

The Merry Widow

Megan Robertson

TRAVELLER

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The Merry Widow

Teaser

You may start out as ordinary merchants but you'll quickly have the opportunity to get involved in Pontevedro's flamboyant and occasionally deadly court intrigue.

You could rescue a countess, dance the night away, or fight a duel – all whilst wearing fabulous outfits! Perform poorly and the wounding of honour or even body is possible; perform well and who knows what rewards may be bestowed.

Overview

Pontevedro is a poor and undeveloped world. A recent investigation mounted by the Ruling Prince has shown that the major part of the world's limited resources have been diverted into the pocket of Grand Count Stefan Glawari, the old Court Banker. On discovery, he fled the planet taking with him the young and beautiful daughter of the palace gardener. During the trip to the neighbouring world of Lehar, the captain of their ship married them. Alas, the pleasures of Lehar – known throughout the subsector if not beyond, as a place to party – were too much for Glawari, and he died leaving his young widow in command of a considerable fortune. Unless the money can be returned to Pontevedro, disaster will occur (or so the news media say!).

The laws of Lehar decree that a widow's money and property are transferred to her new husband on marriage, and so Grand Countess Hanna Glawari's hand is one of the most sought after on the planet. She is thoroughly enjoying all the attention, but has no intention of giving up her freedom, at least not for the time being.

The characters become involved when the Ruling Prince of Pontevedro summons them to an audience. He is convinced that they are the only ones who can help save the planet. He needs them to travel to Lehar and persuade the Grand Countess to return home.

Background to the Adventure

Pontevedro is an impoverished world, subsisting on agriculture, craftwork (woodcarving and embroidery), and small ponte-pearls. The ponte-pearl is a tiny ball of translucent coloured material produced in a similar manner to pearls in oysters, hence the name. The ponte in which they form is a squid-like creature several metres long, and harvesting ponte-pearls is a hazardous occupation. As a people, the Pontevedrans are very fond of extravagant titles, medals and other forms of ceremonial show; perhaps this makes up for their rather drab economy. If the characters are successful in their mission, they can expect fancy titles, ornate medals and a uniform covered in gold braid, but little in the way of hard cash! This will not be made clear to the party, of course, until *after* the mission.



The Pontevedrans are desperate to see the Glawari fortune return to their planet. Although astute characters may realise that as the money is stolen,

interstellar courts would order its return – perhaps even requiring the arrest of the Grand Countess under suspicion of complicity in the embezzlement – the Ruling Prince is nervous that it will take too long. Any delay, he reasons, might enable the Grand Countess to travel further away or marry and pass her inheritance on to a Lehari citizen. This would cause the Lehari authorities to fight hard to retain it!

The Grand Countess Hanna Glawari meanwhile is thoroughly enjoying all the attention and the high life on Lehar – remember, she was a gardener's daughter on an impoverished planet before her marriage. She has, however, no intention of giving up her freedom just yet, and has several gentlemen in attendance at any time. Her two main suitors are Cascada and St Brioche, both Lehari noblemen. She is also being courted by Count Danilo Danilovich, who is a functionary at the Pontevedran Embassy on Lehar. Although a marriage to Danilo would ensure the return of her fortune to Pontevedro, it is thought at best a long shot as they quarrelled violently as young people back home. The Pontevedran Ambassador, His Excellency Baron Mirko Zeta, hopes that Danilo will be successful, but cannot himself take a more active part as the Embassy has incurred heavy debts and is in great danger of being expelled from Lehar. A second functionary at the Embassy, a commoner called Camille de Rosillon, is another possible suitor – in the Ambassador's eyes at least – but he shows little interest in the Grand Countess. Unbeknownst to the Ambassador, Camille is infatuated with Lady Zeta, wife of the ambassador, having little interest in women his own age.



Lehar is very proud of its hospitality, and there would be severe repercussions for anyone caught attempting

to remove someone from the planet against their will. Major offences against Lehari law, amongst which abuse of hospitality is often counted, are punished with banishment to the larger of the two Lehari moons, Gyorgy. The moon, a vacuum world, is one large penal colony, contained within pressure domes.

On Lehar, matters of honour are often settled by duelling. Duels are formal and stylised, but none the less deadly. Foils or

rapiers are used, with a long dagger in the 'off' hand, and the combatants strip to light fencing shorts to prevent the use of hidden armour. Duels may be fought to the first blood or to the death. A judge, the Judge of Honour, is present to call fouls such as

grabbing or kicking one's opponent. Some younger Leharis favour the use of a lightweight sabre rather than the foil, but this is both frowned upon and illegal. The conventional form of duel is legal, provided that the challenge is made and accepted before an accredited Judge of Honour. This is a recognised profession on Lehar, paid by fees levied on the duellists and by charging admission to watch the duel. Indeed, duelling is a spectator sport and duels involving skilled or famous individuals are often broadcast around the planet and beyond. Several



magazines are available on the 'sport', although it is not the done thing to issue a challenge except on a genuine point of honour.

Of the Grand Countess' two Lehari suitors, St Brioche is a gentleman of the old school, with a formidable reputation amongst the duelling fraternity. Wealthy

enough not to need to work, he devotes much of his time to either fencing practice or study of the history of the duel and of noted duellists; he has several books



to his name on the matter. Cascada, although noble, is a man of a different nature, more brash, indeed somewhat of a thug despite his noble blood. He too is noted for his competence in the duel, although he has no interest in style or putting on a good show, he prefers to use any means at his disposal to accomplish a quick kill.

Timeline for the Adventure

The only fixed points in this scenario are the initial interview with the Ruling Prince of Pontevedro and the characters' journey to Lehar. Once they arrive, there are a range of activities in which they may engage, as well as one or two things that may happen to them.

Scene 1: Interview with the Ruling Prince

Here the characters will be informed of the task that they are to undertake, and may ask any questions that they might have. (The Ruling Prince may or may not choose to answer them!)

Scene 2: Preparation and Journey

Allow the characters to make any preparations or undertake any research that they like before they leave

– although the Ruling Prince will not want them to delay their departure more than a day or so. Some briefing materials will be supplied them by Sir Bernardo Abdul Harrison, Knight of the Sun and Stars, Spymaster to the Princely Court of Pontevedro. The actual jump is uneventful; the characters may start laying their plans. Don't allow them to spend too much time on this.

Scene 3: Arrival at Lehar

As you would expect from a somewhat 'Ruritanian' pleasure world, landing formalities are a curious mix of bureaucracy and courteous welcome. Once past that, the characters are free to do what they like.

Possible actions include the following:

A. Calling on the Pontevedran Ambassador

Note that visitors need to virtually fight their way through creditors to get into the Embassy compound and that they will be noticed as having a connection with the Embassy should they be seen to be admitted.

B. Calling on the Grand Countess Hanna Glawari

She does not care about Pontevedro, she is having far too good a time. She knows that if she returns, the authorities will leave her penniless. She is, however, receptive to handsome young men...

C. Calling on St Brioché

He will receive the party graciously, but he will challenge anyone who dares suggest that he should back off from the Grand Countess, or do anything so sordid as to modify his behaviour on account of *money*.



D. A Call on Cascada

He will not even do the characters the courtesy of hearing them out. As soon as it becomes apparent what they want he will order them to leave at once... and send some thugs after them.

E. An Encounter with the Embassy's Creditors #1

[This will happen only if **Encounter A** has taken place and the characters repair to a bar.] The party meet a foxy looking man, who has bought up a number of the Embassy's debts and, being



convinced that the party are agents of the Pontevedran Government, wants his money *now*.

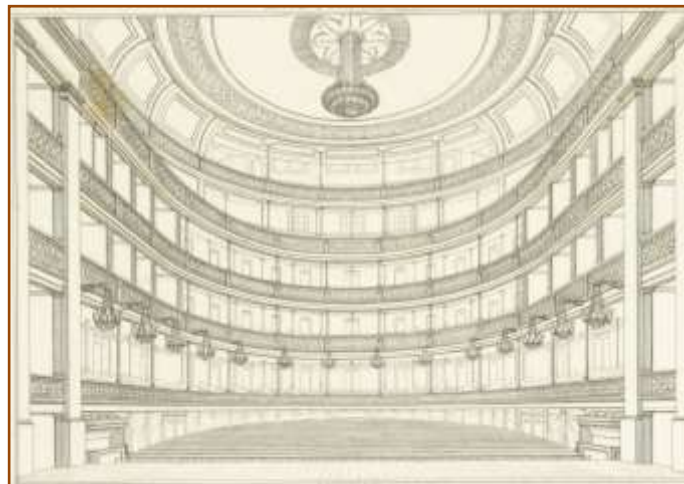
F. An Encounter with the Embassy's Creditors #2

[This will happen only if **Encounter A** has taken place.] In some alley, the characters discover some of the creditors have 'sent the boys round'. Grade A

thugs, they don't really care if they get their money or just get to administer a good beating.

G. A Duel

Formally declared duels (the only sort that are legal) take place in a licensed Arena under the supervision of a Judge of Honour. If any of the characters is challenged, or chooses to issue a challenge, they will need to attend before a Judge of Honour to arrange the details of the combat. Duelling arenas usually have at least one Judge available to deal with the necessary administrative procedures.



H. A Marriage is Announced

Once the characters have begun to show their hand, the Grand Countess begins to feel pressurised, and calls a grand ball at which she announces that she has decided to accept St Brioche's proposal.

I. The Lehari State Opera

A Gala Evening may be used as a suitable social setting for the characters to meet and interact with the leading individuals in this adventure. Duels may not be fought here, but challenges may be issued for the following day.



Convention Play

For tournament or convention play of limited duration, it is suggested that when there is about three-quarters of an hour

left in the allotted time, the Grand Countess announces that she will marry St Brioche (or Cascada if St Brioche has died already). See **Encounter H** for details. This should put pressure on the characters to force the issue.

Home Play

In home play, a more leisurely approach may be taken – unless you *want* to pressurise the players! Even after one of the outcomes listed in Resolution above has been reached, there is scope for the adventure to continue.

Source

This scenario was inspired by the opera *The Merry Widow* by Franz Lehar.



