

Double Adventure 3 *Death Station*

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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Double Adventure 3 *Death Station*

TRAVELLERTM

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

The deck plans for the laboratory ship are suitable for use as the laboratory ship provided as a benefit to scientist characters generated in **Traveller** Supplement 4, *Citizens of the Imperium*.

Death Station was designed by Marc W. Miller. Additional assistance provided by Frank Chadwick and John Harshman. Art Direction by Paul R. Banner.

The illustrations on pages 8-9 and 13 are by William H. Keith, Jr.
The deck plans of the laboratory ship were executed by Chris Purcell.

Death Station

TRAVELLER, Double Adventure 3

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2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

This Double Adventure is intended for use with **Traveller**. It assumes possession and understanding of **Basic Traveller** (Books 1, 2, and 3).

Traveller is Game Designers' Workshop's trademark for its science-fiction role-playing game set in the far future.

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Table of Contents

INTRODUCTION	5
Standards and Assumptions	5
Characters	6
Equipment	7
DEATH STATION IN ORBIT	8
A Patron!	9
THE LABORATORY SHIP	10
Approaching the Ship	11
Entry Points	11
Interior Details	11
Interior Conditions	14
Interior Configurations	15
Quadrant Four	15
Quadrant Three	16
Quadrant One	18
Quadrant Two	19
The Spoke	21
The Fuel Tunnels	21
REFEREE'S NOTES	22
The Experimental Data	23
The Surviving Crew	23
The Laboratory Animals	24
The Undership Maze	24
Encounters	24
High Guard	25

Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. This adventure, titled *Death Station*, centers on an investigative expedition to an orbiting laboratory ship.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for **Traveller**. This situation calls for only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional supplements, books, or other

**Requires only the
Basic Traveller Set**

information. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure.

Optional References: **Traveller** Supplement 4, *Citizens of the Imperium*, details a character generation sequence for scientists (among others). One possible benefit for this character type is a laboratory ship essentially identical to the ship in this adventure. Once this adventure has been played through, the deck plans and general descriptions of the ship may be used with scientist characters who are participating in adventures.

Supplement 7, *Traders and Gunboats*, discusses many of the starships and small craft presented in Book 2 and in other parts of **Traveller**. The deck plans for the lab ship in this adventure follow the same format as those in *Traders and Gunboats*.

Chapters: This introduction (pages 5 to 7) is for the use of both the referee and the players, and generally lays a foundation. The situation (pages 8 and 9) shows the players their initial situation and sets the mood. The lab ship section (pages 10 to 20) is for the use of the referee in describing the lab ship and its interior. The referee's notes (pages 22 to 25) address the underlying rationale of the ship and its situation.

Only the introduction and the situation should be shown to the players. The remainder of the adventure is reserved for the referee.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them by using a different time frame, or by using a world already in another **Traveller** subsector in order to integrate the adventure into an existing **Traveller** campaign.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1107; that is, sometime in the 1107th year

Date: Sometime in 1107. following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively from 1 to 365; thus, the last day of the year is 365-1107. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place in orbit above Gadden (0106-D893200-8), a backwater world of little importance to anyone. Gadden is 13,000 kilometers in diameter with a dense tainted atmosphere and perhaps 30% liquid oceans. Although

Gadden is listed as the major world in the system; it has a population numbering less than a thousand, and no formal government or law level. Local technology is virtually all imported and hovers at relatively low levels. The importance of Gadden is not readily apparent, and is not widely known. The local ecology has produced several strains of green plant which provide the psychochemicals used in the production of combat drug. As would be

Place: in orbit
Gadden stellar system
Harlequin subsector
Solomani Rim
the Imperium

expected, the plants in the wild merely provide base chemicals which must be further refined. In addition, it is not clear that the drugs themselves are superior to those currently in distribution throughout the Imperium.

The small population of Gadden is devoted to a small mining camp exploiting some rich and easily processed veins of simple metals. Most of the world surface is unexplored.

CHARACTERS

This adventure is intended for use with any group of adventurers available; they may be casual travellers, wandering mercenaries, or simply people in search of a remunerative job. It can be altered to use nearly any type of adventuring group.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead. If these characters are used but there are fewer than eight adventurers in the party, it is strongly recommended that the first five characters listed be utilized first.

1	Ex-merchant	797B83	Age 38	5 terms	Cr1,000
	Steward-1, Medic-1, Streetwise-1, Air/Raft-1, Shotgun-2, Dagger-1				
2	Ex-navy Lieutenant Commander	754AA6	Age 34	4 terms	Cr2,000
	Computer-1, Admin-1, Mechanical-1, Carbine-1, Blade-1				
3	Ex-army Major	A78464	Age 26	2 terms	Cr500
	Brawling-1, Mechanical-1, Blade-2, Rifle-1, SMG-1				
4	Ex-other	658573	Age 30	3 terms	Cr2,000
	Brawling-1, Gambling-1, Streetwise-1, Bribery-1				
5	Ex-marine Lieutenant	966855	Age 30	3 terms	Cr4,000
	ATV-1, Tactics-1, Brawling-1, Cutlass-1, Revolver-1				
6	Ex-army Captain	6A8573	Age 26	2 terms	Cr1,500
	Brawling-1, Gambling-1, Dagger-1, ATV-1, Rifle-1, SMG-2				
7	Ex-scout	875984	Age 34	4 terms	Cr2,000
	Electronic-1, Vacc-1, Pilot-1, Navigation-1, Autopistol-1, Foil-1				
8	Ex-other	586AA4	Age 26	2 terms	Cr1,000
	Forgery-2, Dagger-1, Streetwise-1				

Desirable Skills: A wide variety of skills may prove useful in this adventure. The specific usefulness of any skill ultimately depends on the players and how they use their characters. Nevertheless, vacc suit skill and weapon skill can be of relatively great importance to all characters. For those characters who do not have any vacc suit skill or desire to use other weapons, assign them vacc-0 and weapon-0. Vacc-0 indicates a certain familiarity with vacc suits sufficient to allow the use of one, and to avoid making fatal mistakes when in vacuum. Weapon-0 should be

taken by the individual in a specific weapon. Ideally, the weapon will be mated to the individual's strength and dexterity to allow dexterity bonuses, or to avoid dexterity penalties. In addition, weapon-0 avoids the negative DM associated with lack of skill.

EQUIPMENT

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

Characters should review their equipment, and may purchase more. Each character has no items other than 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 mine workers on a temporary job, 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 two items which are also available to the group from the mining camp where they work. The items are used for local animal control. Individual characters may purchase, carry, and use those which are selected.

AVAILABLE EQUIPMENT TABLE

Tangle Net: A small rope net intended to hamper or restrain animals. When thrown at an animal, throw 9+ to capture it (DM +2 if dexterity 10+); the animal can escape by applying 10 strength points and throwing 7+ to tear the net. The net reduces animal speed to half normal, and applies a DM of -4 to swings and blows. Weight: 500 grams. Price: Cr20.

