

*Double Adventure 2
Across the Bright Face*

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

The **Traveller** Adventure titled **Across the Bright Face** was used as the **Traveller Tournament** situation at *Origins 80*, the National Wargaming Convention, held at Widener University, Chester, Pennsylvania, June 27, 28, 29, 1980. This Double Adventure booklet was published at the convention, after the tournament was over.

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Artwork by Marc Miller (the maps), Charmaine Geist (ATV side views) and Paul Jaquays (ATV illustration).

Across the Bright Face

Part 1 of **TRAVELLER**, Double Adventure 2

Turn this booklet over for another complete **Traveller** adventure.

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This booklet is an adventure intended for use with

Traveller, GDW's science-fiction role-playing game set in the far future.

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Introduction

This booklet contains two complete and independent adventures for **Traveller** printed back-to-back. This adventure, titled **Across the Bright Face**, concerns a group of bodyguards who have just lost their client, and now may lose their lives.

It is assumed that this adventure will be administered by a referee who has read through it completely, and who is familiar with it and with the rules for **Traveller**. This situation calls only for the basic **Traveller** booklets (Books 1, 2, and 3);

**Requires only
Basic Traveller.**

no additional supplements, books, or other information is necessary for resolution of this adventure. As usual, paper, pencils, six-sided dice, and hex paper will prove useful during the course of this adventure.

This introductory section (pages 1 to 4) is for the use of both the referee and the players, and may be read by all concerned. The situation (pages 5 and 6) is for the players specifically, and introduces them to their predicament. The referee's information (pages 7 to 19) is for the referee alone. The section on the ATV is for all concerned.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 090-1106; 090 is the current day (the 90th day of the year) in the standard 365-day year, while 1106 is the current year of the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to match a local situation.

Date: 090-1106

Place: This adventure takes place on Dinom (0201-D100535-A), which is situated in the Lanth subsector, deep in the Spinward Marches of the Imperium. Dinom is a small (1600 kilometer diameter) airless world in far orbit around the central star of the Dinom system. The planet's polar axis extends toward the central star (and will for another 200 years); the northern hemisphere is in constant light, while the southern hemisphere is in constant night. The equator is a zone of constant twilight and moderate temperatures. Gravity is about 0.20 gravities. Dinom's star is a very large, very bright giant visible throughout the subsector, and would not normally have planets. Dinom itself is a rogue planet originally a satellite of the system's gas giant. It is now trapped in the trojan position of that gas giant, and trails the giant in its orbit around the star.

**Place: Dinom
Lanth Subsector
Spinward Marches**

Dinom's population of 230,000 is concentrated in three large cities (names: Rhylan, Medianne, and Napan) which house ore-processing centers. Each city is governed by a board of directors answering to the shareholder-owners (who number about 10 per city) of the ore-processing centers. Token representation for non-shareholders is also provided. The three cities send representatives to Rhylan for the World Board, which also has representation (about 10%) for the non-city dwellers. The Board is responsible for interstellar relations, system defense, industrial production, and Imperial contact.

CHARACTERS

This adventure is intended for use with a band of adventurers serving as bodyguards. The band should number at least two and no more than eight.

Desirable Skills: Each character should have (as a minimum) weaponry expertise in some personal gun and vacc suit skill. Other skills of probable value in the adventure include: ATV, Streetwise, Gunnery, Leader, Navigation, Mechanical, Electronic, and Brawling.

In the event that a character does not have vacc suit skill, he or she should be assigned vacc suit-0 by the referee. Vacc suit-0 is sufficient to allow the character to wear and use a vacc suit under ordinary, simple conditions. Fancy maneuvers or strenuous activity are not safe with only this level of skill.

In the event that a character does not have ATV skill, the referee may assign ATV-0 for use during the adventure. ATV-0 is sufficient to allow the character to drive the vehicle in plain terrain at about half speed. Such an individual is severely taxed driving the vehicle in rough or mountain terrain, and quite liable to accident and fatigue.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally one which supplies dexterity bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead.

1	Ex-marine Captain	67C789	Age 34	4 terms	Cr2,000
	Cutlass-1, Revolver-2, ATV-2, Vacc Suit-1, Leader-2			Cutlass, Revolver	
2	Retired navy Starman	9486A9	Age 42	6 terms	Cr1,000
	Vacc Suit-1, Admin-1, Gunnery-2, Rifle-2, Forward Observer-1			Rifle	
3	Ex-merchant 1st Officer	6B3896	Age 34	4 terms	Cr3,000
	Pilot-3, Laser Carbine-2, Vacc Suit-0, Steward-2, Gunnery-2			Laser Carbine	
4	Ex-scout	B9473A	Age 26	2 terms	Cr1,500
	Pilot-1, Air/Raft-1, Navigation-1, Vacc Suit-1, SMG-0			SMG	
5	Retired other	34A773	Age 42	6 terms	Cr4,000
	Shotgun-2, Electronic-3, Forgery-2, Vacc Suit-1			Shotgun	
6	Ex-army Major	8489A6	Age 34	4 terms	Cr1,000
	Rifle-1, SMG-2, ATV-3, Vacc Suit-1, Mech-2, Electronic-1			SMG	
7	Ex-merchant 3rd Officer	BB7335	Age 26	2 terms	Cr500
	Vacc Suit-1, Engineering-1, Bribery-1, Streetwise-1, Carbine-0			Carbine	
8	Ex-marine Force Commander	774486	Age 30	3 terms	Cr1,500
	Cutlass-1, Revolver-1, ATV-2, Vacc Suit-2, Brawling-2			Revolver, Travellers'	

EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section.

Characters should review their equipment, and may purchase more. Each has any items mentioned in the character description, plus those detailed in the individual equipment table. At the beginning of the adventure, before the characters are told the details of their predicament, they should be told that they are bodyguards, and then allowed to purchase any other equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only

to the following restrictions:

1. The equipment must be mentioned and priced in Book 1 or Book 3 of **Traveller** or in the available equipment table, and

2. The price indicated must be paid.

Note that price levels preclude some equipment (for example, battle dress) due to the restricted finances of the group.

Available Equipment: The table below presents several items which are also available to the group, perhaps being acquired as souvenirs or simply items of interest. Not all of the items, however, can be purchased. The group as a whole must decide which three (maximum) of the six are to be purchased. Individual characters then purchase, carry, and use those which are selected.

INDIVIDUAL EQUIPMENT

one **vacc suit**, with oxygen tanks for eight hours, and **short range communicator equipment**.

one **utility knife**, in belt scabbard (functions as dagger).

one **repatriation bond card**, validated by the Travellers' Aid Society on Extolay (good for middle passage off-world).

AVAILABLE EQUIPMENT TABLE

Geiger Counter: A small (matchbook-sized) device which measures radioactivity in the immediate vicinity of the bearer. Readouts are in specifics, and also in terms of danger to humans. Weight: Negligible. Tech Level: 10. **Base Price:** Cr100.

Instant Print Camera, with Flash Attachment: This camera, loaded with film for 20 pictures, is a small (8cm by 8cm by 8cm) boxed shaped device complete with carrying strap and viewfinder. Operating the camera ejects a fully developed color photograph of the scene. Correct focus depends on the skill of the operator. Weight: 500 grams. Tech Level: 8. **Base Price:** Cr50. Film cartridges (of 20 pictures; weight 100 grams) cost Cr10.

Attache Case: An aluminum and magnesium carrying case similar to that used by technicians to carry precision instruments. This case is the current vogue on Dinom for bureaucrats and supervisors to carry their papers. Weight: 1 kilogram. **Base Price:** Cr75.