Fitzroy James Owen

Steward/Purser

Ex Merchant, 9A8767, age 36, male, 1.7m, 93kg, 5 terms, Rank 4: 2nd Officer

Characteristics: Strength 9 (+1), Dexterity 10 (+1), Endurance 8 (+0), Intelligence 7 (+0), Education 6 (+0), Social Standing 7 (+0)

Homeworld: Medon

Skills: Admin 2, Advocate 2, Broker 2, Deception 1, Diplomat 1, Electronics (comms) 1, Electronics (sensors) 1, Flyer (grav) 1, Gun Combat (energy) 1, Melee (blade) 1, Streetwise 1, Drive 0, Medic 0, Persuade 0, Steward 0, Vacc Suit 0

Equipment: Cr15,000, Auto Pistol (3D-3), Body pistol (2D), Shotgun (4D), Dagger (1D+2), vacc suit (TL10, +8), personal computer (TL10, trading & legal programs, cocktail database), cloth armour (TL10, +8), work clothes (Steward's uniform: white jacket, blue trousers, white shirt, bow tie), casual clothing (sports kit, slacks, sweaters), formal clothes (dark jacket and trousers, red silk shirt, black string tie, silver clips), wrist communicator (TL10).

Background: You are the most recent addition to the crew of the *Star Chaser*, having been hired two years ago. Although now integrated into the group, and a shareholder along with the others, you still sometimes feel the 'new boy' and have the need to prove yourself.

You have been a merchant spacer all your life and signed on your first ship at the age of 16. Since then you have travelled Charted Space. Your main hobby is collecting information, and samples, of drinks from every planet you visit.

You think Annabel Hendricks is a rather flighty and self-absorbed person who wastes what talent she has in frivolous pursuits... but despite that you really like her.



Annabel Hendricks

Pilot/Computer Specialist

Ex Merchant, 7BABC4, age 30, female, 1.6m, 73kg, 3 terms, Rank 3: 3rd Officer

Characteristics: Strength 7 (+0), Dexterity 11 (+1), Endurance 10 (+1), Intelligence 11 (+1), Education 12 (+2), Social Standing 4 (-1)

Homeworld: Bennet

Skills: Pilot (spacecraft) 2, Electronics (computers) 2, Admin 1, Art (performer) 1, Electronics (comms) 1, Electronics (sensors) 1, Gambler 1, Gun Combat (energy) 1, Melee (blade) 1, Persuade 1, Streetwise 1, Broker 0, Drive 0, Steward 0, Vacc Suit 0

Equipment: Cr16,000, Auto pistol CP-03 (3D-3), Shotgun (4D), Rapier (2D), Dagger (1D+2), vacc suit (TL10, +8), personal computer (TL10, astrogation, starship flight simulator, lots of games), party dress (silver cloth), normal clothing (jeans and sweatshirt style), fencing gear (jacket, breeches, face mask), deck of cards, cloth armour (TL10 +8), wrist communicator (TL10).

Background: The Captain of the *Star Chaser*, John-Joe Bigglesworth, picked you up in a bar the day he was celebrating purchasing the ship. Although the relationship never got off the ground the pair of you found that you were good friends very quickly and you joined the crew. You have a playful attitude to life, everything is a game and you play your games to win. No matter if it's cards, diving through an asteroid belt, or Baldur's Gate 87 – you are determined to be the best!



Jululana Thenadier Shogotha

Engineer

Ex Navy, 878A96, age 31, male, 1.7m, 75kg, 4 terms, Rank 4: Petty Officer 1st Class

Characteristics: Strength 8 (+0), Dexterity 7 (+0), Endurance 8 (+0), Intelligence 10 (+1), Education 9 (+1), Social Standing 6 (+0)

Homeworld: Cazbal

Skills: Engineer (J-drive) 2, Electronics (comms) 1, Electronics (computers) 1, Gun Combat (energy) 1, Mechanic 1, Science (archaeology) 1, Stealth 1, Vacc Suit 1, Athletics 0, Explosives 0, Gunner 0, Pilot 0, Science (chemistry) 0, Streetwise 0

Equipment: Cr7000, Auto pistol CP-03 (3D-3), ACR (3D), vacc suit (TL10, +8), engineering, electronics and mechanical toolkits, coveralls, Imperial Navy dress uniform, personal computer (TL10, engineering and archaeology databases).

Background: You left the Imperial Navy abruptly after a violent quarrel with the Chief Engineering Officer of the cruiser you were serving on. The black eye he was sporting may not have been due to walking into a door... Anyway, you met Bigglesworth and he proposed you joined him on the Far Trader he was thinking of buying, you sank your retirement lump sum into the purchase and have been there ever since. There is more time for your hobby of archaeology than the Navy allowed. On most planets you get the opportunity to poke around a bit.



John-Joe Bigglesworth

Captain/Pilot/Navigator

Ex Navy, A7A988, age 40, male, 1.8m, 96kg, 6 terms, Rank 3: Lieutenant

Characteristics: Strength 10 (+1), Dexterity 7 (+0), Endurance 10 (+1), Intelligence 9 (+1), Education 8 (+0), Social Standing 8 (+0)

Homeworld: Groombridge

Skills: Pilot (spacecraft) 2, Astrogation 2, Electronics (computers) 2, Melee (blade) 2, Advocate 1, Art (instrument) 1, Broker 1, Diplomat 1, Electronics (sensors) 1, Gun Combat (energy) 1, Leadership 1, Science (history) 1, Athletics 0, Gunner 0, Mechanic 0, Vacc Suit 0

Equipment: Cr5000, Autopistol CP-03 (3D-3), Rapier (2D), vacc suit (TL10, +8), personal computer (TL10), Imperial Navy dress uniform, casual clothing, fencing gear (jacket, mask), guitar.

Background: As a Naval officer you were, to be frank, not much of a success. Too independent, perhaps; not prepared to defer to your superiors. Unhappy, you left after a couple of terms and sank your life savings, and an inheritance from a great aunt, into purchasing the *Star Chaser*. You've been happy since then, your own master, able to follow whim and cargo contracts around the galaxy.

Your hobbies include history, particularly that of interstellar relations, and playing the guitar. You think you are rather good at that. For exercise, you fence. Fortunately Annabel Hendricks shares an interest this sport so you get plenty of practice. One day you'll buy a proper pair of fencing breeches rather than risk your dress uniform trousers.



Lesbodin Jones

Gunner/Sensor Operator

Ex Navy, B7A886, age 31, 1.9m, 110kg, 3 terms, Rank 3: Lieutenant

Characteristics: Strength 11 (+1), Dexterity 7 (+0), Endurance 10 (+1), Intelligence 8 (+0), Education 8 (+0), Social Standing 6 (+0)

Homeworld: Groombridge

Skills: Gunner (turret) 2, Electronics (comms) 2, Gun Combat (energy) 2, Melee (blade) 2, Electronics (computers) 1, Electronics (sensors) 1, Gambler 1, Leadership 1, Melee (unarmed) 1, Athletics 0, Explosives 0, Gunner 0, Mechanic 0, Pilot 0, Vacc Suit 0

Equipment: Cr55,000, Autopistol CP-03 (3D-3), Shotgun (4D), ACR (3D), vacc suit (TL10, +8), personal computer (TL10, lots of games), Imperial Navy dress uniform, large collection and wide variety of music records, casual clothing, smart clothing (evening wear suitable for casinos).

Background: You enjoyed your time in the Imperial Navy and did quite well. You rose up from the ranks all the way to Lieutenant with nothing but the education the Navy gave you. Winning a decoration, the Meritorious Conduct Under Fire, during a skirmish with some pirates didn't hurt either. Still, enough was enough, and things seemed to have stalled a bit. Then a fellow officer decided to opt out and buy his own ship, and asked you to join him. The work is not hard, and you get plenty of opportunities to visit new places. Indeed, on the last world you visited you got lucky at the gaming tables and have a bit of cash on hand.



Neemark Lascar

Medic

Ex Marine, 7A6BB8, age 29, 1.8m, 91kg, 3 terms, Rank 2: Captain

Characteristics: Strength 7 (+0), Dexterity 10 (+1), Endurance 6 (+0), Intelligence 11 (+1), Education 11 (+1), Social Standing 8 (+0)

Homeworld: Aurora

Skills: Diplomat 2, Medic 2, Melee (blade) 2, Science (psychology) 2, Carouse 1, Gun Combat (energy) 1, Science (chemistry) 1, Science (history) 1, Athletics 0, Heavy Weapons 0, Stealth 0, Tactics 0, Vacc Suit 0

Equipment: Cr25,000, Vacc suit (TL10, +8), medical equipment, white coat, casual clothing

Background: You didn't enjoy military life. You signed up with the Marines purely as a way of paying for your medical training, and got out as soon as the contract said that you could. Unsure of what you wanted to do, and finding hospital life almost as regimented as the military, you found yourself on a far trader and so far it's been good. There's little need for your professional services and a constantly changing round of experience. Also, you have recently discovered, due to your captain's enthusiasm for the sport, that you enjoy and are rather good at fencing.



Players' Introduction

Preparation Time

Read this as soon players have settled down in their seats:

You are the owners-crew of a tramp trader, the Star Chaser. Recently, you were hired to deliver a load of medical supplies to a backwater planet called Pontevedro. There has been a bit of a problem, the Princess Cordelia Memorial Hospital to which you should have made your delivery claims that they are unable to pay. At least, the Royal Star Port and Dockyards have agreed to waive your port charges while you wait for them to raise the money.

Give the players what preparation time they need, up to half an hour – allow them to introduce their characters to each other, explore their ship and the immediate area, etc. The Royal Star Port shopping mall has some shops but apart from ship supplies, clothing, souvenirs and entertainment goods there is not much to be had.

See **Handout 1: The Star Chaser**

See **Handout 2: Library Data: Pontevedro**

Once they seem reasonably settled, read this:

While sitting over the breakfast things, about a week after you got here, discussing what to do about chasing up a new contract and getting out of here you hear an intercom signal, it appears somebody wishes to speak with you and is waiting outside.

If the characters either look out or just open the hatch, they see a short man wearing a maroon tunic heavy with gold lace. A pale purple sash over one shoulder and quite a few medals on his chest, he looks important even by local standards.

A check with the Royal Star Port and Dockyards Control will inform the characters that their visitor is an emissary from the Court of the Ruling Prince. His paperwork is in order, but Control does not have any information on the nature of his business. They sound somewhat in awe of anyone who receives such a visit.

Should the emissary be admitted, he hands the Captain a note and says that he has transportation available. The Ruling Prince, His Sovereign Highness Prince Alessandro Carlos hault-Baren of Pontevedro, wishes to see them at once.

See **Handout 3: The Invitation**

Allow the players further time, ten minutes at most, to gather whatever they need, then begin the game proper as they are escorted to the Royal Palace. If asked, the emissary would advise dress uniform or its equivalent civilian attire.





Scene 1: Interview with the Ruling Prince

In this scene, the characters are taken to the Royal Palace where the Ruling Prince will outline the task that he would like them to undertake.

