

# Double Adventure 4 Marooned

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## TRAVELLER<sup>®</sup>

*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop



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in the Far Future*

Game Designers' Workshop

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*Marooned*

**TRAVELLER** Double Adventure 4

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

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# Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. This adventure, titled *Marooned*, deals with a band of adventurers and their efforts to cross the trackless outback of Pagliacci, a sparsely populated world in the Solomani Rim sector, and safely reach Dion starport. All the while, the band is hounded by a mysterious group of pursuers with seemingly homicidal intentions.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both **Traveller** 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 information. As usual, paper, pencils, and six-sided dice will prove necessary during the course of the adventure.

**Optional References:** **Traveller** Book 4, *Mercenary*, contains an expanded character generation system for army and marine characters. Possible benefits of this system include survival and recon skills, which could prove of great value in this situation.

This introduction (pages 5 through 8) is for the use of both the referee and the players, and may be read to all concerned. The next section, The Situation (pages 9 through 11), is for the players and should be presented to them to begin the adventure. The remainder of the booklet is for the referee alone. No part of this booklet should actually be placed in the players' hands.

## 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 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 on Pagliacci (0809-C754733-6), which is located in the Harlequin subsector of the Solomani Rim, just inside the Imperial border. Pagliacci is a medium-sized (11,200 km dia.) world with a thin atmosphere and water over 40% of its surface. Pagliacci has a population of about 65 million, most of which is concentrated in farming settlements within a few hundred kilometers of Dion, the starport, largest city, and seat of

government. The system is sometimes used as a refueling stop for vessels bound for the Solomani sphere or the rimward worlds of the Hive Federation. This specific adventure takes place halfway around the world from Dion as the party finds itself stranded in the midst of the trackless wilderness that covers most of the surface of Pagliacci.

## CHARACTERS

This adventure is intended for use with a band of travellers serving as the body-guard of an aged eccentric desperately trying to reach Champa (0709-A6629B9-8); it can be altered to use nearly any size or type of adventuring group.

**Desirable Skills:** No specific skills are called for in this adventure. The players might find various forms of gun and blade combat of some use, as well as mechanical and jack-of-all-trades. If *Mercenary* skills are allowed, survival and recon will be of considerable value. Many of the skills mentioned have no specific application to any activity mentioned in this adventure. These skills may be of use if the players try some activity not mentioned in the adventure. It is up to the individual referee to determine success throws and DMs for these situations, according to the individual campaign.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally, one which supplies dexterity or strength bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers and while not giving any skill advantages to its use at least avoids the negative DM associated with lack of skill.

**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 seven adventurers in the party, it is strongly recommended that the first five characters listed be used first.

1	<b>Retired Merchant Captain</b>	616668	Age 50	8 terms	Cr1,000
	Navigation-1, Admin-1, Steward-1, Medic-1, Pilot-1, Shotgun-1				
2	<b>Ex-Navy Lieutenant Commander</b>	118B94	Age 34	4 terms	Cr2,000
	Gunnery-1, Computer-2, Engineering-1, Pistol-2				
3	<b>Ex-Marine Trooper</b>	AB8B67	Age 34	4 terms	Cr2,000
	Cutlass-2, Vacc-1, Brawling-2, Auto-rifle-1, Mechanical-1				
4	<b>Ex-Other</b>	856994	Age 30	3 terms	Cr3,000
	Electronics-1, Bribery-1, Blade-1, Streetwise-2				
5	<b>Ex-Army Trooper</b>	767994	Age 38	5 terms	Cr1,000
	Blade-1, Rifle-3, Gambling-1, Forward Observer-1, ATV-2, Medic-2				
6	<b>Ex-Navy Starman</b>	961797	Age 50	8 terms	Cr1,000
	Dagger-4, Admin-1, Ship's Boat-1, Computer-1, Navigation-1, JOT-1				
7	<b>Ex-Merchant Second Officer</b>	649465	Age 34	4 terms	Cr2,000
	Electronics-1, Mechanical-1, Medic-1, JOT-1				

## DICE ROLLING CONVENTIONS

The same dice rolling conventions apply to *Marooned/Marooned Alone* as apply to other *Traveller* adventures. To recap these briefly for the beginner:

**Throw:** That dice roll required to achieve a stated effect. If only a number is stated, it must be rolled exactly. A number followed by a plus (such as 7+) indicates



that that number or greater must be rolled. Similarly, a number followed by a minus (such as 6-) indicates that a number or less must be rolled.

**Number of Dice:** Generally, a dice throw uses two dice. Throws requiring more (or fewer) dice are clearly stated. For example, a throw requiring three dice would be listed as 3D, indicating that three dice are to be rolled.

**Die Modifiers:** Die roll modifiers (abbreviated DM) are always preceded by either a plus or minus. Thus, the notation DM +5 indicates that five is added to the dice roll before it is compared to the required throw.

## EQUIPMENT

The player-characters should not be allowed to purchase freely equipment they think may be important to their activities. The circumstances which have resulted in the party being stranded on Pagliacci dictate that they have with them only what they normally carry on their persons (previous adventures may be used as a guideline here) and the standard survival kits carried on lifeboats, described below.

### SURVIVAL KIT (individual)

Imperial safety regulations require that one of these kits be carried for each passenger aboard all starships. The lifeboat which the players land in, however, contains only four, although there seems to be space allotted for the required twenty-three.