Radio Receiver, Recorder, Transmitter: A miniaturized electronic device capable of receiving voice or radio input, recording it, and transmitting this information on a given signal or continuously. Reception and transmission is on the standard voice communication bands. Thus, the device can listen for signals and then re-transmits them, or it can continuously transmit a pre-recorded message. Tape length: 10 minutes. Transmitter Range: line of sight (blocked by buildings, mountains, etc). Tech Level: 11. Dimensions: 25 millimeters by 50 millimeters by 50 millimeters. **Base Price:** Cr400.

Reflectorized Tarpaulin: An aluminized sheet which reduces incoming radiation by reflection: 5 by 10 meters. Weight: 1 kilogram. **Price:** Cr400.

Return Mirror: A device consisting of several mirrors in combination such that they will reflect exactly 180 degrees any incoming beam within a field of 15 degrees. Largely a curiosity, the mirror is used in laser surveying. Dimensions: 250 millimeters by 200 millimeters by 300 millimeters. **Base Price:** Cr50 (purchased surplus; original price: Cr500).

Elementary School Text: A child's text described as "An Introduction to Our World—Dinom." **Base Price:** Cr3.

The referee should allow no more than ten minutes for the purchase of equipment before the adventure begins.

PROCEDURES

When communicating with the referee, the following procedures should be used.

Terrain: The group has a small map of Dinom (page 6), a local travel guide used mostly by monorail riders. It is not totally accurate, although it does give the general lay of the land. Note that it divides the world into temperature bands: cold, twilight, hot, very hot, and burning. It also shows plain, rough, and mountain areas, as well as the monorail, cities, and the starport.

Direction: Within terrain hexes, direction is expressed by the directional rosette using letters. When the group moves, it does so by stating the direction letter as given on the directional rosette.

The Geodesic Map: The map of Dinom shows the surface of the world divided into hexagons. These hexagons are further divided into twenty triangular areas. Hexagons which are divided by triangular area boundaries are the same, and movement from one half of a hexagon to its other half is possible without cost or penalty. For example, the tip of each triangle extending into the burning area is the same hexagon. An individual occupying that hexagon would be able to move from the triangle above Rhylan to the triangle above Medianne with ease. Similarly, the bands on the map show where adjacent fractional hexagons match up.

MISCELLANEOUS NOTES

The following concepts should be kept in mind.

Fatigue: No one can continue forever without rest. Normal standards apply: eight hours sleep in every twenty-four.

Time: Time is computed in hours and minutes. Generally, any length of time less than five minutes (except when actually resolving combat) is inconsequential.

REPATRIATION BOND	1. Date of Preparation
2. Individual's Name	3. UPP
3. Occupation	
4. World	
5. Employer	
Horalez et Cie, fiduciary agents for the <i>employer</i> , guarantees middle passage expenses (including medical care en route, where necessary) for the <i>individual</i> from the <i>world</i> to any of the <i>destination worlds</i> in the event that the employment contract is defaulted or terminated under extraordinary circumstances.	
7. Destination World	

Repatriation Bond

Cards: A sample repatriation bond card is shown to the left. The bonding agent (shown as Hortalez et Cie) is a reputable firm, and the group can expect that the cards will be honored without any delay or problem.

The card is sufficient to get the bearer off Dinom, and to a place of safety without additional expense. It need only be presented at the star-

A Sudden Fiasco

Several days ago, the group was engaged by a powerful businessman (name: Arlent Streen) as bodyguards for him and his personal assistant as they tour the facilities of Dinom, inspecting processing plants, investigating potential mining sites, and looking over the holdings of the Dinom Corporation. Streen is a stockholder with about 3% of the shares outstanding; he is a powerful force on the board. Further, he is usually an absentee owner. Only recently has he come to Dinom, and he plans to leave in about a week.

The group has accompanied Streen in his travels throughout the twilight zone of Dinom; rarely have you left the comfort of the monorail, and when you did, it was only for a short vacc suit jaunt to see some small facility or interesting rock formation.

Notable events in the trip have been—

1. The Mines South of Napan. Sited at the end of a monorail link, these mining operations in the mountains on the Cold Face concentrate on harvesting frozen gases for use in ore processing.

2. The Unfinished Monorail Link. The monorail system intended to girdle the equator of Dinom is not yet completed. There is a gap of about 300 kilometers through the mountains between Napan and Rhylan. This makes the monorail unusable for direct travel between Napan and Rhylan.

3. The Mines North of Medianne. Established at the end of the monorail link, these mines concentrate on high purity metal deposits in the very hot areas of the Bright Face.

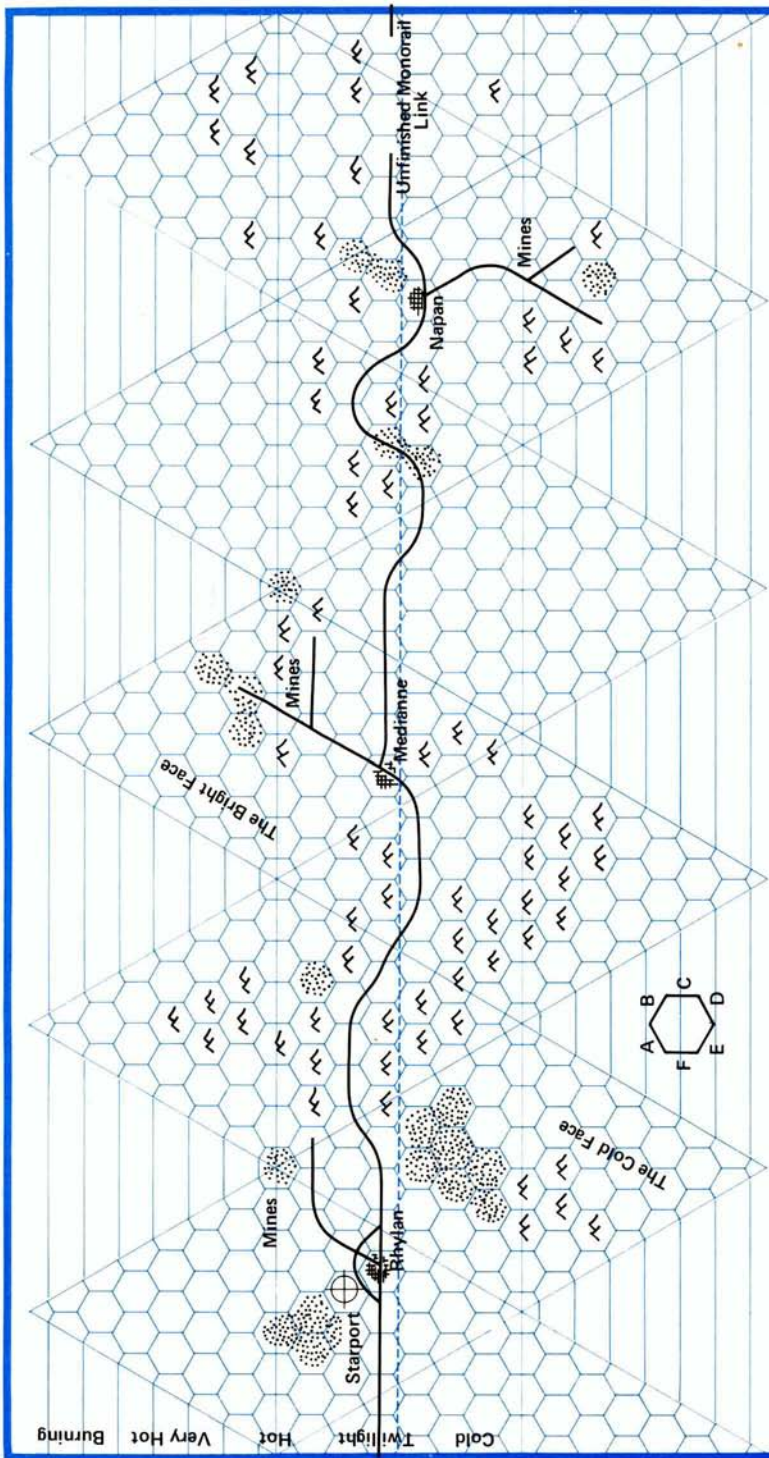
Today (090-1106): This morning the group woke up in Medianne, ordered a luxurious breakfast from room service, had morning exercises, and then listened to a briefing from the local corporate public relations officer. The hotel is quite comfortable, and the entire job has really been a vacation.