Once you are ready, the emissary leads you to a lavishly appointed vehicle that can seat all of you in comfort. The interior is fitted with dark blue leather and a deep red fine-grained wood, and the windows are tinted. As soon as you are all settled, the vehicle speeds off into the city. It does not stop at any checkpoints, indeed you can see guards saluting as it passes.

During the trip, the emissary may say that he is Sir Hubert d'Alonzo Grey, Knight of the Order of the Hamyadi; but he has no information except that the Ruling Prince ordered him to fetch the party to the Palace.

If asked (he will not volunteer the information – he cannot conceive of somebody *not* knowing the minutiae of Pontevedran Court Protocol!) he can explain what will occur during the audience:

1. In the anteroom, visitors should give their full titles, including decorations, to the attendant. They must then wait until they are announced.
2. When the doors are opened and your name is announced, you should step forwards into the doorway and bow deeply. Ladies may curtsy if they prefer. Military personnel in uniform should salute, and then remove their headdress and bow or curtsy.
3. Walk forwards to the rail and bow again. Await the Ruling Prince's pleasure.
4. The Ruling Prince should be addressed as "Your Sovereign Highness" at all times. Any instructions that he gives should be followed precisely.
5. When the audience is concluded, bow and walk backwards out of the audience chamber.

The trip does not take long, and the vehicle soon enters the grounds of the Royal Palace. Sweeping blue tinged green lawns lead to an impressive white marble

building with an elaborate portico. Here the vehicle stops and attendants in dark blue tunics and bright red trousers spring to open the doors.

Sir Hubert will lead the party through halls decorated with paintings and *objects d'art* to the anteroom. A tall thin woman wearing a red-embroidered black silk robe steps forwards and asks the characters who they are. She is wearing a communications headset, and after a few moments, opens the double doors leading into the audience chamber.

The double doors open to reveal a vast room. Marble floor, an ornate carpet leading from doorway forwards towards a raised area surrounded by a low gilt railing. The walls are covered with gold damask, the rear wall with great dark green curtains on which the Royal Arms of Pontevedro are embroidered in full colour. There is a white marble throne on the raised area, occupied by an old man wearing purple robes totally covered in gold embroidery.

The woman steps forward into the doorway, moving to one side; and announces each character in turn. If they have given their full names and ranks correctly, they will be announced as:

- Gentleman Fitzroy James Owen;
- Madam Pilot Annabel Hendricks;
- Madam and Chief Petty Officer Jululana Thenadier Shogotha, formerly of His Imperial Majesty's Navy;
- Captain John-Joe Bigglesworth, formerly holder of the rank of Lieutenant in His Imperial Majesty's Navy, Master of the *Star Chaser*;
- Lieutenant Lesbodin Jones, formerly of His Imperial Majesty's Navy, holder of the Imperial award for Meritorious Conduct Under Fire; and
- Captain and Healer Neemark Lascar, formerly of His Imperial Majesty's Marines, Doctor of Medicine.

[Referee's Note: Feel free to modify this depending on what the characters say about themselves in the



anteroom. Aim for the ornate and baroque, title upon title.]

Hopefully the characters will follow the correct procedure, although if they do not nobody will be uncultured enough to point this out! A muted cough from the thin woman who announces them is all that might show them that they have put a foot wrong.

Once the party have reached the dais, the Ruling Prince rises from his throne and hurried down to greet them. Faint gasps of surprise may be heard from around the room. Ruling Princes do not rise in the presence of visitors!

"My friends," the Prince says, "I am so glad you have been able to come... the situation is desperate and only you can save my planet. Come, come, be seated." He claps his hands, and attendants rush in with padded



stools for everybody. As each character is seated, a silver goblet containing a pale blue liquid is placed in his hand. "Please accept my hospitality, and allow me to explain..."

Anyone taking a sip will find that the pale blue liquid has a slightly peppermint taste and is *very* alcoholic.

"Friends, we face a serious problem here on Pontevedro. You have not been here long, but I am sure that you have noticed that we are not a rich world. However, we manage. Or did until recently, when an audit discovered that much of the State Treasury had been, ah, misappropriated. Further investigations showed that the funds had been siphoned off by a man I had thought I could trust. The Court Treasurer, and someone I have known all my life, the Grand Count Stefan Glawari. Upon discovery, he naturally fled the planet – taking his ill-gotten gains and a young lady from the grounds staff. On the way to the planet of Lehar, he married this girl. Now I don't know if you have visited Lehar, but it is known throughout the subsector, if not beyond, as a place

where any pleasure may be had for a price. Glawari of course had the wherewithal to meet any price demanded. But he wasn't a young man, and this took its toll. By the time my agents tracked his flight there, he had succumbed to a fatal heart attack."

"Now relations between our two worlds are not of the best, although we do of course maintain diplomatic relations. I might have had some chance of extraditing the Grand Count, with evidence of his crimes... but his young bride? Never. They are far too sentimental, too romantic... and claim, of course, that as she has committed no crime there is no reason for them to force her to return. Yet she must, she must... for she has of course inherited Glawari's fortune – his stolen fortune – but the Leharis claim that as she is no criminal she has full title to her late husband's estate despite the way in which he obtained it. Moreover their laws state that should she marry, her fortune will pass into her husband's control... and likely be forever lost to my people."

"Please, you must help... I want you to go to Lehar and get the Grand Countess and her money back here to Pontevedro... we are desperate – as you know we are having difficulty even purchasing desperately needed supplies..."



The Ruling Prince states that he can supply the characters with fuel and Astrogation Jump plots to get to Lehar, and that he will have his Spymaster brief them as fully as possible. If asked about a fee or reward he makes vague comments about "being as generous as we can" and "not allowing such



benefactors to go unrewarded” but does not make any definite offer.

Allow the characters to respond. If they say that they need to discuss matters before reaching a decision, the Ruling Prince rises and leaves the room through a side door. Shortly thereafter a servant comes in with a tray of canapés – little sweet pastry boats with various exotic fillings. Tiny orange balls with a sharp chocolate flavour. A green paste that tastes of cinnamon. Faintly bluish meat in a white sauce.

The Ruling Prince returns once the characters have made up their minds. Hopefully they will accept the mission. If they don’t, he looks sorrowful and resigned, says, “That’s the end; the end for Pontevedro.”

Scene 2: Preparation and Journey

This is basically an opportunity for the characters to make any preparations that they wish before they set out. Keep it short, and remember that high tech equipment is unlikely to be obtainable here.

The characters are returned to their ship, or taken elsewhere if they request it, by Sir Hubert using the vehicle in which they arrived at the Royal Palace. If they require military supplies, Sir Hubert’s initial suggestion is a visit to a nearby army base, the home of the 3rd Royal White Guard. However, the Pontevedran military is better supplied with fancy uniforms than with modern armaments. Normal rifles, handguns and small amounts of explosive can be supplied. The characters may, if they wish, be issued formal dress uniforms. The Ruling Prince is prepared to grant them all Honorary Commissions at the rank of Major (Colonel for Bigglesworth). The uniform for the Royal White Guard is a white tunic and scarlet breeches, worn with a red lined white cloak and a bicorn hat with red and white feathers. The whole liberally decorated with gold braid, of course.

Once the party has returned to their ship, refuelling crews arrive and begin work. One elderly man in Port coveralls approaches any member of the group who is paying attention to this operation. He introduces

Although the Prince will try to persuade them further, they are allowed to leave unmolested.

If they do accept, the Ruling Prince becomes all business. He suggests that they prepare to depart in the next day or so, and promises to send briefing materials and anything else they require that the Pontevedrans can provide.

“I will appoint you a liaison, Sir Hubert. I believe you know him? This audience is ended.” This is the cue for the party to leave, as the Ruling Prince returns to his throne. Ask the players what their precise actions are. They are supposed to walk out backwards... an astute character will realise that you can keep a straight line by following the pattern on the carpet!

himself as Sir Bernardo Abdul Harrison, Knight Commander of the Sun and Stars, Spymaster to the Princely Court of Pontevedro. He has brought briefing materials for the party and is prepared to discuss anything that they wish to enquire about.

See **Handout 4: Library Data on Lehar**

See **Handout 5: Royal Pontevedran Intelligence Service Analysis**

Sir Bernardo wrote the RPIS Analysis paper himself. His opinion is that the Grand Countess should be returned to Pontevedro by fair means or foul; his personal preference is for devious and sneaky methods. “Perhaps one of you gentlemen might consider attempting to win her hand?” However, he is more interested with results than in the fine details of how they are accomplished.

Should the characters require, erm, assistance while on Lehar, they should contact a Pontevedran ex-patriate, a tailor called Gudrum O’Hara who lives and works in Lehari City. While Sir Bernardo will not explain further than saying that Master O’Hara might be able to pass messages, find things or otherwise be helpful; the truth is that O’Hara is Chief of the RPIS Lehari Station!



If the characters do not leave within a couple of days (or about 20 minutes of play in a convention or tournament), both Sir Bernardo, this time in full uniform, and Sir Hubert will appear to encourage them to get on with it!

The journey itself is uneventful. You may wish to require Astrogation and Engineering rolls from the

appropriate personnel (see page 148 of the *Core Rulebook*), but they will reach Lehar in the normal 148+6D hours without mishap. Allow the characters time to discuss their initial approach, and to read their briefing material, but hurry them along and tell them that they have arrived at Lehar.

Scene 3: Arrival at Lehar

On arrival in the Lehar system, it is immediately obvious which is the target planet. Ask the players to describe where they all are and what they are doing as they come out of Jump and head for Lehar Prime. As the *Star Chaser* approaches, a System Defence Boat (painted a delicate light blue with a red stripe along the side) hails them.

++Unidentified ship, unidentified ship, this is LSDB Golden Arrow, are you receiving, over.++

Hopefully the characters will respond. Should a character think to enquire (or make an Easy Electronics (comms) task check), the correct voice procedure response is:

"LSDB Golden Arrow, this is the Free Trader Star Chaser, receiving, over."

However, the crew of the *Golden Arrow* are used to all manner of responses; as long as they get a reply they will be happy. Once contact is established, they will state:

++Star Chaser, be advised that landing facilities are available at Lehar City Public Groundport. Follow transponder beacon Lima Charlie Pappa Golf One Niner and await contact from Ground Control. Safe landings, Out. ++

An easy Electronics (sensors) task check will pick out the correct transponder beacon; and Ground Control will direct the ship to Dock 37A. A Routine Pilot check will enable the characters to land without mishap. As the designated dock is quite large, any error (unless catastrophic which you may prefer to ignore in a tournament game) will merely result in some scratched paintwork and a visit from an irate dock supervisor!