Each kit contains:

**Filter/Respirator Combination:** One per kit, as per Book 3. Negligible wt.

**Water:** Eight half-liter cans of distilled water. 6kg.

**Food:** A thirty day supply of dietary supplements and food concentrates for one person. 1.5kg.

**Cold-Light Sticks:** 30 hollow plastic tubes containing two chemical compounds separated by a thin wall. When flexed, the membrane ruptures, and the chemicals react with each other, giving off a soft light, lasting for 24 hours. The light cannot be turned off once started. .3kg.

**Commlink/Beacon:** A combination long range radio (500 km) and signaling transponder. One per kit. 1.5kg.

**Flares:** 4 per kit. Signaling devices which, when activated, emit a colored smoke and bright light for 15 minutes. 1kg.

**Rifle, Survival:** A light-weight rifle which disassembles into three basic components: barrel, action, and hollow stock in which the other two may be stored. A five round magazine inserts into the rifle, forward of the trigger guard, and one round is fired per pull of the trigger. The weapon comes with 500 rounds of ammunition and is treated as rifle -2. 2.5kg (including ammunition).

**Tarpaulin:** As described in Book 3. 2kg.

**Cord:** 2mm diameter x 300 m length, suitable for snares, and so on.

**Rope:** 1 cm diameter x 50 m length, suitable for climbing and so on.

**Grappling Hook:** A lightweight three-pronged hook, used in climbing, when attached to a rope.

**Climbing Spikes & Hammer:** 24 lightweight metal spikes for climbing steep rock faces, and a hammer for driving them in. Cord, rope, hook, spikes, hammer: 1.5 kg.

**First Aid Kit:** A small package of bandages, splints, drugs, and other equipment for field treatment of minor injuries. 1kg.

**Machete:** Equivalent to blade, as in Book 1. Used in cutting vegetation to clear a path, campsite, etc. .35kg.

**Binoculars:** As in Book 3. 1kg.

**Sheltersuit:** A loose fitting garment with facemask, gloves, and hood which can be used with a battery operated heat pump to provide protection from all but the most extreme conditions of heat and cold.

**Heat Pump:** Used with the above. When activated, the self-contained battery is good for an average 30 days continuous operation. The heat pump can also be used to heat or cool a shelter, such as a tent or small cave, but its duration is reduced considerably. Suit and pump: 2 kg.

**Water Purification Equipment:** A small distilling apparatus, filters, and chemical purification tablets, capable of removing harmful components from water and rendering it potable. 1 kg.

**Raft:** An inflatable raft capable of keeping one person (or 120 kgs) afloat in water. .5kg.

**Miscellaneous:** A compass, fishhooks and line, matches, etc. Negligible weight.

**Survival Manual:** A hand held portable microfilm reader with self-contained instructions for survival under many adverse conditions. .1kg.

**Carrying Case:** 50 x 40 x 15 cm. .1kg. Total kit weight is 23 kilograms.

The players may wish to try to salvage usable gear from the lifeboat. The individual referee must decide the extent to which the players will be able to do this.

# The Situation

**Referee's Note:** The situation as outlined is in two parts. The first part applies to both *Marooned* and *Marooned Alone*. The second part applies only to *Marooned*.

**Part One:** Nine weeks ago, your group was hired by Eduardo Sadeh, an aged Solomani who introduced himself as a retired bureaucrat. The salary of Cr2000 per week plus expenses for what looked like a vacation cruise seemed, at the time, quite attractive.

For about seven weeks, Sadeh did nothing but cruise leisurely from system to system in his yacht, stopping for lengthy sight-seeing tours occasionally, or more often to lounge about at some local spa for a week or two. Your group was paid every four weeks, in cash, which Sadeh obtained by cashing private drafts at local banks.

Three weeks ago, Sadeh took delivery of a small parcel (which he seemed to expect) and a note, which caused him to turn pale as he read it. Sadeh soon recovered his composure, however, and called the group together.

Circumstances, he explained, had made it necessary for him to vastly change his plans. His patrons had entrusted him to carry a very important artifact to the starport on Champa. The enemies of his patrons, he said, had proved more ruthless than expected and had arranged for a warrant to be issued for his arrest. It would be necessary for him to leave the planet immediately. To further elude pursuit, Sadeh arranged for his yacht to leave the planet, bound for Champa and points beyond, in hopes of drawing the pursuers after a false lead. You and he were to lie low for a few days and then, using assumed names, board a regular commercial liner bound for Champa. It was necessary for you to desert your baggage in your rooms at the hotel, but Sadeh offered to compensate you for any valuables lost in this way.

You all proceeded with the plan, hiding out for three days in a grubby hotel in the middle of startown. During this time, Sadeh's health seemed to deteriorate. His complexion became increasingly sallow, and he could be observed to inject himself at increasingly shorter intervals with a hypo from a portable medkit he always had on his person. When the time came to go to the starport, Sadeh was barely able to walk, and seemed to need numerous injections to avoid collapsing. At the last possible instant, and without baggage, you boarded the interstellar passenger liner *Cote d'Azur*.

The ship took off and entered jump space without incident. Sadeh went immediately to his cabin, collapsed onto the bed and proceeded to spend the first day in jump space asleep. He awakened looking much better. Secure in the thought that he had successfully eluded his pursuers, his health improved greatly.