The itinerary today calls for an inspection of a model ore processor utilizing a radical new technique. All of the party dons vacc suits for the demonstration; the movement outside is uneventful. You have brought along, in addition to your weapons, any of your other miscellaneous items; one of you is carrying an attache case for Mr. Streen.

As Streen is looking over a part of the ore processing mechanism, his faceplate shatters and he falls over, obviously dead. Three seconds later, his personal assistant does likewise. Six seconds after that, the group is huddled behind three ATVs in an adjacent vehicle park. Over the communications band, an unidentified voice makes an announcement. "This situation does not involve you. The workers of Dinom offer you transport to the starport at Rhylan, and observance of your repatriation bonds. Lay down your weapons, bring out that attache case, and come out." The workers block the route back to the air lock at Medianne. Voices on the radio make it sound like all of Medianne is in turmoil.

This is apparently the beginning of a workers' revolution. Your patron is dead. Taking stock of the situation, you can see only one course of action: a trek across the Bright Face to Rhylan.

Cold Twilight Hot Very Hot Burning



DINOM

One hex = 150 km

Planetary Rotation ➤

A Trek Across the Bright Face

The referee can use this adventure as an independent situation with pregenerated

REFEREE'S CHECKLIST

1. Assign characters.
2. Allow equipment purchase.
3. State situation.
4. Guide characters through

situation based on their actions.

characters (as written), or may use it with continuing characters from an existing campaign. Changes necessary for an existing campaign should be both simple and obvious.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. After the group has familiarized

itself with the situation, ask it what course of action it now intends. Armed with that information, begin the adventure itself. The group is outside Medianne, to the north. Indicate their position on the map on page 6. In leaving the Medianne city hex, they may move in direction A or direction F.

PROCEDURE

The procedure table indicates the various referee and player actions to be expected. The following notes elaborate this.

1. Location. The terrain type on the map (page 9) and the terrain table (page 10) are explained in the captions on the table. For example, for rough terrain, read the note rough terrain, two hours per hex, uneven terrain with many rocks, cracks, and obstructions. Then state the temperature band.

2. Event. Roll one die on the event table (with associated DMs). Look up the event, and read the line in italics which describes the situation. Ask the group's reaction ("What are you doing?"). When their reactions have been stated, impose the event results, taking their reactions into account. Question them if necessary for additional information.

If the terrain is an abyss, monorail, or city hex, then the item (monorail, city, abyss) becomes visible after the event.

There is (normally) one event per hex.

3. Preparations. Ask for any other activity and allow the characters to express themselves. This is especially the point for decisions to stop for rest or sleep, for individuals to elect to sleep as the vehicle moves, and to undertake other activities.

PROCEDURE TABLE

<i>Phase</i>	<i>Referee Activity</i>	<i>Player Activity</i>
1. Location.	State type of location, and give a brief description.	—
2. Event.	a. State event. b. Impose results. c. Impose abyss, monorail, or city.	Give reactions Give additional reaction
3. Preparations.	Ask for additional activity.	Give actions.
4. Time	Note total elapsed time.	
5. Continuation.	Ask for new direction.	Give direction.

4. Time. Indicate (and note) the total elapsed time and inform the characters of this information. Fuel consumption (if required) should also be noted at this time.

5. Continued Progress. Ask the characters in which direction they are now moving. They may generally state that they are moving in a direction on the rosette, or that they are backtracking. In some situations, some directions are blocked, or impossible.

THE BRIGHT FACE AND THE SURFACE TREK

The group has been awake now for about four hours, has eaten breakfast (but not lunch) and is obviously anxious to get to safety. Huddled among the ATVs of the vehicle park, an obvious answer should come to the group within a reasonable period of time. Of the four vehicles, one is totally inoperative (its engine is lying on the ground in front of it). Throw 5+ for each of the remaining three to be fuelled and eligible for starting; DM + mechanical or electronic skill to assist in making the judgement. Throw 9+ for the vehicle to be fully fuelled (150 points of power); otherwise it is three-quarters full (112 points of power). Finally, throw 5D in each vehicle to determine the number of meals carried on board; an ample supply of water is present.

The characters are safe from enemy fire while within the ATVs, but should move out of the area as soon as possible. Within fifteen minutes, the workers will bring forward mining lasers or other heavy duty equipment and commence the destruction of the vehicles and their contents.

Initial Direction: Because of the initial situation, the only directions available to the vehicles are A or F. The other directions are blocked by the monorail line and by enemy personnel.

EVENTS

Once the group begins its trek, a variety of events may occur as called for by the procedure table. The following descriptions apply to these events.

1. ATV Tracks. Occurs in plain and rough terrain. *A line of recognizable ATV tracks angle across the group's path.* The tracks lead directly through this portion of the hex, and allow fast, easy progress without regard to normal obstacles. In plain terrain, these tracks have no effect; in rough terrain, treat the hex as plain terrain for as long as the tracks are followed. Throw on the direction rosette to determine the hex side which the tracks exit. The tracks disappear on a stretch of rocky ground upon exiting the hex.

2. ATV Wreck. Occurs in rough terrain. *An all terrain vehicle (as described on page 20) is lying at a steep angle in a small rill.* The doors and hatches are all open, and the vehicle appears completely inoperative.

If the group elects to investigate the wreck further, they must spend at least an hour in their activity. They will find that the wreck is a government vehicle on prospecting duty, and contains a single body in a vacc suit. Two ore-sample bags are stashed in a small cabinet; each has noted on its identification tag a location and the code Cu, for copper; throw 5+ for the bags to be found. Referee: indicate exact location on the player map where the samples were taken. This should be within two hexes of the current hex, and in a rough or mountain hex if possible. A small sketch map is scribbled on the tags indicating the terrain between the current hex and the ore site.