Once safely on the ground, a troop of armed men escorting a rather stout middle-aged woman will arrive and wait for the hatch to be opened. If asked, the reply is a terse "Customs and Immigration".

When the hatch is opened, the woman enters alone, leaving the armed guard outside.

A stout middle-aged woman with grey hair tied up in a bun strides aboard. She wears a white dress, in a style somewhat reminiscent of an Indian sari, with purple and green trim. A name badge reads 'Donna Eris Kantor'. She smiles as she produces a clipboard.

"Welcome to Lehar, travellers," she says. "Just a few formalities, and then you can be on your way to enjoy our planet. Is this your first visit?"



The questions she asks are:

Is this your first visit?

What was your last port of call?

How many are on this ship?

Do you have a clean bill of health?

Do you have any cargo to trade?

How long do you wish to stay?

She then gives each member of the party a form to fill out. Note that she does not ask to see any evidence to support the replies to the questions. The Lehari view is

that some kind of record of arrivals is necessary, but that they would far rather get you planetside and spending money than make it difficult for newcomers to gain entry!

Formalities over, she smiles and asks if the party have any questions or want any directions. Then she wishes them a pleasant stay, and departs.





The Rest of the Scenario

From now on, it's up to the characters what they do and where they go. Some details of people they might meet and locations for them to visit are detailed here.

Major NPCs

Note: Social Standing is *local* SOC and would not apply offworld.

His Excellency Baron Mirko Zeta, Knight Grand Cross of the Order of the Sword, Pontevedran Ambassador to Lehar

A well-meaning but ineffectual man. He is short, rotund and inclined to bustle around. He has Pontevedro's best interests at heart, but has no real idea what he ought to be doing in this situation.

UPP: 5595AC, Melee (blade) 2, Diplomat 1

Roleplaying notes:

Wave your hands around a lot when playing him, give the impression of being slightly out of breath and overheated.

Count Danilo Danilovich, Officer of the Order of the Upright Man, Third Secretary at the Pontevedran Embassy to Lehar

A young man more concerned with appearances than substance. He is handsome, and knows that he looks good, be it in diplomatic maroon or in civilian attire.

While he has realised that winning the Grand Countess' hand would be a feather in his cap, he is doubtful of its long-term benefits. After all, once she is back on Lehar her wealth would be returned to the treasury and she might even be imprisoned. Anyway, they quarrelled a few years ago and Danilo is convinced that she has a sharp tongue.

UPP: 9968AE, Melee (blade) 1, Carouse 1



Roleplaying notes:

Brush imaginary specks of dust off your clothing, smooth your collar and cuffs, and give the impression that although you will speak with the party they are of inferior status. I mean, none of them have a title or even rank worth speaking of!

The Grand Countess Hanna Glawari

Young, beautiful and extremely aware of it! She is very self-absorbed, but wants to be loved by all who meet her. She will eye up, indeed flirt with, any presentable male. She is a little nervous of the ardour being shown by her three main suitors and feels safer spreading her net wide. Depending on character actions, Bigglesworth or Lascar is most likely to attract her attention.

UPP: 8A68AE, Carouse 1, Diplomat 1, Persuade 1

Role-playing notes:

Sit straight and self-consciously, speak slowly and softly. Everybody hangs on your words, don't they? You know you are the most stunningly beautiful creature in the entire sector.



Hannibal Hamurabi St Brioche

An elegant gentleman of the 'old school', unfailingly courteous whatever is said to him. However, he can be touchy on matters of honour and quick to respond in the only way he knows, with a formal challenge to the offender.

UPP: AAB77A Melee (blade) 3, Melee (unarmed) 1

Role-playing notes:

Erect and formal in speech and action, a courteous inclination of the head or fingers drumming on the table (if something annoys or offends you) are the only gestures you should make.

Albert de Wick

St Brioche's confidential secretary models himself on his master, quiet and courteous at all times, yet with a core of steel and with a quick-response squad nearby to deal violence should anyone be uncouth enough to render such necessary. He is a competent master of social custom and ritual, and can supply information on any aspect thereof.

UPP: 67999A, Admin 2, Athletics (dexterity) 1

Roleplaying notes:

Very quiet and formally polite, precise in what you say, with minimal yet graceful gestures.

Dilbert Jonas Alentha Cascada

A noble but with extensive business interests and more than a passing connection with organised crime. He is well aware of his importance in both society and in the underworld, and will brook no interference in either sphere.

UPP: 7B9776, Melee (blade) 2, Streetwise 1

Role-playing notes:

Sit relaxed, sprawled even, stroking a moustache.

Watch whoever is speaking intently, a stare direct enough to make them uncomfortable. React swiftly to anything you construe as insult or interference.



Euan Dunstreet

Rather furtive individual, who is desperately trying to appear like a respectable businessman. Clothing is

somewhat shabby but neat.

UPP: 797B89, Broker 2, Deception 1.

Roleplaying notes:

Hunch up and look around constantly as if afraid someone will notice you. Speak quickly, make small nervous gestures. When you get insistent, thump the table and shout.





Event A: Call on the Pontevedran Ambassador

If the characters decide to call on the Pontevedran Ambassador, Baron Mirko Zeta, they will be able to obtain directions to the Embassy without difficulty. It is an imposing white marble

building with landscaped grounds which are marred by a motley collection of debt collectors lurking in the hope that a member of the Embassy staff will venture forth. If they announce that they wish to go there, check what the PCs are wearing. If they availed themselves of Pontevedran uniforms and choose to wear them, they will be welcomed with open arms in the Embassy but will have even more trouble than normal in getting past the creditors outside!

As the party makes its way towards the building people will mob them. Many are the 'small shopkeeper' types who are hardest hit by someone who cannot pay his debts – the suppliers of fruit and veg, the cleaners whose wages haven't been paid – and they have the typical sob stories that you would imagine. A few have placards or chant slogans but most give the impression that they are here out of desperation. The characters will be repeatedly asked if they are from Pontevedro, if they have any money, or if they will intercede on behalf of the petitioner to plead his special case to the Pontevedran Ambassador. The crowd does not cause any actual trouble, you just have to shoulder your way through and turn a deaf ear to their pleas.

Once they reach the entrance the characters will be greeted by armed guards in typical Pontevedran uniforms. These ones have pale yellow tunics with black and gold braid trim and black trousers with a gold

stripe. Once it becomes apparent that they are not here to ask for money (or if they are wearing Pontevedran uniforms), they will be admitted. The hall, although grand, is rather bare. It is as if anything moveable has been sold off to pay the bills. This is, of course, the case!

The Ambassador, His Excellency Baron Mirko Zeta, is happy to receive them. He offers sweet wine and small cakes, and seems ready to treat their visit as a social call for as long as they will let him. Assuming they reveal their errand, Mirko says that he is aware of the situation. However, although his is giving 'that nice

boy Danilo' every encouragement, there is only so much that he can do. The Leharis are following the romance eagerly and it is clear that they would prefer one of their own to win the Grand Countess' hand.

Danilo works at the Embassy, and can be summoned if the

characters wish to meet him. He does not have much to say. He knows his duty and will do his best to win the Grand Countess' hand but, and he shrugs his shoulders, there is only so much a man can do.

The Ambassador says that he will do what he can. Perhaps the party would care for him to hold a reception at the Embassy, to which the Grand Countess could be invited? Or they might wish to base themselves in the Embassy compound, which is of course legally Pontevedran soil. If the characters do not wish Zeta to host a reception, he will suggest that a Gala Evening to be held at the Lehari State Opera that night might be a suitable location for them to meet the various individuals involved.





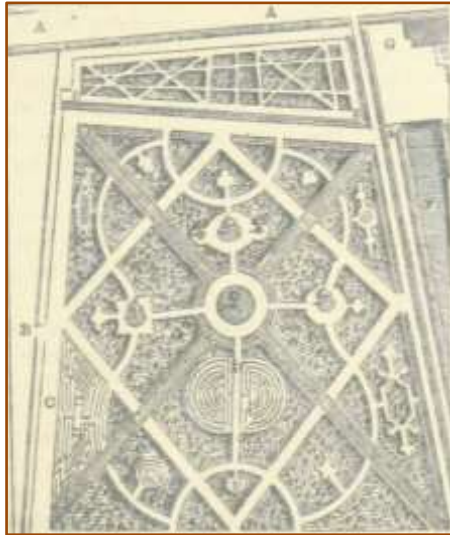
Event B: A Call on the Grand Countess Hanna Glawari

The Grand Countess Hanna Glawari has a vast palace on the shore. It is built of local stone, a smooth pale pink. Her Pontevedran background shows in the fancy uniforms worn by

changed, she will be willing to receive visitors. Especially handsome male visitors! Pick the appropriate activity for the time of day at which the characters choose to call.

However, once she learns why they have come (assuming they tell her), a hard and calculating look crosses her face. As far as she is concerned, she owes Pontevedro nothing, and does not care if she never sees the place again. As for her current followers, "A well-bred lady does not discuss such matters with strangers".

On the other hand, if Bigglesworth or Lascar shows any, erm, masculine interest she is quite prepared to respond to this. Indeed, unless they do something to annoy her, she will initiate matters, asking one of them – roll D6, odds it's Bigglesworth, evens it's Lascar – if he would be willing to be her escort that evening. The event will either be an Embassy reception (if the characters have arranged with Baron Zeta for one to be held – see **Event A**) or a gala evening at the Lehari State Opera.



her army of staff – silver-trimmed pink tunics! On arrival the first thing the party will notice are half a dozen reporters. These will ask the characters who they are and why they are calling on the Grand Countess and they will find their pictures all over local newscasts in short order.

If the party seek admittance, they will find that the Grand Countess is quite hospitable. Her regular schedule includes a swim in the morning, followed by a mid-morning snack. She relaxes, looks over her clothes or sunbathes until lunch. In the afternoon, she practises in her dance studio or plays the klaveer (an instrument something like an electric keyboard), then relaxes with coffee and cakes before getting ready for the evening. After a couple of hours, she may entertain visitors for canapés before going out or entertaining guests herself. Except when she already has a visitor, or when she's getting





Event C: A Call on St Brioché

Hannibal Hamurabi St Brioché lives in a mansion fifty kilometres outside Lehar City. It will take about half an hour in an air/raft to get there. His house is a mock-mediaeval

castle, tall grey stone turrets with steep conical roofs of deep green slate. It is surrounded by lush gardens and lawns. In the north east corner of the estate a small but very modern landing facility may be found. As soon as the party's vehicle comes within two kilometres of the estate, they are hailed by radio. As soon as they say that they wish to see St Brioché, they will be invited to land.

