

Double Adventure 4 Marooned Alone

TRAVELLER[®]

*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 Alone
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 Alone*, deals with a solitary adventurer and his or her 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 adventurer is hounded by a mysterious band 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 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 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 value in this situation.

This introduction (pages 5 and 6) is for the use of both the referee and the player, and may be read aloud. The next section, The Situation (page 7), is for the player, and should be presented to him or her to begin the adventure. The remainder of the booklet is for the referee alone. No part of this adventure should actually be placed in the player's hands.

If the player plans to play *Marooned Alone* solitaire, without benefit of a referee, the player should read only the introduction, and then proceed directly to the section on solitaire play (page 8).

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.

Place: This adventure takes place on Pagliacci (0809-C754733-6), located in the Harlequin subsector of the Solomani Rim. Pagliacci is a medium-sized (11,200 km diameter) 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 adventurer finds himself stranded in the midst of the trackless wilderness that covers most of Pagliacci.

CHARACTERS

This adventure is intended for use with a solitary traveller who has been separated from the rest of the group, which was the bodyguard of an aged eccentric desperately trying to reach Champa (0709-A-6629B9-8); it can be altered to be completely solitaire, at some loss of mystery.

Desirable Skills: No specific skills are called for in this adventure. The player 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.

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 pre-generated character is supplied below, although the referee may allow the use of another character instead.

1	Ex-Scout	787984	Age 34	4 terms	Cr1,500
	Vacc-2, Pistol-1, Pilot-1, Electronics-1, JOT-1				TAS member

EQUIPMENT

The player should not be allowed to freely purchase equipment he thinks may be important to his activities. The circumstances which have resulted in the player character being stranded on Pagliacci dictate that he has with him only what he normally carries on his person (previous adventures may be used as a guideline here), a vacc suit (air bottles $\frac{3}{4}$ empty), and the remains of the foamed ablative re-entry kit with which he landed upon planet. This includes a standard survival kit, as described in the Equipment section of *Marooned*.

In addition, the player might try to salvage some portion of the re-entry package, such as the parachute with which the final stage of the descent to the surface was made.

The Situation

Read part one of the Situation from *Marooned*, and then read the following. Do not read part two of *Marooned*.

Marooned Alone: You were detailed to disable the ventral turret of the *Cote d'Azur* facing planetward (so the lifeboat could not be shot at as it fell away), and another of the party was to sabotage the sensors (so the lifeboat could not be tracked).

Your comrade found a junction plate fairly quickly and began work on disabling the sensor circuitry. On your way to the turret, you discovered a locker containing a re-entry packet equipped vacc suit and decided to use it to disable the turret by making your way to the lifeboat from the outside, thus avoiding the boarding party. Unfortunately, the turret was manned, and you had to engage in a short firefight before you could cross-wire the missiles in the turret to explode instead of firing. You exited the turret and began making your way across the hull of the ship towards the lifeboat when the turret behind you exploded, due either to someone trying to fire it or to some mistake you made in cross-wiring the missiles. A short time afterwards, lifeboats began launching, apparently as a result of some launch circuitry failure when your group launched their lifeboat. Deducing they must be under heavy attack, you first attempted to communicate with them by radio but discovered that your suit's transmitter did not work. You knew the receiver worked because messages were beginning to flow from the *Cote d'Azur* to Dion concerning the band of terrorists that were escaping in stolen lifeboats and requesting help in capturing them. You decided not to attempt to match vectors with the lifeboat, because they were too far away and it would waste fuel. Finally, you decided to attempt a re-entry using the suit's foamed ablative re-entry package. Happily, this item of equipment functioned perfectly, and you landed without injury or damage to your equipment. Using a tourist brochure detailing various worlds along the *Cote d'Azur's* itinerary, you determined roughly where you were, about 19,000 kilometers away from Dion. You also know roughly where your companions came down, based on what you could see of their re-entry. At this point, the adventure begins.

Solitaire Play

For whatever reason, many individuals prefer to game solitaire. With a role-playing game such as **Traveller**, this is difficult. The element of surprise is lost, because, by necessity, the player knows what will happen next.

We recomend that *Marooned Alone* be played with a referee, but for those who wish to make the attempt, we suggest the following.

1. Read the introduction to *Marooned Alone*, then, as it says, read the first part of the Situation in *Marooned*.

2. Based on that information, plan out what your character will do. Note the general route travelled, how often you will stop to find food and water, and so on.

3. Then, and only then, read the rest of *Marooned Alone*. Run the adventure as normally as possible, and adjudicate any situations your character may get into.

It will prove necessary for your character to depart from the original plan. Try not to let your knowledge of events (as referee) slip into your player's actions. Try to imagine yourself as two separate personae: one player, one referee. It takes a great deal of determination to waltz your character blithely into a trap, especially one you yourself have set, but this type of play can have its own unique rewards.