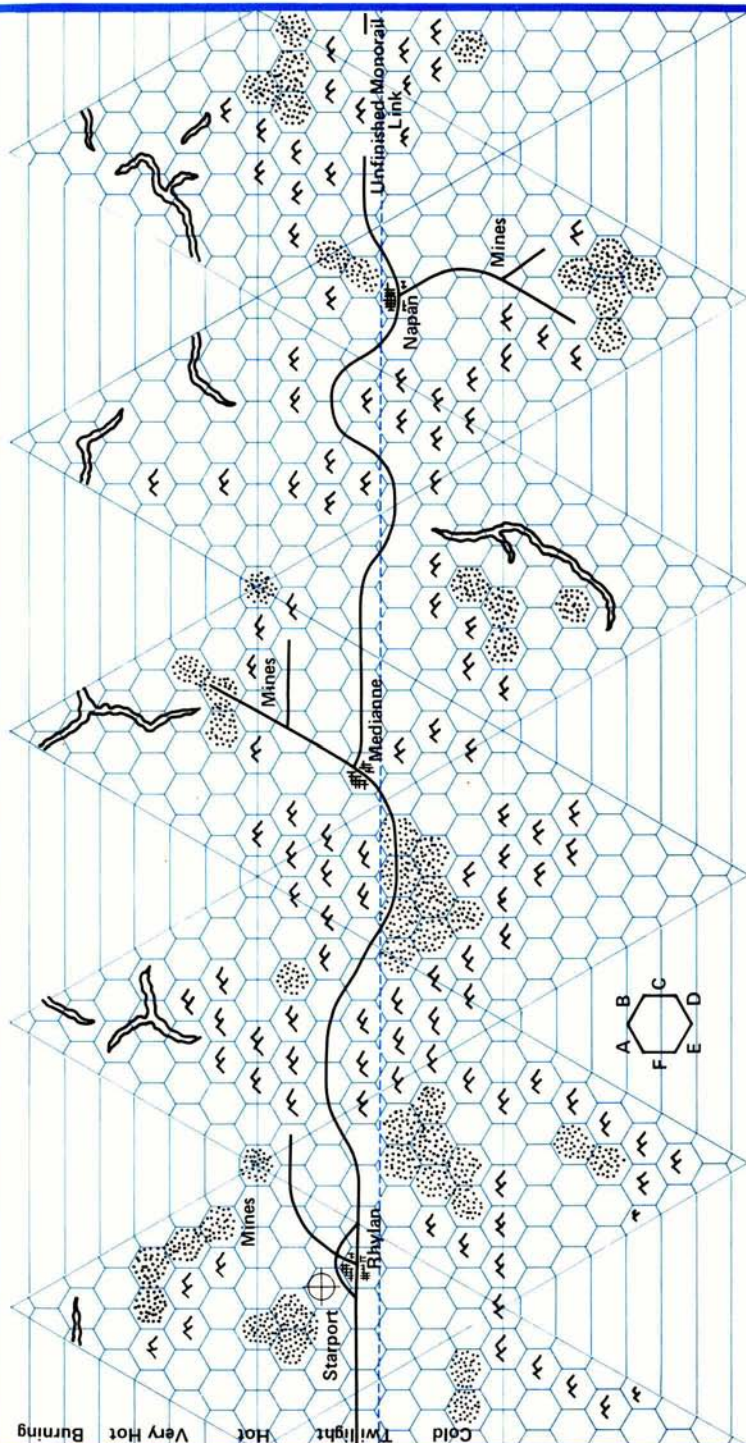
Burning

Very Hot

Hot

Twilight

Cold



One hex = 150 km

REFEREE'S MAP OF DINOM

Planetary Rotation ➤



Plain 1 hour/hex
Clear and unobstructed terrain free of major problems.

Die Event Type

- 1 Pool of Liquid Metal.
- 2 Loose Soil.
- 3 Glowing Soil.
- 4 Dust Pool.
- 5 Cratered Plain.
- 6 Prospectors' Huts.
- 7 ATV Tracks.
- 8 Pursuers.
- 9 Ice Sheet.
- 10 Frozen Lake.



Rough 2 hours/hex
Uneven terrain with many rocks, cracks, and obstructions.

Die Event Type

- 1 Pool of Liquid Metal.
- 2 ATV Wreck.
- 3 Loose Soil.
- 4 Vehicle Malfunction.
- 5 Metal Vapor Vent.
- 6 Crevasse.
- 7 ATV Tracks.
- 8 Pursuers.
- 9 Ice Sheet.
- 10 Ice Field.



Mountain 4 hours/hex
Jagged peaks surrounded by rocky, rough debris.

Die Event Type

- 1 Pool of Liquid Metal.
- 2 Volcanism.
- 3 Narrow Valley.
- 4 Blocked Passage.
- 5 Mine Shaft Entrance.
- 6 Avalanche.
- 7 Metal Vapor Vent.
- 8 Quake.
- 9 Pursuers.
- 10 Blocked Passage.



Abyss 1 hour/hex
Clear and unobstructed terrain free of major problems.

Die Event Type

- 1 Pool of Liquid Metal.
- 2 Stream of Liquid Metal.
- 3 Metal Vapor Vent.
- 4 Spores.
- 5 Mine Shaft Entrance.
- 6 Cratered Plain.
- 7 Crumbling Rock Shelf.
- 8 Cratered Plain.
- 9 Frozen Lake.
- 10 Ice Sheet.



Monorail ½ hour/hex
Major transportation link between the cities, mines, and starport.

Die Event Type

- 1 Impossible.
- 2 Loose Soil.
- 3 Stream of Liquid Metal.
- 4 Pursuers.
- 5 Pursuers.
- 6 Prospector Huts.
- 7 Pursuers.
- 8 Mine Shaft Entrance.
- 9 Pursuers.
- 10 Ice Field.



City 1 hex/hour
Inhabited area with a central domed settlement and outlying structures.

Die Event Type

- 1 Impossible.
- 2 Impossible.
- 3 Impossible.
- 4 Pursuers
- 5 Riot and Disorder
- 6 Police Troopers
- 7 Pursuers
- 8 Riot and Disorder
- 9 Ice Field
- 10 Impossible

Band DMs: *Burning*—no DM, *Very Hot*—+1, *Hot*—+2, *Twilight*—+3, *Cold*—+4.

At the end of the first hour, the group should be allowed to continue on their journey, or investigate for another hour. If the additional hour is spent, the characters may elect to strip equipment from the vehicle (specifically a geiger counter and a metal detector which reads out in type of metals encountered).

If the group decides to bury the body, then they will discover a map carried in a small pocket on the vacc suit. It indicates the local terrain situation. Referee: indicate correct terrain in present and six adjacent hexes. If that terrain includes abyss terrain, note the abyss as a solid line, but do not describe it.

On the second and subsequent instance this event occurs, the wreck encountered is entirely empty and stripped.

3. Avalanche. Occurs in mountain terrain. *The upper reaches of the mountain to the group's right/left are starting to fall in an avalanche.* Throw dexterity or intelligence (whichever is higher) for each character to react immediately to take a position of safety; if the throw is unsuccessful, throw endurance as a saving throw against 2D hits in injury.

Throw 3D for the extent of the avalanche; each point indicates twenty minutes work by one person in freeing the vehicle. If the result is greater than 10, also consult vehicle malfunction.

Players alert for an avalanche (after the first time) may so state when in mountain terrain. Speed is decreased to 5 hours/hex and the group may make a saving throw of 6+ (DM + ATV skill of driver) to avoid the avalanche.

4. Blocked Passage. Occurs in mountain terrain. *The route being followed is totally blocked and is obviously impassible.* The group must backtrack to the previous hex and select a different path. They may not reenter the mountain hex from that previous hex.

5. Cratered Plain. Occurs in plain or abyss terrain. *The plain ahead is severely cratered by meteor impact, and the going appears to be quite rough.* This hex is treated as rough, and takes 2 hours/hex rather than 1 hour/hex.

6. Crevasse. Occurs in rough terrain. *A large crevasse crosses the group's path.* Referee: roll on the directional rosette (twice) to determine the two hex sides which form the ends of this crevasse. Personnel (in vacc suits) can leap across the crevasse with no difficulty in the low gravity of Dinom. The crevasse is relatively shallow, but its sides are steep enough to prohibit crossing by an ATV.

