Computer-2, Electronic-1, Mechanical-1 Revolver-1, Engineer-2.

"Hell" was raised on a world that was dominated by a strict, puritanical religion. He is a strange mixture of preacher and pirate. "Hell" will deliver long sermons on the danger of dealing with the devil and materialism to the survivors from a ship he has ordered pillaged. He is irrational, but very cunning. Before "Hell" fled his planet he was trained to be an Engineer/Electronic Officer on his planet's fleet. He sometimes will try to "save the heathens' souls" before they are interrogated by Jacque.

Harplin Jengleptum Guptmant

689963

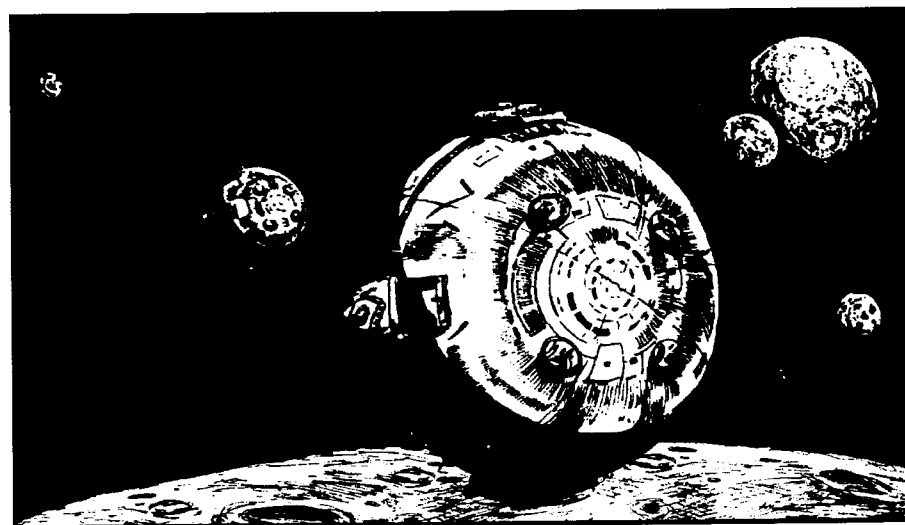
Streetwise-2, Bribery-3, Forgery-1, Admin1, Body Pistol-1.

Guptmant is the contact for the current fencing ring that is dealing with Orlow. This ring is several sectors away and once every three months a large Leander Class freighter is sent in to pick up the stolen goods. They also will purchase any ships that are capable of jump and maneuver. The ship brings in some supplies, but Orlow prefers to take what he needs. Guptmant is a partner in the ring and makes all the deals. He is at the base 50% of the time.

STARSHIPS

The Tesserect

This ship is an 800-ton Sword Class mercenary cruiser. The statistics for this ship are in Supplement 9, *Fighting Ships*. The only variations from these statistics are that this ship has a Model/4 computer and the batteries are different.



Armament: Four double laser (beam) turrets as one battery; Two double missile turrets as one battery; One tractor beam turret; One double sandcaster turret.

The ship's air/raft is armed with a nose mounted heavy machine gun that is belt loaded. Each belt contains 100 rounds and requires someone (other than the pilot) one turn to change.

Computer programs available: Predict 1, Gunner Interact, Target, Launch, Select 1, Auto Evade, Maneuver, Anti-Missile, ECM, Jump 3, Navigation, and Generate.

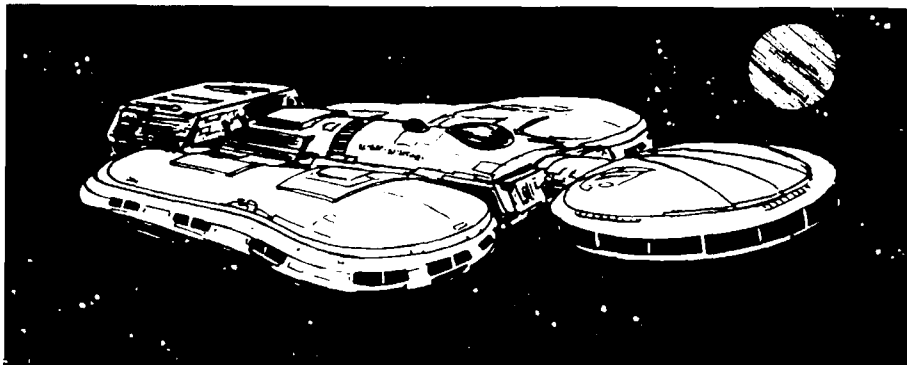
Modules Carried: Fuel, Cargo, and Personnel.

Crew: Orlow, Felker, Urlequey (Pilot), Pilot -2, Navigator (Nav-2), Engineers (three Engineer-1) Medic (Med-2), Gunners (Gunner-2 lasers), (Gunner-2 tractor), (Gunner-1 missiles, sand), Two module pilots (Ship's boats-1). 20 troops - treat each as Rifle-1, Cutlass-1, Revolver-1, Blade-1, Brawling-2. All wear cloth body suit armor and carry gauss rifles, automatic pistols and cutlasses.

All crewmembers' respect and fear Orlow and Felker more than any planetary authorities.

The Harpy

This ship is a streamlined type M subsidized merchant. It was captured by Deeko several years ago in a battle that cost her the ship she was piloting (all of the crew of the ship who resisted capture were put to death. Since then Deeko has lavished much attention on the *Harpy* and improved it considerably.



Deeko is so concerned with her ship that if it appears that the *Harpy* will be in extreme danger or if capture is imminent, she will break off the battle, regardless of the effect this might have on the rest of Orlow's ships.

The *Harpy* has been modified to have double sized cargo doors and an additional 24 tons of cargo capacity. The new door will allow objects as large as type C engines to be loaded.

Computer: Model/3

Programs available: Gunner Interact, Target, Launch, Maneuver Evade 5. Antimissile, ECM, Jump 3, Navigation, and Generate.

Armament: One triple laser (beam) turret; One double laser (beam) turret; One double sandcaster turret.

Crew: Deeko, First Officer/Pilot (Pilot-2), Navigator-1 (Dagger-3), Gunner-2 (triple laser turret), Gunner-1 (double laser turret), Gunner-1 (sandcaster turret) also air/raft pilot, Engineer-2, Engineer-1, Steward/Alt gunner Gunner-1, Stew-1). Boarding Party: 15 men (Rifle-1, Rapier2, Dagger-1, Brawling-1). All carry gauss rifles, rapiers, two throwing daggers, and wear cloth body suit armor.

The Word

The *Word* is a Free Trader. This ship was captured several years ago and has definitely seen better times. It has been repaired in dozens of dubious ports and two sections are particularly undependable. These are the ship's computer and the second turret. The computer will fail to perform 10% of the time in combat (-5% for every program below maximum being used). The missile launchers in turret #2 will jam part of the time (1 on 1d6). The gunner can clear this jam in 1-6 rounds. Otherwise the ship is Spartan, but clean (cleanliness being next to...). In Hell's cabin is a collection of religious symbols and pictures captured from other ships. The crew is perhaps less devoted to Hell than most other captains, but as Hell gives them a larger share of all spoils, they will be faithful to his wishes in most circumstances. None of the crew shares his religious mania, but all cater to it.



Computer: Model/2.

Programs available: Target, Gunner Interact, Anti-missile, Launch, Jump 1, Maneuver, Navigate, Library.

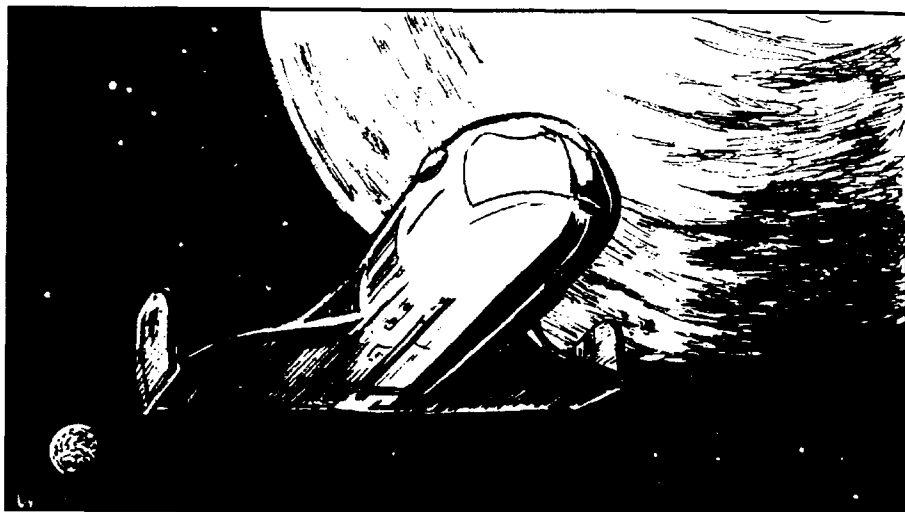
Armament: One triple laser (beam) turret; One double missile launcher (30 missiles). Crew: Hellicasis, Pilot-2, Navigator-1, (gunner for missiles), Engineer-2, Engineer-1, Gunner-2 (triple lasers), Engineer-1.

Boarding Party: 3 men (Rifle-1, SMG-1, Blade-1, Brawling-1).

All crewmembers wear revolvers and carry SMG in combat. The boarders carry Gauss rifles.

The Bayonet

This ship was originally a type R subsidized merchant. After being captured, a few modifications were made to the *Bayonet* beyond the installation of more powerful turrets. It now contains an auxiliary fuel tank that can be hand pumped into the main tanks (two hours fueling time). This tank contains just enough fuel for an extra jump 1. Martein has installed sleep gas grenades at strategic points along the corridors (they are in plain sight). These can be activated from the bridge, either singly or all at once.



Computer: Model/ 1.

Programs Available: Target, Gunner Interact, Auto Evade, Maneuver, Antimissile, Jump 1, Navigate.

