

Double Adventure 6
Night of Conquest

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



This page is intentionally blank.

Double Adventure 6
Night of Conquest

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

CREDITS

Design.....William H. Keith, Jr. and J. Andrew Keith
Development.....John Harshman
Playtesting.....Mike Lichter, Dave Fulton, Debbie Fulton,
Tom Kokkelenberg, and Larry Gniadek
Art Director.....Paul R. Banner
Assistant Art Director.....Chris Purcell

Night of Conquest

TRAVELLER, Double Adventure 6, Part 2

Copyright © 1982 by Game Designers' Workshop, Inc.

All rights reserved. Printed in the United States of America.

No part of this book may be reproduced in any form or
by any means without permission in writing from the publisher.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is a double adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

Traveller is GDW's trademark for its science fiction role-playing game
materials.

Game Designers' Workshop, Inc.
P.O. Box 1646
Bloomington, IL 61701

Contents

INTRODUCTION	4
Standards and Assumptions	4
Characters	5
Equipment	5
OUT OF THE NIGHT SKY	7
GAAJPADJE	8
The J'aadje	8
The K'tring	8
Rijudjya	9
RUNNING THE ADVENTURE	10
ESCAPE FROM THE PALACE	11
Map of the Palace Area	13
ACROSS RIJUDJYA	14
Districts	14
Map of Rijudjya	15
The River	17
Bridges	18
THE AIRSHIP PORT	18
The Perimeter Fence	18
Areas	18
Map of the Airship Port	19
The Third Nightwatch	20
Regaining the Ship	20
ENCOUNTERS	21
K'tring Troops	21
J'aadje	21
Encounter Tables	22,23
K'tring Looters	24
Special Encounters	24
Information	24
OPTIONS AND OPPORTUNITIES	25
Disguises	25
The General	25
J'aadje Aid	25
The Ship	25

Introduction

This booklet contains two complete adventures for **Traveller** printed back-to-back. This adventure, *Night of Conquest*, deals with the crew of a trading vessel caught up in a conflict on a newly contacted world.

A referee who administers this adventure must be familiar with both it and the rules for **Traveller**. A prospective referee should read through the entire adventure before starting play. This adventure requires only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional references. Of course, paper, pencils, six-sided dice, and graph paper will be needed during play.

Chapters: This introduction (pages 4-6) is for both the referee and players, and gives the general background for the adventure. The chapter entitled *Out of the Night Sky* (page 7) is specifically for the players, and sets the scene for the adventure. The chapter entitled *Gaajpadje* should be treated as library data, available to players before the adventure (but only if they specifically request it) or at any time during the adventure when they have access to a computer or a knowledgeable native informant. The three maps cover areas with which the adventurers are somewhat familiar, and should be available for their examination. The remainder of the adventure gives specific information about the adventure and is intended only for the referee. Note: No part of this adventure (except the maps) should actually be placed in the hands of the players.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. If these do not fit into a referee's existing **Traveller** campaign, he or she may alter them to suit.

Dates: All dates herein correspond to the Imperial calendar. The date for this adventure is 1108: the 1108th year since the founding of the Imperium. The referee can choose an exact date based on the campaign and the local situation. Days within each standard year are numbered from 1 to 365. Standard notation lists the day-number followed by the year-number; thus 365-1108 would be the last day of the year 1108. Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Gaajpadje, (0304 E667874-4), which is located in the Ea subsector of Reavers' Deep, in the unclaimed region between Imperial and Aslan space. Gaajpadje is a medium-sized (9800 km diameter) world with a standard atmosphere and water over 70 percent of its surface.

A backwater world, Gaajpadje has been visited by humans only a few times in recent history; the natives of the world (a non-human minor race) have in the past been friendly but aloof. As the adventure opens, a long-term commercial agreement has been signed between an offworld corporation and the rulers of one of Gaajpadje's numerous city-states.

CHARACTERS

This adventure is intended for a band of adventurers numbering exactly eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead. If fewer than eight player characters are used, the referee should introduce some of the individuals listed below as non-player characters, to bring the group up to a strength of eight.

1	Merchant Captain	876784	Age 42	6 terms	Cr60,000
	Pilot-3, Streetwise-2, Computer-2, Revolver-2				Dagger, Revolver
2	Merchant First Officer	988766	Age 34	4 terms	Cr20,000
	Navigation-3, Pilot-1, Computer-1, Revolver-1,				Revolver
	Electronic-1, JOT-1, Gunnery-1				
3	Ex-Navy Lieutenant	6A8AB8	Age 30	3 terms	Cr26,000
	Engineering-2, Electronic-1, Mechanical-1,				Auto Pistol
	Jack of all trades-1, Auto Pistol-1				
4	Ex-Navy Starman	B7A886	Age 34	4 terms	Cr20,000
	Gunnery-2, Rifle-1, Blade-1, Fwd Obs-1				
5	Ex-Scout	AA9642	Age 30	3 terms	Cr90,000
	Pilot-1, Gunnery-1, Air/Raft-1, Revolver-1, Medical-1				
6	Doctor	978AA6	Age 42	6 terms	Cr40,000
	Medical-4, Streetwise-1, Computer-1, Electronic-1, Admin-1				
7	Ex-Marine Lieutenant	AB9786	Age 26	2 terms	Cr7000
	Leader-1, Tactics-1, Revolver-1, Rifle-1, Cutlass-1, Admin-1				
8	Scientist	694BA9	Age 34	4 terms	Cr33,000
	Computer-3, Navigation-1, Revolver-1, Jack of all trades-1				

EQUIPMENT

In *Night of Conquest*, characters begin with severe limitations on the amount

SHIP'S LOCKER

- 4 rifles, each with 10 clips of ammunition
- 2 shotguns, each with 8 clips of ammunition
- 2 SMGs, each with 10 clips of ammunition
- 5 revolvers, each with 5 clips of ammunition
- 3 auto pistols, each with 5 clips of ammunition
- 10 daggers
- 8 vacc suits, each with oxygen tanks for 8 hours and medium range commo gear
- 1 medical kit
- 1 mechanical tool kit
- 1 electronic tool kit

of equipment they may be carrying. No character may be carrying a total amount of gear weighing more than half of his or her strength, in kilograms. No single piece of equipment carried may weigh more than 1 kilogram. This adventure begins with characters involved in a formal, ceremonial affair in which bulky equipment in great quantities would definitely not be correct.

Working within these limitations the characters may select their equipment from the ship's locker of the *Scotian Huntress*, as shown above. Additional personal equipment may be bought, providing it is available in Books 1, 2, or 3 of *Traveller*, and the full price shown is paid. The referee should be the final authority on the availability of any particular piece of equipment, and may freely add, subtract, or substitute available gear. He

should also feel free to declare certain items of equipment (for instance, all unconcealed weapons) out of place at the Gaajpadjet party.