Die:	Animal Type:	Weight:	Hits:	A armor:	Wounds & Weapons:
2	1 Intimidator	200kg	17/11	cloth	7 teeth A8 F7 S1
3	8 Grazers	50kg	9/8	jack	5 horns F5 A9 S2
4	1 Grazer	12kg	6/5	none	4 teeth -1 F5 A9 S2
5	22 Grazers	100kg	12/10	cloth-1	5 hooves F5 A8 S1
6 Event—Swamp. A low-lying wet area of extremely soft (almost liquid) ground blocks the adventurers' path. Attempting to cross it will take 2D days; attempting to find an alternate route will take one week.					
7	3 Intermittent	3kg	4/3	jack -1	4 horns F9 A10 S3
8	1 Stinkscrabblers	3kg	2/2	jack	3 claws A0 F0 S2
9	1 Intermittent	50kg	19/7	none	6 horns F9 A10 S2
10	1 Pouncer	25kg	9/4	none -1	4 teeth +1 A0 F0 S1
11	1 Flying Intermittent	1kg	2/0	none	2 teeth +1 F9A10 S3
12	1 Chaser	100kg	16/4	jack	5 teeth -1 A0 F9 S1

Contrary to popular myth, woods do not consist entirely of trees. The woods of Pagliacci are no exception, and contain large clearings filled with flora similar to that found in the plains, small lakes, low lying marshy areas, upland meadows, lightly wooded patches, and, of course, densely packed boreal regions. Woods are drier than jungles, and have much more dense underbrush, making passage through woods much slower.

Encounters: Wildlife is many and varied, both in the treetops and on the ground. Numerous solitary and herd herbivores can be found in the clearings, and various creatures (mostly omnivorous) make their home in the forest canopy. A particularly interesting creature is the stinkscrabblers, detailed below. Roll once per week for animal encounters. Human encounters are rare (roll 10+, once per entry into a woods hex) and usually consist of solitary woodsmen or hermits, who, seeking escape from the trials and tribulations of what passes for civilization on Pagliacci, have taken to the wilderness. They are usually on foot, and have no weapons other than spears or bows.

WEATHER CONDITIONS

Spring: Temperatures are moderate enough that neither extreme temperature rules apply. Multiply the number of grazers encountered by three to represent seasonal breeding conclaves.

Summer: Daytime temperatures can reach 30° in the equatorial belt, 20° elsewhere. Multiply the number of any grazers encountered by two, to represent seasonal mating conclaves.

Fall: As spring, but use the standard numbers of animals.

Winter: Temperatures reach a night time low of 0° in all but the equatorial belt. Light snow is not uncommon (rain in the equatorial belt). Animal encounters are normal. No edible plant material may be gathered outside the equatorial belt. One half normal may be gathered in the equatorial belt.

Stinkscrabblers (*Spathedactyl malbromos*): These small, quasi-reptilian creatures are unique to Pagliacci. Stinkscrabblers live in extensive underground burrows with numerous entrances, and are usually found around waterholes, feeding areas, along trails, and other places where animals could be expected to congregate or pass by. These creatures excrete a noxious substance which they encapsulate in small egg-shaped structures, which they scatter for several meters around the entrances to their burrows, sometimes scattering them on the surface, sometimes sticking them to the sides of rocks or trees, sometimes burying them just under the surface of the ground. These eggs are soft and flexible when initially created, but within a few hours harden and become quite fragile and easily fractured. The stinkscrabblers then lie dormant in their burrow until a victim breaks one or more of the eggs, and is overcome.

The contents are a complex combination of oily skin-irritants and extremely volatile eye and nose irritants, similar to the mercaptan compounds produced by Terran skunks. The skin irritants cause an itching, burning sensation on human skin, and the other compounds vaporize immediately and cause temporary sneezing, coughing and a severe burning sensation in the eyes. The stinkscrabblers, guided to the prey by the smell of the eggs' contents, rushes out of one of the holes of its burrow and attacks. Because the creature's eyesight is not particularly good, it guides itself to the general location of its prey by the smell of the chemicals contained in the eggs.

The large claws of the stinkscrabblers, equally useful in fighting or tunnelling, cause deep and extensive wounds, which can be extremely painful if the irritants are introduced into them (roll 6+). Contaminated wounds take three times as long



to heal, and the wounded party may only move at half speed until it heals. Medical skill of 2 or higher can reduce the required healing time to twice normal time instead of three times.

The chemicals produced by the stinkscrabbler are not persistent (unlike those of the Terran skunk) and will break down into harmless compounds within three to four hours.

Stinkscrabblers are not mentioned in the tourist brochure and will almost always achieve surprise (3+) the first time they are encountered.