The evening before the ship was due to enter the Pagliacci system, Sadeh felt good enough to treat the whole group to the finest dinner the ship's galley could provide.

During the meal, Sadeh finally revealed a little about his mission. His patrons, he said, are connected with the hault-Fionbrea family, whose leader, Dmitri hault-Fionbrea is Duke of the Harlequin subsector. The Duke is a very outspoken

proponent of Imperial rule in the Solomani Rim, largely due to the influence of his wife, Commnena. Commnena has been the target of a blackmailer for years, but her agents have finally obtained the subject of that blackmail, which was in the parcel delivered to him several days ago. The evidence contained in the parcel is such that, if revealed to the Duke, it would completely discredit Commnena in his eyes and probably cause him to abandon his position on Solomani independence. Sadeh promised that your rewards would be great for helping him succeed in his endeavor.

The exertion of the speech was too much for Sadeh, however, and he excused himself from the meal, and returned to his cabin, accompanied by one of your number. The rest of you finished dessert, and retired to your individual cabins.

The *Cote d'Azur* left jump space in the Pagliacci system. A few days later it entered orbit around Pagliacci and docked with a refueling shuttle. The shuttle took on a small quantity of cargo and the mail; the *Cote d'Azur* took on fuel, a customs official, and a boarding party. Since the process was easily visible on the ship's entertainment screens (somebody neglected to order them shut off) the group was able to determine at once that the boarding party did not consist of Imperial troops, nor were they planetary troops, but instead belonged to a private security firm of some sort.

Sadeh then staggered into the room, looking horrible. The boarding party was the enemy, he said, and you would have to get him off ship as quickly as possible.

Your leader immediately took command. The group was ordered into the nearest lifeboat, except for two of you who were detailed to disable the ventral turret of the *Cote d'Azur* (so the lifeboat could not be shot at) and to sabotage the sensors (so the lifeboat could not be tracked).

**Part Two:** All of the group reached the lifeboat, except the person detailed to disable the turret. Sounds of gunfire coming from the direction of the turret indicating a firefight were followed by the sound of an explosion. A short time later, members of the boarding party approached the lifeboat docking ring, demanding the surrender of Sadeh. The group's leader decided the last person was dead or captured, and ordered the lifeboat cast off. As the lifeboat fell away, a small hole in the *Cote d'Azur's* hull could be seen where the turret once was.

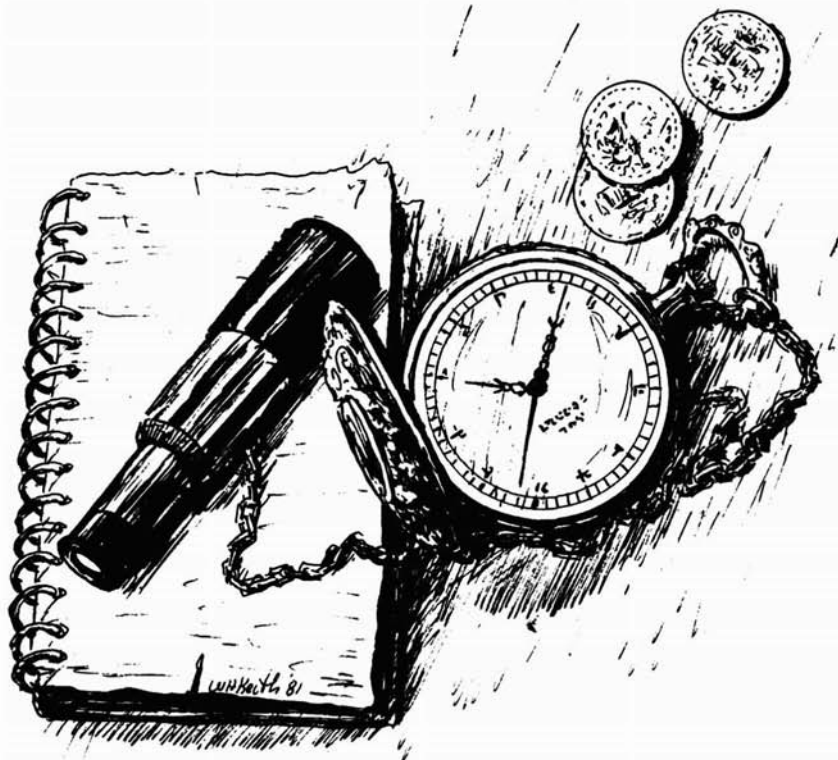
The strain proved too much for Sadeh, who collapsed. As he lay on the floor of the lifeboat, he pulled a small card from his pocket, handing it to the leader. "You must get the parcel to this man on Champa!", he ordered with his dying gasp.

Sadeh's pockets contained a checkbook, some coins, personal papers of no importance, a tourist brochure of various planets along the *Cote d'Azur's* itinerary, and two further items. The first was a very old gold pocket watch, on a chain with a small telescope fob. Looking into the telescope revealed a pornographic hologram. The watch was heavily chased and engraved. One of the group knew that such antiquities are highly prized by collectors, and hazarded a guess that this example would fetch forty or fifty thousand credits, if sold in the right place. The other item was a small, spiral-bound notebook, filled with handwritten notations (mostly in code), tables, and strange diagrams which might be maps.