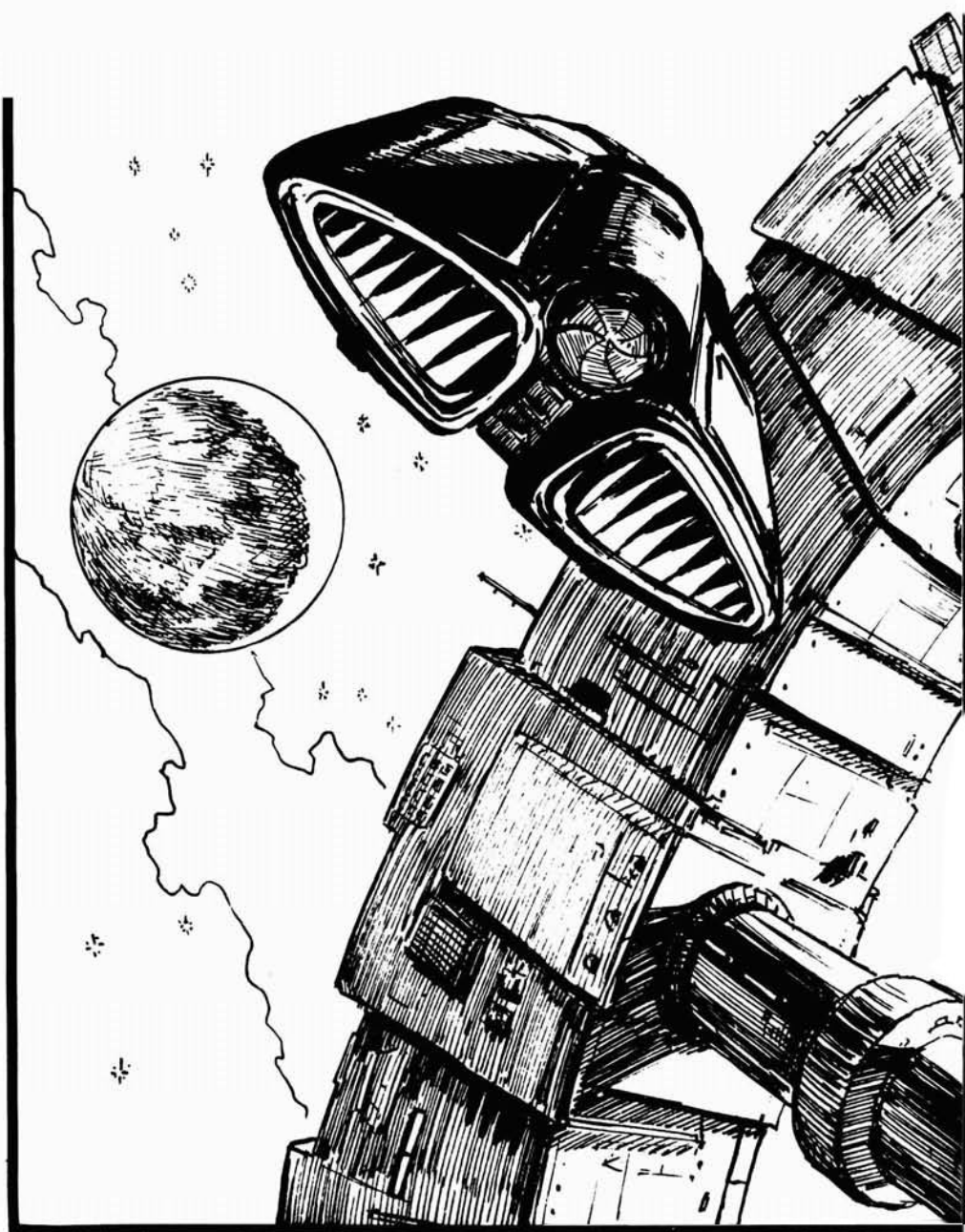
Tranq Spray: A small aerosol can which sprays a mist of tranquilizer. In most cases, the tranq will affect an individual within 15 seconds by calming him. Sleep comes within 45 seconds. The spray can only be used at close range, and must be aimed to allow the tranq to be breathed. Target must have intelligence 8+ and throw dexterity or less to avoid the spray. Animals must throw 5- to avoid the effects of the spray. Weight: 200 grams; the can contains four sprays. Base price: Cr100. There are four cans of tranq spray available for purchase.

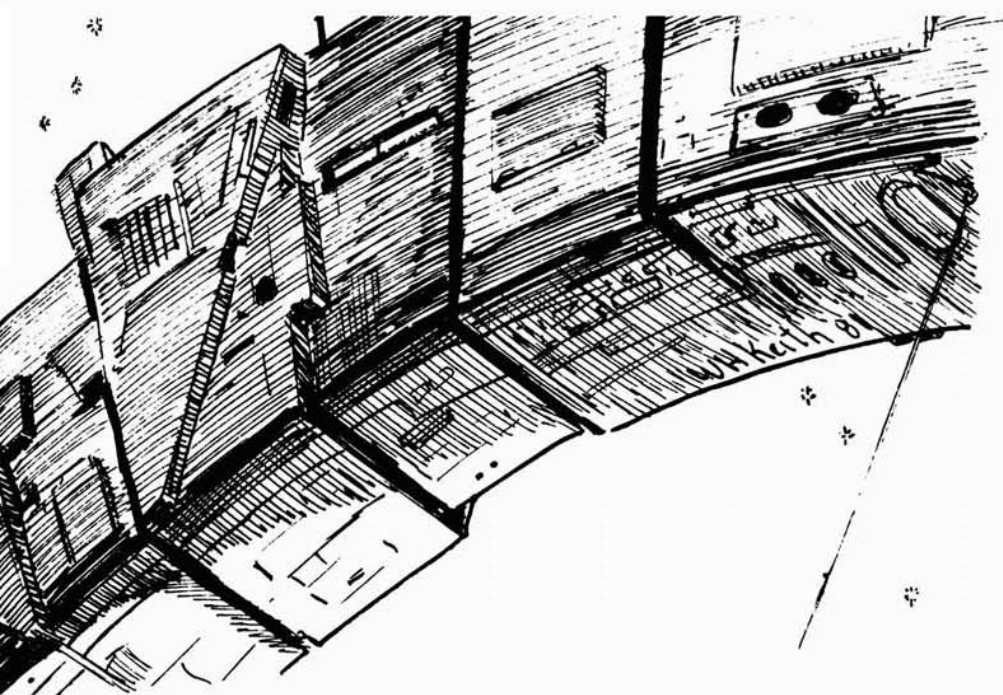
Players should be allowed approximately ten minutes to select the equipment which they would like. Remember that they do not yet know their assignment, and are simply choosing typical equipment they would have on hand.



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Death Station In Orbit





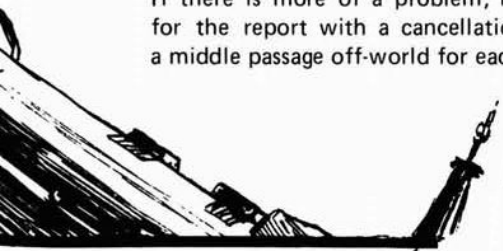
Gadden is a backwater world, far off the standard trade and liner routes. Its only real importance seems to be a mining camp strip-mining ore for processing and transshipment. When the adventurers first signed on here, it looked like a good deal: cheap subsistence and good wages. But there seems to have been a typographical error in the contract; it is cheap wages and expensive subsistence. The group is in debt over their heads to the company store, and it's going to take at least a year of very little but work to pay off the debt and buy passage off-world.

A PATRON!

The local agent for Lysani Laboratories, who lives in the mining camp and apparently gets along well with the company, has just walked into the mess hall and says he is looking for volunteers. Any takers?

The Job: The agent is concerned that he cannot get communication from the Lysani Labs ship in orbit; and he has an uneasy feeling that something is wrong. He needs a group of workers to go up there and check out the station. He'll provide an air/raft and vacc suits.