Mountains

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	Event—Avalanche. A slide of snow, soil, and rocks has blocked the path. The party must spend a week retracing their steps and finding another path.				
3	1 Carrion Eater	12kg	4/2	none	4 teeth +1 F8 A11 S1
4	4 Flying Gatherers	3kg	2/1	none	2 stinger F8 A9 S3
5	3 Intermittents	12kg	5/5	jack	4 teeth F9 A10 S1
6	1 Intermittent	50kg	13/8	cloth	6 thrasher F9 A10 S1
7	Event—Crevasse. A deep crevasse blocks the adventurers' progress. The party may attempt to cross which will add 1D+3 days to their time, or may retrace their path and look for an alternate route, which will take one week.				
8	3 Flying Intermittents	1kg	4/0	none	6 teeth F9 A10 S3
9	Event—Storm. High winds and an extreme drop in temperature. Any unprotected player will receive 2D damage from cold. A cave or similar shelter can be located on a roll of 9+.				
10	1 Pouncer	25kg	8/6	none	5 claws A0 F0 S2
11	3 Gatherers	12kg	7/3	none	4 teeth +1 F8 A9 S1
12	1 Gatherer	12kg	7/3	none	4 teeth F8 A9 S1

Most of the mountains of Pagliacci are relatively young, geologically. For reasons not completely understood (because a full planeological study has never been undertaken), mountain building activity in the planet's surface rock strata seems to have begun only a few million years ago. Before that time, there seems to have been no tectonic or volcanic activity to speak of on Pagliacci. Needless to say, volcanoes are very rare.

Mountain terrain includes foothills, eroded river valleys, chasms, ravines, and badlands as well as mountain peaks. Travel on foot is greatly restricted, both in the time taken and in the direction. In some cases, it is possible to travel quite swiftly in one direction but not to be able to move at all at a right angles to that direction (along the grain of a high-walled valley, for instance). Many times, travel will be slowed or completely stopped by natural events such as avalanches or by geographical features such as deep ravines.

Encounters: The steep slopes of the mountains themselves do not harbor much in the way of animal life, but the valleys, foothills, and upland meadows are home to a variety of creatures. Roll once per week for animal encounters. The inhabitants of Pagliacci rarely enter the mountains. Therefore, no roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures at night can still drop below 0° C (except for mountains inside the equatorial belt), but are comfortable during the day. Edible plants may be gathered normally.

Summer: Temperatures are moderate. Ignore the damage inflicted due to cold should a storm arise. Edible plants may be gathered normally.

Fall: As spring, but modify animal encounters in any mountains outside the equatorial belt. Continue to roll once per week, but use only every other encounter; ignore any encounters but events at other times.

Winter: Temperatures drop below 0° C during both day and night except in the equatorial belt. Edible plants may not be gathered. Continue to roll once per week for encounters, but ignore every other animal encounter, using only any events which might occur.

Desert

<i>Die Animal Type:</i>		<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	3 Carrion-eaters	6kg	1/4	jack	5 teeth-1 F8 A10 S2
3 Event—Salt Marsh. A low-lying area of impassible salt marsh blocks the path. Roll 2D for the number of days it takes to find a route around.					
4 Event—Oasis. A small spring of brackish water is discovered, surrounded by plant and animal life. Roll twice on this table to determine animal life encountered in or around the oasis.					
5	4 Intermittents	25kg	6/5	cloth -1	4 teeth -1 F9 A10 S2
6	8 Intermittents	6kg	4/9	jack	3 horns F9 A10 S2
7	2 Gatherers	1kg	2/0	none	2 teeth +1 A8 F9 S1
8	1 Hunter	6kg	4/6	jack	5 claws A0 F8 S2
9	1 Pouncer	12kg	5/7	cloth -1	5 claws -1 A0 F0 S2
10 Event—Dust Storm. High winds whip up the desert sands into blinding, stinging dust clouds for half a day. Characters without filter masks or not in shelter take 1D-1 damage. Travel is interrupted for one full day while the adventurers dig themselves out and clean equipment.					
11	1 Trapper	1kg	1/0	none	2 teeth A0 F9 S0
12	1 Flying Pouncer	3kg	2/4	none	3 claws A0 F0 S3

There are two areas of desert on Pagliacci: the great desert on the other side of the world from Dion, and the lesser desert, located to the south and southwest of the port city. Both regions are desolate, bleak expanses of salt flats, deeply eroded badlands, and wind-blown sand dunes.

During and shortly after the rainy winter season, oases appear in some spots. Surrounded by patches of plant life and swarming (compared to the rest of the desert, anyway) with animals, the oases are islands of relief from a vast ocean of hot sand. During the winter and spring rainy seasons, the great desert has an unusual terrain feature of interest. The extensive rains and melting snows from the adjacent mountain range give rise to a river, as yet unnamed (because the original planetary nomenclatural survey was done in summer, and no one since has cared), which flows into the middle of the great desert and disappears into the sands. This river feeds many of the oases in the eastern portion of the great desert.