If the group looks, they will find a shaky natural bridge. If the ATV attempts to cross, throw 10+ to succeed, DM +1 if all possible material is discarded (including personnel) to save weight, DM + driver's ATV skill, and DM +1 if crossing at high speed. Throw 8+ for the bridge to collapse anyway after the crossing occurs, DM -1 if the crossing was at high speed.

7. Crumbling Rock Shelf. Occurs in abyss terrain. *While driving along the open plain, the rock beneath the vehicle begins to crumble.* Throw 11+ to avoid a drop; DM + driver's ATV skill. Suddenly, it gives way, and the ATV drops approximately 20 meters to a shelf just below the lip of a large abyss extending in both directions as far as the eye can see. The vehicle is undamaged.

This shelf appears natural, but is also regular and can be driven on. Individuals can attempt to leap back to the surface (throw strength plus dexterity or less to succeed; take 2D hits if the character fails).

The ATV cannot cross the abyss, and must move along the shelf until either the end of the abyss is found or another crumbling rock shelf is found (the one

which led in cannot be used to get out). As each new abyss terrain hex is entered, terrain event encounters are rolled by the referee. If they cannot be fit into the context of an abyss, they are ignored, and treated as no encounter.

8. Dust Pool. Occurs in plain terrain. *A large smooth area lies before the group; as it is approached, it appears to be a pool of micro-fine dust.* The group may elect to enter the pool in order to ford it, or may turn back and select another route by backtracking to the previous hex.

The local depth of the dust pool varies according to a die roll. Once per five minutes of travel, throw 1D-3 and add it to the previous depth (starting at zero; treating negative depths as zero) until the depth reaches at least four meters; then continue until it is again zero or less. Maintain a record of the consecutive depths in case the group elects to backtrack. A depth of two meters or more is over the head of a person; a depth of five meters or more will completely submerge the ATV in the micro-fine dust.

In each case where the depth changes by 3 meters down, the ATV receives a jolt and the characters should be informed that it really shook the vehicle; after four such jolts, apply a vehicle malfunction. An ATV cannot move up a depth change of +3 meters, and must change course; three consecutive attempts which result in a depth change of +3 meters indicate that the vehicle is stuck, and will require an hour of work to get it moving again.

Two fording methods are possible: driving slowly (but blind), or sending personnel ahead to scout the path. There is no danger to personnel if the driving is performed blind. If personnel are sent ahead, allow a throw of 1D-4 for depth, provided at least two persons are helping scout the path. For every ten minutes spent in the dust pool each individual must throw 10+ to avoid suit malfunction; DM + triple vacc suit expertise. If a suit malfunctions, it must be returned by its wearer to the inside of the vehicle for a quick-fix (throw 10+ every 10 minutes to quick-fix; DM + mechanical or vacc suit skill). Individuals returning to the interior of the vehicle will bring with them the ultra-fine dust of the pool. Assuming reasonable care is taken, not much dust will enter the area. Nevertheless, note this event (total number of times persons enter the vehicle while it is in the dust pool). After waiting 12 hours, throw the number of entrances or less for a malfunction to occur because of dust contamination. Throw 10+ (DM +1 for intelligence 10+, mechanical skill, or vacc suit skill) for the driver to realize that the problem is in dust contamination. The remedy is in a full-scale evacuation of the cab and then repressurizing (ATV-1 or better knows this), a job taking an hour.

9. Frozen Lake. Occurs in plain and abyss terrain. *Lying before the group is a solid expanse of frozen gas, which appears solid enough to support the ATV.* As the vehicle progresses across the lake, throw two dice every few seconds, and count the total until it reaches 50. Then inform the group that they have reached the other side of the frozen lake, barely.

Referee: In actuality, there is no danger of the ice breaking, but the dice throwing should be managed to make them think so. Future encounters with frozen lakes should include the possibility for the group to backtrack rather than risk this event.

10. Glowing Soil. Occurs in plain terrain. *The driver of the ATV notices that (in the shadows of rocks) the soil appears to be glowing.*

The glow may be from one of two causes: throw 7+ for the reason to be fluor-

escence, otherwise it is due to radioactivity. The group cannot tell the difference unless someone has a radioactivity detector (geiger counter), an item which is not standard equipment on the ATV.

If the glow is caused by radioactivity, there is no danger unless the personnel leave the vehicle, in which case they will be subject to 2D hits per hour spent in the hex, the hits to be inflicted after one week has elapsed.

If the glow is caused by fluorescence, there is no danger.

After this event is thrown, rethrow on the terrain event table for one more event, and administer it normally; this presents the possibility that the group may be forced outside in the presence of the glowing soil.

11. Ice Field. Occurs in rough, monorail, and city terrain. *The area ahead is a rough area covered with jagged ice (frozen gases).* Progress through this area will take twice as long as normal.

12. Ice Sheet. Occurs in plain, rough, and abyss terrain. *The area ahead is a large, smooth expanse of sheet ice (frozen gas).* Progress across this area will depend on the initial experience with the terrain by the driver. Throw 9+ to acclimate the driver with the experience of maneuvering on this ice; DM + driver ATV skill. If successful, progress is normal; if not, speed is 3 hours/hex.

If this is an abyss hex, the abyss is engulfed in the ice, and is not apparent to the characters. It presents no danger. If the characters are already in the abyss (as from crumbling rock shelf), two hours work with the ATV's laser cannon will be sufficient to cut a path up to the surface.

13. Loose Soil. Occurs in plain, rough, and monorail terrain. *The soil is loose and presents some danger to the ATV's treads unless speed is reduced.* Throw 5+ for a roadwheel to become damaged; DM +twice the number of hours spent in the hex crossing it (for example, crossing rough takes 2 hours, and allows a DM of +4; deliberately slowing to 4 hours allows a DM of +8).

Repairing a roadwheel takes three hours and mechanical-1 expertise; failure to repair the roadwheel adds 1 hour to the time to cross each hex. An additional breakdown or vehicle malfunction will require total repair before movement can continue.

14. Metal Vapor Vent. Occurs in rough, mountain, and abyss terrain. *A small crevasse (traversable by the ATV) is spouting vapor at regular intervals.* The vehicle can cross this crevasse, and risk being engulfed in the vapor (throw 10+ to be engulfed; DM + driver ATV skill), or add one hour to total time by maneuvering around the crevasse.

Referee: there is little actual danger from this metal vapor unless the vehicle is directly over the crevasse when the metal vapor exits from the vent. If so, then roll one die for metal type: gold, silver, iridium, copper, mercury, or aluminum, and describe the condensed vapor deposits around the crevasse appropriately. Vapor condensation on the vehicle may make either the side or rear door bind shut (throw 8+ for each) for the remainder of the journey. In addition, throw 10+ for the driver's vision screen to become plated, extremely reducing driver visibility. Time for any hex is increased by one hour for the remainder of the trek.

15. Mine Shaft Entrance. Occurs in abyss, mountain, and monorail terrain. *A scattering of equipment bases surround a mine shaft leading into the body of Dinom at a 30 degree angle.* Throw 5+ for the shaft to be large enough to accept the ATV; DM + driver ATV skill.

If this event is in abyss terrain, the shaft leads to the floor of the abyss some kilometers ahead, and then up to the surface again.

If this event is in monorail terrain, the shaft leads below the monorail, to a large chamber directly under the monorail link (complete with vertical shaft and ladder leading to a monorail support pylon). The shaft then continues for several kilometers and exits beyond the monorail line.

If this event is in mountain terrain, the shaft continues into the mountain interior. on the directional rosette to determine the direction of the shaft. The vehicle can then cross the hex in the direction indicated in one hour less than normally required. Otherwise, the group, having investigated the shaft, loses two hours time.