The Pay-Off: This may be just a routine communications breakdown. If that is the case, then he'll pay two days' wages, and they can get a good meal at the station (he gives them a voucher for this). If there is more of a problem, he needs a complete report. He'll pay for the report with a cancellation of their company store debt, and a middle passage off-world for each of the group.



The Laboratory Ship

Research is an unending pursuit within the Imperium. A constant effort to further understand the universe produces more than understanding; it creates products, markets, jobs, and profits. As a result, the research efforts of individuals and corporations are constantly moving forward. Given many continuing research projects, it is only natural that mobile research platforms be designed and made available at reasonable prices. The laboratory ship is one example.

Laboratory Ship (type L): Using a 400-ton hull, the laboratory ship is a movable research and development station used for routine commercial experimentation. It has jump drive-D, maneuver drive-C, and power plant-F, giving it a performance of jump-2 and 1-G acceleration. There is fuel tankage for 90 tons, sufficient to support the power plant and allowing one jump-2. A computer Model/2 with software package is installed adjacent to the bridge. There are twenty staterooms and no low berths. No turrets or weaponry are installed, but two tons of space have been reserved for later installation of fire control equipment for the ship's two hardpoints. The ship has one 40-ton pinnacle and two air/rafts. Cargo capacity is 23 tons. An additional 85 tons are available within the ship for use as lab space. The ship is unstreamlined.

The lab ship requires a crew of five: pilot, navigator, medic, and two engineers. The pilot also operates the pinnacle. Gunners may be added to the crew if the ship is armed. Additional crew are carried to execute the research functions. The ship costs MCr158.9841, and takes 16 months to build.

The lab ship is built as a ring structure which is rotated to provide centrifugal gravity simulation. Although the standard grav plates and inertial compensators are installed, they may be turned off and centrifugal force used instead in order to remove grav forces as a variable in experiments. Two drive pods are mounted on the rings and contain drives and the power plant; on the forward face of the pods are hardpoints for turret weaponry if called for.

Two air/rafts are carried in compartments on the ring hull. They provide access to world surfaces, both for specimen gathering and for routine errands. The 40-ton pinnacle is carried at the end of a central spoke, making mating easy even if the ring is rotating.

Operations: Typically, a lab ship will be purchased (or chartered) and assigned to a specific system or world for a series of research projects. After jumping to the system, the ship takes up orbit and begins its regimen of experiments. Lab ships are capable of moving great distances, but they generally take up station and remain in one place for long periods of time. The air/rafts are used for routine transport while the pinnacle is used for heavier work or missions requiring greater speed.

The ship itself has minor thrusters positioned along the ring; they allow the ship to institute spin, or to stop it as desired.

Refueling: The lab ship is unstreamlined, and cannot skim fuel itself. This task falls to the 40-ton pinnacle. It is assigned the routine of skimming a gas giant and ferrying fuel to the lab ship. Where refined fuel is available at a distance from the station, the pinnacle carries it to the ship's fuel tanks.

APPROACHING THE SHIP

When the lab ship is approached, the most striking feature observed is the rotation of the ring. The play of light and shadow constantly reveals new facets of the exterior hull. Not rotating, however, is the pinnacle and its docking ring. The structure at the end of the single spoke is specifically mounted to counteract the rotation of the ship, making docking easier for lesser skilled pilots.

ENTRY POINTS

Four entry points to the ring are immediately obvious to observers. They are the two air/raft bays, the cargo access plate under the main lab, and the docking ring for the research pinnacle.

The air/raft bays each normally contain an air/raft. They are air locks, and can be opened and entered using one of the ship's vehicles; the ship's air/rafts have remote triggers which will open the bay door. Individuals with electronic-2 or better skill can rig a makeshift trigger on 9+ per hour.

The cargo access plate to the main lab is a heavy, fully secured sliding panel normally used to allow installation of research equipment. It is not normally opened, and requires the depressurization of the entire main lab. Unbolting the access plate requires at least two persons and several hours.

The docking ring can be entered by any six-meter diameter vessel; entry to the spoke is then quite easy. If no six-meter diameter vessel is available, then the manual hatch on the spoke can be opened and the ship entered.

Simplistic solutions to the entry problem (such as cutting through the hull or blasting the ship with laser fire) should be discouraged as detrimental to the ship's interior.

INTERIOR DETAILS

The specific interior fittings for the ship are standard, and examples are shown on the symbols chart on the deck plans.

Interior Walls: Interior walls are partitions: non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing 100 hit points at such a wall with an energy weapon will burn a hole large enough for one person to pass through per turn; an explosion which produces 100 hit points will produce the same effect. Weapons firing bullets are less efficient in doing this sort of damage; such a weapon must produce 1000 hit points before a person-sized hole is produced.

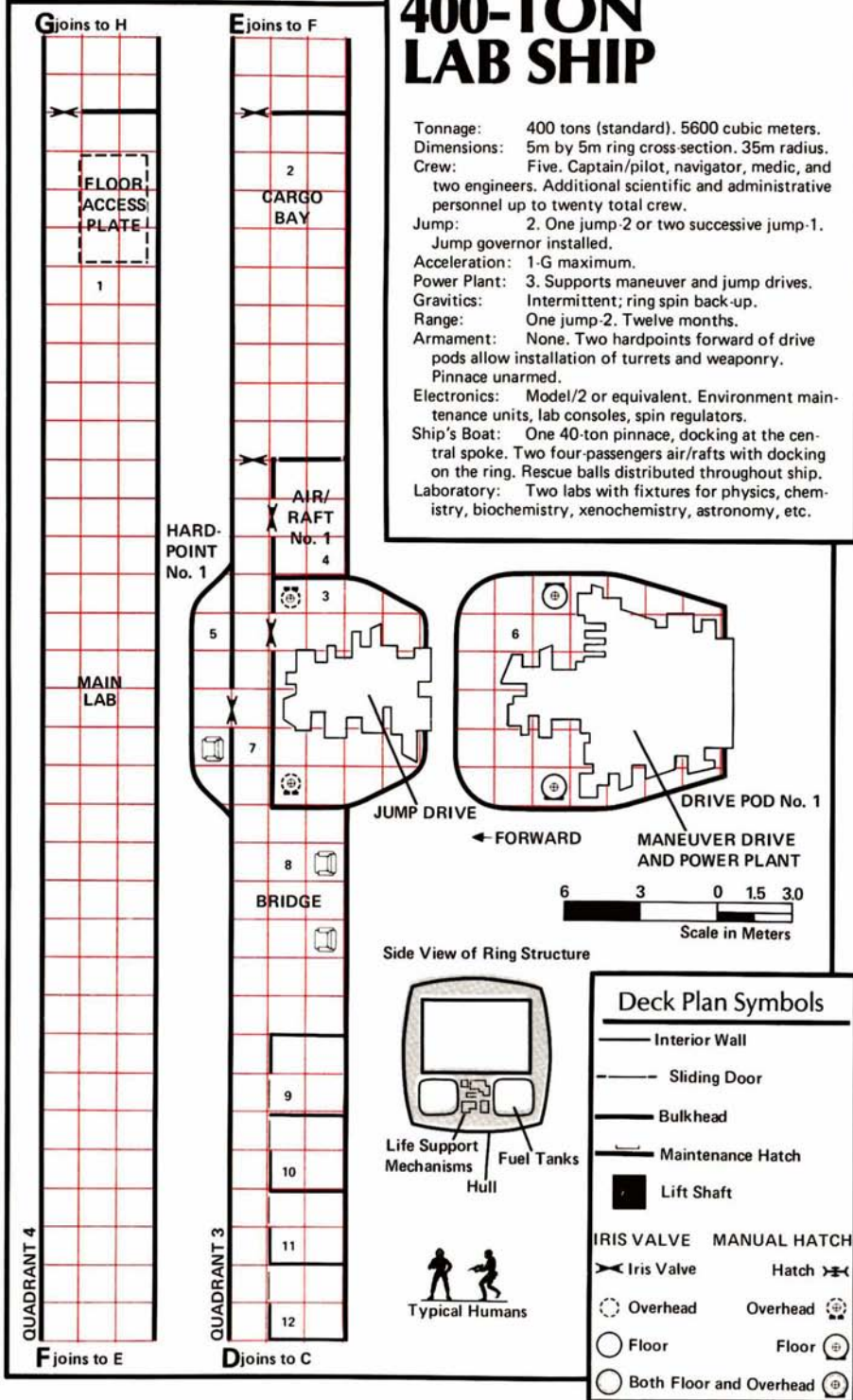
Sliding Doors: Set in interior walls are sliding doors. Such doors save space over conventional swinging doors, and so are standard on most starships. They are not air-tight, and serve merely as privacy screens. They may be broken down by weapons in the same manner as interior walls.