Encounters: The animal population of the desert is sparse at the best of times. See Weather Conditions, below, for seasonal variations. The odds of encountering any humans other than the pursuers are remote. No roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures reach 40° during the day and 10° during the night. Roll once per week for events, but use only every other animal encounter.

Summer: Temperatures reach 60° during the day, 20° at night. Roll once per week for events, but use only every third animal encounter. The river in the great desert does not exist. If a salt marsh or oasis is encountered, roll 8+ for it to still be

there. If this roll is failed, no water may be recovered from there. It has all dried up.

Fall: As spring.

Winter: Temperatures reach 30° during the day, 20° at night. Roll for animal encounters as for spring and fall. Quantities of water found by the characters are doubled.

Add 10° to the high temperatures for desert terrain in the equatorial belt. No edible plant material may be gathered in the desert.

Effects of Extreme Heat: Very high temperatures have a detrimental effect on the body. The table below indicates (for a particular protective garment) the highest temperature at which no damage due to heat is taken, the highest temperature at which only 2 points per hour is taken, and the highest temperature at which 8 points per hour are taken. These points of damage are subtracted simultaneously from the character's strength, endurance, and dexterity characteristics, in a manner similar to wounding. When any one of these characteristics is reduced to zero or below, the character becomes unconscious. When two are reduced to zero or below, the character is overcome by sunstroke, and will require medical attention. When all three have been reduced to zero or below, the character dies.

Characters "wounded" in this manner may recover lost points by remaining inactive in the shade and recover one point per hour, or in an area where the temperature is less than 30° and recover two points per hour.

These effects do not apply to characters inside a shelter or in the shade (out of direct sunlight).

Protection:	No Damage:	-2 Points per Hour:	-8 Points Per Hour:
Nothing	30°	40°	50°
Primitive Gear	45°	55°	65°
Sheltersuit, no power	50°	60°	65°
Sheltersuit, w/power	70°	80°	90°
Vacc Suit or similar	140°	200°	300°

Combat environment suits and battle dress are considered vacc suits. Survival expertise will permit the person to raise the No Damage temperature by 10°, but has no other effect. Only 10° may be added, regardless of level of skill.

For example, a character in a unpowered sheltersuit, with survival-2, will suffer no damage up to 40°. 2 points per hour will be taken over 40°, and 8 points over 50°.

It is possible for the characters to manufacture primitive burnooses out of parachute silk or other materials. This activity will take one day, exclusive of availability of material. The referee must determine the availability of materials.

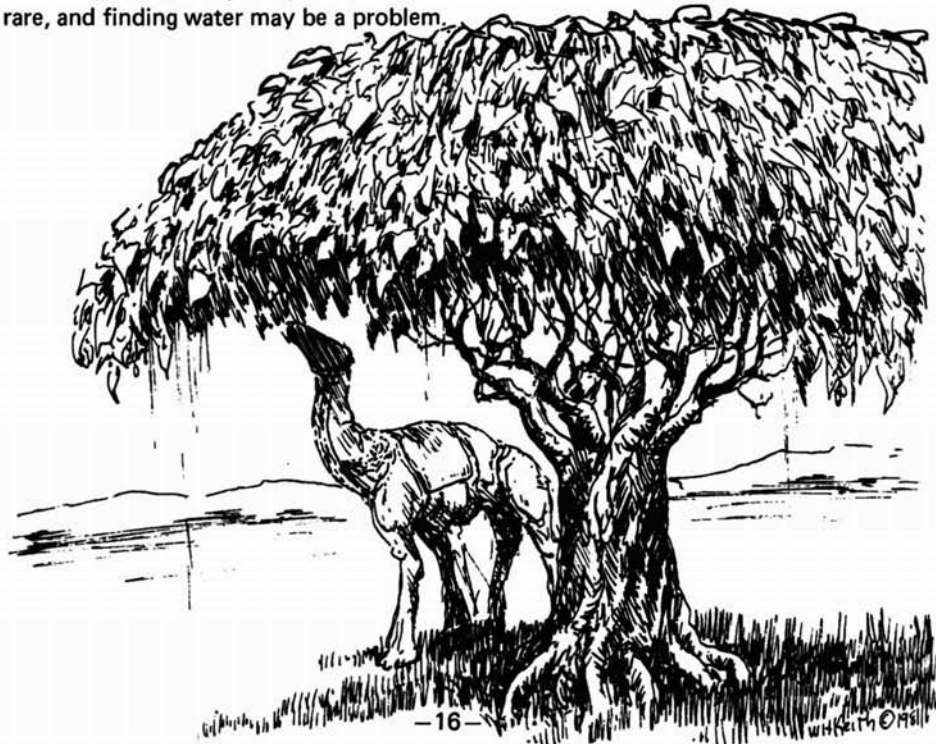
Steppes

Die: *Animal Type:* **Weight:** **Hits:** **Armor:** **Wounds & Weapons:**
 2 1 Pouncer 100kg 12/8 jack-1 7 as pistol A0 F0 S2
 3 Event—Stampede. The adventurers are caught in a stampede of a large herd of grazers (pick 6 or 7 below). Roll 8+ to escape injury. If injured, roll 2D for hits.

