

Uses the
HERO System
under license from



Spinward Marches System Guide 1 Datrillian

Traveller HERO

SPINWARD MARCHES SYSTEM GUIDE 1: DATRILLIAN

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

Spinward Marches System Guide 1: Datrillian is set in the Spinward Marches of Official Traveller Universe, in the period just after the end of the Fifth Frontier War. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

Avenger Enterprises can be contacted by email at: avenger@comstar-games.com

CREDITS

District Commissioner: Martin J. Dougherty

Imperial Administrator: William Andersen

System Survey Commander: David Johnson

Scout Service Planetary Surveyors: Eric O'Dell, Michael Taylor

Xenobiology Expert: Jason 'Flynn' Kemp

Planetary and Interstellar Cartographers: Shane McLean, Eric O'Dell

ComStar Director of Games: William Andersen

Layout: Rob Bruce

Traveller Hero Conversions: Rob Bruce

Avenger Enterprises is a joint venture of Martin J Dougherty and ComStar Games.

Avenger's products are available under the brand ComStar Games.

Avenger's forums are located at <http://www.traveller.comstar-games.com>.

ComStar Media through ComStar Games is an authorized publisher for Traveller from Avenger Enterprises. Traveller HERO is published exclusively by ComStar Games <http://www.comstar-games.com>.

Copyright ©2005-2006 ComStar media, LLC & Avenger Enterprises. All rights reserved.

Traveller is a trademark of Far Future Enterprises and is used under license.

2 3 4 5 6 7 8 9 10

HERO System™ ® is DOJ, Inc.'s trademark for its roleplaying system.

HERO System and Champions Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

Star Hero © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

All DOJ trademarks and copyrights used with permission.

For further information about Hero Games and the HERO System, visit www.herogames.com.

Table Of Contents

SYSTEM GUIDE: DATRILLIAN.....	5
System Overview	5
Ran	5
Regin	5
Fafnir and Mimir.....	5
Datrillian	6
Physical Data.....	6
Sociopolitical Data	6
Economic Data	8
Military Data.....	8
Flora And Fauna	9
Life On Datrillian	9

Adventure Seeds	11
Regin Rebels	11
Listening Post	12
Cult Of Sigefred.....	13
Petroleum Fields	14
Frostcrabber Wars.....	15
Pirates Of Hrona	16

SYSTEM GUIDE: DATRILLIAN

Lying at the “entry point” to the Bowman Arm, Dattrillian is an obvious candidate for investment and development. This will however require winning over the ruling caste, who are opposed to expansion on the sensible grounds that they might lose control of their world.

Dattrillian 0501 E227633-8 Ni 801 M1 V (Non-Aligned)

System Overview

Loki, the sole M1 star of the Dattrillian system, is named for an ancient Terran fire deity. The principal feature of the system is the large, ringed gas giant, Ran, located in Loki’s innermost orbit and Life Zone. The main world, Dattrillian, is one of the six satellites of Ran and the only one with any facilities or permanent population. Three other tiny rockballs orbit Loki in fairly typical Outer Zone orbits and the innermost of these, Regin, has a very small settlement. There are no planetoid belts in the system.

In order out from the star, the system contains:

Orbit*	Name	Type
0	Ran	Large Gas Giant
6	Atla	Small Rockball
11	Blodugad	Planetoid
12	Ran’s Net	Ring
30	Hrona	Rocky, Habitable
35	Bylgia	Planetoid
50	Kolgan	Planetoid
55	Dattrillian	Rocky, Habitable
1	Regin	Planetoid
2	Fafnir	Planetoid
3	Mimir	Planetoid
* Satellite orbits in radii of primary world		

Ran

Ran is named for an ancient Terran sea-storm deity. Library data entries for Ran say the gas giant’s aquamarine atmosphere is exceptionally turbulent and in combination with Ran’s severe electromagnetic fields makes fuel skimming unusually difficult. Several starships have been lost in Ran’s atmosphere while attempting to refuel. Besides its system of small satellites the world also has an unexceptional ring system that is known locally as Ran’s Net, an allusion to its mythical namesake’s means for pulling unlucky sailors to their watery deaths.