16. Narrow Valley. Occurs in mountain terrain. *A long, narrow valley lies ahead, and appears to lead through the mountain range and beyond.* Following the valley will lead the ATV through the mountain range to the next hex in two hours.

Throw one die twice and consult the directional rosette to determine the beginning direction and ending direction of the narrow valley.

17. Police Troopers. Occurs in city terrain. *A squad of (five) uniformed, armed personnel are walking at a point forward (long range) of the group.* Treat each of the five as UPP 888888, armed with rifle. Throw for surprise; they will attack on 8+, otherwise standing and observing. They will not flee.

18. Pool of Liquid Metal. Occurs in plain, rough, mountain, and abyss terrain. *A large pool of very hot liquid metal lies before the group.* It appears to be impassable. If the group elects to look for a way through or past the pool, they may spend up to thirty minutes doing so— the pool still appears to be impassable. Throw one die for the type of metal: gold, silver, lead, sodium, mercury, copper.

19. Prospectors' Huts. Occurs in plain and monorail terrain. *A small group of pressurized shelters are nestled in a small crater.* Throw one die for the number of huts present. If the group elects to investigate, throw 9+ for each to be pressurized, otherwise the shelter is empty and in vacuum. This process takes five minutes per shelter.

If pressurized, each can be entered and investigated (taking ten minutes). Throw 10+ for each of the following to be present— one vacc suit with full oxygen bottles, intrusion alarm, one inertial locator, one metal detector (inoperative), one large hammer. Throw 8+ for one pressurized hut to contain a single, injured prospector.

If the intrusion alarm is present, it will radio a signal that the unit has been entered, bringing pursuers within 1D x 5 minutes. The signal is undetectable unless someone had remained in the ATV (hearing a tone on the ATV radio), or unless someone detects the intrusion alarm in the hut.

If the prospector is present, the following material applies. The prospector has suffered an accident and has a broken leg. He asks for two things: some food, preferably 4 to 6 meals. And that the long-range communicator antenna outside be adjusted. His broken leg makes it difficult to wear a vacc suit, and impossible to climb the antenna tower. He indicates that he wants to stay at this little mining camp; his friends/partners will return soon enough, and he wants to stand on his claim.

Once satisfied of the group's good intentions and worthy efforts, the prospector will warm to them and engage in idle chatter. One bit of information he has is a prospector's intuition on predicting terrain. Volcanism occurs only in mountains. By looking closely at the horizon, sometimes ash can be seen glowing in the sky

(referee: throw 8+ for this to be so; DM +1 if binoculars are used. Success is possible only if indeed the hex in question is mountain). The system is no guarantee that there isn't mountain; but if ash is seen glowing in the sky, then the area must be mountain. Volcanism need not be the event encountered in the mountain hex if the group then proceeds to that hex.

20. Pursuers. Occurs in plain, rough, mountain, monorail and city terrain. *The workers' group in pursuit of the adventurers makes its appearance.* They will attempt to capture the group, and destroy it if need be.

21. Quake. Occurs in mountain terrain. *The ground is shaken by a tremor of great strength.* Throw intelligence or dexterity (whichever is greater) or less to respond by grabbing a handhold to weather out the quake. If unsuccessful, throw endurance or better to avoid 2D hits as a result of a fall. All individuals with less than vacc suit-0 must throw 6+ to avoid a loss of suit integrity through minor tears or rips (even if within the ATV).

The quake will force the vehicle to stop for 1D-2 hours (a negative or zero result, of course, means no delay).

22. Riot and Disorder. Occurs in city terrain. *Large numbers of personnel in disorganized groups are engaged in rioting, looting, brawling and disorderly activity.* If the group elects to enter this disorder, it will be subject to attacks until it decide against this foolish course of action.

23. Spores. This event occurs in abyss terrain. *Near the great abyss ahead, a scattering of emerald green crystals, regularly faceted, can be seen strewn on the ground.* These crystals are spores for a life form which pervaded Dinom in centuries past when the climate was better and the frozen gases of the Cold Face gave the world an atmosphere.

If a spore is taken inside the ATV and exposed to normal temperature and atmosphere, it will germinate within three hours and grow into a large, tough, leafy plant with a spiked stem. The spore contains a great deal of stored energy, and it is all dedicated to forming the larger plant. Each spore will produce a single plant taking up a 1.5 meter square area. Once the process starts, each individual contacting the plant must throw dexterity (DM + vacc suit skill) to avoid receiving a suit puncture (if no vacc suit, then to avoid 1D hits) per minute.

If sliced (with a blade) the plant will collapse, due to the loss of the internal gases which support the stem. If the ATV is evacuated to vacuum, the plant will collapse in a shower of glittering crystals (spores), which will then litter the vehicle interior. A detailed clean-up will take 1D hours before the vehicle appears to be empty. Then throw 5+ for the clean-up to be complete; otherwise, when air is returned to the interior, more plants will begin to grow.

The spores are harmless if kept in vacuum. They appear to be crystals on cursory examination; they appear to be spores or living material if examined closely.

24. Stream of Liquid Metal. Occurs in abyss and monorail terrain. *There is a gully or shallow crevasse forward of the group containing a flowing stream of liquid metal.* Treat as pool of liquid metal, but the length of the stream will completely block progress and require a detour of at least thirty minutes.

25. Vehicle Malfunction. Occurs in rough terrain. *The group's vehicle has broken down and cannot continue.* Throw 9+ each ten minutes for the driver (or other individual) to diagnose the specific malfunction; DM + mechanical, electronic, and ATV expertise. Once diagnosed, throw 3D-2 for the degree of severity of the

problem. Throw to determine if the problem is electronic, mechanical, or ATV-specific (thus determining the specific type of skill necessary to repair the difficulty). For each half-hour spent in working on the problem, throw 2D to equal or exceed the severity of the problem; DM + appropriate skill level. Assume that correct or usable parts are available on the vehicle.

This event may also be called for by vehicle damage due to combat, or from other events.

26. Volcanism. Occurs in mountain terrain. *One of the mountain peaks ahead is a volcano, now in the process of erupting.* It completely blocks forward progress, requiring the group to backtrack to the previous hex. Pressing forward will result in a three hour delay before realizing the futility of continuing.

RHYLAN STARPORT

The ultimate goal of the group is Rhylan Starport, located adjacent to the Rhylan city hex. It is a large open area with a clearly marked boundary, but no fences or barriers. After the event for the city hex has been encountered and dealt with, the starport itself presents no problem. Crossing the boundary to the extra-territoriality of the starport is simple and uneventful.

The starport is not free, however. While awaiting passage off world, the central lounge can be used without charge. Food (three meals per day) will cost Cr20 per meal, and a room (for sleeping and bathing) will cost Cr100 per day. The group can elect to forego the room, but will eventually draw the ill pleasure of the starport personnel.

For each day, throw 9+ for a starship to present itself for passengers and cargo. Throw 2D for number of passenger openings available and 1D for number of high passengers waiting. The remainder is the number of middle passage slots available. The group may decide to split and meet at their destination (Dinomn or Extolay), or wait until all can proceed in one group.

The Workers' Committee

The revolutionary council of workers, responsible for the revolution, has assigned this particular group of factory workers to dispose of Arlent Streen, and to recover the batch of documents (stock ownership certificates; transferable with only a small effort) and return them to the council. The group is zealous in its pursuit of its task. The workers are divided into three groups— One, with characters 1 - 6; Two, with characters 7 - 11; Three, with characters 12 - 16.