Upon close inspection, the lifeboat proved to be in very bad condition. The engines had barely enough fuel to permit a landing, and nowhere near enough for a course change to allow the lifeboat to land at the starport. The rapidly decaying orbit of the lifeboat indicated a landing point almost 15,000 kilometers away

from Dion Starport, in the territory marked "unsettled" in the brochure. The lifeboat's instruments, though also in bad shape, indicated that a number of objects were spiralling down towards the planet's surface. Two of these were close enough to identify. The first was the remains of the turret, the second was another lifeboat (perhaps launched by the separated member of the party or released when the group's lifeboat was, due to some flaw in the launch circuitry). Additionally, a partly garbled transmission from the *Cote d'Azur* to Dion was overheard. The message requested assistance in tracking down a band of terrorists which had attempted to destroy the *Cote d'Azur*, and, failing in the attempt but damaging one turret, had then escaped by stealing a number of lifeboats.

The lifeboat landed roughly, damaging itself severely in the process. There was, however, no damage to the group or its equipment. At this point, the adventure begins, and the adventurers must state their actions.



# Referee's Information

In order to properly manage this adventure, the referee must use the information and record keeping systems outlined in the following sections.

## ADMINISTERING THE ADVENTURE

The referee must keep track of the passage of time, the distance moved by the adventurers, and the distance moved by their pursuers. In addition, he must adjudicate the encounters and events which will occur at various times. Time is best measured in weeks, and a definite sequence should be followed by the referee in each week, as shown below. First, the referee should record the passage of another

### PLAY SEQUENCE

1. Record time passage.
2. Resolve encounters and events.
3. Determine party's movement.
4. Determine pursuers' movement.

week's time. Next, roll for encounters or events on the appropriate encounter table and resolve anything that happens. Then determine how far the adventurers move in that week. Finally, determine how far the pursuers move (if they move at all).

The referee will need to maintain a running total of elapsed time and of distance moved by both the adventurers and their pursuers; he will also need to keep a record of the party's condition: their stocks of food, water, and other supplies, whether any of them are wounded, etc.

The most convenient method of recording the course followed by the adventurers (and also by their pursuers) is to draw it on the map. It is recommended that the referee obtain several photocopies of the map of Pagliacci in order to allow the adventure to be run several times. If this is not possible, copies of the map can be traced or reproduced in some other form if the referee does not wish to mark a copy of the adventure. A copy of the map should be given to the players to represent the tourist guidebook in the adventurers' possession. The group of adventurers is assumed to have landed in the center of the hex indicated by the number 1 on the map, and the solitary adventurer is assumed to have come down in the center of the hex labeled 2. Both will know the hex where the other landed.

The other systems of *Traveller* (the combat and animal encounter procedures, and so on) are applicable with a minimum of preparation. The referee may wish to include additional complications or change the frequency of some events to make things more of a challenge if the players seem to be having too easy a time of it.

## THE PASSAGE OF TIME

Time is recorded by the referee on a sliding scale. Travel is done in terms of weeks, but some special events may take place that take only days or even hours. Events which take hours require no game time unless they take up most of a day (perhaps 10 hours, although the group might make up this time by travelling for a longer period that day), in which case they take one day. Days are counted on the referee's time record, but have no effect until they total 7 or more, in which case they equal a week. For example, if in the 8th week of the adventure an event occurs which takes 2 days, the referee would record 8/2. The 2 days would be



carried forward in subsequent weeks until, in week 11, an event occurs which costs 6 days; the total of days now adds up to 8, or a week and a day, so week 11 is consumed by the accumulated days, and the party may not move that week (although the pursuers may); the extra accumulated day is carried forward to week 12.

**Seasons:** The year on Pagliacci is 532 Imperial days in length and has four seasons: spring, summer, fall, and winter. Each of these seasons is approximately 133 days long, or 19 weeks. The referee should record the passing of the seasons as it will make a great difference to the players if they are passing through polar terrain in winter or summer.

All terrain north of the equator is considered to be in the northern hemisphere. Likewise, all terrain south of the equator is in the southern hemisphere. The string of hexes which the equator passes through and the three strings of hexes north and south of it are called the equatorial belt. Certain climatic conditions apply inside the equatorial belt, while others apply outside of it. See the individual terrain type descriptions for details.

Referees should note that when it is summer in the northern hemisphere of Pagliacci, it is winter in the southern hemisphere. When it is spring in one it is fall in the other, and vice versa.

## MOVEMENT

The tourist brochure in the players' possession gives the same information contained on the map on pages 24-25, but the two are not identical. The stylized hex map is an artifact of game play. Movement is in terms of hexes on this map, or fractions thereof.

Each week, the adventurers will move some fraction of a hex (if they move at all), determined by the terrain type of the hex they are in. For example, a party on foot in a mountain hex will move 0.15 hexes in a week. The referee should keep a running total of the distance they have moved; when the total equals or exceeds a whole number, they have crossed the hex and are into the next hex. For example, if the total of a party's movement stands at 2.75, they have already crossed two hexes and are part way through a third. If in the next week they move 0.3 hexes, the total stands at 3.05 and they have entered a new hex. A party always travels at the movement rate for the hex in which they begin the week. A party forced to move at half or quarter movement for a week (because of injuries or events) moves that fraction of the normal movement rate for the hex. Of course, a party which does not move at all in a week adds zero to their total.