4 Event—Windstorm. High winds make travel difficult, and delay the adventurers by 1D days. If the group does not find shelter immediately (roll 8+) then each player should roll 5+ to avoid receiving 1D of injury as a result of wind-swept debris.

5	1	Intimidator	100kg	12/8	cloth -1	6	claws	A8	F7	S1
6		Blueberry Trees (1 to 36)			(see below for characteristics)					
7	3	Flying Hunters	3kg	2/1	none	2	teeth +1	A0	F8	S2
8	22	Grazers	100kg	12/10	cloth -1	5	hooves	F5	A8	S1
9	12	Grazers	200kg	20/15	cloth	9	horns -1	F6	A8	S1
10	8	Chasers	50kg	7/7	jack	5	teeth +1	A0	F9	S2
11	18	Chasers	50kg	7/7	jack	5	teeth +1	A0	F9	S2
12	2	Gatherers	12kg	4/2	jack+1	3	teeth	A9	F8	S2

The steppes of Pagliacci are vast windswept expanses of grassland similar in some respects to the plains, but colder and much drier. Lakes, rivers, and streams are rare, and finding water may be a problem.



Encounters: The steppes have much less in the way of animal life than the more hospitable plains, but a great variety of creatures make their home here, nevertheless. Roll once per week for animal encounters. Humans are almost never found on the steppes, except for the occasional hermit, as treated in the woods section. Roll 10+ once per entry into a steppes hex for an encounter with a local hermit/hunter.

WEATHER CONDITIONS

Spring: Temperatures at night can drop to 0°. One character may locate 3D liters of water on a roll of 8+, DM +1 per level of survival expertise, +2 if searching in a glueberry tree grove. Edible plant material (in addition to glueberry pods) may be gathered normally.

Summer: Temperatures are moderate, and cause no problems. Each character may locate 1D liters of water on a roll of 8+, same DMs as above. One-half the normal amount of edible plant material may be gathered, in addition to glueberry tree pods.

Fall: Same as spring, except that only one quarter the normal amount of edible plants and no glueberry pods may be gathered.

Winter: Temperatures fall below 0° during the day, and drop down to -10° at night. 2D liters of water may be located on a roll of 6+, same DMs as above. No edible plant material of any kind may be gathered. Roll once per week for events, but ignore every other animal encountered.

Glueberry Tree (*Kollomoiron* var.): While not an animal, this tree can be of vital interest to the adventurers, as it is a major source of nourishment for travellers on the steppes of Pagliacci. The trees are usually found in groves of several dozen, but can often be found alone or in small groups wherever there is adequate underground water to support them. (roll one die, then roll that number of dice for the number of trees in a grove).

Glueberry trees range from two to six meters in height, depending on age, the available ground water, and the number of individual trees in a grove and can be anywhere from two to ten meters in diameter.

The tree is an annual, losing its leaves and entering a dormant stage during the winter. In early spring, its leaves bloom again, and the tree's seed pods form. Throughout the summer, these seed pods grow, until hydrostatic pressure inside them causes them to rupture, scattering the seeds. Each seed has a slender, sticky tendril attached, and mature trees often have hundreds of these tendrils hanging down. The fleshy, immature seed pods are an excellent food source, and many animals of the steppes feed upon them, in the process becoming covered with the seeds and their sticky tendrils. Since the adhesive substance wears off in a few hours, the seeds are carried to other places by the browsing herbivores, and the glueberry tree is thus propagated.

Adventurers will find the glueberry tree a good source of food (each tree will provide 1D kg of edible pods), and an excellent indicator of underground water supplies. The tendrils of the seed pods are easily avoided, but it is difficult for humans to discern the difference between an immature, ready to eat seed pod, and one that is ready to burst if the pod is disturbed. Further, apparently immature seed pods sometimes burst when the fibrous outer covering is cut open. In either case, the unfortunate adventurer is likely to be covered with hundreds of sticky

tendrils which can gum up equipment, and generally make life miserable for the next few hours. Roll 10+ per kilogram, then randomly determine which adventurer is the unfortunate victim, as necessary. The referee must determine the exact effects according to individual circumstances.