Referees running ongoing campaigns should enforce limitations on weight and appropriateness of equipment, but otherwise may freely allow use of any equipment normally available in the campaign.

The *Scotian Huntress*: Owned and operated by Caledon Ventures, a large mercantile firm based in the Principality of Caledon in Reavers' Deep, the *Scotian Huntress* is used as a trade pioneering vessel. The ship is an unmodified type A2 far trader.

The far trader uses a type 200 hull, and is capable of 1-G and jump-2. Fuel tankage is 50 tons, and the ship incorporates fuel scoops for gas giant skimming. A computer Model/1bis is installed adjacent to the bridge. The ship has 10 staterooms and 4 low berths. A single air/raft is carried for onworld transport. The ship is streamlined for atmospheric landings. Cargo capacity is 61 tons.

The *Scotian Huntress*' two turrets have each been armed with dual beam lasers.

Out of the Night Sky

The trade contact team aboard the *Scotian Huntress* made a real find when they landed on Gaajpadje (Ea 0304 E667874-4). The J'aadje, the world's dominant race, had an old and sophisticated culture. Though they had a low technological expertise (tech level 4), their civilization was rich in art, poetry, and dance. Their history made mention of past visits, long ago, by star travellers. Now, at last, the *Scotian Huntress* team had broken down the last barriers and signed a trade agreement with the Gaajpadjet Oligarchs. Rare and beautiful gemstones, delicate figurines of goldenglass, and other objets d'art from Gaajpadje would fetch high prices from collectors all across human-inhabited space. In return, Caledon Ventures would find the world a ready market for technological luxuries: air conditioners, refrigerators, desk computers, and digital wristwatches set to the 20-hour Gaajpadjet day.

Once representatives of the most important J'aadje city-states had signed the agreement with the offworlders in the ancient Palace of Proprieties Shared in Rijudjya, ceremonial capital of the J'aadje Nations, everyone repaired to a formal celebration held by the J'aadje for their new-found friends from the stars. All members of the crew and contact team from the *Scotian Huntress* were urged to attend; a special dance — "Of Long Reach in Star-Bright Graspings" — was to be presented, choreographed by one of the city's most influential artists in their honor. There were to be recitations of poetry, a sampling of rare foods and beverages from the Southern Isles, an exhibition of J'jaajad, Wah, and other similar cultural pursuits to mark the joy and importance of the occasion. For the J'aadje, it was a courtesy mandated by the ancient Laws of Hospitality; for the *Huntress* party, the equally ancient Law of Good Customer Relations made attendance by all mandatory.

Despite some doubts beforehand, it was quite a bash. At least there was plenty of spicy food and hot adwuj (a fermented tree sap) to take the visitors' minds off the three-hour recitation staged in their honor.

It was during the party that the K'tring struck. No one had suspected that Gaajpadje's other civilized race could reach so far. Descendants of a human ship crew which landed in the mountains of the rugged East Continent, the K'tring were harsh, warlike, and ambitious. They had subjugated East Continent's J'aadje nations; eventually, they were hemmed in by oceans and could advance no further. The J'aadje of West Continent had long since grown to ignore the K'tring, and indeed tolerated the presence of K'tring enclaves in many of their cities. The refined and cultured J'aadje looked down on the K'tring as menials fit for unpleasant labor and restricted to their ghettos after dark; they tended to forget that the K'tring nation itself was more sophisticated technically — if not culturally — than their own small states.

Now, at the height of the party honoring the visitors from the stars, the K'tring launched an attack. The first anyone knew of the strike was when seven large aircraft cut their engines and glided out of the night sky over Rijudjya, each steering for a vital target, and each carrying fifty of the best soldiers the K'tring could field.

A K'tring transport bounced to a halt in the broad palace garden; before it had fully stopped it was already disgorging troops. Without warning, a simple commercial transaction had erupted into war, with the *Huntress* team caught in the middle.

Gaajpadje

Located in an area of sparse stars in the heart of Reavers' Deep, Gaajpadje lies in a region rarely visited by human traders. The Ea subsector is largely influenced by the Aslan clans to spinward. The general neglect of the area by humans in past years stems from the competition, both real and imagined, offered by the Aslan presence. Only recently, under the sponsorship of Caledon Ventures, have traders begun to follow up early surveys of this part of space.

Physical Data: Gaajpadje (Ea 0304 E667874-4) is a small world, diameter 9800 kilometers, with a breathable atmosphere. Two major continents and many small islands are present.

THE J'AADJE

A non-human minor race, the J'aadje are native to Gaajpadje. Upright bipeds, the J'aadje are small (massing, on the average, 60 kg), agile, and dextrous, with golden-hued skin and two fully opposing thumbs on each hand. They are peaceful and friendly, and stress propriety and courtesy in all their dealings with one another and with offworlders. Their civilization is noted for graceful works of art and delicate, sensitive workmanship; J'aadje works of art are expected to bring a high price among collectors. Though their technology remains fairly unsophisticated, the J'aadje are generally considered to be a society which offers much to offworld traders, making the planet a valuable find.

THE K'TRING

The K'tring are also inhabitants of Gaajpadje, and make a startling contrast to the gentle J'aadje culture. Descendants of a human-crewed warship which crashlanded in the rugged mountains of East Continent, the K'tring have a harsh and militaristic heritage dating back two thousand years. The background of the K'tring remains uncertain, but they are believed to have originated in one of the Reaver States in the sector during the Long Night.

Since their arrival, the K'tring have prospered, expanding to control much of East Continent at the expense of their J'aadje neighbors. An active, ambitious state, the K'tring nation is technologically more advanced than Gaajpadje's natives (the K'tring tech level is 6). K'tring policy demands the conquest of the planet, but the number of J'aadje and the great distance separating the two continents has so far made this impossible.

Some K'tring have settled in J'aadje cities. Their status is low, and they are forced to live in ghettos; for the most part, they do menial work and heavy labor. Most of these K'tring are criminals fleeing from K'tring authorities, or are descended from such criminals; in many instances, however, K'tring slums also serve as nests of intrigue, with agents of the K'tring state reporting much of what happens, by radio, to the Warlord of K'tring and his people.

Previous offworld contact, which occurred some 75 years ago, did not reveal the K'tring presence on Gaajpadje. The *Scotian Huntress* crew became aware of the K'tring during their visit to Rijudjya, with some surprise. However, the K'tring

produce nothing of value in interstellar trade, and consequently are of little interest to the *Scotian Huntress* team.

RIJUDJYA

The traditional "capital" of the scattered city-states of West Continent, Rijudjya is a seacoast city largely devoted to trade and commerce. The various districts shown on the map on page 15 are named from the predominant function of the area, though they should not be considered to be exclusively devoted to any one type of occupation or purpose.

The J'aadje make use of a number of characteristic practices in laying out and building their cities which show up in the appearance of Rijudjya. Streets, for instance, tend to be laid out in a regular pattern of concentric semi-hexagons, connected by radial roads extending from the harbor area. They are narrow by human standards, except in the commercial and industrial districts; most traffic is pedestrian, but some large animal-drawn drays are occasionally used to haul heavy goods and material to and from the waterfront and the airship port.