**Foot Movement Rates:** Each different terrain type allows the adventurers to move at a different speed, expressed as a fraction of a hex per week. Certain events

### MOVEMENT RATES

Terrain	Rate
Mountain	0.15
Woods, Tundra	0.20
Jungle, Desert, Polar	0.25
Plains, Steppes	0.30

(such as injuries, natural disasters, or impassable terrain) may require the party to remain stationary for a week or move at a slower rate.

Characters who are injured, either as a result of combat or some other event, travel more slowly. Characters with any one requisite reduced to one-half or less of its normal value (lightly wounded) move at half the normal rate.

A character with any one requisite reduced to zero (seriously wounded) moves at one quarter the normal rate. A character with two requisites reduced to zero or

less (critically wounded) may not move at all. Two unwounded characters may carry a wounded character at half the normal rate.

**Other Movement Rates:** The table applies only to travellers who are on foot. If they are fortunate, the adventurers will be able to obtain some other form of transportation.

**Beasts of Burden:** Travel by beasts of burden (various specially trained herbivores) is not significantly faster than travel on foot. It does permit the adventurers to increase the amount of food and water they can carry with them (such beasts may also provide a food source in an emergency). The average beast of burden may carry up to 200 kg; it requires food and water (plant material and water equal to four times as much as a human) but may obtain both by grazing in any terrain type but steppes, polar, tundra and desert. Neither fodder nor water may be found easily in the desert, and water may not be found easily in the steppes. See the appropriate terrain type description for further details. A beast of burden can carry a wounded adventurer (average weight about 80 to 90 kg) at the normal foot speed shown above. Wild animals may not be used in this way, and the adventurers do not have the time or the skills necessary to train any wild animals they might succeed in capturing. Beasts of burden must be acquired, already trained, from other humans encountered on Pagliacci, either by trade or other means.

**Water Barriers:** Crossing river hex sides entails a delay. If the adventurers use the inflatable rafts in the survival kits, it will take them one full day to ferry themselves and their gear across. If the rafts are not available, the referee must decide if the players will be able to build a substitute from available materials, and how long the crossing will take.

Oceans and island hexes may only be crossed by boats. Boats may only be obtained on an island or coastal hex inside the settled region. The characters do not have the skills or the tools to construct ocean-going vessels in the time available to them. Boats must be acquired either by purchase or by other means.

A boat may cross an ocean hex, go from a seacoast hex to an island hex (or vice versa), from a seacoast hex to another seacoast hex, or from an island hex to another island hex in 3 days.

**Air/Rafts:** Travellers in air/rafts, such as the pursuers, will be able to traverse any type of terrain in slightly over ten hours, travelling at the top speed of the air/raft. The pursuers will not achieve this speed, however, due to the fact they must follow the adventurers' trail (see Pursuers, below). The adventurers (should they be fortunate enough to capture an air/raft) may choose to run at this speed, but risk detection by the pursuers (see below). The pursuers' orbital detectors can locate any flying air/raft on a die roll of 7+ (make this throw once per day), DM -5 if travelling concealed in jungle, woods, or mountain terrain, +2 if the adventurers were detected on the previous day. The maximum speed at which an air/raft may travel in jungle, woods, or mountains and remain concealed is 4 times the normal walking speed. The pursuers will continue their normal search routine if the adventurers have not been detected. If the adventurers are detected, they will move at full speed toward the last hex in which the adventurers were seen, and continue the search from there. An additional party of pursuers will set out from the settled area as soon as the adventurers gain the air/raft, and will remain near the settled area until the adventurers are first detected, at which time they will attempt to intercept the party. Further details must be determined by the referee.



## PURSUERS

The group pursuing the adventurers is a team of highly skilled specialists hired from a private security company, and thus have no official connection with either the planetary or Imperial governments. The team is accompanied, however, by an Imperial magistrate, one of Sadeh's enemies, who is in possession of a warrant for Sadeh's arrest, and who has issued warrants for the arrest of the adventurers. The group is charged with murder and terrorism among other things.

Due to the fact that the pursuers must follow the trail left by the adventurers, they are not able to travel at the full speed of the air/raft. While following the trail, the pursuers travel at twice the rate listed for that terrain type (if they move at all). The referee must keep a record of the distance travelled by the adventurers and the distance travelled by the pursuers. When, at the end of a week, the distance travelled by the pursuers equals or exceeds the distance travelled by the adventurers, the pursuers have caught up. When they lose the trail, the pursuers travel no distance, trying to re-locate the trail. If the adventurers should be found by other means (such as the scout ship's sensors, for example), all pursuers will head for that location at full speed (10 hours per hex).

Each member of the security team is armored with cloth and armed with a laser rifle. The team following the group of adventurers consists of twelve men in three air/rafts, accompanied by two supply air/rafts, each with a pilot and gunner, for a total of sixteen men and five air/rafts. A scout ship in orbit around Pagliacci is equipped with a ground search radar which can detect any flying air/raft on the surface of the world.

The solitary adventurer in *Marooned Alone* is pursued by a single air/raft containing four security men.