Tundra

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	4 Chasers	25kg	10/3	jack	6 claws A0 F9 S2
3	12 Intermittents	12	8/4	none	5 hooves F9 A10 S2
4	1 Gatherer	3kg	4/1	none	3 teeth +1 A9 F8 S1
5	6 Gatherers	3kg	4/1	none	3 teeth +1 A9 F8 S1

6 Event—Mire. The adventurers enter a vast area of extremely soft ground. Travel rate is cut in half for the week.

7	32 Grazers	100kg	18/5	jack	9 horns F5 A8 S1
8	12 Grazers	200kg	22/10	jack	12 horns F5 A8 S1
9	3 Grazers	200kg	22/10	jack	12 horns F5 A8 S1
10	1 Pouncer	100kg	24/12	jack	12 as blade A0 F0 S1
11	1 Intermittent	50kg	12/6	none	9 horns F9 A10 S2

12 Event—Swarm. The adventurers are surprised by 10,000 small herbivores, each massing .1 gram and armed with a stinger. Each member of the party will take 2D hits, -1 if wearing sheltersuit, -4 if wearing cloth, -12 if wearing battle dress. If a character wants to try to kill some for food, damage will be 3D because that character is not defending himself from them as much as he could. Each player trying to kill the herbivores for food will obtain 2D kgs of animals (or 2D x 60% edible meat).

The tundra is a region of extremes. During the winter, the region is covered with snow (and in some regions, glaciers). During the spring and summer, the snow and ice melt, the temperatures soar, and the tundra blooms. Hundreds of varieties of plant and animal life come out of hibernation or suspended animation. Sometimes conditions are such that millions of insect-like creatures hatch and swarm across the tundra, devouring every bit of green in their path. Smaller swarms are not as devastating but are much more common.

At all times of the year, the ground is frozen to some extent. During the warmer seasons, this 'permafrost layer' is anywhere from one to two meters below the surface. During the winter, the ground will be frozen solid. The soil of the area is extremely soft, making travel very difficult. In areas where the lay of the land is naturally low, or where more water collects than normally, the ground is almost liquid and travel slows to a crawl.

Encounters: During the spring through the fall, the animal life of the tundra increases tremendously due to migration of a number of herbivore species (and, of course, their predators). See below, weather conditions, for encounter frequency. The probability of encountering other humans (except for the pursuers) is extremely remote, and no roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures during the day reach as high as 20°; at night they can drop to 0°. Roll for animal encounters twice per week. Only 1D/2 kgs of edible plant material may be gathered during the spring.

Summer: Temperatures during the day and the night are moderate; the effects of cold do not apply. Roll for animal encounters twice per week, but double the number of any grazers encountered. 1D kg of edible plants per person may be gathered during the summer.

Fall: As per the spring, but use the normal number of grazers.

Winter: During the winter months, tundra is treated as polar terrain.

Water may be found at all times of the year in sufficient quantities for the adventurer's needs.

Polar

<i>Die:</i>	<i>Animal Type:</i>	<i>Weight:</i>	<i>Hits:</i>	<i>Armor:</i>	<i>Wounds & Weapons:</i>
2	3 Chasers	25kg	10/4	jack	7 claws A0 F9 S2
3	Event—Blizzard. Extremely cold high winds, accompanied by large amounts of snow, for one full day. Roll 9+ for the players to find shelter (an ice cave, a crevasse which can be closed off, etc. DM +1 per level of survival skill); otherwise they suffer the effects of extreme cold outlined below.				
4	1 Pouncer	100kg	24/12	jack	12 as blade A0 F0 S1
5	Event—Concealed Ice Crevasse. A deep crevasse filled with loose snow (and therefore almost undetectable) is encountered. Each player must roll 6+ to avoid falling in. If a player falls in, roll 4+ to be rescued. If not rescued, the player and his equipment are lost. If the player is rescued, roll 4D for hits due to extreme cold (see below).				
6	3 Amphibious Chasers	25kg	11/6	jack	5 claws A0 F9 S1
7	1 Amphibious Chaser	25kg	11/6	jack	5 claws A0 F9 S1
8	Event—Extreme Cold Snap. The group is overcome by a sudden precipitous drop in temperature. Throw 1D times 5 for number of degrees reduction in temperature.				
9	2 Amphibious Grazers	1600kg	31/9	jack	6 teeth -1 F5 A8 S1
10	1 Amphibious Pouncer	100kg	23/10	jack	5 claws A0 F0 S1
11	4 Swimming Chasers*	25kg	10/4	jack +1	4 teeth A0 F9 S2
12	1 Swimming Pouncer*	50kg	10/6	jack	4 teeth A0 F0 S2

*swimming animals are found only in the water. If one is encountered away from a seacoast, roll again.