Most buildings are only one story, except for a few architectural showpieces (such as the palace) in the old district.

Running the Adventure

Once the K'tring attack begins, the J'aadje party breaks up as natives disperse in panic. Fleeing natives will urge the adventurers to escape before the K'tring take them.

From this point on, the referee should note the passing of time in fifteen minute intervals. The party must escape from the K'tring, and will probably attempt to regain the ship. Along the way, they will have encounters of various sorts.

The adventure begins at the start of the second nightwatch. Each nightwatch is 3 hours in length. At the start of the third nightwatch, a fleet of K'tring dirigibles carrying reinforcements arrives at Rijudjya. This increases the number of K'tring soldiers available to garrison various areas, and also the number of patrols available to hunt for the adventurers.

At the end of the third nightwatch, it is dawn. The adventurers will be speedily located, surrounded, and captured if they are in the open at this time. Thus, by dawn, they must have returned to the *Scotian Huntress*, found a place of refuge, escaped from the city entirely, or adopted an effective disguise.

Movement: The party's movement can be regulated by referring to one of the three maps provided: the palace area (page 13), the city (page 15), and the airship port (page 19). If the party proceeds cautiously, through side streets, they can travel at about 2 km per hour, or 500 meters per 15-minute period. They may triple this rate if they travel on the main boulevards (the streets marked on the city map) but they will automatically be encountered by any K'tring troops in the area (except sentries guarding specific points not on that street).

Encounters: The maps are divided into numbered areas used to regulate encounters. At the beginning of each fifteen-minute period, and also each time the party enters a different area, the referee should roll once for an encounter with K'tring troops, and once for another encounter (with J'aadje, K'tring looters, etc.). The various encounters and encounter rolls for different areas are explained in following chapters. Encounters are resolved as they occur, using normal **Traveller** rules and procedures.

Escape from the Palace

The initial stages of the adventure focus on the need to escape from the area around the palace. The map on page 13 shows the palace and its environs.

Below are guidelines to the various areas shown on the map. The referee is responsible for filling in details not provided here as needed; this may include detailed maps of individual buildings or rooms or improvisation of specific items or conditions that may be present.

1. The Palace: The palace is six stories tall, and contains some 90 rooms. The largest of these is the Hall of Courtesies Remembered on the ground floor, where the celebration was held. Exits from the palace lead into surrounding areas, as shown. It is possible to encounter almost any type of native clothing or artifact inside the palace.

K'tring Troops: K'tring troops will be encountered on 6+, and will number 2D. If a 12 was rolled, they will number 3D and will be accompanied by General Thran, commander of the attack.

Other Encounter: On 8+ the party will encounter 2D J'aadje refugees, fleeing from the K'tring; they will not know anything of value to the adventurers.

2. The Palace Airship Port: This is a small dirigible port adjacent to the palace, with a single mooring tower, a hangar, and an open area. One dirigible is moored at the tower when the attack occurs. The hangar is empty, but holds tanks of flammable hydrogen gas and fuel for the dirigible's engines.

The port is a prime target for the K'tring, who want to seize it to permit the landing of dirigible-transported reinforcements due 3 hours after the first attack.

It takes 30 minutes to prepare and cast off a dirigible; if the group hurries, they may do it in 15, but run the risk of setting off a disastrous explosion aboard on a roll of 8+. K'tring weaponry can do the same, on a roll of 10+.

K'tring Troops: The mooring tower and hangar are guarded by 5 sentries. On 8+, the party will encounter 2D K'tring searching the area.

Other Encounter: A J'aadje encounter will occur on 10+.

3. The Park: The park offers relative safety, at least for a time.

K'tring Troops: 2D K'tring, searching the area, are encountered on 10+.

Other Encounter: A J'aadje encounter occurs on 10+.

4. Palace Docks: The boathouse and docks behind the palace were built for the use of the city nobility. There are 2 large rowing vessels (each can hold 10 men), 1 six-man sailboat, and a steam-powered runabout that can hold five comfortably, or ten with considerable crowding. The boathouse holds another rowing vessel, plus drums of gasoline and oil and coal for the steam engines. The party may encounter difficulty in operating the steam- or sail-powered boats without native help. If the adventurers manage to fire up the boilers on the runabout, it will take 15 minutes to build up enough steam for the boat to move.

K'tring Troops: 2D K'tring, searching the area, will be encountered on 8+.

5. The Bridge: K'tring troops seize the bridge to the artisan's district immediately after the attack opens. 10 K'tring sentries are encountered if the bridge is approached.

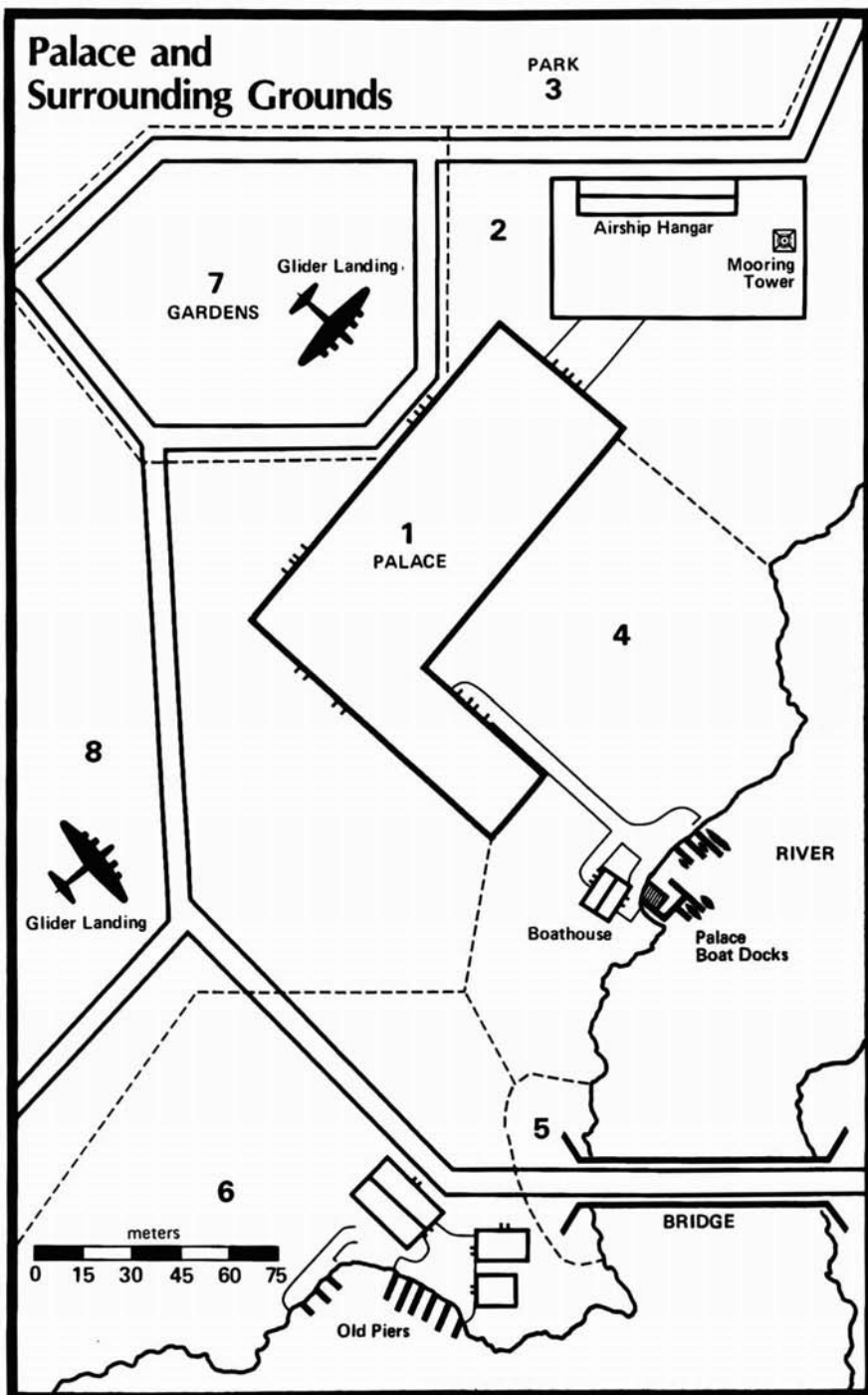
6. The Old Waterfront: Dating back to a time when Rijudjya was limited to the old district area, this stretch of piers and buildings is abandoned, and has little of value. No encounters take place in this area, except at the discretion of the referee.