The referee should start the pursuers in the same hex as the adventurers, but after the adventurers have already travelled for one week. Because of the sabotage of the *Cote d'Azur's* sensors and the confusion caused by the accidental launch of several lifeboats, the exact location where the adventurers came down is not known. They will have to locate and search the landing spot of every unoccupied lifeboat as well as the impact point of the turret debris, which they could not separate from the other signals. After locating the wreckage, they must pick up the adventurers' trail, all of which will take some time. Roll 4- per week for the pursuers to locate the trail initially, DMs +1 if the adventurers are taking actions to conceal their trail, +2 if the adventurers are attempting to conceal their trail and any member has survival skill. Once found, the pursuers follow the trail at the speed outlined above, rolling once per week to see if they lose the trail. On 9+ (same DMs) they lose the trail, and spend the week trying to re-locate it. They will successfully do so on 6- (again, same DMs), and will continue to search each week until they are successful. They do not move on a week in which they are searching.

Should the pursuers catch up to the adventurers, determine encounter range and chances of surprise as for a normal encounter in Book 1. If the adventurers achieve surprise, they may (if they wish) evade discovery and the pursuers automatically lose the trail again.

The pursuers have been instructed to capture Sadeh and his companions with as much of their equipment intact as possible. Therefore, the adventurers will be hailed and ordered to surrender at the time of their first encounter, unless the pursuers are surprised by the party. If the adventurers offer resistance, or if they

fire on the pursuers, the pursuers will then endeavor to kill them as quickly and cleanly as possible, to facilitate collection of the blackmail evidence. The pursuers do not know the exact nature of the evidence they are looking for but do know that it is small enough for Sadeh to have carried in his pocket.

If the players are captured, they will be disarmed and transported to a small village on the edge of the settled region, where they will be incarcerated in the local jail. They will then be questioned for several weeks about Sadeh's death and everything he said to them, as well as everything they removed from his body. At the end of the period of questioning, the adventurers will be killed. The success of any attempt to escape, either from the jail or from the custody of the pursuers while in transit, must be determined by the referee.

## FOOD AND WATER

No one can live more than a few weeks without some nourishment, or more than a few days without water. Some nourishment is provided with the survival kits, but this will not be nearly enough to last the adventurers through their journey.

For the purposes of *Marooned* and *Marooned Alone*, each individual is considered to require ten units of food per day. The concentrates and supplements in a survival kit provide a total of 300 units, one kilo of meat provides 20 units, and a kilo of edible plant material provides 10 units.

For every two units (or fraction thereof) less than ten consumed per day, deduct one point from strength or endurance. Points lost in this fashion may not be recovered except by eating the full requirement. One point may be recovered for each day the required amount is eaten.

In addition to food, each person requires water to sustain life. One liter per day is required in all but desert terrain. In desert terrain, six liters are required per day. Deduct one point from strength and endurance for each 10% less than the required amount consumed.

Food may be obtained either by hunting animals or gathering various plant materials.

**Hunting:** Adventurers may obtain another animal encounter (over the normal encounters) by remaining in one hex for one week, tracking, laying ambushes, and so on. Roll once on the appropriate animal encounter table, and engage in combat. Assume that an animal will contain about 60% edible portions, which will last two weeks before becoming inedible. The success of attempts at preservation of meat by the characters must be decided by the referee according to the method tried.

**Gathering:** Gathering and hunting may be done at the same time. By spending a week in the same place, an individual can normally gather 1D kg of edible plants in all terrain types except desert, steppes, and polar (see individual terrain type descriptions for details). This material can be kept for four weeks before it becomes inedible. 1D-3 kg of edible plants may normally be gathered per week per person in the steppes (exclusive of glueberry tree pods, see steppes); no edible plant material may be gathered in desert or polar terrain.

**Water:** Water in sufficient quantities may be found in all terrain types except desert and steppes. See under these two terrain listings for details of locating water in these terrain types. Searching for water consumes effectively no time in any terrain type.

The players may wish to fabricate food and water containers of some sort. The

referee must decide if suitable materials are available, and how well any such containers will work.

## RECOVERING FROM WOUNDS

The adventurers will experience difficulties in travelling while wounded (see Movement above). Characters recover from wounds at the rate of 2 points per week if moving, 5 points per week if being carried (by other members of the party or by beasts of burden), and 10 points per week if not moving at all.

A character with one or more characteristics reduced to half its normal value or less is lightly wounded. A character with one characteristic reduced to zero is seriously wounded. A character with two characteristics reduced to zero is critically wounded. A seriously wounded character may not recover to more than half his normal level (rounded down, and thus equivalent to a light wound) unless his care is supervised by a character with medical skill (self-treatment is possible). A critically wounded character may not recover to more than half his normal level without treatment by a medic-3 or better with access to extensive medical facilities, and thus may not fully recover in the course of this adventure.

## THE NOTEBOOK AND THE WATCH

Players who are running *Marooned Alone* solitaire should not read this section until the adventure is completed, as it contains information they cannot know.

The notebook contains coded records of Sadeh's actions in the service of his patron, Commnena hault-Fionbrea, recorded by Sadeh to aid in the composition of his memoirs. The players will not be able to decode the information without access to a computer, a computer programmer (computer-2 or higher), and several days time. The watch is quite valuable, and can probably be sold for Cr45,000. The fob is the blackmail evidence sought after by so many people. The woman depicted is Commnena in her younger days, shown engaging in an act which the Duke of Harlequin (a very puritanical sort) would find so obscene as to destroy forever any influence she might have over him. Sadeh himself was not aware of the nature of the evidence. He thought that it was on a microdot concealed within the watch itself.