Armament: One triple laser (beam) turret; One double tractor beam turret

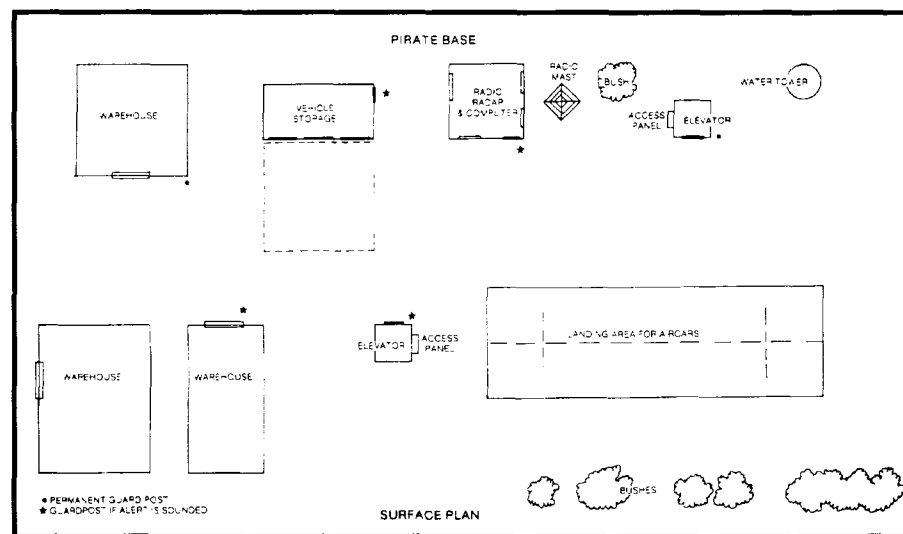
Crew: Martein Lee, Pilot-2, Navigator-1, Gunner-3 (triple laser turret), Gunner-2 (tractor beam turret), Engineer-2, Engineer-2, Medic-1 /Computer-1.

Boarding Party: 5 men (Rifle-2, Cutlass2, Brawling-1, Blade-1). All are armed with a Gauss rifle, a cutlass, a blade, three sleep gas grenades, one poison gas grenade, one concussion grenade.

All crewmembers wear a revolver, blade, and will have rifles nearby if in battle. Activities on ship are quasi-military.

The Pirate Base

MAP ONE: ORLOW'S BASE



The roofs of all the base's buildings are camouflaged with native plant growth.

Warehouses

The warehouses are large, open structures made of cheap (and already rusting) metal panels and have dirt floors. They are usually filled with crates of pirated goods. Entrance is through the large loading doors only.

Vehicle Storage

This garage holds three vehicles (none of the vehicles mount weapons). One is an ordinary (though plush) recently captured aircar. Another is a heavy-duty luggage-carrier looted from a liner. The third is an ATV currently used by Orlow's men as a tractor to haul heavier loot.

Radio Shed

This is the most substantial appearing building of the base. The walls are made of stone and the windows have steel shutters with firing slits. All Orlow's men have standing orders that in case of attack everyone on the surface is to make a stand at the radio shed and cover the two elevator entrances with weapon fire. The shed contains a high-powered transmitter and radar equipment equivalent to that in a Scout (from which the equipment was looted), and a Model/1 computer (same source). Immediately next to the shed is a 30' tall radio mast with a small radar dish jury-rigged at the top.

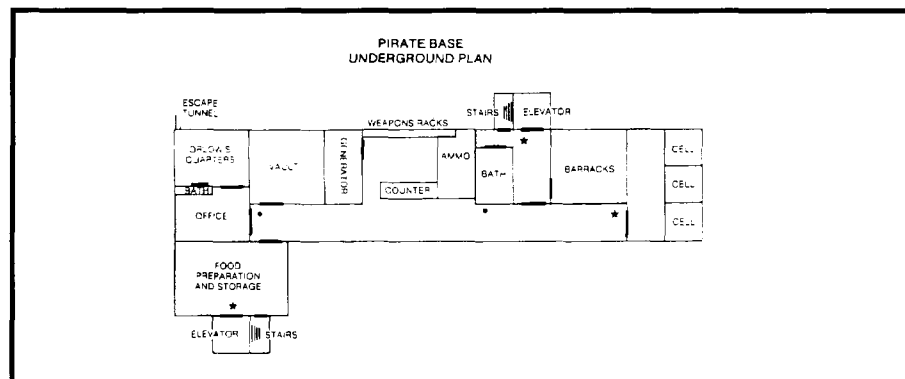
Landing Area

The landing area is hard-packed dirt, as is the area immediately in front of the vehicle storage. The landing area has no lighting for nighttime landings. Instead, a series of reflective strips form a landing pattern if lights from a landing vehicle are beamed at them. This lack of lighting helps insure that anyone looking for the base will need to be familiar with the area and know exactly where to shine a light to find the landing area. Friendly aircars are "talked in" from the radio shed.

Elevators

Access to the bulk of the base (about 15' below ground) is via the elevator shafts. No special action or identification is needed to enter the elevators (they are from a looted liner) and the walls of the shafts are fused native soil. Next to each shaft is an access door. This panel leads to a narrow area containing a steep stairs and air vents for the underground area. The vents are filtered against dust and most common chemicals. The door to these vents is normally kept locked at the underground level. The elevators can also be shut off from a switch at the counter in the weapons storage area. The switch is clearly labeled and visible.

MAP TWO: UNDERGROUND LEVEL



Food Preparation Area

The food preparation area, which doubles as a dispensary when necessary, consists of three microwave ovens, a long counter and low benches. The walls are lined with shelves, cabinets and refrigerated storage bins. The room smells pleasantly of cooking food most of the time. Normally 1-3 men will be present.

Front Office

The front office is used by the other captains and by Orlow when negotiating with fences. It is richly furnished in natural woods (they only steal the best). A terminal connected with the computer in the radio shed is in the corner opposite the doorway. Using this or any other terminal (except the one in Orlow's office) is signaled on the control panel in the radio shed. There is a 30% chance per round of any unauthorized use being noticed.

Orlow's Private Quarters

Unlike most of his captains, Orlow prefers to stay off-ship when at the base. The door to this office is kept locked when Orlow is not present. The room itself is plainly furnished with few personal possessions in evidence. The only consent to luxury in the room is a well-worn easy chair made of real earth leather. In the desk is a sketchy log that Orlow keeps and will contain the location of Tessar and what Orlow did there. A terminal is built into the desk. Its use cannot be monitored.

Vault Room

This area is always kept locked. Only a ship's captain can authorize access to it. The walls are lined with three-foot wide shelves and valuable loot is stored by type. Larger items are left in the center of the floor.

A sonic alarm system will alert the base to any unauthorized presence. This alarm can only be turned off by switches at the counter in the weapons storage area and at Orlow's desk. Neither control is labeled and both are hidden from casual sight.

Generator Room

A small atomic generator supplies the power for the base. This device is sufficient for normal base needs, but is not powerful enough to power even a small pulse laser. Chemical batteries capable of supplying 48 hours of emergency power supply backup power. These are kept in the same area with a fireproof box protecting them.

Weapons Area

When on land, all of the pirates except the guards are required to turn in their weapons. Only knives and pistols may be kept. Anyone not on guard duty who is seen with a rifle will be obviously an outsider. A backup supply of weapons looted from ships is kept here with a large number of rounds. These include: 10 laser carbines, 12 gauss rifles, 12 revolvers, a crate of 24 concussion grenades, three laser rifles, 21 assault rifles, and two submachine guns.

All ammunition is kept in lockers along one wall. Opening these lockers without a key sets off a loud alarm hidden under the counter. There is also a snub pistol (loaded) hidden in a drawer under the counter.

Barracks

The barracks area consists of three tiers of bunks attached to the walls and a large metal table attached to the floor in the center of the room. Personal items for those normally on the base are kept in small panels at the edge of each bunk.

Cells

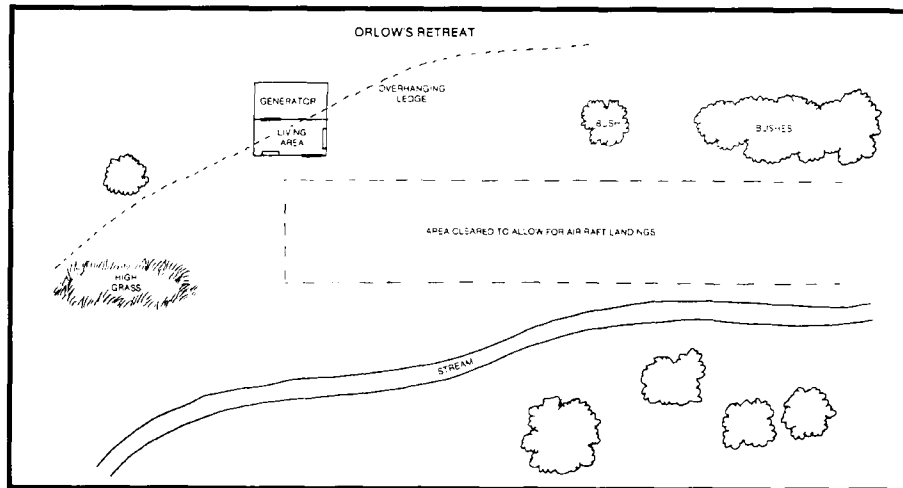
These cells are padded and designed to prevent any prisoners from injuring themselves. The doors are controlled from a panel on the wall of the hallway near the entrance to the area. A red button on the panel will fill the cell area with sleep gas in 30 seconds. When a particularly valuable hostage or dangerous enemy is kept in the cells one or more guards will be kept by the doorway. One is often kept inside the cell area also. The doorway is automatically locked when closed.

The base is obviously made from materials stripped from one or more passenger liners captured by the pirates. As such it is a contrast of crudely welded steel panels and plush furniture over bare metal floors. Most doorways can be locked from either side.

Orlow's Escape Tunnel

Hidden by an easily moved panel next to Orlow's bed is a narrow tunnel (30" x 24") that slants upward. The tunnel leads to a panel in the floor of the vehicle area that can be unbolted from below in two rounds. The only way to gain access to the tunnel from above would be to cut through the metal flooring, if the exact location were known. Only Orlow and a few trusted crewmen know the location of the tunnel or that it even exists.

MAP THREE: ORLOW'S RETREAT



Orlow, Felker, and Gratton have diverted some of the materials they captured to construct a hidden retreat about 15 miles from the camp. The sight they chose was along a stream where the water had undercut a nearby cliff face. Unless the location is known, there is only a 5% chance of visually spotting the location from the air.

Living Area

This front room contains three cots, a table and several crates of rations. Hidden in a panel under the floor in front of the door to the generator room are a laser pistol, a laser rifle and power pack. There are enough provisions for three men for two months.

Generator Room

This room contains a hydrogen power source and a tank capable of supplying 200 hours of full power. On a metal table along one wall is a radio transmitter capable of reaching a ship anywhere within the solar system. In crates along the back wall are several changes of clothing and an assortment of stolen passports and identity papers that will enable Orlow to pass as a shipwrecked spout.

Subsector Data

REQUIRED MATERIAL

In addition to this module, GDW's basic *Traveller* and *The Spinward Marches* are necessary for a complete understanding of many of the terms and symbols used in detailing the Alsas Subsector.



STANDARDS AND ASSUMPTIONS

As in *Traveller* Supplement 3, *The Spinward Marches*, the following assumptions are used in the text of this module. They may be altered as necessary to correspond to the situations in which the travellers may find themselves.