7. The Palace Gardens: One K'tring glider landed here, and 10 K'tring, including a radio operator, remain nearby. There is nothing else of value present.

8. The Palace Grounds: On this stretch of open ground, K'tring will be encountered automatically. 2D troopers will be present in this area. A glider landed nearby.

The Third Nightwatch: The encounters described above apply during the second nightwatch. During the third nightwatch, There are 40 K'tring inside the palace, with 2 sentries at each entrance. There are 5 sentries (and a K'tring dirigible) at the palace airship port and 10 at the bridge. One patrol is searching the area, and will be encountered in the park, the gardens, or the palace grounds on 8 + . There are no other encounters.

Palace and Surrounding Grounds



Across Rijudjya

Once the immediate problem of escaping from the palace is solved, the adventurers are faced with a more difficult problem: that of moving through the city without being detected and captured. The city map (page 15) shows the layout of Rijudjya, including the various districts into which the city is divided.

DISTRICTS

The districts of the city and the chances of various encounters in each are discussed below. The palace area, described in the previous chapter, is numbered 1.

2. The Old District: This district is mostly an area of large residences for members of the nobility.

J'aadje clothing, equipment, and (rarely) weapons are available at any of the buildings in the area. Entering a building takes an extra 15 minutes, during which time the party may acquire whatever they can. An encounter is rolled for during this period.

K'tring Troops: There are two patrols in the area; one will be encountered on 9+.

Other Encounter: Roll on the table on page 22.

3. Gajayarajar: This island fortress is testimony to wars fought between the normally peaceful city-states of the region some 300-400 years ago. The fort mounts 4 antiquated cannon overlooking the safe channel into the harbor. It is garrisoned by a token force of city militia: practically the only group under arms in Rijudjya.

The island was the target for one of the K'tring gliders, since the invaders are eager to secure the fortress airship dock and control of the channel, both of which are essential to their plan of attack.

K'tring Troops: During the second nightwatch, 10 K'tring occupy one of the fortress buildings as a headquarters, and 30 more are stationed as sentries in various locations, with a patrol of 10 as a reserve; 1D sentries will be encountered anywhere on the island on 4+. During the third nightwatch, there is a dirigible at the airship dock and 60 more K'tring stationed on the island, 20 of these as patrols in reserve; 1D sentries will be encountered automatically.

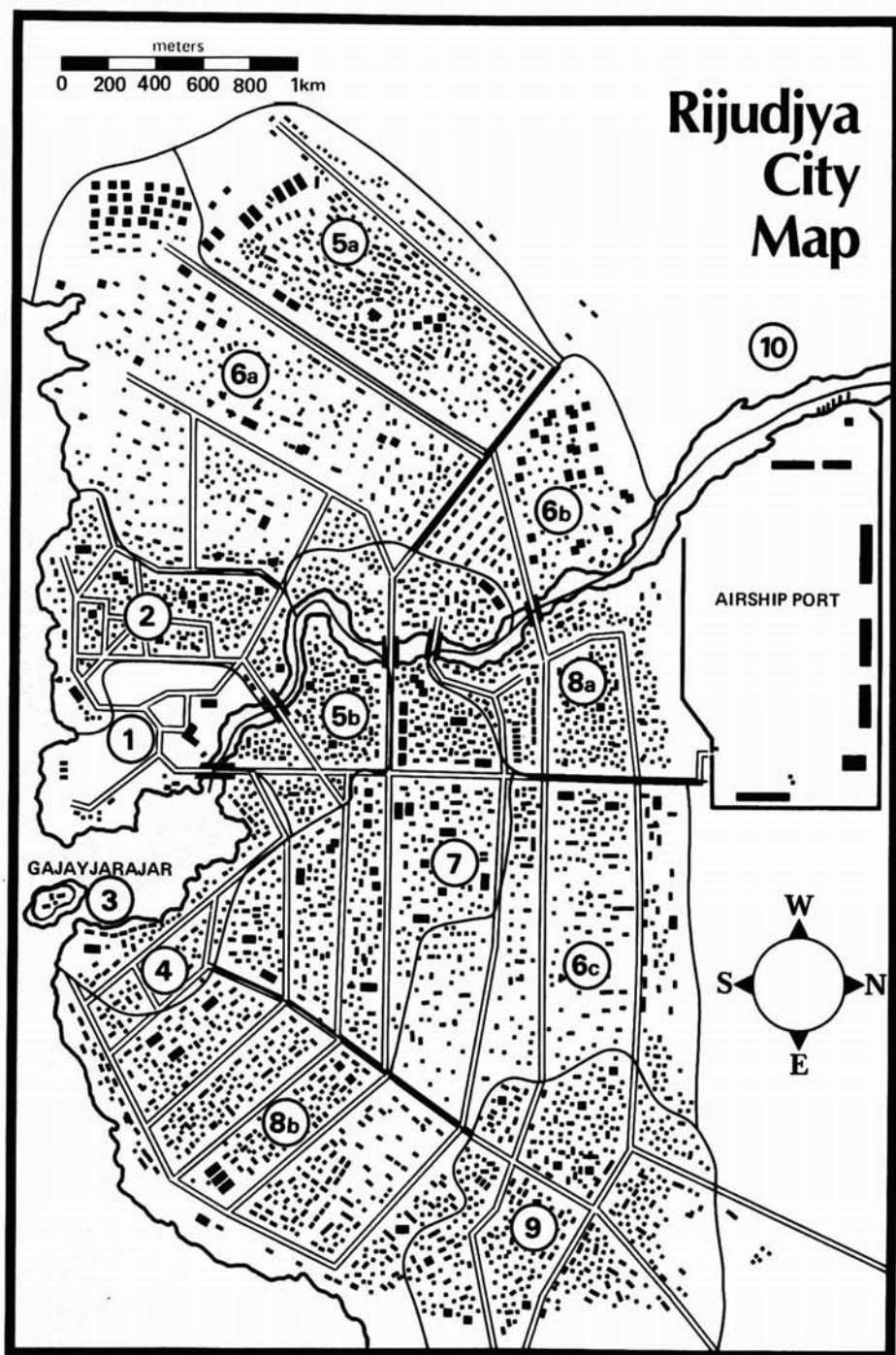
There are no other encounters, although the former garrison of 20 J'aadje is imprisoned within the fortress, and it is conceivable that the adventurers may find and release them. If so, they will join the adventurers.