## MISCELLANEOUS NOTES

Of course, not every situation can be covered in a small booklet such as this. The referee should be prepared to improvise systems to handle the situation if the players decide to try some action not mentioned herein. For example, what if the players decide to split up, each group heading in different directions? What if the group decides to set a trap for the pursuers? What if the group decides to bury the notebook and watch, and return for them after they have gotten safely to the starport and stolen a starship? The individual referee must decide how to adjudicate these and any other questions which arise in the course of the adventure.

It should be noted by the referee that the survival manual contained in the survival kits can provide a way for the referee to get the players out of sticky situations. The referee might find it informative to refer to one or two such books from the local library for guidelines as to what such a manual might contain. Even a boy scout manual will prove useful.

# Plains

Die	Animal Type:	Weight:	Hits:	Armor:	Wounds & Weapons:
2	1 Flying Pouncer	1kg	5/0	none	2 claws A0 F0 S3
3	Event—Grass Fire. The group is caught in the middle of a prairie fire, a raging conflagration which can travel faster than a man can run. Natural shelter (such as small caves, or a stream) or artificial means (lighting a backfire, creating a fire-break) can be used to escape being roasted. Roll 8+ to escape 4D damage, DM +1 per level of survival expertise.				
4	4 Intermittents	400kg	24/11	jack	12 hooves F8 A10 S1
5	26 Grazers	800kg	19/9	none	4 horns F8 A9 S1
6	8 Grazers	1600kg	23/8	jack	13 thrasher F9 A10 S1
7	11 Grazers	400kg	12/8	cloth -1	5 teeth -1 F8 A9 S1
8	64 Grazers	12kg	9/3	cloth -1	4 hooves F6 A9 S2
9	5 Chasers	12kg	8/3	jack	6 claws F0 F9 S3
10	2 Hunters	12kg	4/7	cloth	5 teeth A0 F8 S2
11	Event—Stampede. The group is caught in the middle of a stampede by a large herd of grazers. (Pick either 5, 6, or 7 above, and multiply the number by 100). Each member will be injured on a roll of 8+. Roll 3D for wounds received. If characters wish, they may attempt to kill some of the herd for food as it passes. Every character who is not wounded may kill 1D of animals.				
12	1 Pouncer	12kg	11/6	jack	3 claws A0 F0 S2

The plains of Pagliacci are vast expanses of open grassland, broken by occasional clumps of trees and low-lying brush. A few Terran plants have managed to take hold and thrive, largely due to their immunity to local diseases, but the bulk of the plant-life is native to Pagliacci.

Under certain condition (low rainfall, and winds of constant strength and direction) the plains can be swept by prairie fires of unbelievable size and intensity. Naturally ignited by lightning, these infernoes can grow to giant firestorms, sweeping across the flatlands, consuming all in their path. Unless stopped by natural causes, such as rain or lack of fuel, or by barriers such as streams, rock outcroppings, or other firebreaks, a prairie fire can devastate millions of square kilometers of grassland. After encountering a prairie fire, the characters ignore the next animal encounter they meet, and may not hunt or gather edible plant material.

**Encounters:** Animal life on the plains is common and diverse. Large herds of grazing animals congregate during the wet season of winter and early spring to mate and re-establish dominance, then split up to roam the grasslands during the drier summer months. Several varieties of carnivores prowl the plains at all times of the year. Animal encounters on the plains should be rolled twice per week. Encounters with other humans are limited to small roving bands of hunters and prospectors. These groups, searching for exploitable mineral deposits, roam the plains, mounted on native pack animals. They hunt to get food and the ivory-like horns found on many of the grazers of Pagliacci. Such groups should be about the same size as the adventurers' group, with three pack animals for each hunter/

prospector. They are armed with a mixture of auto rifles, carbines, and revolvers. Roll 9+ to encounter one of these bands, once per plains hex entered. Roll reaction of the band to the adventurers according to the reaction table in Book 3.

## **WEATHER CONDITIONS**

**Spring:** Temperatures cause no problems day or night. Multiply the number of all grazers encountered by three to represent annual breeding conclaves.

**Summer:** Temperatures are normal, except in the equatorial belt, where they reach 40° during the day.

**Fall:** Treat as spring in all respects, but use the normal animal numbers.

**Winter:** Temperatures reach 0° at night everywhere but in the equatorial belt, where they reach 10°. Snowfall is regular in the regions outside the equatorial belt, rainfall inside it. Edible plant materials may be found in one-quarter the normal quantities.

Water may always be located in sufficient quantities, and edible plants may be gathered normally in all seasons except winter.

# Jungle

**Die: Animal Type: Weight: Hits: Armor: Wounds & Weapons:**

2 6 Amphibious Grazers 6kg 3/9 none 2 teeth+1 A9 F8 S1

3 2 Grazers 12kg 9/6 jack 4 hooves F5 A8 S2

4 Event—Quicksand. The adventurers stumble upon a pool of quicksand. Each character should roll 8+ to be trapped by it. If trapped, roll 1D+3 for the number of minutes until completely sucked under, at which point the character will die. Trapped persons may roll 10+ once per minute to free themselves, DMs +1 per 3 current endurance points, +4 if all equipment is immediately jettisoned (and lost), +4 if a rope, tree branch, or other object is used to haul the victim out, +4 per each extra person pulling on the above, +1 per level of survival expertise in either rescuer or victim.