Dates: All dates herein conform to the Imperial Calendar, although the major cohesive political entity in the Alsas Subsector is the Federation of Alsas. The assumed date for this module is 147-1108, the 147th day of the 1108th year of the Imperium.

Planetary Data: The Universal Planetary Profile as described in *Traveller* Book 3 - *Worlds and Adventures*, is utilized throughout to describe the characteristics of the worlds within the Alsas Subsector. Trade Classifications under Trade Ndx conform to those described in *The Spinward Marches*. Additional notes, which may be of interest to travellers, are also included under Remarks. The Travellers' Aid Society Travel Zone Classifications have been widely adopted in the Alsas Subsector and TAS hostels may be found at most Class A and many Class B Starports. These are included under CG-where "A" indicates an Amber Zone; "R" a Red Zone; and "G" the presence of a gas giant.

SUBSECTOR CAPITALS

Subsector capitals are indicated in capitalized type. Subcapitals, nominal capitals, or worlds with strong political influence in a subsector are indicated by italic type.

SPECIAL INSTALLATIONS AND WORLD ALIGNMENTS

The following special installations may be found in the Alsas Subsector

Installation or Base Codes: Appear under column *I* in the subsector data table.

Code Installation

- N Installation for naval, marine, and/or army forces present, affiliated with the subsector government.
- S Base for scout service or other exploratory organization present, usually affiliated with the subsector government.

World Alignment Codes: Appear in brackets immediately following the world name.

Code Political Alignment or Association

- [F s] Member of the Federation of Alsas.

Note: Nearly one-half of the worlds within the Alsas Subsector are members of the Federation of Alsas.

SUBSECTOR MAP KEY



ALPHABETICAL INDEX OF PLANETS

Name	Hex
Afellaiah	0407
Amristar	0204
Antalya	0707
Azut Leriz	0508
Bulawayo	0307
Chate Leavult	0709
Darien	0501
Elyptiya Alpha	0506
Elyptiya Beta	0506
Encrucijada	0410
Falkirk	0201
Freemantle	0209
Kaosiung	0504
Katano	0303
Katherina	0309
Krulerschorp	0608
Lac Remi	0305
Lachute	0509
MacKay	0109
Mafelong	0602
McKne's World	0306
Odugama	0207
Oskol	0103
Schwennin	0607
Sevilla	0302
Sint Amsbern	0803
Tinahely	0206

The Alsas Subsector

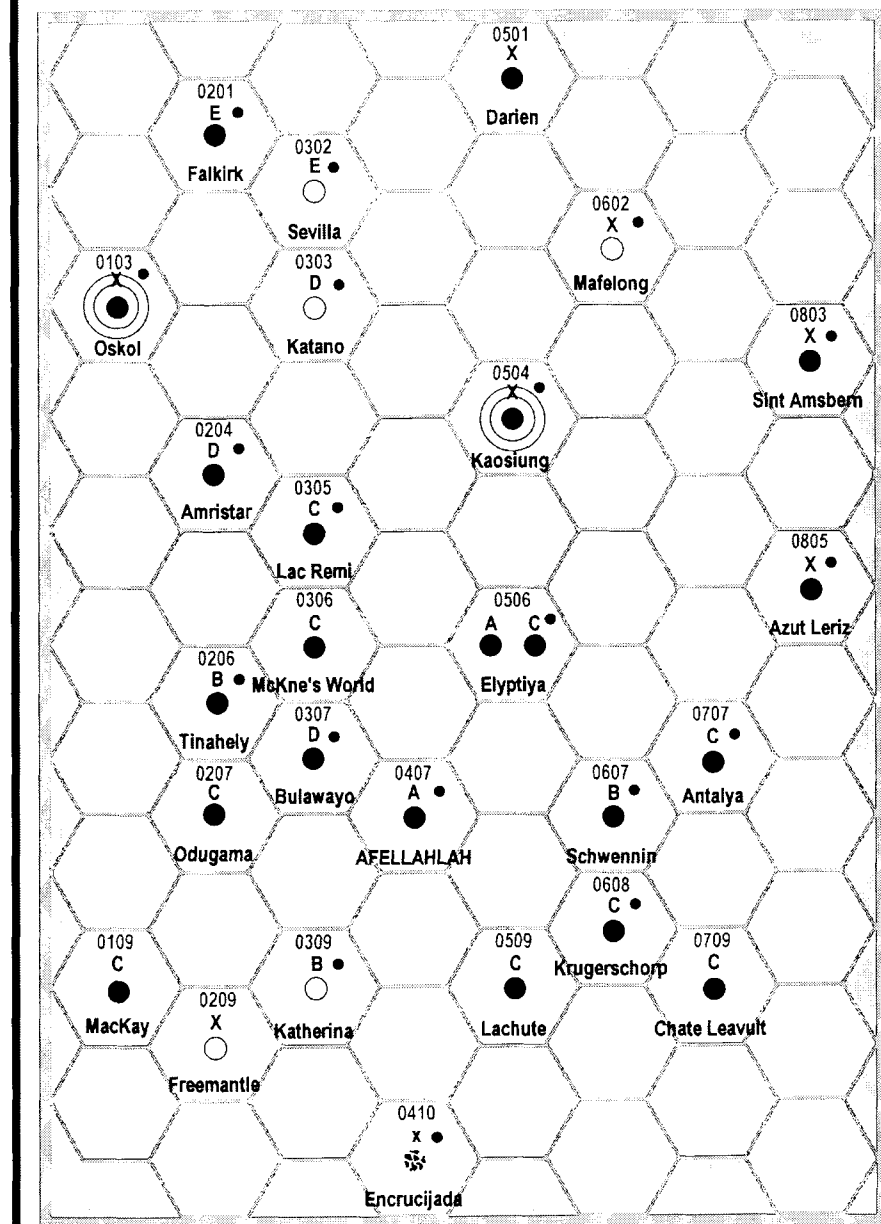
Like many of the subsectors within the Far Frontiers sector, Alsas is dominated by a single political entity. In this case, the Federation of Alsas, which is a pro-Imperial state composed of twelve star systems. These systems joined together three hundred years ago for mutual protection and are dominated by the capital planet of Afellahlah.

Although not actively expansionist, the Federation of Alsas has been known to intervene in the affairs of the independent planets surrounding it. The Afellahlahan Navy is the strongest in the area, and there are rarely any objections voiced to its deployment. Outlying systems do reap the benefit of having a strong neighbor to control pirate factions in the subsector, and Afellahlah conducts regular patrols.

Name	Locn	SDAHPGL	T	I	Remarks	Trade	Ndx	CG
Oskol	0103	X300209	A		Vacuum World	NI		AG
MacKay	0109	C583618	A			NI		
Falkirk	0201	E100100	0		Vacuum World	NI		G
Amristar	0204	D493654	7			NI		G
Tinahely [Fs]	0206	B76A786	B		Water World	R		G
Odugama [Fs]	0207	C651564	A			NI, P		
Freemantle	0209	X380000	0		Desert World	Un		
Sevilla	0302	E440469	9			NI, P		
Katano	0303	D120200	C	M	Desert World	NI, P		G
Lac Remi [Fs]	0305	C964808	8					G
McKne's World [Fs]	0306	C652545	9			NI, P		
Bulawayo [Fs]	0307	D886563	8			AG		G
Katherina	0309	B130300	C		Desert/Research Station	NI, P		G
AFELLAHLAH [Fs]	0402	A6659C9	C	MS	Subsector & Fed. Capital			G
Encrucijada	0410	X000000	0		Asteroid Belt	Un		G
Darien	0501	X100000	0		Vacuum World	Un		
Kaosiung	0504	X6A0510	4			NI		AG
Elyptiya Alpha [Fs]	0506	A664885	B			R		G
Elyptiya Beta [Fs]	0506	C767764	B			R		G
Lachute [Fs]	0509	C767764	7			AG, R		
Mafelong	0602	X4C0000	0		Desert World	Un		G
Schwennin [Fs]	0607	B472691	A			NI		G
Krulerschorp [Fs]	0608	C887569	9			AG, NI		G
Antalya [Fs]	0707	C763645	A			NI, R		G
Chate Leavult [Fs]	0709	C661993	9		Massive Ice-cap			
Sint Amsbern	0803	X876000	0			Un		G
Azut Leriz	0805	X766000	0			Un		G

The Alsas Subsector contains 27 worlds with a population of 15.3 billion. The highest population is 9.1 billion at Afellahlah; the highest tech level is C, found at Katano, Katherina, and Afellahlah. Worlds labeled FA belong to the Federation of Alsas.

The Alsas Subsector



PLANETARY BRIEFS

Note: All star system location designations apply to standard *Traveller* subsector map charts.

0103 Oskol X300209A

Oskol is a white dwarf star that emits massive surges of radiation. The only habitation of the system is a scientific base on an airless hot planet. The planet orbits Oskol at a distance of 500 million miles and the base is located at the planet's South Pole.

Alar Parkster, the base's administrator and the only non-scientist there will greet anyone visiting the base. Alar is a friendly, conscientious bureaucrat who takes his job of caring for the scientists in a serious though paternal way. Alar was assigned to the base after exposing a scandal involving several top officials of the government of Lac Remi (0305)-the same government that placed the base in the Oskol system.

0109 MacKay C5B3618A

The MacKay system is a corporate state whose existence is based upon the export of valuable metals and rare earths. All habitation is under domes or in tunnels and caves. The MacKay Corporation (a subsidiary of a larger Imperial company) cares for the welfare of all the inhabitants. The Corporation is normally beneficent and provides "bonuses" in the form of luxury goods to the workers. The demand for metals in the other worlds of the sector has made MacKay Corporation a very profitable enterprise.

The Corporation often hires ships to transport or guard valuable shipments of materials. There is a 20% probability each week of such a need arising. Due to recent pirate troubles, the Corporation is offering a Cr2,000,000 reward for information leading to the location of the pirate base and a Cr1,000,000 reward for information leading to the return of the three free traders lost in the Corporation's service this year. Corporate management is currently considering a less profitable, but safer, convoy system for exports.

All travellers landing in the MacKay system at the planet's only spaceport will be met by four corporate policemen and Rudulf Martenez, the portmaster. Rudulf is a "business-first" junior executive who sees his present job as a way to higher levels. As such, he is very thorough, cannot be bribed, and is very concerned that nothing untoward happen in any area where he has responsibility.