4. Waterfront District: The waterfront district is a rough part of town. It is also a major target for the K'tring attack; a glider was assigned here. Warehouses will contain a variety of implements, equipment and other goods. There are a number of steam-engine vessels at the docks. 15 minutes is required to break into any particular warehouse or ship to discover worthwhile goods.

K'tring Troops: During the second nightwatch, there are 5 patrols in the area; one is encountered on 6+. During the third nightwatch, there are 9 patrols in the area; one is encountered on 4+.

Other Encounter: Roll on the table on page 22.

5A, 5B. Artisans' Districts: These sections of town contain a mixture of homes and shops, but cater by and large to the artistic community of Rijudjya. Many tools



and implements are available from the buildings here (spend 15 minutes to search each), but the real prize in the area is the presence of valuable merchandise. Valuable artworks (statuettes, goldenglass artifacts, etc.) are present in any particular building on 6+.

K'tring Troops: No K'tring troops are present in district A. There are 2 patrols in district B; one is encountered on 6+ in the second nightwatch or 8+ in the third nightwatch.

Other Encounter: Roll on the table on page 22.

6A, 6B, 6C. Residential Districts: These areas contain J'aadje homes, plus occasional shops. Homes are liable to contain clothing, tools, and similar useful items, but weapons are very unlikely (a specific house contains weapons — referee's choice of type — on a roll of 12). 15 minutes must be spent to enter and search any particular house or shop.

K'tring Troops: No K'tring troops are present during the second nightwatch. During the third nightwatch, there are 3 patrols in district A; one is encountered on 8+. There is one patrol each in districts B and C; it is encountered on 11+. Also, during the third nightwatch, the advancing K'tring force is encountered in district C on 9+.

Other Encounter: Roll on the table on page 22.

7. Industrial District: An area of factories and warehouses for the growing J'aadje manufacturing base, this district is the center of much of the J'aadje resistance. There is little of value here for the adventurers, but the presence of J'aadje may give an alternative to the group.

K'tring Troops: One patrol is present in the area, and is encountered on 8+. Also, during the third nightwatch, the advancing K'tring force is encountered on 11+.

Other Encounter: Roll on the table on page 22.

8A, 8B. Commercial Districts: These sections of town hold large open-air market stalls, interspersed with some residences and buildings of various kinds. Almost anything may be obtained from these shops, but only one type of item (tools, or weapons, or cloth, etc.) will be found in any shop. Characters can tell in advance the contents of a particular shop by rolling intelligence or less. It takes 15 minutes to enter and search a particular shop.

K'tring Troops: No K'tring troops are present during the second nightwatch. During the third nightwatch, there is one patrol in district A; it is encountered on 9+. Also, the advancing K'tring force will be encountered in district A during the third nightwatch on 6+.

Other Encounter: Roll on the table on page 22.

9. K'tring Quarter: The K'tring quarter is considered a hazardous place even on normal nights. During the K'tring raid, this area is even worse. There is little of value in the area.

K'tring Troops: There are no K'tring troops in the area.

Other Encounter: An assembling band of K'tring looters will be encountered on 5+.

10. Outside the City: There is no K'tring activity outside the city, with the exception of the area immediately across the river from the airship port; encounters with K'tring troops may occur there. Travel outside Rijudjya is limited to half normal speed (250 meters per turn), due to the rough ground and the difficulty the adventurers will have in finding their way through unfamiliar territory.

K'tring Troops: No K'tring troops are present during the second nightwatch. During the third nightwatch, there are 2 patrols present; one is encountered on 8+.

There are no other encounters.

THE RIVER

The river may be either a barrier or a highway, depending on whether the adventurers can acquire a boat.

Boats: The adventurers may find a rowboat, sailboat, or motorboat.

A character may row a boat at 80 meters per minute for a number of minutes equal to his endurance, and may row at 40 meters per minute for an equal time thereafter.

A sailboat moves at 2 km per 15 minutes in all directions except upriver (which is against the wind). Upriver, it moves at 1200 meters per 15 minutes (tacking). Characters may find it difficult to sail upriver without native assistance.

A motorboat moves at 3 km per 15 minutes. Characters may have difficulty in operating the steam-powered Gaajpadjet motorboats without native assistance.

Swimming: A character may swim at 30 meters per minute for a number of minutes equal to his endurance, and at 15 meters per minute for an equal time thereafter. At the end of this time he may not swim without assistance. One swimmer may assist another, but each minute spent assisting counts as two minutes of swimming.

The Current: The river flows at 500 meters per 15 minutes (or 30 meters per minute). When moving upstream, this must be subtracted from movement speed; when moving downstream, this must be added.

Crossing: The width of the river at a given point may be determined randomly as 100 plus 2D X 10 meters. The distance may be too far for some rowers or swimmers to make it, but others will have no difficulty. Travel is at the listed speed. The referee may figure out actual travel times, or may just assume that the crossing takes 15 minutes. The current will carry a boat or swimmer some distance downstream during crossing; swimmers, for instance, will be carried about as far downstream as the river is wide.

K'tring Troops: A K'tring patrol is moving up the west bank during the second nightwatch; it is encountered on 9+. There is a patrol on each bank during the third nightwatch; one is encountered on 7+. Also during the third nightwatch, a motorboat manned by 1D K'tring travels up the river; it will be encountered on 9+ and the occupants will challenge any boat in the water.

Other Encounter: Roll on the table on page 23 if in the river or on its banks.