On landing, they are greeted by a tall man wearing grey with neatly trimmed dark hair and beard. He greets them courteously, saying that he is Albert de Wick, St Brioché's confidential secretary, and asking what their business is with St Brioché. Although he would prefer to be informed, he will accept 'personal business' or its equivalent provided that it is stated in a polite manner. He has a ten man squad of security guards to call upon should the characters turn violent.

Albert de Wick will then lead the party through the grounds to (if the characters have arrived during daylight) a gazebo in the middle of a vast and splendid lawn. Inside the gazebo, which is of white painted ornately carved wood with a dark green slate roof, St Brioché is sitting at a computer terminal. As soon as guests are announced, he switches off the computer and rises to his feet.

"A pleasure", he says, "to greet newcomers, especially those from off world. How may I be of service?" He remembers himself. "But first, Albert, some refreshments for our guests." Albert enquires of the party what they would care for, and then walks off, muttering into a wrist communicator.

St Brioché invites the characters to seat themselves. The gazebo has at its centre a lowered circular seating area, a bench seat of deep red leather surrounding the

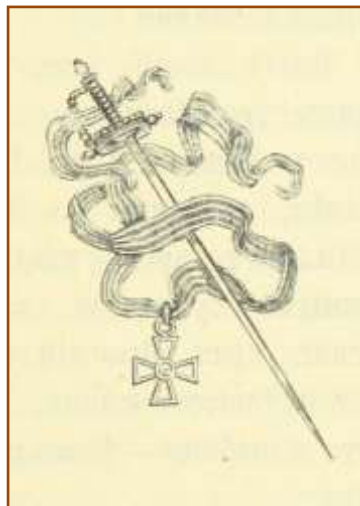


area apart from the steps down. He makes polite conversation until refreshments are served, receiving a tall (champagne flute style) glass of a pale green fizzy liquid himself, and then speaks. "Well, pleasant as this is, surely you did not travel all this way for mere chit-chat. Is there some way in which I can be of assistance to you?"

He will hear whatever they have to say, although as soon as it becomes apparent that the conversation touches on his relationship with the Grand Countess he begins to drum his fingers on the arm of his chair. For best effect, the referee should actually drum his fingers on the table. Whatever they say, he will hear them out before responding. However any suggestion that he should stand down from his courting of the Grand Countess will result in his challenging whoever makes the request. Likewise, any mention of the disposal of the Grand Countess' fortune will attract the same response.

St Brioché is incensed that anyone might presume to think that his actions are influenced by anything as sordid as money.

Being a formal man, St Brioché follows the old custom. He rises to his feet, takes a white cotton glove from his





belt and strikes the offending character across the cheek, then drops it at this individual's feet.

"Sir, you do me insult. I require satisfaction upon the field of honour." He then leaves the gazebo, heading back towards his castle.

Shortly thereafter, Albert de Wick reappears. He explains that St Brioché will expect the challenged character to arrange a booking with one of the Lehar City duelling arenas, however as the party are off-worlders he would be prepared to make the arrangements on their behalf, irregular though that would be. If they accept this offer, he places a call and shortly thereafter informs the challenged character

that they are to attend the Golden Pyramid Duelling Arena at 10am the following day. The duel will be held in Arena A before Madam Judge of Honour Sarai Tamazarian. Albert can also say that duelling equipment can be hired at the arena if the character does not possess his own. Alternatively, he may purchase what he requires at a range of outlets in the City. He then states that the party are no longer welcome on St Brioché's land, and had better leave. He will, however, be the soul of courtesy as he escorts them back to the landing field.



The Quick Response Squad

5 person squad:

9A8555

997657

B98685

A99654

9B8846

Armed with:

Autopistol (3D-3)

ACR (3D)

Armour: Combat Armour (TL10, +13)

Each Rifleman has Gun Combat (energy) 2





Event D: A Call on Cascada

Dilbert Jonas Alentha Cascada lives in a penthouse apartment in the centre of Lehari City's entertainment district. Although of noble birth, he has interests in several venues, and

likes to be in the thick of things. Indeed, his residence is on the top floor of a building that houses his night club, The Black and White Club, and various rooms that can be rented out for individual use.

There is a landing pad on the roof, or the party may enter on foot via the door on the ground floor. Either way, gentlemen whose profession is clearly that of 'bouncer' will meet them. They are large men, formally dressed, with communications headsets and ill-concealed underarm holsters. An equal number of bouncers to the number in the party will appear, although only one will speak. This one will ask the characters for their names and business. 'Personal matters' are quite acceptable, even expected, and no further questions will be asked. The entrance to Cascada's private quarters includes a weapons scanner, however the characters are not asked to relinquish any weapons they are carrying. The bouncers merely note the nature and location of any armaments, and will target them first if combat occurs.

Depending on the time of the visit, Cascada will be found in the following locations:

Before noon: He's still in bed and cannot be disturbed, please return later.

Noon to 2pm: He is in his private quarters, wearing a silk robe and drinking black coffee continuously. Roll one on D6 for the chance that he is in his exercise suite, and will conduct the interview while pedalling on an exercise bike or pumping iron.

Afternoon: Cascada is in the office of The Black and White Club. Dressed in casual clothing, Cascada is

attending to administrative matters concerning his business enterprises.

Early evening: He is in his private quarters, having a light meal and preparing for the evening. Visitors will be invited to partake of the snack.

Evening: The noble is in The Black and White Club, overseeing the evening's entertainment. Visitors, who should be properly dressed, will be shown to his private booth. From here you can see the whole club.

Cascada himself is a swarthy man, quite big and fleshy although in good physical shape. His hair is black and greased back, and he has a moustache that he smooths while listening to what people have to say to him. When the characters are brought to him, he introduces himself with "I'm Cascada. Waddy want?" Then he sits back, smoothing his moustache and waiting to hear them out.

However as soon as they broach the subject of the Grand Countess Hanna Glawari, he sits bolt upright.

"I will brook no interference in my personal life! How dare you. Get out, get out at once!" Bouncers will appear immediately to enforce this.

If challenged to a duel, Cascada will accept, and request the party to leave. He'll still send the 'heavy mob' after them – with specific instructions to ensure that the challenger is damaged – but will not lose his temper or shout.

Subsidiary Event

If the characters manage to upset Cascada – and this is not difficult! – his response as indicated above is to order them off his premises. Note that they will not be welcome to return, even as paying customers at The Black and White Club.

However, he will not stop there. He sends ten armed men after the party with orders to rough them up. At



this stage, he does not wish the aggravation of having them killed, although if they annoy him further he will not hesitate to issue the order. So although the group of thugs will have firearms and be prepared to use them if necessary. They will initially attack with clubs, intending to administer a severe beating. They will then fire to injure rather than to kill, if it comes to an exchange of shots.

The armed men will follow the party until they are in a convenient alley or otherwise secluded location. They then charge in mob-handed, clubs raised, attempt to do as much damage as they can and leave.

The Thugs

10 thugs:

987284
A7B463
888635
939555
A88343

BB8447
B89464
A96366
798374
BA8935

Armed with:

Autopistol (3D-3)
Club (2D)
Dagger (1D+2)

Each Thug has:

Melee (unarmed) 2
Gun Combat (energy) 1

No armour





Event E: Encounter with the Embassy's Creditors #1

This event occurs only after the characters have visited the Pontevedran Embassy (**Event A**), and happens when they stop at a bar.

A slim foxy-looking man approaches the party and asks if he might have a word. He introduces himself as Euan Dunstreet, and says that he is a 'financial consultant'. He then explains that he has bought up a considerable amount of the Pontevedran Embassy's debts, and would like to know if the characters have any position of influence with the Embassy. If they are wearing Pontevedran uniforms, or were when they arrived, he won't bother to ask this but will baldly demand what they intend to do about paying him.

Dunstreet starts low-key, but as soon as he sees that he is not getting anywhere with the party he states that as agents of the Pontevedran government, he holds them responsible for the Embassy's debts and insists to know NOW when he can expect the first payment. He then stands up and calls

for the barman to summon the police, explaining that under Lehari law anyone defaulting on a debt is dealt with under criminal law. Note that if the characters leave before the police arrive, Dunstreet has a concealed camera and has pictures of them that he will turn over to the authorities. The police will naturally assume that their flight is proof of guilt and will put out arrest warrants.

Remaining and convincing the police that they have no official connection with the Embassy and hence no

responsibility for the debt is the only way for the party to avoid being the subjects of a police manhunt. The police officers that arrive know Dunstreet and his opportunist ways, so a clear argument, backed up by a call to Baron Zeta, who states that they merely had legitimate business

with the Embassy, will suffice to see them released without charge.





Event F: Encounter with the Embassy's Creditors #2

This event occurs if the party have visited the Embassy (**Event A**) and then go wandering around Lehar City. At a suitable moment, the party is accosted by a group of some 15 people, who advance and attack. They initially use clubs and fists, but escalate to knives and a couple of handguns should the characters begin to fight back.

When more than half of the thugs are down, they will flee. They will attempt to recover injured members of the group but will leave the dead behind. Likewise, they will make good their escape as soon as police sirens are heard (which will follow either one of the characters summoning assistance or gunshots being fired).

The assailants do not say anything while making their attack, but any captured and questioned say that they were hired by Prentiss Flandry and told to attack the party. Identification was made by some snapshots with which they were provided. Examination of the pictures show that they were taken outside the Pontevedran Embassy. The thugs are astounded that the party do not know who Prentiss Flandry is. "Why might he want you all beaten up if you've not had dealings with him?"



The police, if they arrive in time to talk with the characters, say that Prentiss Flandry is a shady semi-legitimate character, a loan shark amongst other things. Perhaps they were mistaken for people who had defaulted on loan repayments? Other than that, the police are not very interested, they just arrest the assailants for assault, take down a few particulars from the party and depart.

Thugs

15 thugs:

9B7463	B99463	99B462
A87364	989463	75B573
BB8462	B8B942	998463
A8A575	A99364	8B5467
BBB762	B85942	988563

Armed with:

Autopistol (3D-3)
Club (2D)
Dagger (1D+2)

Each thug has Melee (unarmed) 2



Event G: A Duel

Use this scene if at any point one of the characters is challenged or challenges someone to a duel.

Anyone can direct the party to the Golden Pyramid Duelling Arena, the most prestigious one on the planet. Indeed, a live feed to one TV station is broadcast on a permanent basis, with reruns of classic duels, commentaries and the like broadcast when nobody is fighting. Arena A is reserved for renowned fighters. As the two people most likely to wish to fight with the party (St Brioche and Cascada) fall into this category, this will be the venue for any duel during the adventure. Moreover, even if the fight involves somebody else, business is a bit slack and offworlders wishing to participate in this traditional Lehari activity have a certain novelty value.