If there is any trouble, Perx Analtepem Leeson, the head of security will quickly appear. (He has a communicator surgically implanted in his skull and his staff has orders to awaken or notify him when anything unusual occurs.) He is an able investigator and was hired from the police force of a high-tech world. Although Perx supervises several hundred corporate police, and assistants handle most of his administrative duties, he will take a personal interest if outsiders are involved in a case. If Perx is searching a ship, there is a double normal chance that any hidden compartments/contraband will be found. All imports to the MacKay System that are not pre-ordered by the company are subject to a 30% duty before sale. (This is intended to assist the company in controlling the local economy.)

When in a bar, restaurant, or similar public location on MacKay, there is a chance that a black-market dealer will approach one or more of the player characters. These unsavory individuals will propose to distribute high-ticket luxury items if the players will sneak them out of the spaceport area. There is also a 3% chance each trip that someone claiming to be a political prisoner who

desires to be smuggled off the planet will approach a player. He will promise suitable rewards for delivery to any planet where he can continue to travel. Some (20%) of these encounters are tests by Perx, a few are criminals, and the rest are Zhodani spies. Normally only the spies will make good on the promised rewards.

0201 Falkirk E1001000

The only planet of interest of the six circling this star is a gas giant. An emergency station with a homing beacon has been planted upon the largest moon of the gas giant. Once every few months a ship passing through the system visits this station. It is equipped with a radio capable of reaching most ships passing through the system and has oxygen and rations for five men for six months.

0204 Amristar D4936547

Several hundred years ago Amristar was the home of a largely Islamic populace and during this time sent out many missionaries to neighboring Lac Remi. Perhaps in a negative reaction to the success these missionaries achieved on that planet, the people of Amristar are now highly secular and somewhat hostile towards outsiders. In particular they are suspicious of those arriving from Lac Remi (and by extension all member worlds of the Federation of Alsas). Exceptions to this general attitude are refugees from Lac Remi, whom are warmly welcomed.

0206 Tinahely B76A786B

Tinahely is a water world with most of the population living on large rafts or on the thousands of coral atolls in the shallow seas. The bulk of these reefs are found near the equator and make up less than 1% of the planet's surface. Little metal may be found on the planet and thus the drugs, foodstuffs, and native art are sold to pay for the materials needed to maintain a high-tech civilization.

The spaceport is only loosely controlled by the world government-a bureaucracy that is considered merely a necessary evil by most of the people. Tinahely has retained much of its frontier lifestyle attitude and high regard for individual freedom. Most inhabitants will be carrying a "kuna" a knife with a cork-like handle that allows it to float if dropped in the sea. (Treat kunas as a blade weapon.) A duel with kunas is the final solution to many disputes, as normally the local "law" is dozens of miles away. All residents have at least a skill level of 1 with blades. The use of handguns or missile throwing weapons is considered cowardly by most Tinahelians. Officially, most weapons that throw slugs or kill from a distance may not be carried on the planet. The use of such a weapon, even in self-defense, is a misdemeanor. The only exceptions are spear guns (of all sizes), but local inhabitants rarely carry these in public.

The police and space force of Tinahely is well armed and noted for its courage, though they have no compunction from using the laser rifles (in space) or gauss rifles (on the planet) and are highly skilled shots.

The Tinahelian navy consists of: The *Squid* - a scout with double pulse lasers; the *Manta* - a free trader (200-ton) with double pulse lasers and a sandcaster; the *Shark* - a system defense boat (see *TRAVELLER* supplement 9, *Fighting Ships*, page 25); the *Eel* - a system defense boat, but armed with two triple-beam laser turrets.

All Tinahelian navy captains are chosen for honesty, charisma, and courage, but now will rarely take their ships out of the system for they fear the recurrence of the mysterious attacks on isolated rafts that have occurred recently (a case of Orlow gathering supplies).

0207 Odugama C651564A

Even from space the strip mining of resources from the deserts of this Mars-type world are evident. The result is a perpetual dust storm carried by the thin atmosphere in the low gravity. The continuing decay of the atmosphere and climate has not prevented the expansion of the mines, for there is no other possible way for the population to support itself with needed imports.

The only major enterprise other than mining on Odugama is the Gama Spaceline base. This line is comprised of freighters that not only carry most of Odugama's exports, but a considerable quantity of nearby systems' as well. These ships were unarmed, but are currently being given at least some armaments because two freighters have disappeared in the last six months and a third has reported an attack by a ship larger than itself (400-tons) mounting "at least a dozen" turrets.

Ships may land at Odum spaceport only by permission. Three beam lasers are mounted in ground turrets to enforce the restriction. Any ship's requesting landing will be searched in orbit and a complete medical test run on all crewmen and passengers prior to debarkation. This precaution has been in effect for eleven years, since a passing free trader brought in a virulent form of leprosy for which the population had no immunity. Only a serum supplied by the Imperium averted a planet-wide plague, and thus the Imperium is very popular on Odugama, even though Odugama is part of the Federation headed by Afellahlah. Due to Odugama's degenerating environment, travel beyond the spaceport is forbidden by the government, except in specially provided ATVs, which may be rented at an exorbitant cost. All trade and negotiation takes place at hotel and office complexes located below the ground within the spaceport limits.

Odugama has never developed a full-time navy of its own. When one was needed, merchant ships were armed and commissioned. The merchant captains and crew all are given reserve commissions in the Odugaman navy and wear uniforms when activated. Until the recent pirate troubles, this has been mostly for ceremonies. Now to supplement their navy, Odugama is hiring vessels on a per diem and bonus system. In accepting a privateer position, a ship must accept one or more government representatives aboard who will validate that the ship has performed as contracted.

Any ship landing at the spaceport not already contracted to the government has a 50% chance of being contacted by Mentwenof, a spy planted by Orlow. Mentwenof is using the cover of a metals buyer from a distant system to gain information on the movement of the Odugaman ships. He is currently very interested in a large shipment of atomic fuel pellets that will be shipped in the near future. Mentwenof is a small rotund seemingly harmless human. He will offer the party Cr500,000 to carry a message to a deep space rendezvous with one of his silent partners. (This will actually be Martein Lee on the *Bayonet*.) Mentwenof will explain that it is coded trading secrets on future purchases. The authorities are just beginning to suspect Mentwenof. Being seen with him in public will cause the players to also come under suspicion.

The bulk of the Odugaman fleet is comprised of type R merchants, currently sixteen in number and named with letters of the Greek alphabet from *Alpha* to *Tau*, omitting the three ships that have been lost recently, the *Beta*, the *Epsilon* and the *Iota*. The remaining ships are all armed with two single pulse laser turrets, except the *Alpha*, which has been armed, with two triple pulse turrets.

The Odugaman ship lines have recently received a Leander class freighter with all cargo modules. This is currently "mothballed" in orbit, as it was received unarmed and the authorities fear it would be too great a loss to risk in commercial service until the recent ship losses have been explained.

0209 Freemantle X3B00000

This planet is a totally miserable place to visit. It is a small dense planet with an atmosphere that consists mostly of sulfuric acid gases. There would be no interest in the planet at all except that it appears to once have been a base for an ancient race of space travellers. To date, none of the expeditions that have braved the corrosive atmosphere have found anything of real value. An occasional expedition is still formed to find the trove of artifacts that everyone "knows" is there. In reality the corrosive atmosphere long ago destroyed anything of possible value.

0302 Sevilla E4404699

This planet is the innermost of the eleven in the system. All of the others are nondescript and barren except the seventh, which is a gas giant with four distinct sets of rings. Sevilla is a harsh, high temperature world orbiting close to its sun. The only settlement is a complex of reflective domes and tunnels in the Temperate Zone near the North Pole. The planet rotates slowly, having a 2160-hour day with six days to a year. The colony was originally established to study a remarkable amoeba like life form that survives on dissolved metals. To study the life forms, the original scientists developed sophisticated equipment designed to survive in high temperature and radiation areas. Today the bulk of the colony's activities involve nuclear and high temperature research for the colony's parent planet, Afellahlah (0407). As Seville also serves as an emergency base and refueling point for the Afellahlahan fleet, it has three triple missile launchers (no turrets in disguised hard points on a cliff near the colony complex).

Any ship wishing to land on Sevilla will receive treatment similar to that it would experience at Afellahlah: a thorough search and the placement of a pilot aboard to control the descent. This is a good market for luxury goods and the port authorities will normally "look the other way" for a small portion of the profits. In contrast, anyone suspected of smuggling weapons or drugs are punished under military law (normally death).

0303 Katano D120200C

The planet Katano itself is a gas giant with a corrosive atmosphere and a very low surface temperature. The only human settlement in this system is Kitten, a moon of Katano, which is nearly as large as Mars. The atmosphere of Kitten is a less dense version of that found on Katano. Most activities take place under domes or large greenhouses. The Afellahlahan Navy maintains a mothballed base here with a few caretakers to service the automatic defenses. No civilian ship is allowed to approach within 500,000 kilometers of the moon. Six double beam turrets and four triple missile turrets protect it, each firing as one battery. A call from a ship in distress will elicit a ship's boat from the surface and genuine shipwrecks will be given assistance. A navel vessel visits Kitten once every two months with replacement caretakers and supplies.

0305 Lac Remi C9648D88

The Redeemed Church of Islam tightly controls Lac Remi, a member of the Federation of Alsas. This planet had harbored a tech level 5 human culture six hundred years ago when it was contacted by missionaries from the neighboring planet of Amristar that traced its theological oligarchy to a splinter group that had fled Terra itself millenniums earlier. Seeing itself losing hold over the population of their home planet, the Redeemed turned all of their efforts to making Lac Remi into the perfect bastion of the Redeemed faith. The church leaders spent billions of credits in the next two centuries. They not only converted virtually all of the population, but also raised their tech level at

nearly double the normal rate. As a result the Redeemed church now operates as both a planet-wide faith and government. The "Tolan" is chosen every ten years by church leaders to head the administrative branch of the government. As a religious oligarchy, nearly all of the officials and naval officers are members of the secular brotherhoods that control life on Lac Remi.

The Redeemed Church itself is related to Islam as found on Terra, but with many doctrinal changes that have crept in over the centuries of separation. Lost among the changes have been the concepts of martyrdom guaranteeing paradise and the harsher of the more traditional penalties for crimes. Retained has been the extreme inequality of the sexes. Women are regarded merely as "property" on Lac Remi and forbidden to engage in public activities of any sort. Visiting women are recognized as different, but still are required to keep their faces veiled on holy days. As there are nearly sixty of these a year, the veils are a common sight.

Lac Remi is a manufacturing center for exotic cloth and is noted for robes featuring ornate embroidery. These are often prepared on special orders for leaders and clerics of all religions. The fame of Lacian stitching is well known and even the current Emperor has appeared in public wearing a robe of state stitched on Lac Remi. Another significant Lac Remi export is a silk like cloth that is the product of a local plant. An embroidered robe of this cloth (often with gold thread) can sell for as high as Cr5,000 on planets in other sectors.