Sliding doors are powered, and open completely (assuming ship power is on) when a stud is pressed on the wall next to the door. Such doors may be locked (from the other side, from both sides, or from the computer) and a red light shows on the stud panel to indicate this fact. When ship power is off, sliding doors will not operate automatically, but they may be overridden manually with brute force (generally 10 strength points or more applied; pry bar acts as +4 strength points).

Bulkheads: The major structural components of a ship are the bulkheads, and

400-TON LAB SHIP

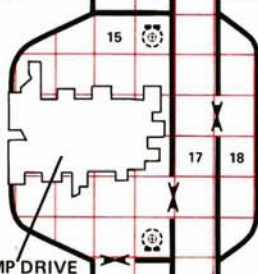
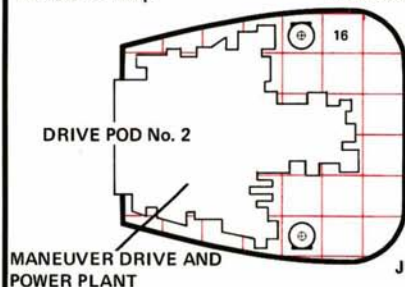
Tonnage: 400 tons (standard). 5600 cubic meters.
 Dimensions: 5m by 5m ring cross-section. 35m radius.
 Crew: Five. Captain/pilot, navigator, medic, and two engineers. Additional scientific and administrative personnel up to twenty total crew.
 Jump: 2. One jump-2 or two successive jump-1.
 Jump governor installed.
 Acceleration: 1-G maximum.
 Power Plant: 3. Supports maneuver and jump drives.
 Gravitics: Intermittent; ring spin back-up.
 Range: One jump-2. Twelve months.
 Armament: None. Two hardpoints forward of drive pods allow installation of turrets and weaponry.
 Pinnacle unarmed.
 Electronics: Model/2 or equivalent. Environment maintenance units, lab consoles, spin regulators.
 Ship's Boat: One 40-ton pinnacle, docking at the central spoke. Two four-passengers air/rafts with docking on the ring. Rescue balls distributed throughout ship.
 Laboratory: Two labs with fixtures for physics, chemistry, biochemistry, xenochemistry, astronomy, etc.



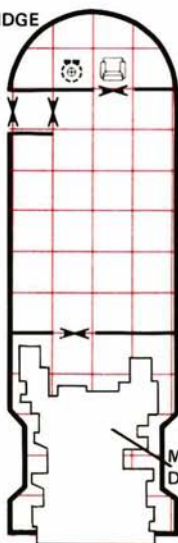


400-ton Lab Ship

FORWARD →



BRIDGE



Research Pinnacle

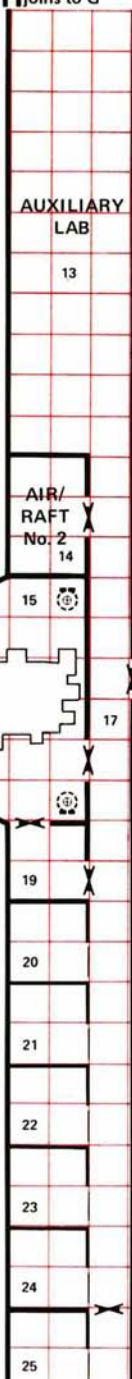
Tonnage: 40 tons.
Dimensions: 19.5m long by 6m diameter.
Capacity: 6 passengers, plus 2 crew. 9 tons cargo. 12 tons fuel.
Performance: 5G constant.

DOCKING RING

Pinnacle

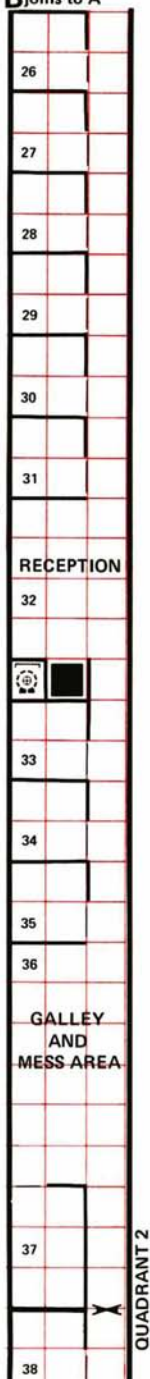
LIFT SHAFT

H joins to G



A joins to B

B joins to A



C joins to D

they represent the compartmentalization of the ship for damage control and environment maintenance as well as the outer hull of the ship. Bulkheads are very difficult to destroy. A concerted effort with an energy weapon or explosive must produce 1000 hit points of damage in order to create a hole large enough for a person to step through. Bullet firing weapons are ineffective against bulkheads. All deck floors are assumed to be bulkheads.

Maintenance Hatches: At some points, small, unobtrusive maintenance hatches have been placed in bulkheads to allow repair or service personnel access to machinery or equipment. Maintenance hatches are not commonly used; that is to say, they stand closed and generally ignored nearly all of the time. Only rarely do crew and passengers even recognize their existence. Maintenance hatches are unpowered, and they lock with a common service key. On this ship, one key fits all maintenance hatches; there is a key stored in a compartment in the pilot's couch on the bridge, and one hangs on the wall in each drive pod.

Lift Shaft: Elevators lifting personnel or goods between decks are called lift shafts. In the lab ship, this consists of a pressure-tight lift car and a shaft extending along the spoke leading to the docking ring. Ordinary sliding doors close the shaft when a lift car is not present. The lift car itself is sealed with a sliding door which is pressure-tight. Between decks, the lift shaft is sealed by pressure doors, maintaining integrity between the decks.

Iris Valves: Iris valves are pressure-tight automatic portals set in bulkheads. A valve functions much like the iris of a camera; many panels retract into the frame to leave an open passage or extend to block the portal with solid metal. Iris valves may be horizontal or vertical. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or by computer, and a red light glows on the indicator panel to indicate this condition. Valves cannot be forced closed if already open.

Valves are very difficult to force open once fully closed. Throw 9+ to force open a closed iris valve; DM +1 if strength 10+, +2 if dexterity 10+, -3 if the person is in vacc suit, +2 if ship power is off, -8 if locked. Gunfire and explosions will simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close fully until the valve is clear of any foreign objects (like legs, hands, etc).

Manual Hatches: Cheaper substitutes for iris valves are manual hatches. These are hinged pressure doors secured by a handwheel and extending bars. They are not automatic and have no interaction with the ship's computer (although there may be a sensor which tells the computer if the hatch is open or closed).