BRIDGES

As important communications points, bridges have been seized by the K'tring. There are 10 sentries at each bridge. Persons attempting to cross the bridge will always encounter these troops. Swimmers or boats passing near the bridge will be noticed on a roll of 7+; if noticed they will be challenged and, if the sentries are not satisfied, will be fired on.

The Airship Port

If the adventurers attempt to escape to their ship, they must sooner or later make an attempt to penetrate the airship port, one of the main K'tring targets. The map on page 19 shows the area in detail. It has been divided into areas to regulate the chances of encounters.

THE PERIMETER FENCE

The compound is surrounded by a 3-meter-tall metal mesh fence. There is one gate (area 3); the fence does not cover the bank of the river. It can be cut by tools (presumably acquired from some building in town, or from the K'tring). The fence can be climbed by any individual of strength 8+, but each person who climbs will attract attention from within on a roll of 7+.

AREAS

Each area is guarded by several groups of K'tring soldiers. If a group is encountered and the alarm is raised, other soldiers in the same area will join the fight in 1D combat rounds (except those unable to leave their posts, as stated below). Groups from adjacent areas will arrive to reinforce a trouble spot 6D combat rounds after the trouble begins. The descriptions given are for the second nightwatch. The K'tring are heavily reinforced during the third nightwatch, as described below.

Area 1: This portion of the port holds several large airship hangars. The hangars are empty, but do hold a variety of tools, and tanks filled with hydrogen for the dirigibles. There are 10 K'tring sentries patrolling the perimeter fence and buildings, and 1D of them will be encountered on 8+.

Area 2: Two mooring towers are present in this area. Supplies, including ammunition, spare weapons, and other equipment, are piled around each tower. Lights mounted on the towers illuminate each of the dumps. Mooring towers also mount large tanks of gasoline (for refueling dirigible engines). A K'tring sentry is present at each tower.

The administrative building (one of the two smaller buildings) has been made the command post of the force occupying the airship port. The force commander and his staff are inside (a total of 5) and 3 sentries guard the outside of the building.

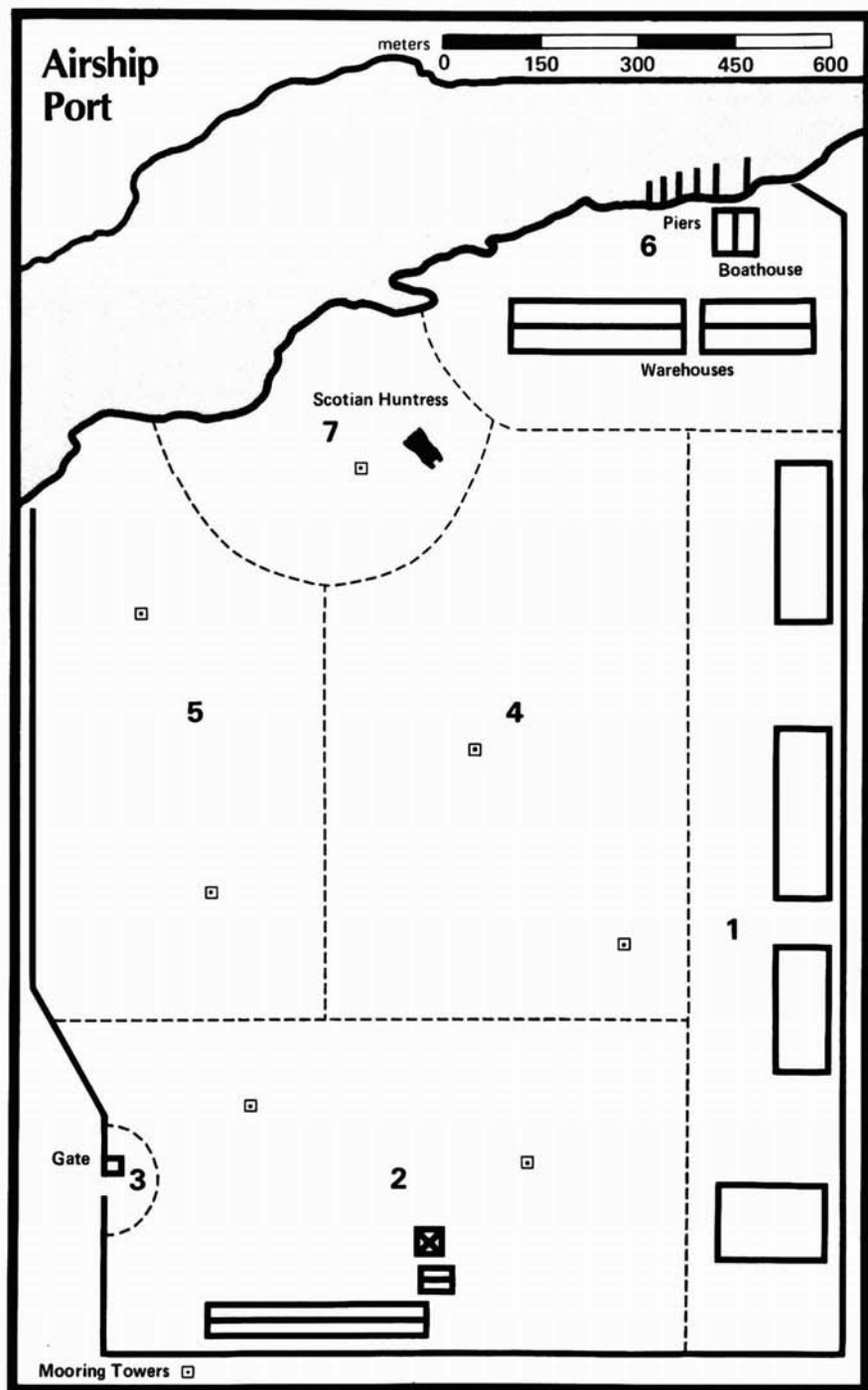
Another 10 sentries patrol the perimeter fence.

Adventurers moving through this area will encounter 1D K'tring on a roll of 6+. Attempts to approach supply dumps will be seen on a roll of 4+.

Area 3: The gate to the compound is guarded by 15 sentries. The gate area is well lit, and adventurers moving through the area will be seen automatically. 5 of these sentries may not leave their posts, but the rest may be used to reinforce other areas if trouble starts.

Area 4: Mooring towers in this area are identical to those discussed above. 2 sentries guard each tower, and another sentry walks a line between them. Adventurers in the area will be seen by the closest group on roll of 7+. Attempts to approach supply dumps will be detected on a roll of 6+.

Area 5: Mooring towers in this area are identical to those described above; each



is guarded by 1 sentry.

In addition, a number of J'aadje prisoners are in the area, guarded by 5 K'tring. An officer is questioning them about the offworlders and their ship. These guards will not leave their posts.

10 sentries patrol the perimeter fence.

Any attempt to move through this area will attract attention on a roll of 6+.

Area 6: This portion of the compound holds a set of piers — including several small oared boats — plus a boathouse and some warehouses. The boathouse contains J'aadje tools, drums of gasoline and oil, and similar material.