Lac Remi does not itself have a navy, but pays taxes and provides use of its spaceport to all ships of the Afellahlahan navy. At least one Afellahlahan ship has been kept within the system at all times since the pirate troubles have begun.

0306 McKne's World C6525459

About one hundred and fifty years ago the colonists on McKne's World began discussing breaking away from the rigid authority of Lacian rule. Previously this desert world had been maintained as a captive market for those manufactured items Lac Remi's new industries produced and was used extensively as a penal colony for religious dissenters.

Almost a hundred years ago a nearly bloodless revolution was staged by a conglomeration of groups who only agreed that they all no longer could tolerate Lacian control of their world. As the dissidents had captured nearly half of the ships controlled by Lac Remi at the time (all of four) there was little the Lacian leaders could do about the revolt. In an effort to gain Afellahlahan support in retaking their colony, the Lacians sent a delegation to apply for membership in the Federation of Alsas. Unfortunately for the Lacians, the rebels had already thought of this and had dispatched one of their captured ships to apply for their own membership. When the Lacian delegation eventually arrived the Afellahlahan government had already granted Federation membership to the former colony.

Over the next decade Afellahlah poured a good deal of its energy into making the sparsely populated McKne's World a showcase of what Federation alliance could provide. (As the population was under 100,000, this was comparatively inexpensive to do.) As a result, the residents of McKne's World now enjoy a higher tech level than their former masters.

The Afellahlahan navy still controls the spaceport and serves as an army/police force for the independent settlers of McKne's World. Actually the Afellahlahan influence is important only in the spaceport and Highland, the city adjacent to the port. The population of Highland numbers less than 10,000 and most of the rest of the planet's residents lives in small towns or ranches.

The chief occupation of McKne's World is ranching on the dry plains that surround the equator of the planet. A particularly hardy mutation of cattle is raised. McKne's World has a moderate, (if dry) climate near the equator, with ice caps on each pole three times the size of Earth's. These polar ice caps have captured most of the free water on the planet.

Occasionally, a ship that travels from McKne's World to Lac Remi will have its crew questioned as to the conditions and events on the former colony, but no move to recapture it is contemplated by the Lacian government. Emigration was ended by the revolt and never allowed to restart.

The port official on McKne's World is Artus Blomu. Blomu is the ultimate petty bureaucrat. Blomu holds his high position as a result of his father's position in the Afellahlahan navy: the second highest ranking Admiral. As the navy basically controls the government, Blomu has little fear of replacement until his father dies or retires. Artus Blomu has a massive ego and an expert knowledge of the bureaucracy and regulations of Afellahlah and McKne's World. Employed at the port are nearly 50 locals and over 100 Afellahlahan naval personnel, all under Blomu's control. Inspections will tend to be lax and life simple for a ship at this port if an individual plays to Blomu's ego. Blomu, though cannot be bribed. He is honest (in this way at least) to an extreme and considers himself above accepting money for any favor.

If any individual crosses Blomu in any way, he will use the full force of the bureaucracy he controls to "legally" make life miserable for any ship whose crew or captain has displeased him. Among Blomu's more common reactions are to order safety inspections of the ship's engines to ensure they will not endanger the port upon takeoff. This is a common, but rarely exercised privilege of all port authorities. It involves several days' hard work and the virtual dismantling of the drive, crippling the ship. Those who displease Blomu will also have great difficulty in getting ordinary permits to carry goods, receive repairs, etc. Crewmen can also find themselves quarantined for days before being allowed out of the port.

Once out side of the port area the people are friendly and always anxious to hear news and stories of other worlds. Few have travelled off-planet, but all have enough sophistication and access to media to be interested. McKne's World is still primarily a frontier planet and travellers are likely to meet up with a variety of unfriendly fauna. Much of this is of the insect variety, including one species of spiders that grows to over half a meter across the body and stands a meter off the ground on dark hairy legs. This is a predatory hunter who captures smaller creatures with its powerful mandibles capable of doing 1d6 damage.

0307 Bulawayo D8865638

This jungle planet is a joint colonizing effort of Lac Remi and Afellahlah. Most of the colonists are volunteers from Lac Remi and the "governor" is a church official. The only settlement is an area of several square miles surrounded by electrified fences. Established about 40 years ago the colony has potential, but the jungles that cover half the planet (and virtually all the arable soil) make expansion of the colony difficult. Still, most colonists are acquiring substantial bank accounts from exporting the medicinal herbs and spices grown on the local farms. Hunting is discouraged (as well as dangerous) but most ships are approached by at least one local who has pelts to sell. These bring a good profit on Afellahlah, but are difficult to sell on Lac Remi. If a ship is caught with these pelts aboard, no penalty beyond confiscation normally occurs.

Characters who spend any time in the bars of Bulawayo are likely to be approached by two of the colony's more colorful residents. The first is "Old Harry" who is a scarred ex-hunter. Harry never managed to cash in on the planet's riches. Instead he has

spent the last 20 years searching for a native city he is sure exists somewhere in the jungle. His sole evidence that such a city exists is a rusted artifact, possibly a communications device that he found in the jungle while hunting. (Actually a Zhodani scout long ago left behind this device). Harry will attempt to get the party to join (and finance) him on an expedition to where he is "sure" the city has to be.

The second individual is more sinister. This is Colonel Atmand Haught Davis. The Colonel (no one is sure of what army) bills himself as a safari guide and an expert on the planet. Actually, he has no special knowledge of the planet and is allied with a group of thugs (four, all Blade-2, Brawling-2) who will occasionally ambush a particularly rich party the Colonel leads into their trap. Any party on safari with the Colonel and relying solely on his skill has a 1d6 chance each day of becoming lost in the jungle. The authorities are suspicious of the Colonel, but have too little evidence (it's a big jungle) to do anything other than warn those who inquire.

0309 Katherina B130300C

This planet circles a red giant sun at a distance of seven billion miles. It is a small, frozen ball that would be unnamed and forgotten except that it serves as a secret research station for the Afellahlahan navy. The station is buried deeply under the frozen methane surface and is undetectable except from a low, orbit with scout class sensors or better. Research into bacteriological warfare and psionics both discouraged by the Imperial Government-are carried out here.

0407 AFELLAHLAH A6659C9C

Afellahlah is a rich, heavily populated planet. Balkanized for centuries, the nations still managed to develop ships capable of interstellar flights before being contacted by the Imperial Government. Centuries later Afellahlah is a united world with a tech level equal to most worlds further into the Empire. While not actively expansionist (at least in a militaristic way) due to strong Imperial influence, Afellahlah has retained its military institution inherited from its balkanized history.

Today Afellahlah is a military dictatorship run by the "Council of the Generals." This council is actually less militaristic than it sounds as virtually all of the civil service and in fact every government employee is considered a member of the armed forces. It is thus possible for a "general" to have had only the nine weeks basic military training required of all adults at age 20, and then to have served as an "officer" in the Commerce Service or even Sanitation Service for the next forty years.

Still, the formalities and forms of military service are retained and a larger percentage of the population is combat capable than can be found on most worlds. Fortunately, the possible imposition of military penalties on those who are corrupt has created a bureaucracy where honesty counterbalances the inefficiency typical of such a rigidly structured government. As the planet has been under a mild equivalent of martial law for centuries, all courts are military. Though a citizen (or visitor) has few formal protections, there is a strong tradition of justice that can form the basis of the appeal to an unjust sentence or verdict. There is no stigma attached to military service and rank in the accepted measure of social status-so much so that most private corporations have ranks for each employee and these are often included as part of their signature. The designation CE (civilian equivalent) follows to distinguish them from actual military rank. Civilians are allowed to wear "uniforms," supplied by the larger companies, but such uniforms cannot be blue, brown, or black as these colors are reserved for the military.

The Afellahlah Army performs the police functions of the planet. These soldiers wear brown uniforms. This is not a large force and the "army" as such is no better armed

than the police forces of other worlds, though they do have a tendency to carry submachine guns. The General of the Army is a member of the Council.

Those areas of government that supply services are referred to as the Support Corps. Each major area is organized planet-wide by function. There is then a Transportation Corps, a Disaster Relief Corps, a Medical Corps, etc. (Spaceport personnel are members of the Transportation Corps.) The heads of the various Corps also serve on the Council. All Support Corps members wear uniforms in shades of blue. They are further distinguished from each other by functional and regional badges.

The navy controls the actual military functions of defense and all space travel. This includes all merchant ships, which are organized more loosely than the navy, but subject to direct naval control. The navy also has control of several hundred thousand marines. Marine and naval ranks are identical and there is considerable crossover between the branches. Most naval vessels carry a contingent of specially trained marines. There are three naval admirals and a marine admiral on the Council.

All Council positions are for a term of ten years and voted upon by the ranking officers of the Corps they represent. The next elections are not for seven years.

The Afellahlahan Navy is an effective fighting force. Not large by Imperial standards, it is by far the largest for parsecs. Through a combination of gunboat diplomacy and, more recently, less direct means, many of the planets in the Alsas sector have joined a federation dominated by the Afellahlahan delegates. This federation meets every three years for one year. The Afellahlahan Corps who has been doing an effective job (until the recent pirate troubles) of controlling the jump lanes handles the daily administration. There is little interference in planetary affairs except as they touch upon Afellahlah or the navy's effectiveness. Afellahlahan Navy personnel are respected on all the allied planets. Afellahlah itself is a firm ally of the Imperium and pro-Zhodani factions have found little support.

Landing on Afellahlah, most newcomers are impressed by the efficiency and thoroughness of the Afellahlahan Transport Corps personnel. (It's a prestige duty and attracts the best men from across the planet.) Ship captains will be met by one of two port officers who will brief them on all local regulations and history. Capt. Hamblown is a tall, easy-going ex-ship's pilot. He is friendly, will answer questions and be generally helpful. He will encourage captains to seek him out if local information is needed. Capt. Hales is actually rather insecure in the post and dislikes "foreigners." He will be brisk and officious, often ridiculing the newcomer's ignorance.

Both will adamantly point out that a ship's captain is fully responsible for all the actions of his crewmen. Both will also warn against allowing any passengers to disembark unless authorities are first briefed on any potential problems.

The Afellahlahan Navy consists of six modified type R merchants, two close escorts, two destroyer escorts, and two cruisers plus a Home Patrol of eight scouts, two escorts, six system defense boats and one cruiser.

The eight scouts (110 ton) are all armed with triple beam laser turrets. They are kept on constant patrol and to show the flag at the worlds of the Federation. Whenever a unit of the navy is encountered, it will be 50% likely to be one of these scouts. The scouts operate in pairs when possible. All have been modified to carry at least six highly trained ship's marines.