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface. Intruders will probably be in vacc suits initially. Once they have entered the interior, they should be encouraged to remove helmets and gloves at the very least.

Light: Many areas within the lab ship are fully and comfortably lighted. The intensity of light can be varied by computer instructions or by simple wall switches. Some areas (such as cargo hold or maintenance ducts) may be poorly lit. Some areas may have no light, and the fixtures may be smashed. Some areas (such as the bridge) may be lit with red light to preserve night vision of personnel assigned there.

Each room description includes an indication of the lighting situation within.

Temperature: The interior of a normal ship is about 25 degrees C.

Plumbing: Each stateroom contains sanitary facilities for individuals.

Gravity: The lab ship has grav plates built into the flooring. These plates produce standard gravity within the interior. Acceleration compensators are also installed, to negate the effects of high acceleration and lateral G forces while maneuvering. A ship's passengers would be unable to tell whether they were moving through space or grounded on a planet without looking out a viewscreen.

The grav plates can be turned off and interior gravity provided by centrifugal force if local gravity effects are to be eliminated as a variable from experiments.

Power: Ship power is on, and all interior mechanisms are functioning. The ship is rotating, but the grav plates are also on. Easily found light switches in each room allow areas to be illuminated.

A prominent power-on switch on the bridge (another is located in each drive pod) controls all power to the ship. If the switch is turned off, all characters will perceive a slight lurch. Turning off power douses the lights and cuts the grav plates; loss of grav plates still leaves the centrifugal effects of the ship rotation, which places gravity at 0.5-G.

Atmosphere: The interior of the ship is fully pressurized, and an atmosphere tester will indicate breathable gases; there is no apparent (or real) danger of losing pressure at present. If pressure is lost in an area, tracing its effects on the deck plans will show what areas are in danger. Iris valves automatically close to minimize the effects of depressurization.

Vacc suit discipline should be broken as soon as possible. While the suits themselves provide the equivalent of cloth armor, helmets and gloves should be removed, or the characters should be affected by -3 dexterity and -3 endurance.

INTERIOR CONFIGURATION

The deck plans for the ship portray the interior of the laboratory ship. The ship is divided into four quadrants, numbered 1 to 4. The end of each quadrant is labeled with a letter and a notation of which quadrant end it joins to. It should also be noted that each deck plan has an arrow which shows the direction of forward on the ship.

The curvature of the ring also affects line-of-sight within the ship. Along the length of the ring, two people of average height could see each other at eye level from 9 meters (6 squares). A standing person could see the deck at 11.2 meters (7.5 squares), and a person with his eyes at deck level could see the deck 13.5 meters (9 squares) away. Naturally, gunfire is affected in the same way.

The Deck Plans: Individual rooms are numbered within the deck plans; rooms are discussed in numerical order within sections devoted to the four quadrants.

QUADRANT FOUR

Quadrant four consists entirely of the main laboratory.

1. Main Laboratory. Almost all of the laboratory is in darkness. The end nearest the floor access plate is still lit by ceiling fixtures; the rest of the laboratory is dark and the lighting fixtures are smashed.

Much of the laboratory is outfitted with various chemical apparatus. Experi-

mental tables line the walls, and form two rows down the center of the laboratory. Two aisles lead down the length of the laboratory; occasional breaks in the tables allow shifting from each aisle to the other every ten meters or so. Many of the tables are outfitted with various chemical apparatus. Some (about one table in ten) are knocked over or broken; the rest stand in various states of use or disuse. None of the laboratory equipment is currently operating, and many examples are stained from lack of attention, or dirty from lack of cleaning.

The Computer: In approximately the center of the laboratory, a small scientific computer (Ichiban Model/0.5) occupies part of one table; this is not the ship's computer, but merely a scientist's research tool. Small flickering lights on its console indicate that it is operational. The screen is constantly flashing data and altering it.

Referee's Note: This computer is processing elementary data about the lab's experiments. Each of five experiments (numbered randomly) is momentarily displayed, and then is replaced by the next. Only by watching the screen flash through several times will an individual be able to note the exact data being shown. Any individual with computer skill can stop the display and manipulate it; others will only cause the computer to turn off and lose the data.

The data includes code number, general title, location within the ship, and a list of raw results for each of five experiments: they are numbered 1067, 1077, 1079, 1101, and 1103.

The Lair: In a darkened far section of the laboratory (near F), several tables have been overturned to create a small den or lair. It is padded with bedding and trash, and just outside the tables is a pile of garbage, including bones and excrement.

Referee's Note: One table is completely overturned, and lies next to the wall. If it is moved, characters will discover a hole in the flooring leading to the fuel tankage below. The flooring and the tank have been cut with a laser or torch, and a small hatch has been created leading into the tanks. The jagged edges are padded with wadded up bedclothing. The passage is dirty, and looks well-used.

QUADRANT THREE

Quadrant three consists of of a cargo bay, the hangar for air/raft number 1, drive pod number 1, the bridge, and several crew staterooms.

2. Cargo Bay. The area is dimly lit, but all lighting fixtures are intact; local wall switches can raise lighting levels. This 23-ton cargo storage area appears to be a standard chamber, with bare metal walls, and tie-down fittings on ceiling and floor. The wall between the cargo bay and the air/raft hangar is a large sliding door. This door allows transshipment of bulky cargo from the air/raft if required.

Within the cargo bay are many large crates and storage containers. Some are empty, and markings on them indicating that scientific instruments were brought aboard in them. They are now being kept until needed.

One section of the cargo bay contains a large crate which is air-tight, and appears to have been used for the transport of live animal specimens. Scattered behind the craft are the remnants of some small specimen cages. Close inspection will reveal some blood smeared on the walls and floor, but no sign of the animals themselves.

3. Drive Pod Number One Lower Level. This area is well lit, with no fixtures smashed. This lower level of the drive pod contains part of the ship's jump drive. It

is accessed from the corridor, and hatches lead up to the second level.

The walls of this chamber are plastered with posters and instructional aids pertaining to the jump drive. The various materials are put out by the drive manufacturers, and were used in the education of apprentice engineers. Taped to the wall behind one of the posters is a maintenance hatch key, clearly labeled.

4. Air/Raft Number One. This area is dark, and the lighting fixtures have been smashed. Firmly fastened into transport brackets in this area is a standard air/raft. A cargo door leads from this chamber to the adjacent cargo bay.

5. Hardpoint Number One. This area is dark and there are no lighting fixtures installed. This forward portion of the drive pod is intended to be fitted with a turret and weaponry. Once the hardpoint is armed, a gunner's couch and fire control equipment could direct defense of the ship. At present, the area is empty, and there is nothing but some bare wiring.

6. Drive Pod Number One Upper Level. This drive pod level is well lit. The upper level of the drive pod extends inward toward the center of the ring. It contains the power plant and the maneuver drive. This entire area is completely unused, although the power plant continues to function without supervision. A thin layer of dust covers all surfaces.

7. Corridor. The corridor is poorly lit; every second ceiling light is on. The remaining lights have been computer-dimmed, but they may be turned on from a wall switch. This small narrow corridor leads through the drive pod from the cargo bay to the bridge.

8. Bridge. The bridge is well-lit, with the exception of the end farthest away from the drive pod (toward room 9); there, the last three fixtures in the ceiling have been smashed. Two control couches are positioned in this large room: one is for the pilot and one for the navigator. Surrounding the couches are the basic instruments for ship operation, and all appear to be in operating order. The forward edge of the bridge chamber is a large vision screen providing images of the ship's course and nearby bodies.