1. Leader	847487	Age 46	7 terms	
ATV-1, Brawling-3, Laser Carbine-1. Admin-2, Vacc Suit-1 Laser Carbine				
2. Group 1 Leader	876554	Age 38	5 terms	
Vacc Suit-0, ATV-1, Electronic-1, Laser Carbine-1 Laser Carbine				
3. Worker	866677	Age 26	2 terms	
ATV-1, Admin-1, Mechanical-1, Vacc Suit-0 Carbine				
4. Worker	82B497	Age 34	4 terms	
ATV-2, Laser Carbine-1, Vacc Suit-2, Brawling-1 Laser Carbine				
5. Worker	235A3A	Age 26	2 terms	
Mechanical-1, Vacc Suit-1, Brawling-1, Carbine-0 Carbine				
6. Worker	797865	Age 26	2 terms	
ATV-2, Gunnery-1, Carbine-1 Carbine				
7. Group 2 Leader	BC5895	Age 26	2 terms	
Laser Carbine-2, Electronic-1, Vacc Suit-1 Laser Carbine				
7. Worker	797865	Age 22	1 term	
ATV-2, Gunnery-1, Carbine-1, Vacc Suit-0 Carbine				
8. Worker	2B8876	Age 42	6 terms	
Electronic-2, ATV-2, Vacc Suit-0, Carbine-2, Brawling-1 Carbine				
9. Worker	8C68B6	Age 26	2 terms	
Gunnery-1, Vacc Suit-0, ATV-1, Carbine-1, Brawling-1 Carbine				
10. Worker	26AA67	Age 30	3 terms	
Vacc Suit-1, Gunnery-1, Laser Carbine-1 Laser Carbine				
11. Worker	835678	Age 26	2 terms	
Gunnery-2, Vacc Suit-0				
12. Group 3 Leader	588676	Age 42	6 terms	
ATV-1, Laser Carbine-2, Mechanical-2, Vacc Suit-1 Laser Carbine				
13. Worker	7B97C5	Age 42	6 terms	
ATV-2, Electronic-1, Vacc Suit-2, Carbine-2 Carbine				
14. Worker	759736	Age 22	1 term	
Admin-2, Brawling-1, Carbine-0, Vacc Suit-0 Carbine				
15. Worker	3A8766	Age 30	3 terms	
Laser Carbine-1, Brawling-1, ATV-1. Vacc Suit-1 Laser Carbine				
16. Worker	C88856	Age 34	4 terms	
Carbine-1, Vacc Suit-1, ATV-2 Carbine				

The pursuer event on the events table will result in these workers appearing. Roll 1D (1-2=1, 3-4=2, 5-6=3) for the number of ATVs appearing for the pursuit. Multiple ATVs will probably appear at ten-minute intervals.

Referee's Notes

These referee's notes are intended to provide a background against which the referee can administer this adventure. In addition, various aspects of the **Traveller** rules are dealt with in detail.

DINOM

The revolution of Dinom around its central star means that the polar axis will not always face toward the star. The 1600 year orbit of Dinom advances the pole about one degree in four years; in 200 years, it will advance 45 degrees.

Ultimately, the world will have ordinary days and nights and the frozen gas of the Cold Face will sublimate to give Dinom an atmosphere. In 800 years, the Cold Face will have become the new Bright Face.

Settlement of this world took place only 200 years ago, just as the world was settling into a Bright Face period. The cities were established in the predicted twilight zones to take advantage of the temperate climates.

Life: Nestled within the abysses (which fill with gas during the gentler periods of Dinom) are the spores of life for the world. In the long changes of temperature, the spores come out and flourish when the time is right. This life is primarily plant forms.

THE REVOLUTION.

There is a revolution going on. The bodyguards, insulated and isolated from the masses, had no inkling of its onset. Confronted with it so suddenly, their natural inclination should be to get out, especially since they no longer have a patron.

Streen's Briefcase: The revolutionaries have at least partially researched their effort, and they know that they want the briefcase that accompanied the group when it went outside. It contains Streen's share certificates in the Dinom Corporation, and they are readily negotiable. At least, they are for the revolutionaries' purposes. If the group tries to sell them (off-planet) they will find that the revolution has taken the bottom out of the market, and the shares are worth possibly Cr1 per share, for 30,000 shares.

The attache case mentioned on the available equipment table is identical to Streen's case. There is great potential for the adventurers to give the wrong one to the workers (gaining time for their escape), or to feign destruction of the case (temporarily convincing the workers that they need not follow the group).

THE AVAILABLE EQUIPMENT

Other equipment provided in the available equipment table has a variety of possible uses.

1. The Retro-Reflector. This instrument will reflect laser fire back toward the source. It is not especially well-built, and will be destroyed after one reflection (of high power laser fire; two reflections of personal laser weaponry). Assuming that the instrument is placed on an ATV, throw 9+ for an incoming shot to hit the reflector. If it hits, it is reflected back to the firing enemy weapon, disabling it.

2. Instant Camera. The camera has two immediately obvious uses. It can act as a rudimentary radioactivity detector. Assuming that one picture is taken every hour, there is no real danger from radiation for as long as the pictures come out clear. The flash unit can be used to produce surprise when approached by the workers.

3. Child's Guide to Dinom: This book explains how the world operates, discusses mining operations, mentions the vast abysses of the Bright Face in passing, and discusses the types of terrain on the world. It does not mention the spores.

4. Radio Receiver, Recorder, Retransmitter: This device is useful to eavesdrop on the communication bands, especially in areas out of line of sight. It can also be prerecorded, and then used to decoy the workers in the wrong direction.

5. Reflectorized Tarpaulin: The tarp can be attached to the top of the ATV and will reduce the vehicle's energy costs by one band. Thus, the vehicle is in the burning band, and treats it as very hot instead. This does not work in cold.

MISCELLANEOUS ITEMS

The following are suggestions for the use of the referee.

Driver Fatigue: After eight hours of driving, an individual's ATV skill is reduced by -1, for each additional two hours on duty. The character may be told, "You're getting tired, and it is affecting your driving." The DMs will become overall if the skill level is low enough and the time on duty is long enough.

Personnel Fatigue: Each person requires eight hours sleep in twenty-four; someone with endurance 11+ may argue that he or she can do with seven or six hours sleep per day, but no less. Sleep may be in one-hour stretches, but should be counted at about 75% effectiveness unless in at least 4-hour stretches.

Fatigue begins 16 hours after the completion of a full eight hour rest period. Sleep within that period is impossible during the first 8 hours; in the second eight hours, it will delay the onset of fatigue. When fatigue begins, inform the individual that he or she is beginning to become tired, and require that he or she throw endurance or less to avoid a pressing need for sleep. Fatigued persons suffer -1 on dexterity and endurance in the first 2 hours, and -3 for the second 2 hours. After that point, they will fall asleep by failing to throw endurance or less; throw every 30 minutes.

Getting Lost: The referee map is the final authority as to the types of terrain and their location. The players' map is only a rough guide. Regardless of where they think that they are, the referee's map shows the true location.

Dinom has no magnetic field; magnetic compasses don't work. Inertial locators will help to avoid getting lost. Navigation skill (as described in Book 1) will also help avoid getting lost.

Terrain: The monorail event table may be used, or other appropriate types of terrain used instead. The speed given for monorail is when using the monorail.

Vacuum Suits: Vacc suits should be treated as cloth armor. If a person is hit in combat, throw 11+ for a faceplate shatter (and instant death); otherwise, hits are applied normally. In addition, however, the puncture in the vacc suit must be covered immediately. Throw the dexterity of any one adjacent individual to fully cover the hole; allow a DM of twice vacc suit skill. If unsuccessful, throw the wounded individual's dexterity (if still conscious) in the next combat round to cover the puncture; allow a DM of vacc suit expertise. If this procedure is unsuccessful, the suit loses pressure, and the person dies.