The Home Patrol is 90% likely to be found on station in the Afellahlahan system. Replacing the two particle accelerator barbettes with two triple missile launchers operating as one battery has modified the two Gazelle class escorts of the Home Patrol. These escorts are named the *Swift* and the *Rapid*.

The six system defense boats have been modified only in that they now carry model/7 computers (imported) and power plant-12. These ships are kept on patrol near the planet itself and often are used to inspect ships in orbit. Crewmembers are elite and

receive special instruction in man portable weapons and the martial arts. Two sets of battledress are used for inspecting ships unknown to the naval authorities. These ships currently have strict orders to cripple or destroy any intruder who fails to immediately heed their call to be boarded.

In low orbit around Afellahlah is a Kinunir class cruiser. This ship is currently incapable of jump and has been damaged in combat elsewhere. There is only a 20% probability at any time that the power plant will be functioning and the weapons capable of firing. At least one system defense boat is constantly assigned to keep watch over the ship. This cruiser was a derelict in Imperial navy yards and was transported to Afellahlah by a fleet tender in response to the Afellahlahan government's urgent appeal for a ship capable of defeating the new piracy menace. The projected time to repair the ship is over a year and the pirates know of its presence. The black globe generator is damaged beyond any repair and it appears currently that the two particle accelerator barbettes will have to be replaced due to the inability of the lower tech shipyard to supply needed replacement parts. Even with these problems this Imperial white elephant will be a powerful deterrent to piracy and future Afellahlahan rivals. The Imperium theoretically is "loaning" this colonial cruiser to the Afellahlahan Navy, but it is significant that the navy has taken the step to rename it the *Alsasian Protector*. The navy and repair personnel affectionately use the nickname "Sassy" when casually referring to the ship.

The bulk of the Afellahlahan Navy will be found operating as a single force attempting to discover the source of the attacks on shipping. This force normally includes six type R merchants, each with a triple laser and a double sandcaster mounted at the hard points. These ships have been modified to take only fifteen tons of cargo but to carry 50 marines awake and an additional 50 in Low Passage. Often one or more of the fleet will be assigned to accompany these ships in particularly dangerous situations. But in a pitched battle they are expected to stand-alone and serve as a reserve. These ships are named the *Gold*, *Copper*, *Silver*, *Mercury*, *Iron*, and *Platinum*.

Two Fiery class escorts (Gazelle class close escorts modified by streamlining) are the ships most often assigned to operate with the merchants. These ships are functional but showing age, as they were purchased from the Imperial Navy several decades ago. Two additional triple beam laser turrets have replaced their particle accelerator barbettes. These ships are named the *Blazer* and the *Scorcher*.

The current pride of the Afellahlahan Navy is a pair of Fer de Lance class destroyer escorts purchased after the Third Frontier War. These ships are carefully kept at their full fighting strength and an extensive quantity of high-tech replacement parts have been stockpiled (at great expense) by the navy to ensure their continued effectiveness. These ships retain their original names, the *Bordeau* and the *Marseilles*.

Often attached to the fleet are two Broadsword class cruisers produced entirely at the Afellahlahan naval yards. Constructed from the standard design, these cruisers took the Afellahlahan yards almost four standard years to complete. The next will not be completed for over three years and has been contracted to be sold for needed capital to purchase high-tech replacement parts. When not serving with the fleet these cruisers will be singly acting as escorts for convoys of unarmed or poorly armed merchants. Requests for aid by Federation planets are often answered by the dispatching of one of these cruisers. These ships have been named the *Nahom* and the *Teuqai* after military heroes of an earlier water borne navy. The commanders of these vessels are among the best and most aggressive in the navy and have a friendly rivalry as to who can achieve more with their identical vessels.

There is a comparatively large merchant marine serving Afellahlah and its allies. This is comprised of primarily type R and M merchants of standard design. The Afellahlahan yards are capable of producing both types for the standard cost and time. In response to the current crises these are currently being armed with single pulse laser

turrets as quickly as their commercial concerns allow. An unescorted merchant is 60% likely to be so armed with 10% greater probability each month to a maximum of 90%.

0410 Encrucijada X0000000

This system contains only one planet, a gas giant. Thousands of moonlets and twenty-seven major moons circle this planet. It was once used as a pirate base during the turmoil of the Third Frontier War. As such, it has already been thoroughly reconnoitered by the Afellahlahan Navy.

0501 Darien X1000000

The sun of this system went nova perhaps as recently as a million years ago, leaving only the burnt remains of a former gas giant. Its distance from the jump routes has made exploiting the mineral wealth here financially unfeasible to date. Orlow sometimes uses this rarely visited planet as a meeting point when his forces are forced to scatter or to meet with those he distrusts.

0504 Kaosiung X6A05104

Kaosiung is a former commercial colony sponsored by the worlds of Elyptiya. This venture failed early on and was largely abandoned by the home planet. Some employees elected to stay on and formed their government around the already existing corporate structure. Things have not gone well for the former colony and it is currently undergoing a civil war, the main participants being the "Workers United" faction and the "Board of Directors". An early causality of this conflict was the planet's sole starport, which was completely destroyed. Some minerals and gemstones are still mined and bartered (usually for munitions) by each of the warring factions. This trade can be profitable for those starships willing to hazard the risks of a wilderness landing on the ruins of the shattered starport.

0506 Elyptiya (Alpha) A664885B (Beta) C767764B

This "planet" is actually a combination of two very similar worlds that are locked in an earth-moon close pirouette. They are designated Alpha and Beta. The population is small, but the tech level is substantial due to the income the planet gains from the export of starbursts. The starburst is a faintly luminescent jewel. Its size varies from fractions of a millimeter up to a centimeter across. The exact structure of these exotic gems is still unanalyzed and all efforts to synthesize them have failed. It is postulated that they were created when a black hole punctured the planet millenniums ago. A larger starburst will sell for as much as Cr500,000 in the Imperium. The planet is a member of the Federation of Alsas, but carries on little trade with the other members. Most off-planet trade is carried in ships chartered for specific runs. Two system defense boats prevent smuggling.

0509 Lachute C7677647

This system is a prosperous agricultural colony of Afellahlah, which governs it directly. Although a newly admitted member of the Federation of Alsas, Lachute has met with great success and while a young colony, it has been described by some as the "breadbasket of the Federation". Most starships visiting this world will depart with their holds filled with foodstuffs that will fetch fair prices on many planets within the subsector.

0602 Mafelong X4C00000

This system contains three planets. The only one of note is the third - a gas giant. This planet is so massive as to be close to having become a star. As such, all refueling risks are doubled due to the immense size and gravity of the planet.

0607 Schwennin B472691A

Schwennin is the moon of a gas giant. Though not as appealing to humans as the other planets in the sector, Schwennin has a substantial human population. This is chiefly the result of a planet-wide naval base once established here by the First Imperium over two thousand years ago. This base covered nearly half the planet and was a resource of pure metals and technology still not totally used by those who stayed behind (or were stranded) when the base was abandoned. Most of the complex's buildings are unoccupied and some complexes barely explored. This Federation member maintains no navy.

0608 Krugerschorp C8875699

The government of Schwennin supports the small colony surviving on this planet. The planet is similar to Earth in the age of the reptiles, though the creatures' tend to be squatter and slower due to Krugerschorp's somewhat higher gravity. To date, the colonists have cleared completely only one of the hundreds of large islands that dot its largest ocean. Trade in medicinal herbs and subsidized merchants from Schwennin or Afellahlahan merchants normally carry some minerals and gems. Colonists currently fear a cutback in aide from Schwennin.

0707 Antalya C763645A

Antalya is renowned within the sector for the high quality meat products produced on its vast ranches. Its off-world exports consist largely of cured meats and tanned hides. The planet's prime herd animals come from the Kiltervale Valley region - a great rift valley system said to surpass even the one located on the Terran continent of Africa. Well established and stable, Antalya is a proud and productive (if somewhat independent-minded) member of the Federation of Alsas.

0709 Chate Leavult C6619939

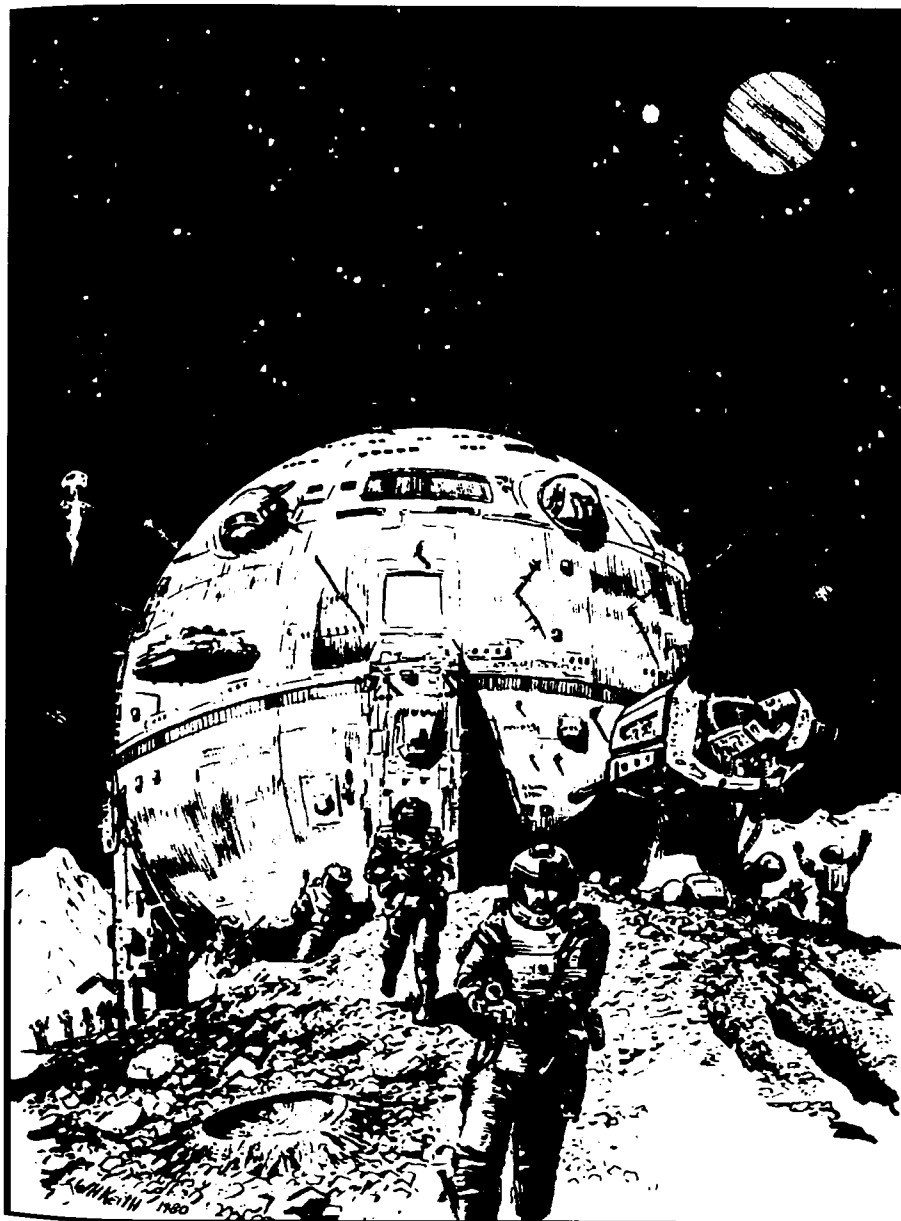
The only really habitable part of this planet (for which the stats above apply) is the North Pole. This area is crowded with all of the population, for there simply is no water elsewhere. Isolationist for centuries, Chate Leavult has now applied for Federation membership, but Afellahlah's leaders are not sure they can provide sufficient aide to improve the situation. This overcrowding is leading to a breakdown in the normal social restraints and anarchy outside of the spaceport and a few carefully controlled military reservations. The last spaceship to land at the port was nearly mobbed by frantic Chateans wanting to purchase transport to richer and less crowded worlds. Food shortages have become constant.