The Computer: On the wall near the drive pod is the ship's computer, and a software library is kept in a cabinet near it.

Referee's Note: The ship's computer has no information about the laboratory and its experiments. The computer's memory can be scanned by someone with computer-1 or better, and the following information can be obtained.

A. Regular, routine communicator transmissions of lab reports have been made daily to Lysani Laboratories, the registered chartering company for this ship. The transmissions, sent to the mining company on the world surface below for forwarding, are coded, but can be easily decoded by the computer.

B. The same lab reports have been transmitted in batches of six to the mail reception point at the mining camp for posting by the mail boat when it calls. The reports are encrypted in a more complex code (although still readable through the computer) and addressed to the Butler Chemical Company, Terra/Sol.

C. The visitor roster for the last four months lists several mercenary officers, including at least two from Solomani mercenary battalions. This fact should serve as a hint that combat drug is involved in the lab research.

9. Pilot's Stateroom. This room is well lit. This cabin is a standard stateroom used by the command pilot. Its position close to the bridge makes sure he or she is always available for duty.

The single bunk's mattress has been thrown on the floor, and the clothing and possessions in the room have been strewn about.

10. Navigator's Stateroom. This room is dark, but the fixtures are operational, and will respond to the wall switch. This stateroom for the navigator is a standard crew cabin. The room's sliding door is locked. The interior is neat and undisturbed. There is nothing of any real interest inside.

11. Medic's Stateroom. This room is well lit. The interior is relatively neat, but two bottles of whiskey have been smashed in the center of the floor. Some blood is visible on close examination, and a trail of blood leads out of the cabin into the corridor. There, the spatter disappears at the iris valve leading to quadrant two.

12. Engineer's Stateroom. The room is dark, and the ceiling lighting fixtures have been smashed. The entire stateroom has been violently torn up, with the desk torn from the wall and the bunk smashed. The mattress is missing.

QUADRANT ONE

Quadrant one contains an auxiliary laboratory, the hangar for air/raft number 2, drive pod number 2, and several staff staterooms.

13. Auxiliary Laboratory. This area is dark, and all ceiling lighting fixtures have been smashed. The auxiliary laboratory is essentially identical in form and purpose to the main laboratory. The primary difference is that it is smaller.

The entire area is completely wrecked, and most of the equipment and apparatus has been destroyed by an explosion. The force of this explosion has shattered various pipes and conduits in the walls, and has buckled the floor. Although pressurization has not been lost, the integrity of the hull may have been compromised, making this area in need of inspection and possible repair before the ship is used for any purpose.

At one end of the lab (near the air/raft hangar), a pile of wrecked lab tables and benches is stacked against the wall.

Referee's Note: Close inspection of this area will indicate that a small tunnel into the pile of wreckage, carefully concealed, leads to a lair or burrow within. If the pile is dismantled, an access hole, recently cut, leads below to the fuel tankage. As with the one in the main lab, the edges are padded with bedclothing.

14. Air/Raft Number Two. This area is dark and the lighting fixtures have been smashed. The air/raft itself is missing, showing the large retractable floor panels which allow entry by the air/raft. The room itself is clean and clear of any debris.

15. Drive Pod Number Two Lower Level. This area is dark, but lighting may be turned on with a wall switch. This lower level of the drive pod contains part of the ship's jump drive. It is accessed from the corridor, and hatches lead up to the second level.

16. Drive Pod Number Two Upper Level. This area is dark, and the lighting fixtures have been smashed. Stuffed in one corner of the chamber is a pile of cloth and mattresses. Scattered garbage, including bones and paper wrappings, litters the floor around the bedclothes.

17. Corridor. This corridor is dark and all of the ceiling light fixtures have been smashed. This narrow corridor leads through the drive pod from the auxiliary lab to the row of staff staterooms.

18. Hardpoint Number Two. This area is dark and there are no lighting fixtures installed. As with hardpoint number one, this area could hold a turret and weapon-

ry. It does not, and no weaponry has ever been installed. The area is empty.

19. Auxiliary Bridge. This room is well-lit. This small room connects with iris valves to both the corridor and to the drive pod. It serves as a stand-by or emergency bridge for the ship. Just as the bridge is adjacent to drive pod number one, this bridge is adjacent to drive pod number two. It is used to manage drive tests, and to replace the main bridge in the event of disaster. It holds complete operating controls, and accesses the main computer through a local terminal.

20. Staff Stateroom. This stateroom is dark, but the lights may be worked from the wall switch. The stateroom, normally used by one of the research staff, is empty. All of the cloth from within, including sheets, blankets, mattress, and clothing, has been removed.

21. Staff Stateroom. This stateroom is dark, and the ceiling lighting fixtures have been smashed. The room stinks; a dead crew member lies in the center of the floor. The body has been dead for several days and is the obvious source of the smell. One leg has been torn off the body and is missing. The stateroom is otherwise empty, and all cloth within has been removed.

22. Staff Stateroom. This stateroom is dark, and the ceiling lighting fixtures have been smashed. The stateroom is empty and all cloth within has been removed.

23. Staff Stateroom. This stateroom is well lit. The interior is normal, and untouched. The bed is made, the drawers closed.

24. Staff Stateroom. This stateroom is dark and the ceiling lighting fixtures have been smashed. The bunk is torn from the wall, and materials have been piled in one corner into a barricade.

Referee's Note: Behind the barricade is a hole cut in the floor leading to the fuel tankage. The hole is concealed beneath a mattress, and the edges of the hole have been padded with bedclothes.

25. Staff Stateroom. This stateroom is dark, but the lights may be turned on by the wall switch. The interior of the room has been stripped of cloth, including mattress and bedclothes.

QUADRANT TWO

Quadrant two contains staff staterooms, the reception foyer of the ship, and the galley and mess area. It also contains access to the spoke leading to the research pinnace.

26. Staff Stateroom. This room is dark, but the wall switch works. Originally intended as a stateroom, this room has been converted to a scientific library. Three microfiche readers are placed on stands near comfortable reading chairs. One wall is covered with shelving containing the microfiche. Typical titles are long and boringly scientific. Several boxes of cards are scattered on the floor.

Referee's Note: This room should appear to be a potential source of information on the research which is going on in this ship. However, without additional help, all that can be learned is that the research is biochemical in nature.

If other information is found, and then this room is checked, it is possible that specific questions can be answered. Typically, education 10+ is required for any real understanding of the information presented. Intelligence is not a basis for understanding the material, although it will help reduce the time needed to trace down an answer.

27. Staff Stateroom. This room is dark, but the wall switch works. The state-

room is empty and looks as if it has never been occupied.

28. Staff Stateroom. This room is dark, and the ceiling light fixtures have been smashed. The room has been stripped of all cloth, including bedclothes and mattress. There are some indications of a heavy object being dragged from the room, and some small blood smears on the wall near the door.

29. Staff Stateroom. This room is well lit. The room is undisturbed.

30. Staff Stateroom. This room is dimly lit; three of the four ceiling lighting fixtures have been smashed. The fourth is flickering. The mattress from the bed and the sheets have been taken from this room. Lying on the floor in the room's center is a long wooden pole. The instrument was used to smash light fixtures, but has been abandoned for some reason.

Referee's Note: The closet door for this stateroom is slightly ajar. Disturbing it will cause it to swing open. As it does, the body of a dead crewmember will fall out, face up. The body is severely decomposed and an arm is missing. The smell now pervades the room.