The combat area itself is a standard 20 metre circle of sand, delimited by a thick rope dyed crimson. While this can be anywhere, here in the formal setting of Arena A it is mounted on a raised platform with seating around it. Think of a Sumo basho or boxing ring.

The procedure is as follows: -

- The challenge must be formally stated before a Judge of Honour. A big establishment like the Golden Pyramid has half a dozen sophonts on the staff. The one who will deal with the characters is Madam Judge Sarai Tamazarian. To state the challenge, the aggrieved party should say, "Sir you do me insult. I require satisfaction on the field of honour." No response is necessary; the challenged person's presence in the Judge of Honour's office indicates their acceptance of the challenge. The Judge then


asks if an apology or restitution is acceptable, if this is the case, the Judge then asks the challenged person if he is prepared to offer one.

- Assuming that no reconciliation is possible, the details are settled. The challenger is required to indicate whether a duel to the death is necessary or if 'first blood' will satisfy him or her. A date and time is then arranged for the duel. Normally, the duel will take place within 24 hours of the formal challenge. During this period, the combatants are expected to avoid each other.
- At the time appointed, the duellists are required to appear in the arena before the Judge of Honour, who asks, "Are you both resolved to proceed?" On being answered in the affirmative, the Judge retires to an elevated seat and signals the start of the duel by dropping a large white handkerchief.

For the duel, combatants are required to wear light trunks and soft shoes with special soles designed to give a good foothold on the arena floor. Female duellists may wear a close-fitting tee shirt. The traditional weapon is a 'foil' which is somewhat more substantial than the weapon used in a fencing club, it is more like the sort of sword one of the Three Musketeers might have carried; a foot-long dagger with a plain cross-hilt is carried in the 'off' hand.

Regulation clothing and weapons are available for hire at a cost of Cr250 for individuals who do not possess their own. Alternatively, many stores in Lehar City are able to supply them.

Weapon	TL	Range	Damage	Mass	Cost	Traits
Lehari Foil	2	Melee	2D	0.75kg	Cr700+	
Fencing Dagger	2	Melee	1D	0.5kg	Cr400+	



Typical Clothing Costs

Duelling trunks	Cr50
Duelling shoes	Cr35
Tee shirt	Cr30

Once started by the Judge of Honour, the combat continues until the 'satisfaction' conditions set by the challenger are met: First Blood or Death. If one of the combatants is rendered unconscious, the other may opt to end the fight there, or kill his opponent (an act considered 'unsporting' although legitimate).

At the Golden Pyramid Duelling Arena, a permanent medical station is maintained: people duelling elsewhere may not be so well served. Basic first aid from the Golden Pyramid medical service is included in the cost of the duel. Further treatment in hospital is at individual expense.

Duelling Costs

The Challenge before a Judge of Honour	Cr50
Arena hire	Cr100
(costs are payable by each party)	

However if, as is likely at the Golden Pyramid, the duel is broadcast, a fee will be payable to the participants. This depends on the reputation of the participants, and needs to be settled with the local representative of the broadcaster before the bout. Typical fees start at Cr1000 but can be much more. Noted duellists such as St Brioché command a fee of Cr10,000; Cascada could expect slightly less, Cr7000 or so. The novelty value of an offworld duellist will attract a fee of Cr3000. Note that the fee is paid *after* the duel, to the victor. So an 'unknown' who succeeds in defeating a famous exponent of the duellist's art may stand to gain considerably more than reputation. However, duelling for any reason other than a matter of honour is frowned upon, and may result in legal proceedings even if the correct procedures have been followed.

In addition, the participants receive a share of ticket sales. This at least is paid to both duellists. For Arena A the likely proceeds will be in the order of Cr500 apiece, individual seats sell at Cr10. It is normal that

the duellist's companions will be admitted free of charge.

Rules

The skill used for the contest is Melee (blade). Unskilled characters suffer the usual DM-3 or a generous Referee might allow Neemar Lascar and Jululana Shogotha to use Dexterity with a DM of +1 and 0 respectively.

For each combat round of the event either use the standard combat rules to resolve events, or use these slightly modified rules for fencing:

1. Determine Initiative: 1D from each participant, highest roll to go first.
2. The loser of the Initiative roll must state whether he wishes to Parry or mount a Counterattack. Either action is simultaneous with the winner's Attack roll; however if a Counterattack is made, the Attack if successful will do its damage unhindered. If a Parry is performed, it can stop an attack if it is successful. A Counterattack cannot be defended against.
3. The person with higher Initiative makes an Attack roll of 2D + Melee (blade) skill, and the opponent may Parry or Counterattack with 2D + Melee (blade) skill. The Attack requires a roll of 8+ to be successful, a Parry requires 8+ and a Counterattack requires 10+.
4. Assess damage done.
5. The loser of the Initiative roll may now Attack. The opponent has the choice of Parry or Counterattack. Make rolls as above.
6. At this point, both individuals may attempt to use their daggers. The options available are: -
 - Trap opponent's foil: 9+ on 2D + ½ Melee (blade) skill (round up).
 - Stab opponent: 7+ on 2D (no modifier).
 - Parry opponent's dagger: 7+ on 2D + Melee (blade) skill.

Then repeat the process until there is a result for the duel.



Event H: A marriage is announced

At a suitable moment – for convention play, when there is about half an hour to go – the Grand Countess Hanna Glawari announces that there will be a ball at her mansion that evening.

The characters receive a call from her social secretary requesting their presence.

The intention of this event is to force the characters' hands, as the Grand Countess will announce her acceptance of St Brioche (or Cascada if St Brioche has been killed by now). They will have a week to do something before the wedding takes place and the Grand Countess' fortune is transferred to her new husband and thus lost to Pontevedro.

The ball is a splendid affair, with musicians playing, copious amounts of food and drink, fine costumes, etc. The party would do well to wear either Pontevedran uniforms or formal evening wear or they will feel out of place in the assembled company. However, merely ask them what they have chosen to wear!

The Grand Countess is wearing an ivory lace gown, full in the skirt but leaving little to the imagination above the waist. She has elaborate jewellery – matching choker, necklace, bracelets, ring and tiara – in diamonds, pearls and pale rosetones (a local gemstone that is similar to a ruby but a delicate pale blush pink in colour).

St Brioche is wearing midnight blue, a silk suit with lace at the cuffs and diamond buttons. Cascada has black and white attire, a black silk suit with white lapels and cuffs, worn open with a white shirt with silver buttons.

Count Danilo Danilovich is wearing full Pontevedran diplomatic uniform in deep red with gold braid and a white-edged green sash over the left shoulder and other decorations. Baron Mirko Zeta has a similar uniform with even more gold braid and more medals, while his wife wears a pale blue gown.

Once all the guests are assembled, the Grand Countess calls for silence, and the band provide a fanfare as she climbs onto the dais at one end of the ballroom. She speaks thus:

“My friends, the time has come for me to end my loneliness and to choose amongst those who would keep me company. My choice has fallen up my lord St Brioche. Come forth, my beloved, and accept this token of my love.” She gives him the rosetone ring from her finger and embraces him.

Cascada is furious, rushes up to St Brioche and challenges him to a duel on the spot. He then leaves.



Note: If Bigglesworth or Lascar (or another PC if you are not using the pre-generated characters) has made a determined effort to win the Grand Countess' hand, she will declare in their favour rather than for St Brioche. Cascada will then challenge them. St Brioche will maintain a dignified silence if he is present but not chosen.



Event I: A Gala Night at the Opera

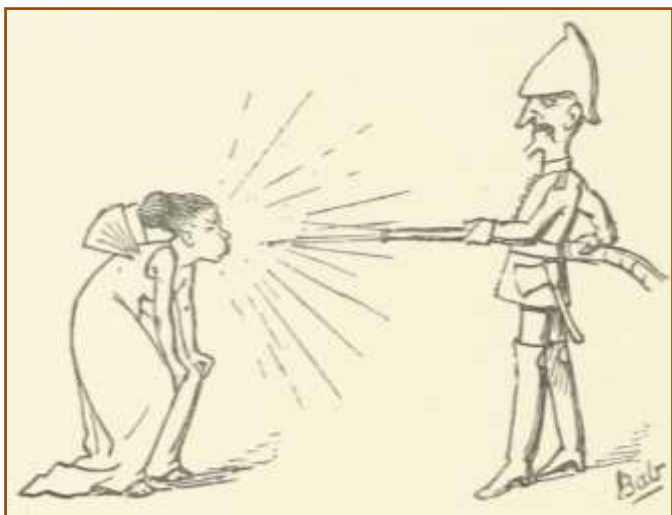
This event may either be thrown in as part of the background, or used if the characters are showing little inclination to go and see the main protagonists: it's one of those events where absolutely everybody who is anybody will be there!

The opera to be performed is called *First Contact* by Hinas Geraldo, and tells the story of an early space explorer who meets and falls for a beautiful alien maiden on a planet he discovers. Opera fans may recognise a re-write of *Madame Butterfly* and the

Referee could use details from that for further colour and description and action on stage. The lead singer is a tenor called Michael Wentworth who is extremely popular, especially with the ladies. Playing opposite him is a Lehari soprano, Julith Maccoute. However, minor details such as the work and the stars are secondary to the social display in the foyer and auditorium.

There is a champagne reception before the performance, at which the guest of honour is Hinas Geraldo himself. He is a rotund individual with a piratical black beard, and tonight he is dressed in a cloth-of-gold tunic and black dress trousers. The Grand Countess, as one of the sponsors of the evening, is escorting Geraldo, to the obvious discomfort of both St Brioche and Cascada. She has a pale blue gown with a single firestone, a flame-red gem, on a silver chain around her neck.

There will be opportunities during the reception for the characters to speak with any of the main figures involved. Cascada is in a bad mood and is likely to take offence at virtually anything. St Brioche is bored; he does not like opera and is only here out of a sense of duty.





Resolution

The adventure may be resolved in one of several ways:

1. The characters persuade the Grand Countess Hanna Glawari to return to Pontevedro.
2. They succeed in kidnapping the Grand Countess and getting off Lehar undetected.
3. The Grand Countess marries one of the characters.
4. The Grand Countess marries Count Danilo Danilovich (who will return the money to Pontevedro, declaring that it is Hanna he loves, not the cash!).
5. The Grand Countess marries one of the Lehari suitors. For the time being, her inheritance is lost to Pontevedro. Going back might not be wise.
6. The characters fall foul of Lehari law and end up on the prison moon of Gyorgy.

Rewards

Characters successfully completing the mission are likely to achieve Knighthood in one of the Orders of Pontevedro.