10 sentries patrol the perimeter fence, the boathouse, and the warehouses. Adventurers moving across the area will encounter 1D K'tring sentries on a roll of 8+.

Area 7: The *Scotian Huntress* has been grounded here since the trade team's arrival two weeks ago. The mooring tower above the ship has been converted by the K'tring into a watchtower, with 3 sentries and a portable searchlight. Other floodlights illuminate the *Huntress*. There are 20 guards around the ship itself, protected by a low wall of sandbags. These guards will not leave their posts under any circumstances.

Attempts to reach the ship will be seen automatically.

THE THIRD NIGHTWATCH

At the beginning of the third nightwatch, four dirigibles dock at the port, filled with K'tring reinforcements. All forces listed above are doubled in size (5 becomes 10, 1D becomes 2D, etc.) and there is a DM of +2 for all encounter rolls. In addition, a reserve of 5 patrols of 10 men each is stationed in area 4, and up to 3 patrols (referee's decision) will respond to any alarm in 3D combat rounds.

REGAINING THE SHIP

A diversion (explosions, gunfire, etc.) will raise the alarm, but will also draw reinforcements away from the *Huntress*, though guards there will remain in place. Players may decide to use such methods to make an attempt on the ship. Resolution of the situation will depend on the interaction between the players and the referee.

To increase pressure on the players to force them to take action, the referee may choose to employ various devices designed to heighten suspense. For example, a crew of K'tring technicians could be seen wielding torches against the cargo doors, attempting to gain access.

Entering the *Scotian Huntress*: A palm lock keyed only to the palmprints of the ship's personnel seals the ship. If the lock is damaged, a signal may be sent by communicator to cause the computer to open the electronic locks on board.

Encounters

There are four basic types of encounters: K'tring troops, J'aadje, K'tring looters, and special encounters.

K'TRING TROOPS

All K'tring troops encountered are members of the elite R'sentha corps, a body trained for commando operations. They are equipped with cloth armor and carry a varied selection of weaponry: rifles, auto rifles, and SMGs. Officers carry auto pistols, and may also carry SMGs.

Sentries: Sentries are troops ordered to guard a specific location. They will not usually leave their posts and will not be encountered unless approached.

Patrols: A patrol consists of 10 men, actively searching an area for the adventurers and/or J'aadje resistance.

The Advancing Force: During the third nightwatch, a force of 200 troops marches from the airship port to the old district, clearing out resistance along the road. If this encounter is rolled, the adventurers will meet a portion of this force, numbering 1D x 10. The remainder will be in adjacent districts.

Reactions: Any K'tring encountered will attempt to capture the adventurers, shooting to wound rather than to kill (see below). They will also seek to raise the alarm. Any patrol in the same area as the group encountered will move toward the sound of weapons fire, reaching the scene in 4D combat rounds. Patrols from adjacent areas will reach the scene in 8D combat rounds. Fighting continues as long as adventurers are in sight of K'tring soldiers. Once the battle ends, the K'tring will continue to search the area; roll 7+ to encounter a K'tring patrol every 5 minutes for the next 15 minutes, DM + 1 for every 2 patrols in the area. All patrols from adjacent areas will be in the area of the encounter, and therefore may not be encountered in their own areas. After 15 minutes, all patrols return to their normal search patterns. The referee must determine the locations of troops not assigned to a specific area (for example, the riverbank patrols) during a battle.

Shooting to Wound: K'tring, assuming they recognize the adventurers, will shoot to wound rather than kill. The basic roll to hit becomes 10+, and damage inflicted is 1D less than normal.

J'AADJE

Whenever a J'aadje encounter occurs, the referee should roll on the table on page 22 to determine its exact nature. The various encounters are explained below.

Councillor Rijajyadje: One of the leaders of the J'aadje in Rijudjya, the Councillor (69587C) has contacts in the waterfront district who may be able to hide the adventurers or help them escape from the city. Rijajyadje's presence with the group gains them a DM + 2 in reaction rolls when dealing with other J'aadje characters. He is automatically friendly to the adventurers, and gives one information roll when he joins.

Councillor J'ajajayar: A visitor from a neighboring city-state. When J'ajajayar (46676B) is encountered, his reaction should be rolled. On 10+, he offers a great

CITY ENCOUNTER TABLES

Old District

- 1 K'tring looters
- 2 J'aadje
- 3 Special
- 4 J'aadje
- 5-6 2nw: no encounter
3nw: K'tring looters

Waterfront District

- 1-2 No encounter
- 3 K'tring looters
- 4 2nw: K'tring looters
3nw: J'aadje
- 5-6 J'aadje

Artisans' District

- 1 2nw: no encounter
3nw: K'tring looters
- 2-3 K'tring looters
- 4-5 J'aadje
- 6 Special

Residential District

- 1 No encounter
- 2 2nw: no encounter
3nw: K'tring looters
- 3 K'tring looters
- 4-5 J'aadje
- 6 Special

Industrial District

- 1-2 J'aadje
- 3 2nw: No encounter
3nw: J'aadje
- 4-5 2nw: No encounter
3nw: K'tring looters
- 6 K'tring looters

Commercial District

- 1 No encounter
- 2-3 K'tring looters
- 4 2nw: No encounter
3nw: J'aadje
- 5 J'aadje
- 6 Special

Notes: Roll encounters on the tables at left. Some encounters change from the second nightwatch (2nw) to the third nightwatch (3nw); use the appropriate entry. For J'aadje and special encounters, roll again on one of the tables below.

J'aadje Encounter Table

- 2 Councillor Rijajyadje
- 3 2D fighters; reaction DM -3
- 4 1 looter
- 5 1D looters
- 6-8 1D refugees
- 9 1D fighters; attack all non-J'aadje
- 10 1 looter
- 11 2D fighters; reaction DM -4
- 12 Councillor J'ajajayar

Special Encounter Table

- 1 1D dead K'tring are found in an alley, victims of a J'aadje ambush. Though their weapons are missing, their uniforms are fairly intact.
- 2 Two K'tring are questioning a local, speaking in the local trade language. They do not notice the adventurers. Make one information roll.
- 3 The party comes across a building being used as a K'tring command post with 2D K'tring present, including an officer and a radio operator. If a soldier can be forced to translate (roll 10+), the radio allows one information roll every 15 minutes it is in operation. Use this encounter only once.
- 4 Some J'aadje are encountered driving a large wagon with plenty of room for the adventurers to hide. They may attempt to hijack it or persuade the J'aadje to help them.
- 5 The party encounters a gun battle in progress. 4D J'aadje with a motley assortment of tech level 4 weapons are engaged with 2D K'tring. The adventurers automatically receive surprise if they attack. J'aadje will fire upon them if they are seen (roll 8+). If the adventurers help the J'aadje, the natives will join them on a roll of 7+.
- 6 Several wagons captured by the K'tring are moving slowly down a street, heading toward the airship port. They are piled high with a variety of equipment, implements, and tools. There are 3D K'tring in the wagons and 2D more marching alongside. The lead wagon holds an officer.