31. Staff Stateroom. This room is dark and the ceiling lighting fixtures have been smashed. The room itself has been stripped of cloth and bedclothes. The center of the room is wet with a puddle of water about two centimeters deep. Checking the sink and shower will show that the faucets are turned on, but that they have been overridden by the central computer when the sink and shower basin overflowed.

32. Reception Area. This area is dark except for one light fixture near the lift shaft; the remaining fixtures have been smashed. This large foyer is the initial entry point for visitors arriving by pinnacle. The reception area includes a large plaque on the wall, several comfortable lounge chairs, and a communicator.

Adjacent to the lift shaft door is a maintenance hatch. It is well hidden by wall panels, and won't be noticed unless a light (hand lantern or electric torch) is used.

Referee's Note: The plaque on the wall indicates basic information about the ship, including its owner, Scientific Charters. The essential information is presented on page 12 on the deck plans. Beneath the information is a small bulletin board. Individual letters have been attached to spell out Lysani Laboratories.

33. Staff Stateroom. This room is dark, but the light switch will turn on the lights. This room was unoccupied, and there are no bedclothes or mattress inside. Several cartons are piled in the far corner.

Referee's Note: The cartons are personal goods belonging to one of the staffers. They include books, clothes, and various personal items such as a necklace of beads, a silver-studded leather belt, and a sprig of green leaf in a block of clear plastic.

34. Private Lounge. This room is dark, but the light switch will work. This room contains a table and several comfortable chairs. One wall is a display board, with individual repeater stations on the table surface. Another wall has shelving and several bound volumes of computer reports.

Referee's Note: This room is a meeting room for the scientific staff. The reports document the progress of the experiments mentioned in the referee's notes. They detail where on Gadden the particular plant specimens have been gathered, and which specific types have proven useful. They also indicate the precise procedures used to process the plants. If Butler Chemical (see also page 16, item 8C) doesn't have the information, they could consider it valuable.

35. Private Dining Room. This room is well lit. A large table surrounded by chairs dominates the center of the room. Place settings for a meal are on the table.

36. Galley and Mess Area. This area is dark; all but two lighting fixtures have been smashed. The center of the area is occupied by long tables and chairs. The place is obviously a dining room. The tables at one end (toward room 37) have been pushed aside, but no large barricades have been created.

37. Kitchen and Storage. This area is dark, and the lighting fixtures have been smashed. This room is a food preparation area; facilities are available for cooking both large and small meals. To the rear of the room is a large frozen food locker; inside, on hooks, hang 12 crew members, dead. Some have limbs missing; all seem to have been chewed on somewhat. The teeth marks look human.

38. Crew Stateroom. This room is dark, and the ceiling lighting fixtures have been smashed. A pile of mattresses and blankets occupies one corner of the room.

THE SPOKE

A single spoke extends from the ring to the center to provide docking for the research pinnacle. Through the spoke are the lift shaft, a parallel ladder, and fuel conduits. At the top of the spoke is a docking ring.

Lift Shaft. The lift shaft car is well lit. It is operable, and will travel from just below the docking ring to the reception room in just under thirty seconds.

Parallel Ladder. This shaft is dark, but wall switches work. The ladder is entered from the maintenance hatch, and extends from docking ring to reception room.

Docking Ring. The docking ring accepts any round cross-section (6 meter diameter) craft, and positions its exterior hatch adjacent to the ship's exterior hatch. Locking bolts hold the craft in position as the ship moves. Normally, it holds the laboratory ship's research pinnacle when it is not travelling elsewhere.

The Research Pinnacle: The 40-ton research pinnacle is a small craft capable of scavenging fuel, acquiring specimens, and running errands to other parts of the system or to world surfaces. The craft has a crew of one and is capable of 5-G acceleration. It has a bridge with two control couches; the second control couch carries a gunner if the craft is armed. The cargo area carries nine tons of cargo and six passengers.

The pinnacle is streamlined and has integral fuel scoops. Its fuel tankage of 12 tons is more than sufficient for long range ventures within any system. In addition, these tanks are used to ferry fuel to the lab ship.

THE FUEL TUNNELS

The fuel tankage for the ship is contained in two ring-shaped tanks under the sub-flooring of the ship (the deck plan shows a cross-section of the ring and the two fuel tanks). Internal flow baffles automatically separate the tanks into leak-proof sections in the event of a puncture.

At present, only one section, under drive pod number one, is full. The other sections have been accessed from the ring by holes (at the main lab, location 1, the auxiliary lab, location 13, and the staff stateroom, location 24) cut through the sub-flooring. The small dark passage thus created allows quick travel from point to point within the ship.

The two fuel tunnels themselves run parallel to each other, and join every 30 meters. Each independent section of fuel tanks joins to the next with flow baffles which are normally open, allowing easy movement from one section to the next. As a result, the tunnels form a simple but effective maze below.

Referee's Notes

This lab ship was engaged in psychochemical research, with a primary goal of achieving improved types of combat drugs. The activity is legitimate, but has been shrouded in secrecy because of the potential for profit.

There are other reasons for secrecy as well. The three scientists engaged in the research have been using human subjects in order to more quickly perfect the drug formulations. The navigator has been copying the various reports and sending them to a rival chemical company in return for a pay-off. In all, the entire project has been poorly managed.

The Blow-Up: The navigator had received instructions from Butler Chemical to delay progress in the drug research, and stupidly decided that such a delay would best be handled by a simple explosion. He rigged a bomb in the auxiliary laboratory, set its timer, and then retired to his stateroom. There, he settled in to a bottle and got completely drunk. While he drank, the bomb went off. It was the night shift, and the lab was unoccupied. Actual damage was rather low, but it disseminated samples of two of the combat drugs into the ventilation system. The two drugs have relatively innocuous effects alone, but together, they synergize. That is to say, they interact with each other to achieve an effect far out of proportion to their normal ones. For 80% of humans, the result is death: the two drugs react together to form a poison which acts quickly and painlessly. Immediately, sixteen of the twenty crew and staff were killed. The remaining four personnel were affected differently.

The Drug Effects: The remaining four individuals on the lab ship were affected by the drugs, each in a different way. The exact effects of the drug differ according to body weight, metabolism, and other factors; the general effect is to increase personal strength, dexterity, and endurance, while leaving intelligence and education relatively unchanged. The effects take place almost immediately, and last for an hour; thereafter, the individual is fatigued and ravenously hungry. The drug promotes flashbacks, however, resulting in recurring cycles of heightened strength. These cycles occur about every twelve hours.

Two other effects are promoted by the drug combination. First, those affected have an aversion to light. Pupils are dilated, increasing nightvision, but making standard illumination levels painful to the subject. Second, individuals feel strong aggressive instincts while their civilized inhibitions are suppressed. They feel combative and are prone to attack sources of pain or irritation. This is the reason for the many smashed light fixtures. Although the individuals retain the ability to find and use light switches, the suppressed inhibitions lead instead to simple destruction.

Finally, the drunken navigator was subjected to a variation of the drug effects. Because of the high level of alcohol in his bloodstream, the effects of the drugs were further twisted from normal. The alcohol speeded the effects of the drug combination, making him more greatly affected. Simultaneously, the drug effects increased his intelligence slightly while in the enhanced state, an effect not happening to the other survivors.

THE EXPERIMENTAL DATA

The research computer in the main laboratory lists five experiments being conducted on the laboratory ship. They are identified by the code numbers 1067, 1077, 1079, 1101, and 1103. Each experiment is listed below:

1067. Combat Drug. Location: main lab. Effects of standard combat drug as a control for other tests. This drug is used as a standard against which the other drugs will be judged.