VEHICLE USE

Much of the information about ATVs is provided in the ATV chapter on pages 21 and 22 and should be made available to the players. The following is additional data for administration of the vehicles.

Weaponry: There are three basic types of weapons which are available and can do some damage to ATVs. These are the pulse gun, small arms, and flare rockets.

ATV DAMAGE TABLE

	Front	Side	Rear
1 Breach	Breach	Breach	Breach
2 Visor	Door	Door	Door
3 PP	Motor	Fuel	Fuel
4 Lights	Gun	Fuel	Fuel
5 Gun	Breach	Breach	Breach
6 Gun	Motor	Breach	Breach

The Pulse Gun: The laser pulse gun mounted atop the vehicle as described. Once a hit has been made, roll one die and consult the ATV damage table. After deciding which part of the vehicle was facing the gun, find the damage result and implement that result. The following explanations govern these results.

Breached: exhausts the interior air of the vehicle. Everyone within throws dexterity (DM +three times vacc suit skill) to get a helmet on. After 30 minutes placing a patch on the hole or holes, the interior may be repressurized. A vehicle may be repressurized six times before it exhausts its reserve air supply.

Door: indicates a door has been warped and is unusable. If a side door, then the air lock cannot be used. The two top hatches remain available at all times.

Fuel: indicates that the fuel tank has been holed. The loss is half the total points carried. A second hit will reduce the remaining fuel by half.

Gun: indicates that the pulse gun has been disabled, and the gunner (if in place) suffers 2D hits. The vehicle is not breached.

Lights: indicates that the vehicles exterior lights have been shattered. The ATV is reduced in speed in mountain hexes (add one hour total time in the hex) and on the Cold Face (triple time spent in each hex).

Motor: indicates that the ATV motors have been disabled. Treat as a vehicle malfunction.

PP (Power Plant): indicates that the ATV power plant has been disabled. The vehicle cannot move and has no power for life support.

Visor: indicates that the drivers windshield is shattered. The vehicle will no longer hold pressure, except within the airlock.

Small Arms Damage: Small arms are less likely to damage an ATV, but can get lucky. After throwing for hits and damage, note the total hit points inflicted. For each 24 points inflicted, consult the ATV damage table once. If the result is lights, visor, or gun, then inflict the damage normally; otherwise, there is no effect. As referee, do not reveal this process, but apply it mysteriously (possibly referring to the results as "lucky hits").

Flare Rocket: Each ATV carries 1D flare rockets, used to mark ore strikes. Anyone can use one against an ATV, from medium range. Throw 8+ to hit, DM +2 for dexterity of 9+. If a hit results, there is an automatic breached result, plus one roll on the ATV damage table; that item is irreparably destroyed.

The Pursuers: A disabled vehicle will make it impossible for a group from the workers' committee to continue its pursuit. Other groups may still be pressing their chase as the events table permits.

The All Terrain Vehicle

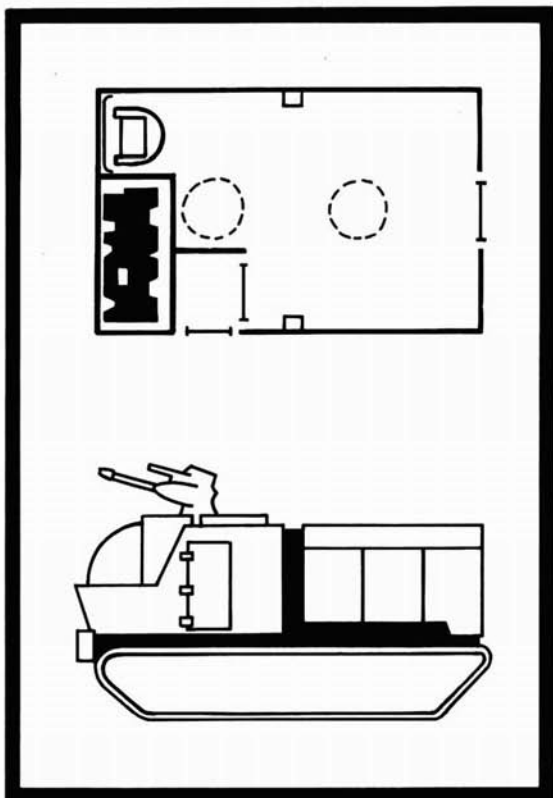
The Horrnonon ATV (All Terrain Vehicle) is a vacuum-oriented variant of the more common wheeled ATV; it boasts continuous tracks and a completely sealed interior plus an air recycler.

Horrnonon is a reputable vehicle manufacturer based on Trin in the Trin's Veil subsector, with branch facilities on Mora/Mora and Lunion/Lunion. The Horrnonon ATV available in the vehicle park at Medianne is a government model intended for use in police patrols and rescue operations. It masses 9.5 tons and measures 4.5 meters wide, 7.5 meters long, and 4.5 meters high. The vehicle is fitted with a collapsible undercarriage which allows total height to be reduced to 3.0 meters for stowage and shipment.

The power plant is mounted left and forward on the vehicle, and provides energy for electric motors in the sealed undercarriage driving the continuous tracks.

Performance. The ATV is capable of speeds up to 150 kph in plain terrain, but must be considerably reduced in rough (to 75 kph) or mountain (to 35 kph) regions. Power for the ATV is measured in points, which are expended for various operations. The vehicle is intended for local operations, but it does have a reasonably good endurance. The power plant, assuming a full fuel load, can provide approximately 150 points of power for the vehicle, which are then consumed as the vehicle operates. The energy table recapitulates the various power consumption rates for operations by the vehicle.

Armament. The vehicle is armed with a pulse gun, a light-weight laser cannon which draws heavily on the power plant. The power expended by the weapon may be selected by the gunner, with power applied directly affecting the possibility of a damaging hit on the target. The hit probability of the gun is the number of power points applied. For example, applying 5 power points gives a throw of 5 or less to



ENERGY TABLE

<i>Terrain Type</i>	<i>Move Cost</i>	<i>Life Support</i>
Plain	1/hr	1/hr
Rough	1/hr	1/hr
Mountain	2/hr	1/hr
Cold	—	1/hr
Twilight	—	—
Hot	—	1/hr
Very Hot	—	2/hr
Burning	—	3/hr

hit and damage the target. If the throw is not achieved, it is assumed that the shot either missed, or hit without damage.

If vehicle damage is called for, a table determines the hit location and extent of damage based on position of target (see referee's notes).

Gunnery skill is applicable to the pulse gun.

The ATV also carries flare rockets which may do some damage, and personal weapons may affect another ATV in some cases.

Endurance: The ATV contains oxygen reserves and a recycler, both of which continue to operate for as long as either the movement or life support costs are paid. Temperature affects the ATV by placing a load on the cooling (or heating) circuits. The energy table indicates the costs per hour.

Skills and Operation. Normally, the ATV is operated by an individual with ATV skill. Lack of ATV skill still will allow normal maneuver at slower speeds (adding 20% to the normal time per hex). ATV skill of 2+ will result in a reduction of -1 on life support cost in rough or mountain terrain.

Fuel: The ATV power plant depends on hydrogen, procured from water or ice. On Dinom, fuel is drawn from storage tanks at the cities. On Mithril, the fuel can be taken from the ice. The process of refuelling takes about thirty minutes.