River Encounter Table

1 - 3 No encounter

4 A rowboat (capacity 10 people) is tied to a dock on the east bank.

5 A thick mat of weed is floating down the river. One swimmer (roll randomly) is entangled; roll strength or less to get free, one attempt per minute.

Each rower in a rowboat must roll strength or less to avoid losing an oar. A motorboat has its propeller fouled; unfouling takes half an hour. While trapped, everyone will float downstream with the current.

6 Shallow water. Boats run aground on 7+; freeing them takes 15 minutes. Swimmers may rest, recovering one endurance point per 2 minutes.

Information Table, Second Nightwatch

2 A glider landed at the old island fort.

3 A glider landed in the industrial district.

4 K'tring invaders have secured all bridges in the city.

5 K'tring looters have been ravaging the artisans' district.

6 K'tring looters have been ravaging the residential districts.

7 Two gliders landed at the airship port north of the city. The compound has been secured and is guarded.

8 K'tring looters have been ravaging the commercial districts.

9 All airship ports have been taken by the invaders.

10 Patrols have been set up along both banks of the river by the invaders.

11 The K'tring CO, General Thran, is the third son of the Warlord of the K'tring.

12 A glider has landed in the waterfront district, and heavy fighting continues there.

Information Table, Third Nightwatch

2 One dirigible has landed K'tring reinforcements at the palace.

3 J'aadje resistance remains strong in the industrial district.

4 K'tring in captured boats are patrolling the river.

5 There are looters reported in the residential districts.

6 The palace has been established as the K'tring headquarters.

7 Four dirigibles have reinforced the K'tring at the airship port.

8 The K'tring CO, General Thran, is the third son of the Warlord of the K'tring.

9 K'tring looters have been seen in the artisans' district.

10 The K'tring have at least 200 men at the airship port.

11 The K'tring are advancing en masse from the airship port into the city.

12 One dirigible has reinforced the K'tring at the island fort.

deal of his personal treasure (amount unspecified) if the adventurers will help him leave the city (preferably by way of their ship). On 6-9, the offer is similar, but he does not wish to accompany them to the ship, only to the nearest way out. Finally, on 5 – , he makes an offer as above, but is actually seeking to turn the adventurers in to the K'tring at the first possible opportunity in order to win his freedom.

Regardless of his goals, J'ajajay will be a considerable encumbrance, lagging behind, making too much noise, and attracting attention during any dangerous situation on a roll of 8 + .

Looters: When J'aadje looters are encountered, their reactions should be rolled. On 5 – they are hostile, and may attack the party. On 6-9 they will panic and flee, leaving valuable goods behind (worth 2D x Cr100,000). On 10 + , players may make a roll for information.

Refugees: J'aadje refugees make reaction rolls as above, but never attack. They flee instead. Refugees do not have valuables.

Fighters: Fighters are bands of J'aadje resisting the K'tring attack. Their reactions should be rolled, using the DM given on the table. Hostile fighters may take the adventurers for K'tring, and attack. If they are friendly, they may join the adventurers or offer them a place of refuge. Friendly J'aadje give one information roll.

K'TRING LOOTERS

3D K'tring from the K'tring quarter are encountered pillaging, starting fires, and otherwise enjoying their newfound power over the J'aadje. A reaction roll is required; a favorable reaction indicates that they mistake the adventures for fellow K'tring. A DM of – 3 is applied if the adventurers are in the company of J'aadje, unless the group makes an effort to treat the natives as badly as the K'tring are treating them. Friendly K'tring looters give one information roll. Unfriendly K'tring looters will attack, seeking to earn a reward by capturing the offworlders for their invading cousins.

SPECIAL ENCOUNTERS

Special encounters are unusual events which may help or hinder the adventurers as they move through the city. Use the table on the next page, or choose an appropriate event as desired.

One important use for a special event is to give the adventurers some advantage that will help them to regain their ship when they finally reach the airship port. For example, if the adventurers have not yet encountered General Thran, or if they failed to take advantage of that encounter, he could be introduced in a special encounter (perhaps as part of die rolls 5 or 6 on the table).

INFORMATION

As a result of encounters, players may gain information which may make them better able to deal with encounters that take place later or aid them in forming a plan of action. Information may be acquired any time the party comes across a friendly local (including K'tring looters who mistake the party for fellow K'tring), capture a K'tring prisoner, or eavesdrop on a conversation.

Whenever the adventurers gain information, roll on the appropriate information table (for the second or third nightwatch) on page 23 to determine what they learn.

Options and Opportunities

Many different solutions to the general situation will occur to players. Some of the most obvious are discussed below.

DISGUISES

Adventurers may disguise themselves as K'tring soldiers. K'tring at a distance will be fooled on 5+. If within speaking range, however, the group will have difficulty maintaining their cover since they have no knowledge of the K'tring language.

If the adventurers overhear enough K'tring conversations, they may determine that the K'tring have a challenge ("J'rack") and a reply ("Rojar") which may be enough to get them through some encounters.

Adventurers may disguise themselves as looters; this allows freedom of movement among the looters, but K'tring soldiers may still be wary. However, the language problem is not as great, since many local K'tring speak only the J'aadje trade language, which the adventurers have learned to speak.

THE GENERAL

General Thran, if captured, is a valuable prize. Although high-level negotiators will be unwilling to exchange the general for the ship, concern for his safety will force them to make some sort of agreement with the adventurers. On the other hand, the troops actually guarding the ship *will* exchange it for the general's safety, without consulting higher command, if the adventurers act fast enough.

J'AADJE AID

By contacting the partially organized J'aadje resistance, the adventurers may be able to find a secure hiding place inside the city. Their later operations will depend on player initiative and referee input, but will probably still be centered around recapture of their ship. The party might also flee the city, making a journey cross-country to another city-state in an attempt to enlist aid. Whether from inside or outside the city, serious J'aadje retaliation against the K'tring invasion will be slow in coming: at least two weeks will pass before any move is made. Another 5000 K'tring troops will arrive by ship two days after the invasion. For each passing week, roll 2D; on 12+ the *Huntress* is removed, and on 14+ all K'tring withdraw as well; DM + 1 for each week after the first. K'tring attempts to gain entry to the ship will probably prove fruitless while it remains in Rijudjya, but researchers in the K'tring homeland will eventually open the ship. The referee may regulate attempts to carry out a counter-thrust, possibly launching a whole new adventure.

THE SHIP

If the adventurers can win through to the *Scotian Huntress* their problems are over. The ship's armament is powerful enough to defeat any force of K'tring, and the mere threat of action, together with a suitable demonstration, should force a surrender. If successful, the adventurers can look forward to rich rewards (complete with greater and more magnificent epic recitations and feasts) from the J'aadje.