1077. Improved Combat Drug A. Location: auxiliary lab. Effects of improved combat drug A on small animals. This drug appears to increase personal strength and endurance to 15 after ten minutes, but at the cost of a reduction of dexterity by -5. There are no undesirable side effects other than a period of fatigue after thirty minutes.

1079. Improved Combat Drug B. Location: auxiliary lab. Effects of improved combat drug B on small animals. This drug appears to mimic combat drug, but produces no effects or hits on users when it wears off.

1101. Improved Combat Drug C. Location: main lab. Effects of improved combat drug C on small animals. This drug increases personal strength and dexterity by +5 for thirty minutes. There are no side effects.

1103. Improved Combat Drug D. Location: main lab. Effects of improved combat drug D on small animals. This drug has no observed effect, but 20% of animals used as subjects die after three days.

THE SURVIVING CREW

The four surviving crew members scattered to various parts of the ship. Their deranged mental states made survival uppermost in their minds, while hunger and fatigue led them to establish individual lairs. All the while, their intelligence was unimpaired, making them cunning and imaginative.

The surviving crew members are shown below. Each is shown with original characteristics, drug-enhanced characteristics, and fatigued characteristics. Also shown is the location of each crew member's lair. Crew members may be encountered in their lairs or elsewhere in the ship.

1	Scientist	(before exposure)	897488	Age 42	6 terms	main lab (1)
		(enhanced characteristics)	EFD488	Age 42	6 terms	
		(fatigued)	453488	Age 42	6 terms	
	Computer-2, Survival-1, Gravitics-1, Admin-1, Jack of all trades-1					
2	Scientist	(before exposure)	7447B9	Age 30	3 terms	aux lab (13)
		(enhanced characteristics)	DAA7B9	Age 30	3 terms	
		(fatigued)	4117B9	Age 30	3 terms	
	Electronics-1, Mechanical-2, Computer-1, Navigation-1					
3	Engineer	(before exposure)	9A6667	Age 26	2 terms	drive (16)
		(enhanced characteristics)	FGC667	Age 26	2 terms	
		(fatigued)	562667	Age 26	2 terms	
	Engineering-2					
4	Navigator	(before exposure)	779568	Age 30	3 terms	cabin (24)
		(enhanced characteristics)	GGG768	Age 30	3 terms	
		(fatigued)	334768	Age 30	3 terms	
	Computer-2, Navigation-2, Mechanical-1					

The flashbacks induced by the drug recur every twelve hours, and last for about one hour. After that period of enhanced characteristics, the individual becomes fatigued for perhaps six hours. Then a five hour period of normalcy returns, followed by another hour of enhanced characteristics.

Confrontations: It is possible to trigger a flashback with a sudden confrontation. When any survivor is encountered, throw 9+ for an immediate trigger to enhanced characteristics. The enhanced, fatigued, normal cycle begins anew from this point.

THE LABORATORY ANIMALS

The various animals being experimented upon in the labs were also affected by the release of the drugs into the ventilating system. Many (about 80%) were killed by the effects; their dead bodies were eaten over the next few days by the survivors. Most of the remaining animals used their enhanced strength to escape from their cages, and now roam free in the ship. Throw 9+ every fifteen minutes for an encounter to occur. If it does, throw 4D for the number of animals encountered. If encountered in a lit area, they will flee; in the dark, they will attack on 7+. If they do not attack within two rounds (15 seconds each), they will flee.

<i>Qty</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
4D	Intermittent	3kg	4/ 1	none	5 teeth+1 A0 F0 S2

In reality, the animals are only a minor nuisance. But the possibility of encountering them in the fuel tunnels should be considered and used as a deterrent to the adventurers exploring below too easily.

THE UNDERSHIP MAZE

The fuel tunnels were created by the navigator. He realized that cutting through the sub-flooring to the fuel tankage below would create a maze of tunnels which would allow an alternate means of access to various parts of the ship. The tunnels come out at the main lab, the auxiliary lab, and the staff stateroom at 24. Almost immediately, the other survivors established barricades over the tunnel exits. The purpose was not so much to conceal them as to control their access by others. Even while they slept, the survivors could lie above an exit with a mattress covering the hole, thus protecting themselves from that flank.

ENCOUNTERS

When the players enter the lab ship, one or more of the four surviving crew may be in the heightened strength phase of the drug-induced cycle. Roll 10+ for each crew member to so determine. If in the heightened strength phase, the crew member will be wandering the ship in search of food, or engaged in eating a thawed limb of one of the dead crew near the meat locker. Those not in this phase of the cycle will be in their lairs.

When encountered by the players, surviving crew will display suspicion and guarded hostility due to the effects of the drug. While their intelligence remains unaffected by the drug (with the exception of the navigator) the mental effects of the drug have induced a psychotic paranoia, and their intelligence manifests itself more as animal cunning.

It is possible to talk to and reason with the surviving crew, but they will be

extremely sensitive to any implied or perceived threats. Light will irritate them, and a light shined in their eyes will automatically bring on the enhanced strength phase and cause an immediate attack, as will sighting any other surviving crew member ("the enemy").

All surviving crew members will claim to have subsisted solely off of captured lab animals and the galley food stores, claiming that the others have been eating the dead crew. (In fact, all four have been). All will be hungry (and will respond positively to the offer of rations, if the players have brought any along) and will use this hunger as evidence of the fact that they have refrained from eating the dead crew. All are convinced that they will be executed for cannibalism if it is found out. (In fact, no legal action would be contemplated given the circumstances, but any attempt to convince them of this will be perceived as a trick to get them to confess.) If a surviving crew member is discovered in the act of eating a dead crew member, the survivor will attempt to kill all of the players, thus preventing them from reporting his or her actions. The crew member will use all of his or her cleverness and knowledge of the ship to accomplish this.

Ending The Adventure: The adventure may end in a variety of ways, usually by their own choice in leaving the ship.

If the group clears the ship of the four surviving crew members (capturing them and restraining them), then the expedition is successful, and the agent will pay off as promised.

If the group clears the ship by killing some or all of the survivors (and capturing and restraining the rest), then the agent will express disappointment and waver a while, but will ultimately pay off as planned.

If the group leaves without dealing with all four survivors, then the agent will only partially pay off. He will clear the group's debt to the local mining company, but will not provide tickets off world.

HIGH GUARD

The lab ship was designed using Book 2, *Starships*. For those using Book 5, *High Guard*, for space combat the ship has been evaluated and rated using *High Guard*, second edition. Its universal ship profile is shown below; the price includes an architect's fee, and takes into account the 10% discount for multiple ships in a class.

L-00175 <i>Lavalier</i>	L-4721121-000000-00000-0	MCr158.9841	400 tons
Book 2 Design			Crew=5. TL=9.
Passengers=15. Cargo=23. Fuel=90. EP=12. Agility=1. Hardpoints=2. Air/raft=2.			

KK Pinnacle	KK-0205501-000000-00000-0	MCr20	40 tons
Unarmed.			Crew=2. TL=9.
Passengers=6. Low=0. Cargo=9. Fuel=12. EP=2. Agility=5. Bridge.			

Turrets and armaments may be added to the ship's two hardpoints. The pinnacle can be armed by adding up to three weapons; no more than two can be lasers.

Scientist Characters: Since a laboratory ship is a possible benefit for scientist characters (generated from Supplement 4, *Citizens of the Imperium*), the lab ship deck plans should be retained for use by a character who merits them once the adventure is concluded.