0803 Sint Amsbern XB760000

This planet is still in a volcanic age and earthquakes are a daily occurrence. The oceans often surge with tidal waves and several of the larger volcanoes are visible from space. The only scientific station on the planet was abandoned thirty years ago when it was nearly covered by a nine-foot layer of volcanic soot.

0805 Azut Leriz X7660000

This planet was found and then promptly forgotten as the Third Frontier War forced the discovery ship to leave before filing a report with the computer records on Afellahlah. When the scout finally filed an official report, it was on a planet whose record center was controlled by Orlow. When forced to flee, Orlow decided on this world, which he renamed Barbary, as the sight of his new base.



Adventure Scenarios

While the overall goal for players of this module is the discovery of the location of the pirate base, the following "mini-scenarios" may be used and arranged in any manner the referee feels appropriate to fit in with an ongoing *Traveller* campaign.

PRISONERS

(Note: The 'Prisoners' adventure may be brought into play in the middle of other Privateer adventures, if actions on the part of the players in the other adventures leads to their capture.)

To begin this adventure, the players' ship is set upon by an overwhelming pirate force returning from a raid. The referee should select the composition of the pirate force from the listing given earlier in this module so as to be of sufficient size to capture the player characters and their ship. If necessary, the referee may declare a temporary failure of the players' computer, effectively disarming it and forcing the player characters to surrender. This will also help to minimize the damage to the ship and set the players up with a means to escape from the pirate base.

Upon being captured, the players will be held under close guard until they are transported by a shuttlecraft to the pirate base on Barbary and placed in one of the cells there. The players will become aware of two things during the shuttle trip. They will see their ship in orbit around the planet (and being repaired if it were damaged during the capture). They will also overhear the shuttle pilot on the radio speaking with another pilot about the bulk of the pirate force being prepared to depart again within hours on a new raid.

Once the shuttlecraft lands, the player characters will be escorted under guard to their cell. If players are observing the layout of the base on the way, the referee should describe what they see from the maps included at the end of the module.

A day after the party has been imprisoned they will discover a note hidden with one of their meals. The unsigned note will say that they have a friend and will be contacted later. Blade Regner will have placed this note there in an effort to get a message to his superiors. He will keep his identity a secret from the prisoners fearing that they may be taken to Aprente' for interrogation.

The following day, one member of the party will be taken to Aprente' for questioning. The interrogation will end with the promise of more questioning (and threats of physical harm) in the future. That evening a second note will alert the party to be ready to try to escape the next day.

On day three following their capture the party will hear nothing until late afternoon when they will hear a rapping on the wall. Regner, while appearing to be repairing a water line, is tapping out a message to the prisoners in code. One of the players will recognize it as a signal he is familiar with. The message will repeat: "...door will be unlocked in one hour ...door will be unlocked in one hour ...revolver under table...under table ...tell armen knife alive ...tell armen knife alive ...ship ready to jump ...your ship ready ...this is coord..." Then the message stops.

Another guard who questions what he is doing interrupts Regner. To cover, Regner says he has just finished the repair and goes back to his duty station. A few minutes later he is relieved and goes to the surface.

Later, the players will find the door unlocked as promised. (Regner actually will do this before going off duty, but wants the party to wait so as to avoid suspicion of his involvement.) In the passageway outside the cell is a table. Taped beneath it is a loaded revolver with six extra bullets taped to the handle. The name "Armen" mentioned in Regner's message is the agent of the government intelligence agency on Lac Remi in the 'Bounty Hunter' adventure and will recognize "Knife" as Blade's code name. Assuming the players escape to their ship, they will find that it, has been reprogrammed by Blade while serving on a repair crew the first day the players arrived at Barbary. The new programming is set for Lac Remi.

Note: If the 'Bounty Hunters' adventure was in progress when the 'Prisoners' adventure was brought into play, the referee must decide if the adventuring party is to encounter Regner while escaping the base or save such an encounter for a later time.

At the time the players discover the door is unlocked, the camp is not under alert, so initially there will be only the guards normally on duty for the players to contend with. Two ship's boats are at the landing field. Both are ready to fly. Assuming the players attempt to escape back to their own ship, they will find two pirate guards aboard. If the players failed to knock out the radio room or tower before leaving the planet's surface, the two guards on board will be alerted and will resist any entry. They will not be able to use the ship's guns against the players, though, as Orlow has taken the additional precaution of removing vital parts from each weapon system to ensure none of his men take off pirating on their own before he returns. (If the players regain their ship, they will be able to purchase replacement parts for a few thousand credits at any shipyard.)

Finally, as the player's escape Barbary in their ship, the referee should declare that a missile launched from the pirate base has narrowly missed them and detonated only twenty kilometers away. While there is no apparent damage, the next time the players use their ship's computer, they will find the electromagnetic radiation from the blast has destroyed some sections of the computer's memory banks—primarily the navigation section. And while they will be able to make it to Lac Remi for repairs with no problems, the location of the pirate base will have been lost.

BOUNTY HUNTERS

An agent of the intelligence agency that Blade Regner is a member of will approach the party. The intelligence agency is anxious to aid Regner and will employ privateers, such as the player characters, to do so. However, the agency does not wish to reveal its true motives, and the agent contacting the players will represent himself as a police officer offering a bounty for the capture and return of Regner. (The referee may determine the amount of the bounty based on the economics of the on-going campaign or otherwise at least set it at double the likely expenses of the player characters of a three game-month time period.) He will tell the players that Regner is a notorious criminal from his star system who has escaped from a detention asteroid. He will explain that Blade has since been responsible for the destruction of a ship carrying several of his planet's top government officials and must be returned alive and basically unharmed to stand trial. (Note: The 'Bounty Hunter' adventure may be started on any world the referee desires, although Lac Remi is suggested.)

The agent adds that other authorities working on the case may contact the party. They will identify themselves by using the code word "holiday" twice in a sentence. The party is to trust whoever gives the code and obey their orders, or their reward will be forfeited.

The agent continues to explain that it is known that Blade is now a member of the crew of the pirate fleet currently plaguing the Alsas Subsector. Unfortunately there is little else he can relate about the pirates. The agent will end the meeting by placing a substantial "good faith" payment in escrow for the party to receive upon completion of their assignment and a smaller amount to the party directly to cover routine expenses. He makes it clear that they are not to mention or contact him again until the successful completion of their mission.

In reality, of course, Blade Regner is looking for such a rescue attempt. If contacted, he will assist any party knowing the code to escape from Orlow's base.

Just before the party departs a second agent who knows the code will contact them. This will be **Larrs Stephens**, 968874 *Blade-1, Gunner-1, Streetwise-1, Brawling-1, Body pistol-1, Forgery-1*. Stephens will approach the party as they are preparing to seal their ship for take off. He will use the "holiday" code and demand to be taken along. Stephens is actually an agent of the politicians who were dealing with Orlow. His job is to see that Regner never gets back with the information that Orlow was paying off some of the system's top leaders. Stephens carries a body pistol and will attempt to kill Blade at the first opportunity. The referee should set the situation so that his attempt will miss or only slightly wound Regner. If questioned by the party for his actions, Stephens will explain that Regner killed his brother during a pirate raid. Regner will be quite aware of why Stephens is actually trying to kill him and be quite anxious to tell the party. Who the players believe will be an interesting dilemma. The first agent who contacted the players will know Stephens' real identity and order his arrest if the party returns with Stephens. If given a second opportunity to kill Regner, the referee should use the standard chances for success.

The first problem facing the players will be to put together clues as to the nature of the pirates' activities. If they investigate the pirate attacks they will discover on Lac Remi the following facts.

Most of the attacks have taken place on space runs from Lac Remi to McKne's World or Afellahlah. These attacks will be further concentrated on ships leaving Lac Remi with valuable cargoes. This is because one of the port officials, a mere scheduling clerk, **Hilm Boyer**, 7769A3 (*Militia member Rifle-1, Brawling-1, Admin-1, Bribery-1, Computer2*). Age: 28, Description: Tall and very thin. A female agent of Orlow's is duping Boyer. She questions him weekly about his "important work." By narrowing down who has the knowledge of the ships' cargoes and routes, the players will eventually be led to the clerk. If confronted by the players, the clerk will be confused and upset, but basically honest. If Boyer's actions are discovered, he will be fired from his post.

Rather than be bitter at the party, Boyer will burn with a desire for revenge on the pirates who have duped him and destroyed his reputation. He will attempt to join the party for the chance to get revenge. He will serve the players for the rest of the adventure without pay and will not ask for a share of any reward.

The first time any of the pirates are contacted Hilm will go temporarily insane and attack with any weapons on hand regardless of the situation.

If the players request, Boyer will lead them to the pirate agent, Rachel, who has been duping him. Questioning her will disclose (quickly if a bribe or immunity is offered) that she codes the information as love letters and sends them to a Skilf Wilhelm on McKne's World. This is all she knows. Her payments are sent every few months from different planets.