The polar regions of Pagliacci are perpetually snow-covered. Vast ice-fields interspersed with rocky outcroppings are the norm, throughout the year. During the winter rainy season, snow falls almost constantly, and the glaciers and snow cover advance hundreds of kilometers over the tundra, only to retreat again during the warmer months of the year. At any time of year, but particularly during the winter, weather conditions can give rise to a blizzard, seemingly out of nowhere, which can fill the sky with swirling snow and cause total disorientation, known as whiteout. Being outside during a whiteout is akin to being inside a giant ping-pong ball; visibility is cut to a few feet and there is no horizon, only an endless, translucent whiteness. This loss of orientation, coupled with the extremely low temperature, makes a blizzard very deadly.

Encounters: The wildlife of the polar regions is very sparse. Events should be rolled for once every week but only every third animal encounter should be used. The possibility of encountering other humans is extremely remote, (except for the pursuers) and no die roll should be made for human encounters.

WEATHER CONDITIONS

Spring: Temperatures average -10° during the day down to -20° at night. As on earth, the polar days and nights vary tremendously in length during the year. The

referee should devise rules to take this into account, if desired.

Summer: There is no night during the summer. Temperatures average 0°.

Fall: Treat as spring in all respects.

Winter: There is no day during the winter. Temperatures average -60°.

Water in adequate amounts can always be found. No plant material (edible or otherwise) can be gathered.

Effects of Extreme Cold: Very low temperatures have a detrimental effect on the body. The table below indicates (for a particular protective garment) the lowest temperature at which no damage due to cold is taken, the lowest temperature at which only 2 points per hour is taken, and the lowest temperature at which 10 points per hour are taken. These points of damage are subtracted simultaneously from the character's strength, endurance, and dexterity characteristics, in a manner similar to wounding. When any one of these characteristics is reduced to zero or below, the character becomes unconscious. When two are reduced to zero or below, the character is severely frostbitten, and will require medical attention. When all three have been reduced to zero or below, the character dies.

Characters "wounded" in this manner may recover lost points by remaining in a region where the air temperature is warmer than 10° C. One point may be recovered per hour spent in a temperature from 10°-20° C, two points per hour if the temperature is over 20°. Dead characters may not recover. Frostbitten characters may recover up to one-third of lost points, and unconscious characters may recover up to three-fourths of their lost points.

Protection:	No Damage:	-2 Points per Hour:	-10 Points Per Hour:
Nothing	0°	-10°	-20°
Primitive Gear	-15°	-25°	-50°
Sheltersuit, no power	-20°	-30°	-60°
Sheltersuit, w/power	-70°	-100°	-120°
Vacc Suit or similar	-100°	-140°	-240°

Combat environment suits and battle dress are considered vacc suits. Augmentation by heated rocks or other jury-rigged heat sources will lower all these temperatures by 10°, except for powered sheltersuits and vacc suits or similar protection. Being soaked or immersed in water renders all protection except vacc suits useless. The character may change clothes or dry his clothing while in a shelter, without damage if this is done immediately. Cold effects do not apply in shelters.

For example, a character in an unpowered sheltersuit augmented by a heated rock at -25° takes no damage. The same character at -35° takes 2 points per hour, and at -65° takes 10 points per hour.

It is possible for the characters to make primitive protective clothing (boots, pants, hooded coat, mittens, and facemask) from animal pelts sewn together. One suit will require pelts from a total of 800 kgs of animals (any combination of weights; two 400 kg animals, etc.) properly dressed, and sewn together. Exclusive of hunting the animals, this will require one person two days to complete. One day of this is required to partially cure the hides (other activities may be performed in this day), but cutting, fitting, and sewing the garment will take one full day. Such clothing may not be made while on the move.

The Settlements

The settled regions are treated as plains for the purposes of movement, except for the islands east of Dion starport, which are dealt with in the movement rules, under water crossing.

A news-flash has been issued about the adventurers, announcing the fact that they are a band of terrorists who tried to sabotage a spaceship, and managed to escape to the world's surface. A reward of Cr1,000 each has been posted for information leading to capture. Most of the populace of the settled region will, therefore, be alert to the presence of strangers in their neighborhood, and desirous of getting the reward. In game terms, subtract 3 from the reaction table throw when the adventurers encounter any inhabitants of Pagliacci in the settled area.

With the exception of the hex containing Dion starport, and the islands to the east of it, the region marked as settled on the map is made up of large farms, small homesteads, and villages. The large farms are extensive, plantation like-holdings, worked by employees of the owner. The homesteads are small subsistence holdings, usually worked by the owner and family, with one or two hired laborers. The villages are inhabited by the workers on the large farms, and various storekeepers and tradesmen who provide services to the agricultural units around them.