These are: -

The Order of the Hamyadi

Named after a former ruling dynasty. Sash is pale purple, bearing a gold white enamelled serpent badge with diamond eyes. Normally awarded for services to the Sovereign, the single grade of Knighthood to be given to the character that does the most to accomplish the mission.

The Order of the Sun and Stars

Awarded for services to the state in three grades: Knight Commander, Knight and Member. Ribbon is midnight blue and the badge is a stylised golden sun with silver stars surrounding it.

The Order of the Upright Man

Awarded for just about anything meritorious, in five grades: Knight Commander, Knight, Lieutenant, Officer and Member. The ribbon is green with white edges, and the badge depicts a silver figure. The 'Upright Man' was the popular name given to the founder of the current ruling dynasty.



The Order of the Upright Man

Appendix 1: Referee Briefing: PC details at a glance

<p>Fitzroy James Owen 9A8767</p> <p>Male, aged 36, 5 terms Born: 1069, Medon</p> <p>Rank 4: 2nd Officer</p> <p>Admin 2, Advocate 2, Broker 2 Deception 1, Diplomat 1, Electronics (comms) 1, Electronics (sensors) 1, Flyer (grav) 1, Gun Combat (energy) 1, Melee (blade) 1, Streetwise 1 Drive 0, Medic 0, Persuade 0, Steward 0, Vacc Suit 0 Cr15,000, auto pistol, body pistol, shotgun, dagger, vacc suit, personal computer (& trading/legal, cocktail programs), cloth armour, work/casual, formal clothes, wrist comm</p>	<p>Annabel Hendricks 7BABC4</p> <p>Female, aged 30, 3 terms Born: 1079, Bennet</p> <p>Rank 4: 3rd Officer</p> <p>Pilot (spacecraft) 2, Electronics (computers) 2 Admin 1, Art (performer) 1, Electronics (comms) 1, Electronics (sensors) 1, Gambler 1, Gun Combat (energy) 1, Melee (blade) 1, Persuade 1, Streetwise 1 Broker 0, Drive 0, Steward 0, Vacc Suit 0 Cr16,000, auto pistol, shotgun, rapier, dagger, vacc suit, personal computer (& astrogation, flight sim, games programs), party/normal clothing, fencing gear, deck of cards, cloth armour, wrist comm</p>
<p>Jululana Thenadier Shogotha 878A96</p> <p>Male, aged 31, 4 terms Born: 1074, Cazbal</p> <p>Rank 5: Petty Officer 1st Class</p> <p>Engineer (J-drive) 2 Electronics (comms) 1, Electronics (computers) 1, Gun Combat (energy) 1, Mechanic 1, Science (archaeology) 1, Stealth 1, Vacc Suit 1 Athletics 0, Explosives 0, Gunner 0, Pilot 0, Science (chemistry) 0, Streetwise 0 Cr7000, pistol CP-03, ACR, vacc suit, engineering, electronics & mechanical toolkits, coveralls, dress uniform, personal computer (engineering & archaeology databases)</p>	<p>John-Joe Bigglesworth A7A988</p> <p>Male, aged 40, 6 terms Born: 1065, Groombridge</p> <p>Rank 3: Lieutenant</p> <p>Pilot (spacecraft) 2, Astrogation 2, Electronics (computers) 2, Melee (blade) 2 Advocate 1, Art (instrument) 1, Broker 1, Diplomat 1, Electronics (sensors) 1, Gun Combat (energy) 1, Leadership 1, Science (history) 1 Athletics 0, Gunner 0, Mechanic 0, Vacc Suit 0 Cr5000, auto pistol, rapier, vacc suit, personal computer, dress uniform, casual clothing, fencing gear (jacket, mask), guitar</p>
<p>Lesbodin Jones B7A886</p> <p>Fe/Male, aged 31, 3 terms Born: 1074, Groombridge</p> <p>Rank 3: Lieutenant</p> <p>Gunner (turret) 2, Electronics (comms) 2, Gun Combat (energy) 2, Melee (blade) 2 Electronics (computers) 1, Electronics (sensors) 1, Gambler 1, Leadership 1, Melee (unarmed) 1 Athletics 0, Explosives 0, Mechanic 0, Pilot 0, Vacc Suit 0 Cr55,000, auto pistol, shotgun, ACR, vacc suit, personal computer (& games), dress uniform, large collection and wide variety of music records, casual/smart clothing</p>	<p>Neemark Lascar 7A6BB8</p> <p>Fe/Male, aged 29, 3 terms Born: Aurora</p> <p>Rank 2: Captain</p> <p>Diplomat 2, Medic 2, Melee (blade) 2, Science (psychology) 2 Carouse 1, Gun Combat (energy) 1, Science (chemistry) 1, Science (history) 1 Athletics 0, Heavy Weapons 0, Stealth 0, Tactics 0, Vacc Suit 0 Cr25,000, vacc suit, medical equipment, white coat, casual clothing</p>



Appendix 2: Referee Briefing: Who has What Skill

Skill	PC/Level	NPC/Level
Admin	FJO2, AH1	
Advocate	FJO2, JJB1	
Art (instrument)	JJB1	
Art (performer)	AH1	
Astrogation	JJB2	
Athletics	JTS0, JJB0, LJ0, NLO	
Broker	FJO2, JJB1, AH0	
Carouse	NL1	
Deception	FJO1	
Diplomat	NL2, FJO1, JJB1	
Drive	FJO0, AH0	
Electronics (computers)	AH2, JJB2, JTS1, LJ1	
Electronics (comms)	LJ2, FJO1, AH1, JTS1	
Electronics (sensors)	FJO1, AH1, JJB1, LJ1	
Engineer (J-drive)	JTS2	
Explosives	JTS0, LJ0	
Flyer (grav)	FJO1	
Gambler	AH2, LJ1	
Gun Combat (energy)	LJ2, FJO1, AH1, JTS1, JJB1, NL1	
Gunner	JTS0, JJB0	
Gunner (turret)	LJ2	
Heavy Weapons	NLO	
Leadership	JJB1, LJ1	
Mechanic	JTS1, JJB0, LJ0	
Medic	NL2, FJO0	
Melee (blade)	JJB2, LJ2, NL2, FJO1, AH1	HHStB3, DJAC2
Melee (unarmed)	LJ1	
Pilot	JTS0, LJ0	
Pilot (spacecraft)	AH2, JJB2	
Persuade	AH1, FJO0	
Science (archaeology)	JTS1	
Science (chemistry)	NL1, JTS0	
Science (history)	JJB1, NL1	
Science (psychology)	NL2	
Stealth	JTS1, NLO	
Streetwise	FJO1, AH1, JTS0	
Steward	FJO0, AH0	
Tactics	NLO	
Vacc Suit	JTS1, FJO0, AH0, JJB0, LJ0, NLO	

Note: The PCs, converted from **Marc Miller's Traveller** rules, can't quite be generated by the **Mongoose Traveller 2nd Edition** rules. They're kept in their more interesting forms here but if exact compliance with the *Core Rulebook* is required, revise them as follows:

Fitzroy: Change Flyer 1 to Pilot 1

Annabel: Change Art (performer) 1 to Art 0

Jululana: Change Explosives 0 to Streetwise 0 or Electronics 0 or Science 0; change Science (archaeology) 1 to Tactics (naval) 1; change Stealth 1 to Athletics 1; and delete Science (chemistry) 0. Note that Jululana is the only PC without Melee (blade) skill if the Referee feels duelling is likely or desirable.

John-Joe: Change Science (history) 1 to Gunner (1); change Broker 1 to Admin 1; and change Art (instrument) 1 to Steward 1

Lesbodin: Change Explosives 0 to Electronics 0 or Science 0

Neemark: Change Science (psychology) 2 to Recon 1 and Leadership 1 or to Leadership 2; change Science (chemistry) 1 to Streetwise 1; and change Science (history) to Deception 1



Handout 1: The *Star Chaser*

The *Star Chaser* is a Type A2 Far Trader. See page 166 of the *Core Rulebook*. She's Jump 2, Thrust 1G and minimally requires a three person crew (1 bridge officer, 1 engineer and 1 steward/medic). There are 10 staterooms, and space for 64 tons of cargo. An air/raft is supplied for on planet transportation.

You have owned and operated her for the past four years. Another three should see the loan repayments made...

The ship is registered at Jullinor/Jullinor – a planet that none of you have actually ever visited, it's somewhere on the far side of the sector. Built 67 years ago, she is battered but sound and despite Shogotha's complaints has never given you any real problems. The next routine annual maintenance is not due for 140 days.

Handout 2: Library Data for Pontevedro

UWP: D664636-6

Pontevedro is an impoverished world, subsisting on agriculture, craftwork (woodcarving and embroidery) and small ponte-pearls. The ponte-pearl is a tiny ball of translucent coloured material produced in a similar manner to pearls in oysters, hence the name. The ponte in which they form is a squid-like creature several metres long, and harvesting ponte-pearls is a hazardous occupation.

Governed by a hereditary monarch, the Ruling Prince, the people enjoy extravagant titles, medals and other

forms of ceremonial show. Even minor functionaries have a chest-full of decorations and a uniform covered in gold braid.



Visitors to the planet are rare, as there is little to attract them. Tourism is limited to the restful country retreat, there is little in the way of nightlife or worthwhile cargoes to be had here.



Handout 3: The Invitation



Be it known that His Sovereign Highness Prince Alessandro Carlos hault-Baren, Knight Grand Cross of the Orders of Pontevedro, Ruling Prince of Pontevedro doth require and request the presence of Captain John-Joe Bigglesworth, Master of the Star Chaser, and his crew, and that the persons so mentioned are to present themselves forthwith upon receipt of this our invitation to attend upon His Sovereign Highness.





Handout 4: Library Data on Lehar

UWP: B677546-B

While not the subsector capital, Lehar is possibly even better known than Dean's World (which is the subsector capital). In fact it may be known even further afield, as a noted pleasure planet, a resort world whose main source of income is providing for the legions of visitors.