If the players journey to McKne's World, they will be somewhat suspect, as they are outsiders who have just come from Lac Remi. Further antagonism will arise if the party is indiscreet about inquiring for Skilf Wilhelm. Minor clues should eventually direct the party to a bar at the edge of the wastelands. Here Skilf is a regular and is well thought of. Unfriendly questions or innuendo will likely get the party in a brawl. Inquiries will

otherwise show that Skilf lives about fifty miles into the wastes beyond the bar. He stops in about once a week and always spends a good deal of money buying drinks for everyone, gambling and so forth. As he rarely wins at gambling, everyone assumes he is a miner who has struck it mildly rich and retired. The party can get vague directions to the bar where Skilf lives or wait until he comes in (the following night) and follow him to it. If confronted at the bar he will be protected by the other patrons. (This should be made clear in advance to the party.) If pursued from the bar, Skilf will rush into the town and report that Lacian spies are following him.

If Skilf who is easy going, though somewhat greedy and amoral, is approached in a friendly manner he will allow the party to accompany him to his home. The hut itself contains no evidence of connections with the pirates, but in a hill behind it is a shallow cave. In the cave are code books, two sets of letters (one set postmarked from Lac Remi, the other from Afellahlah) and a radio transmitter. If these are discovered, Skilf will break down and confess he is paid to transmit the messages to a point in space. If the party promises to let him go, Skilf will add that he has noticed the smaller of McKne's three moons is always the target of the antenna when he broadcasts the tight beam message. If questioned intensely he will admit that the next message is scheduled for tomorrow. He, too, is paid by anonymous mail. Keeping a watch on the moon will be rewarded by the appearance of the pirate ship *Word* from jumpspace. This ship will beam a message at a large crater on the moon's surface and receive several long pulses back. These are the last several messages Skilf has sent. The *Word* will then accelerate and jump to Barbary by way of 506 and 706. If approached by the players' ship, the *Word* will jump even sooner, but only after Hellicasis has radioed to the players that they are in dire danger of losing their souls for interfering with the work of a minister.

If the party inquires with port officials on McKne's World, giving a description of the *Word*, he will suggest that they contact the Afellahlahan Navy headquarters on Afellahlah. There, navy records personnel will match photos and sensor readings they have of the *Word* with descriptions and sensor readings provided by the players and verify that the *Word* is one of the pirate vessels that have been raiding the Alsas Subsector. Once again it will be pointed out that most of the pirating has been on the two jumps between Lac Remi and Afellahlah.

An arrangement similar to the one the pirates had with Boyer on Lac Remi is held by a minor port officer on Afellahlah. This will be an elderly navy officer who has now been passed over for promotion four times. His motivation for cooperating with the pirates is a bitter desire for hurting the rest of the navy and making fools of them at any cost. Lt. Brassard is fifty and visibly aging. His role can be detected again by the simple process of elimination. If able, Brassard will commit suicide using a body pistol he always carries. If prevented, he will have a complete nervous breakdown and collapse. Brassard suspects that the pirates are based upon an unreported habitable planet and will reveal to the players this information after an hour of babbling. If the party does not wait for this information, this fact will be evident only by perceptive players questioning the fact that no domes or environmental gear have been stolen in any of the pirate raids.

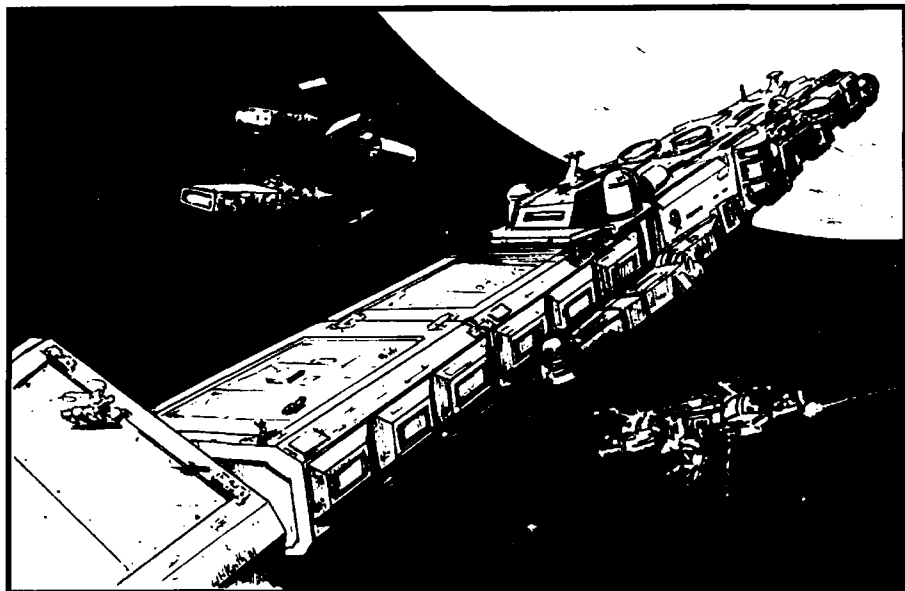
At this point there is little more the party can discover about the pirates indirectly. To go further they will need to find a way to trace a pirate to their base or otherwise make contact with the pirates themselves. They may choose to employ the agents they have uncovered (for example, sending false information) or by any other means, such as riding aboard ships carrying valuable cargo. The referee should make it clear to the players that if the Afellahlahan Navy is to ascertain the location of Barbary, the reaction will be to blast the whole thing from space and then mop up with the marines. They are extremely distressed with the piracy problem and the penalty for piracy is death in any event and thus would likely guarantee that Regner dies.

SHIP TO SHIP ENCOUNTERS

The following ship to ship encounters may be used whenever appropriate within the 'Bounty Hunter' or 'Prisoner' adventures.

Escort

A short range scenario, the player characters are contacted by a representative of a company that desires an armed escort for a class M merchant carrying a valuable cargo of starburst jewels from Elyptita. This shipment is large enough that the planetary authorities fear it will tempt the pirates into a raid.



The players' ship will serve as the escort and will receive a double expense recompense for the time spent in escort and a Cr250,000 bonus for a successful delivery to the awaiting Leander class freighter at Odugama.

A force of pirates will attack the ships approximately an hour before the freighter has built up enough speed and distance to jump. This force should be larger than the players' but not so overwhelming as to make the battle uninteresting. The players should have it pointed out (by the captain of the merchant vessel) that they need only to stall the attackers until he can jump. If the pirates succeed in crippling the players' ship, the pirates will ignore finishing it off in favor of pursuing the freighter. If their ship is crippled, the players will eventually be rescued by a unit of the Afellahlahan navy and towed into orbit. As the ship was damaged in the service of the planet, repairs will be at cost and can be worked off with, of course, anti-piracy patrols.

Bodyguards

When relevant to ship's repairs and at a port near the Alsas sector, the player characters will be contacted by a member of the Imperial Engineers, **Stahl Henson**, *Cutlass-1, Laser Pistol-2, (he carries one) Brawling-1, Vacc suit-2, Zero G-1. Henson is an Engineer-4 and Jack-of-all-Trades-2.* Henson is a specialist in ship's repairs who has valuable knowledge that is needed to continue the repair of the Colonel Cruiser's power system at Afellahlah. The pirates, through their contact on Afellahlah, know that Henson is enroute and want to stop him any way they can, for once the *Alsasian Protector* is functional, Orlow will be forced to move again and set up elsewhere. Thus the players are contracted to safely deliver Henson to Afellahlah.

As in the escort mission, the ship will be attacked by a force of pirates slightly greater than the players' ship. This force may be lead by the *Tessaract* herself if the players' ship is powerful enough. The pirates will first attempt to capture the ship and Henson. If this seems impossible, they will try to destroy the ship and all on board. If the players defend successfully, the pirates will flee since the cruiser is still months from completion and there will be further opportunities.

Henson will be a fleet veteran and if the players' ship is damaged he will volunteer to "jury rig" repairs during the combat. There is a 10% chance per round that he can repair any type of damage inside the ship and a 15% chance if the damage is to the ship's engines or power systems.

To The Rescue

This adventure can begin any time that a player's ship is travelling near a planet. It involves both ship to ship and man to man combat. To begin the scenario, the players receive a garbled message from a ship under attack. If the players don't answer, the messages will become clearer until the players realize that they are rapidly over-taking whatever is occurring. Once the players reply to the SOS, a new voice will come on the speaker.

This will be a representative of the local planetary authorities. They will have been aware of the pirate attack on the poorly armed merchant, but have been keeping silent until they could get help to the location of the attack. The representative will offer to repair all damages and give the players a substantial bonus if they will help to prevent the Leander class freighter from being captured until the two System Defense Boats of this system can arrive. This still won't be for several hours, so the players are on their own until then.

About three turns after the players decide to save the Leander class freighter (assuming they do) the battle will be in sensor range. The players will first be able only to detect two small ships harrying a much larger vessel. As the range closes, they will be able to determine that two vessels are attacking the freighter: one of approximately the same tonnage as their own and the other is a scout piloted by Gratton Urlequey. Shortly after this, the scout will detect the players' ship and change course to intercept. If the players' ship is 600 tons or larger, the scout will soon loop back and the other pirate ship (choose the ship to be comparable to the players' vessel) will place itself between the now crippled freighter and the players'.

Once either ship enters combat with the players, the larger pirate vessel will begin sending boarders to the freighter on ship's boats. If the players succeed in driving away or destroying the ship facing them, the remaining pirate ship will begin accelerating away from the battle for a jump. The boarders will have been left behind, as will have been the ship's boats.

The players will receive a second radio message from the freighter that says the crew is outnumbered by the heavily armed pirates and they may still succeed in taking over the freighter even without the rest of the pirate force. The sound of gauss rifles will be heard as the radioman screams for the players to come help. Then the transmission will cease.

When the players arrive at the freighter, all will look normal except for several laser slashes in the hull and a knocked out turret. All the ports will open easily, but inside most systems are dead and only the red glow of the emergency lighting system is left. Evidence of combat will be seen in most areas and the party will find the bodies of at least one crewmember and one pirate.

Combat continues in only two areas. The bulk of the crew still survives and has made a stand in the corridors leading to the control room. A second smaller group (four engineers) is holding out near the main engines, but one is badly wounded and they have only two revolvers and a laser pistol between them. They have survived so far because of the reluctance of the pirates to fire so near the engines and fuel tanks.

The actual number of surviving pirates should be approximately twice that of the players and any associated NPCs. At least one of the pirates will be a lieutenant with detailed knowledge of Orlow and the location of his planetary base. When more than half of the remaining pirates are killed or captured, the crewmen in the control room will press forward the attack with shotguns and cutlasses. Prior to this they will stay in position to protect the controls.

Note: The crew of the freighter will have no way of identifying the players or telling them from the pirates. The players should take extra caution to either make themselves easily distinguished or avoid the armed crewmen. Otherwise they will be shot at immediately upon sight. As they have been in radio contact with the players, the crewmen are aware that that they were coming to their aid and will accept their identity once the players manage to convey who they are.