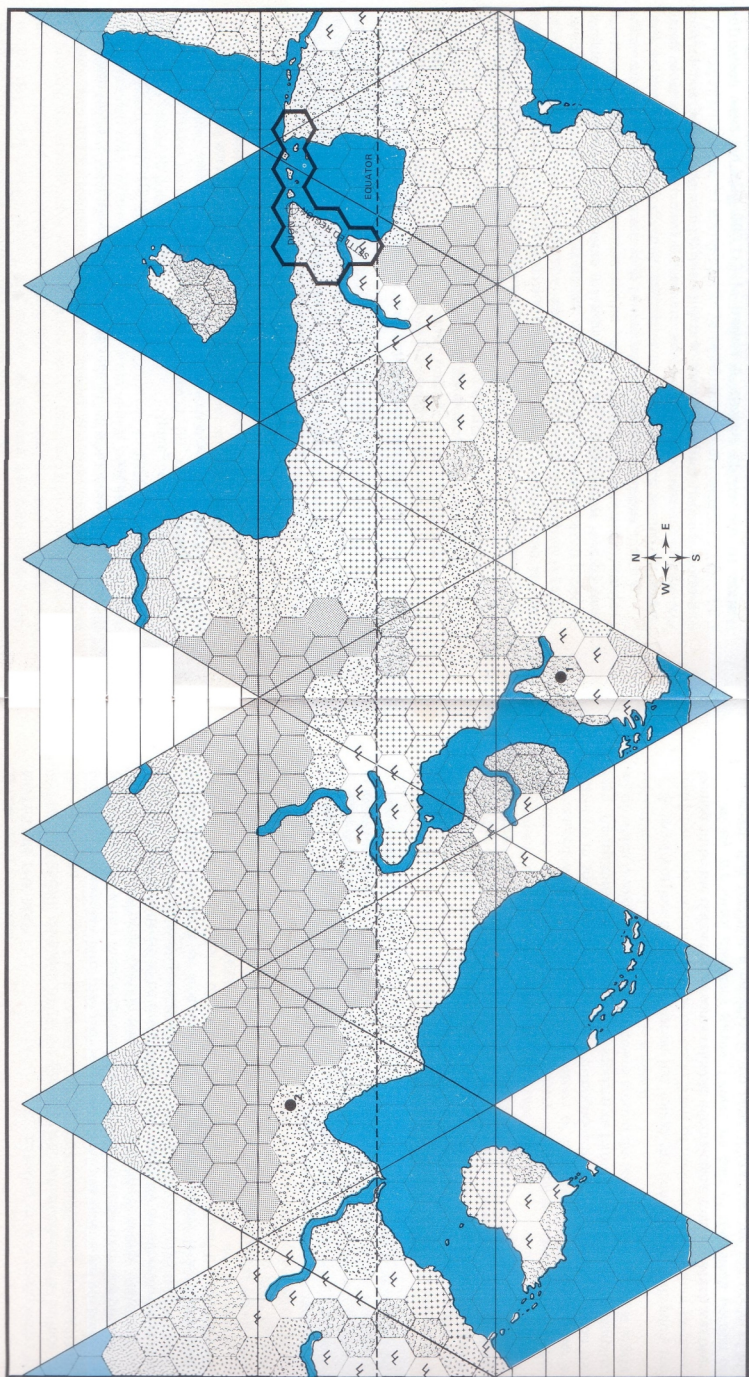
The island hexes are uninhabited except for a few scattered villages which make their living from fishing. Each village will contain a number of boats of various sizes suitable for travel from one island to another.

The hex containing the starport contains several moderate sized manufacturing communities, local transport lines and terminals, and all the other accouterments of what passes for civilization on Pagliacci, and, of course, Dion starport itself.

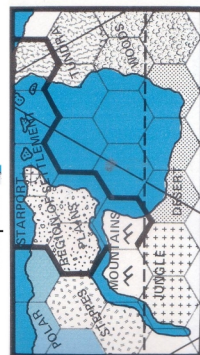
Use the following table (two dice) once per day the adventurers are in the settled regions. The referee should determine the results of specific encounters based on circumstances (encounters on seacoasts may result in the acquisition of a boat, villagers may be able to smuggle the adventurers into town for a price, and so on).

Die:	Type:	Quantity:	Weapons:	Armor:
1	Farmer	1D	Farm Implement	none
2	Villagers	3D	Asst firearms	none
3	Village Constabulary	2D	Auto Rifles	none
4	Posse	2D	Asst.	Asst.
5	Homesteader Family	1D	Asst.	Asst.
6	Starport Police	2D	Laser Carbines	Cloth
7+	No Encounter.			

Where weapons or equipment is not specified, use Book 3, Encounters.



Starport



- Polar
- Jungle
- Desert
- Tundra

- Steppes
- Mountains
- Woods
- Settled

Pagliacci (0809-C754733-6)