5 Event—Massed Eaters. The band is surprised and overwhelmed by a swarm of 100,000 eaters, massing .1 gram each. The band will take 2D minutes to escape from their path, and each member of the party will take 1D-2 hits per minute exposed to them. It will take the eaters one minute to work their way inside any clothing but a sealed vacc suit, battle dress, or similar garment (a sheltersuit does not provide any protection).

6 3 Intermittents 6kg 1/5 cloth 5 as foil A10 F9 S2

7 8 Grazers 12kg 6/5 jack-1 5 horns A10 F9 S2

8 6 Grazers 400kg 21/13 none 8 hooves A10 F9 S2

9 1 Trapper 2kg 2/0 jack 3 teeth A0 F9 S0

10 1 Pouncer 12kg 6/4 jack 10 claws-1 A0 F0 S2

11 5 Chasers 15kg 7/5 jack-1 8 teeth A0 F9 S2

12 4 Flying Carrion-eaters 2kg 2/1 none 3 claws+1 A11 F8 S3

Heavy rainfall and a hot climate combine to produce the various jungles of Pagliacci. Interlaced with myriads of tiny streams which seem to have no particular purpose other than to link together the thousands of swamps, lakes, and miasmal pools, and oppressively hot and wet, the jungles of Pagliacci are truly a dismal and uninviting place.

**Encounters:** Although the jungles of Pagliacci teem with life, much of it is too small to be of interest to adventurers, except as a constant nuisance, which makes travel through the region very unpleasant. Roll twice per week for animal encounters. Human encounters are so rare as to be almost non-existent. Roll 12 exactly for an encounter with a solitary hunter (a city-dweller gone native), on foot and armed with a bow, spear, or club.

## WEATHER CONDITIONS

**Spring:** Temperatures reach 20° in the day, 30° in the equatorial belt. Twice the normal amount of edible plant material may be gathered.

**Summer:** Temperatures reach 30°, 40° in the equatorial belt. The rains have ceased. DM -2 to the damage from jungle conditions roll. The normal amount

*continued on page 22*





of edible plants may be gathered.

**Fall:** The rains begin, but are not quite up to full intensity. The normal amount of edible plants may be gathered; otherwise treat as spring.

**Winter:** The rains arrive in earnest, and temperatures average 30°, day and night. Add two to the damage from jungle conditions die roll.

Water may always be found in sufficient quantities, but is always crawling with silt, algae, and microorganisms. If the water is not boiled, or passed through the filtration/distillation device included with the survival kits, each player drinking it will take 1D of damage each week for the next six weeks. The constant high humidity prevents anything from ever getting really dry.

Because of this, each character must roll once per week for the effects of contact with jungle conditions. On a roll of 7+ the character will take 1D of cumulative damage from jungle-rot, muggy conditions, and intimate contact with hundreds of small irritating creatures of all descriptions. (Analogues to mosquitoes, leeches, centipedes, snakes, and so on can all be used. Be creative in your description of the conditions). On a roll of 10+ some piece of the character's equipment will malfunction due to rust, mildew, or inhabitation by small creatures. (Which piece of equipment is damaged and the chances of repair should be determined randomly or by the referee to suit individual conditions).



## NOTES ON THE MAP

The map shown on pages 24-25 is a geodesic map which divides the surface of the world into hexagons (referred to in the text of the adventure as *hexes*), and groups those hexagons into triangular areas. Adjacent triangular areas are bordered by shared hexes; where those areas are separated, the transition from one portion of a shared hex to its other portion takes no additional time or energy. Note that the poles are also considered to be single hexes, although they are represented on the map by five irregular lozenge-shaped areas.

Each hex represents an area about 1043 kilometers across (side to side) measured at the equator. Some distortion is experienced away from the equator, but this is ignored for the purposes of this adventure.

Major rivers are represented on the map by blue lines between hexes.

## NOTES ON PAGLIACCI

**Diameter:** 11,200 kilometers

**Length of Day:** 22 hrs 4 min 46.26 sec Imperial standard

**Length of Year:** 532 local days (578 Imperial)

**Gravity:** .98 G

**Axial Tilt:** 18°

The only reason for the existence of Dion starport on Pagliacci is the planet's location on one of the main trade routes from the Solomani Rim to the rimward worlds of the Hive Federation. Pagliacci has little in the way of mineral wealth or readily exploitable resources (at least none that have been discovered) and has never been the subject of any great colonization efforts, either by the Imperial government, by megacorporations, or by private interests.

Most of the manufacturing and industry which takes place on the planet is clustered within a few hundred kilometers of Dion starport. The remainder is scattered in small farming settlements throughout the region labelled such on the map. Agriculture is limited mostly to subsistence farming, with a moderate surplus, all of which is sold to the industrial towns around the starport. The planet is largely self-sufficient, and off planet trade is minimal.

A small portion of the population has found the confines of civilization too restrictive, and made off into the outback. Some of these are seeking their fortunes, hoping to be the discoverer of some valuable mineralogical treasure which was overlooked by the initial planetary survey. Others are part of that small portion of humanity that feel that a neighbor is too close if you can see the smoke of his cooking fire.