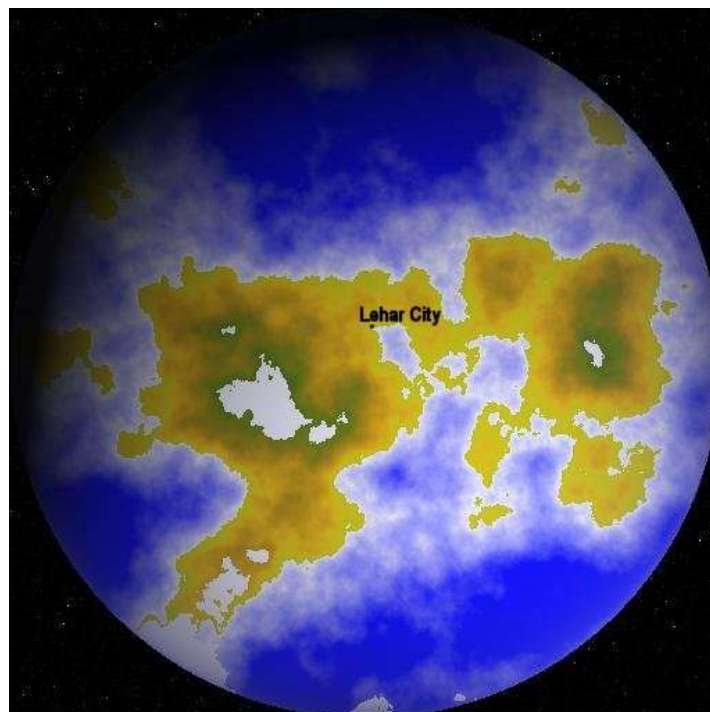
Lehar specialises in several forms of entertainment, chiefly music and in particular opera. The planet also has a good reputation for food, sporting events and for a high level of training in all aspects of leisure and tourism.

Entertainment and sporting journalism is another area in which Lehar excels. Lehar is proud of its hospitality and takes it very seriously.

Visitors are warned about one local custom: duelling. Lehari law permits matters of honour to be settled, provided certain protocols are followed, by individual combat. While it is unusual for an off-worlder to become involved in a duel it is not unknown. On the other hand, those who enjoy combat spectator sports will find a high standard of swordsmanship on display. Noted duellists fight in public and their contests may be broadcast.



The main settlement is Lehar City. There are no other major towns, although resorts are scattered over much of the planet.





Handout 5: Royal Pontevedran Intelligence Service Analysis

CLASSIFICATION: RESTRICTED/NEED-TO-KNOW

Prepared by: Sir Bernardo Abdul Harrison, Knight Commander of the Sun and Stars, Spymaster to the Princely Court of Pontevedro

Subject: The Grand Countess Hanna Glawari on Lehar.

Overview

It is imperative that the Grand Countess Hanna Glawari be returned to Pontevedro without delay. It is my belief that the Lehari people will not voluntarily relinquish her, having taken her to their hearts as a 'romantic' figure from some storybook. They will refuse to accept evidence of her late husband's theft, and even if compelled to acknowledge that will not countenance any suggestion that she is in any way to blame or that she should be held to account. Without her physical return to Pontevedro, restitution of the lost funds is unlikely in the extreme.

Lehari Law

Without formal extradition proceedings – and the unlikelihood of their success is noted above – the Lehari authorities would take a dim view of any attempt to remove Hanna Glawari by force. This is, assuming that they became aware of it while it was still possible to do anything about it.

Note that if she marries someone under Lehari law her possessions pass into her new husband's control. Unless we are fortunate in persuading her to wed someone sympathetic to Pontevedro's cause her marriage is likely to put the stolen funds beyond our reach.

The Countess' Suitors

Three main contenders have been identified, although it is believed that she is not unresponsive to other advances and an approach on romantic grounds might prove successful.

The main contenders are:

- **Hannibal Hamurabi St Brioche** – a Lehari citizen. Of independent means. A noted duellist with eight kills and fifteen 'first blood' victories to his name. He is an extremely popular figure in the Lehari public eye. Considered the front-runner for Hanna Glawari's hand.
- **Dilbert Jonas Alentha Cascada** – a Lehari citizen. Owner of several successful businesses in the entertainment industry, chiefly a night spot called The Black and White Club. Evidence suggests that he has connections with organised crime. A noted duellist with 6 kills and 17 'first blood' victories.
- **Count Danilo Danilovich, Officer of the Order of the Upright Man, Third Secretary at the Pontevedran Embassy to Lehar** – a Pontevedran citizen. Believed loyal to the Crown and prepared to return Countess and money to Pontevedro. As a member of the Embassy staff, he has not participated in any duels during his time on Lehar, and so is regarded as somewhat 'less of a man' by the locals than one who has fought on a matter of honour.

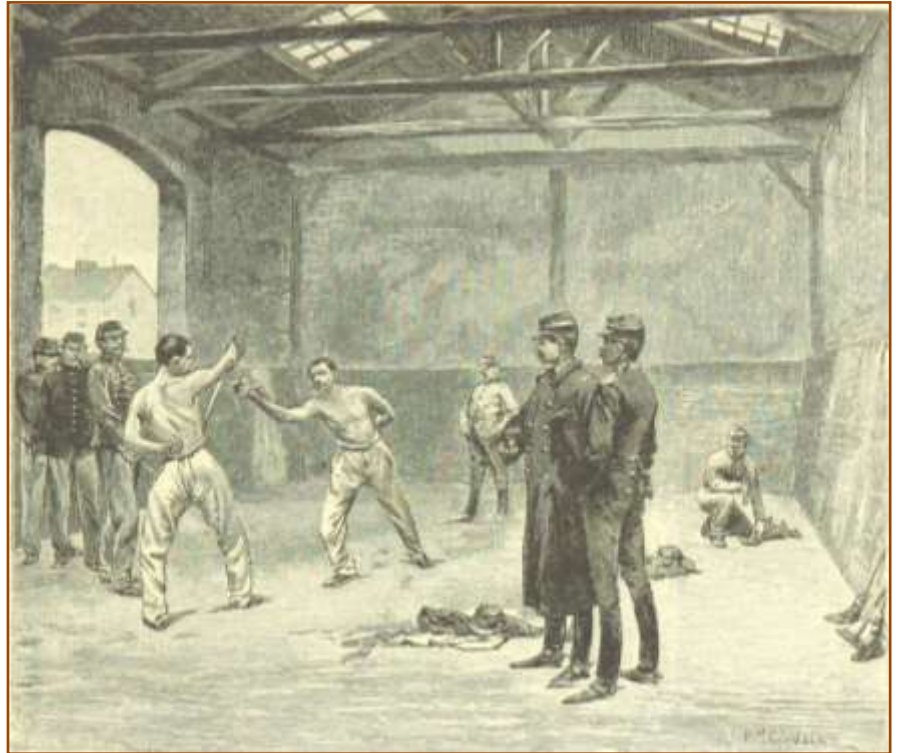
Duelling

The duelling custom has great significance in Lehari popular opinion. People who have never fought a duel are regarded as somehow deficient in the proper spirit. I believe – although evidence is hard to come by – that several Lehari politicians and other notables have arranged for challenges to ‘first blood’ to be contrived for their participation so as to prove themselves.

Note that deaths or injuries sustained during the course of an official duel do not render the perpetrator liable to prosecution. However, it would be extremely unwise to challenge the Grand Countess directly – Lehari law permits the substitution of a ‘champion’ and her position in popular opinion renders it likely that there would be no shortage of extremely competent duellists willing to fight on her behalf.

The Money

I do not consider that any attempt to ‘acquire’ the stolen money is likely to meet with anything other than the death or apprehension of the agent attempting it. Lehar has a sophisticated planet-wide financial network designed to cope with the handling of large sums of money spent by tourists, with particular attention paid to ‘high risk’ activities such as gambling.



Conclusions

It is my opinion that the most effective method of accomplishing the return of the stolen Pontevedran funds is to return the Grand Countess – willingly or otherwise – to Pontevedran soil. While I feel reasonably certain that Count Danilo Danilovich would do his duty if his suit was accepted, I am less confident that he will be able to win the Grand Countess’s hand. It thus remains to either return the Grand Countess by force or by enticement.

Bernando Abdul Harrison

Conversion for *Cepheus Engine*

Fitzroy James Owen

9A8767

Age 36

ex-Merchant (5 terms)

Admin 2, Advocate 2, Broker 2, Bribery 1, Comms 1, Electronics 1, Grav Vehicle 1, Gun Combat (energy pistol) 1, Leadership 1, Melee Combat (piercing weapons) 1, Streetwise 1, Medicine 0, Zero-G 0

Annabel Hendricks

7BABC4

Age 26

ex-Merchant (3 terms)

Computer 2, Gambling 2, Piloting 2, Admin 1, Advocate 1, Athletics 1, Comms 1, Electronics 1, Gun Combat (energy pistol) 1, Melee Combat (piercing weapons) 1, Streetwise 1, Zero-G 0

Jululana Thenadier Shogotha

878A96

Age 31

ex-Navy (4 terms)

Engineering 2, Comms 1, Computer 1, Gun Combat (energy pistol) 1, Mechanics 1, Sciences (archaeology) 1, Tactics 1, Demolitions 0, Sciences (chemistry) 0, Streetwise 0

John-Joe Bigglesworth

A7A988

Age 40

Computer 2, Melee Combat (piercing weapons) 2, Navigation 2, Piloting 2, Admin 1, Advocate 1, Broker 1, Electronics 1, Gun Combat (energy pistol) 1, Linguistics 1, Sciences (history) 1

Lesbodin Jones

B7A886

Age 31

Comms 2, Gun Combat (energy pistol) 2, Gunnery (turret weapons) 2, Electronics 2, Melee Combat (piercing weapons) 2, Computers 1, Gambling 1, Melee Combat (natural weapons) 1, Demolitions 0

Neemark Lascar

7A6BB8

Age 29

Diplomat 2, Medicine 2, Melee Combat (piercing weapons) 2, Sciences (psychology) 2, Carousing 1, Gun Combat (energy pistol) 1, Sciences (chemistry) 1, Sciences (history) 1

Checks

Checks can be found on pp.6-7 of the *Cepheus Engine Core Rules*. No template for layout is provided, so these simply follow the order of description given.

p.13

Navigation and Engineering checks (see page 74 of the *Cepheus Engine Core Rules*).

p.14

Responding to the SDB: Comms check, Intelligence, Easy (+4), 1D minutes

Picking out correct transponder beacon: Electronics (or Comms) check, Intelligence, Easy (+4), 1D minutes

Landing at designated dock: Piloting check, Dexterity, Routine (+2), 1D x 10 minutes

p.26

replace Melee (blade) with Melee Combat (piercing weapons) skill



The Merry Widow

A Traveller adventure designed for 3-6 crew of a merchant ship with varying backgrounds set in Pontevedro's flamboyant and occasionally deadly court intrigue.

The PCs may start out as ordinary merchants but quickly have the opportunity to court a countess, fight a duel and wear fabulous uniforms! Perform poorly and the wounding of honour or even body is possible; perform well and who knows what rewards may be bestowed. Uses *Mongoose Traveller* 2nd Edition rules and includes Cepheus Engine conversions of characters and tasks.