The giant’s six moons are named for the mythological daughters of Ran, who personified different kinds of waves,

and all have rather conventional orbits. Besides Dattrillian, which is the farthest satellite from Ran, the other five moons are little more than tiny planetoids with the exception of the third moon, Hrona, a small, rocky world. Occasional landings have been made on Hrona but no permanent settlement has ever been established. Recently though a pirate band has been using Hrona as their base from which to attack starships attempting to wilderness refuel at Ran.

Regin

Regin is the only other inhabited world in the system. A small, rocky planetoid to which a few hundred political dissidents and common criminals from Dattrillian have been exiled. These “colonists,” as they are known officially, often come from powerful families that have managed to protect their wayward kinsmen from execution although at a steep price. The physical environment of Regin is not all that different from Dattrillian except for the scarcity of water but this is not a serious problem given the much smaller population. Living conditions though are primitive and travel between the two worlds is rare with the occasional “colonists” being sent to Regin in expendable spacecraft incapable of making the return journey. The “colonists” do have a primitive broadcast capability that enables them to transmit information, usually electronic mail for family members, to Dattrillian but all of this information is intercepted and censored by the government.

Fafnir and Mimir

Fafnir and Mimir are rather typical for outsystem rockballs. Small, airless planetoids with no permanent facilities or population neither world has been closely surveyed and both are largely ignored by the inhabitants of the system. Recently though an automated surveillance post has been constructed covertly on Mimir by the Imperial Interstellar Scout Service (IISS). The post’s sensors attempt to record jump traffic coming into and out of the system and to monitor broadcasts from Dattrillian but these efforts are often incomplete due to interference caused by the ordinary motion of Mimir with respect to Ran and its satellites and the harsh radiation emissions from the gas giant itself. The post is visited on a very irregular basis by detached duty Scout ships travelling along the Bowman Arm that are given instructions to gather the post’s recordings and to provide any needed repairs to the post’s systems when they travel through Walston, Caladbolg, or Tarkine.

Datrillian

The sixth satellite of the large gas giant Ran, Datrillian is home to the vast majority of the population of the system.

PHYSICAL DATA

Datrillian is a harsh world. Its small size gives it a surface gravity of about one-quarter standard. The world's very thin, tainted atmosphere requires the use of a respirator/filter mask combination to breathe and also leads to highly variable temperatures over the course of the world's thirteen hour day (although this short day actually serves to prevent the much sharper nighttime drops in temperature that might otherwise occur with a very thin atmosphere). Daytime temperatures at the equator can be quite warm (~25 C) but drop well below the freezing point of water at night. (Polar regions remain well below freezing even at the height of summer.) Due to Datrillian's small axial tilt conventional seasonal variations in temperature are small (± 5 C) but because the world's orbital period about Ran is almost equal to the gas giant's period about the sun (~50 days) Datrillian experiences a harsh, two week long "winter" once each revolution during its passage into Ran's shadow when temperatures at the equator do not rise above -135 C!

Two-thirds of the 19 million square kilometer planetary surface is covered in water, though much of this is constantly frozen in the polar regions. Several large seas exist in the equatorial and temperate regions but coastal and fresh-water freezing is a nightly occurrence. All bodies of water freeze over to great depths during the annual "winter" and severe storms precede and follow these freezes. Even during the warmest periods large icebergs can be a hazard to surface shipping anywhere on the planet. The combined effects of Ran and Loki produce strong and complicated tidal forces that can also lead to turbulent seas in coastal areas during warm periods.

Much of the polar and temperate regions of the planet are little more than arctic wastelands but the harsh weather and abundant water has produced—and continues to produce—several remarkable geological features in the equatorial regions despite the fact that the world has only two tectonic plates. (Datrillian has a small, molten core but relatively little volcanism.) The world has five major "continents" (each the size of large islands on more conventionally habitable worlds with similar hydrospheres). Eastmain (26% of total land mass) and Westmain (21%) are equatorial continents located in opposite hemispheres. Barren and weather-beaten Southmain (15%) connects Westmain with antarctic Southpole (20%) continent while Northpole (18%) shares the arctic region with the Broken Sea (an always-frozen sea bisected by huge, shattered glaciers lying along the northern hemisphere tectonic boundary). In the eastern hemisphere the tectonic boundary travels down from the Broken Sea along the western coast of Eastmain continent and across the Glacial Sea to

bisect Southpole continent. In the western hemisphere the tectonic boundary separates Southmain from Westmain and then travels northward along the western, Rampart Sea coast of Westmain.

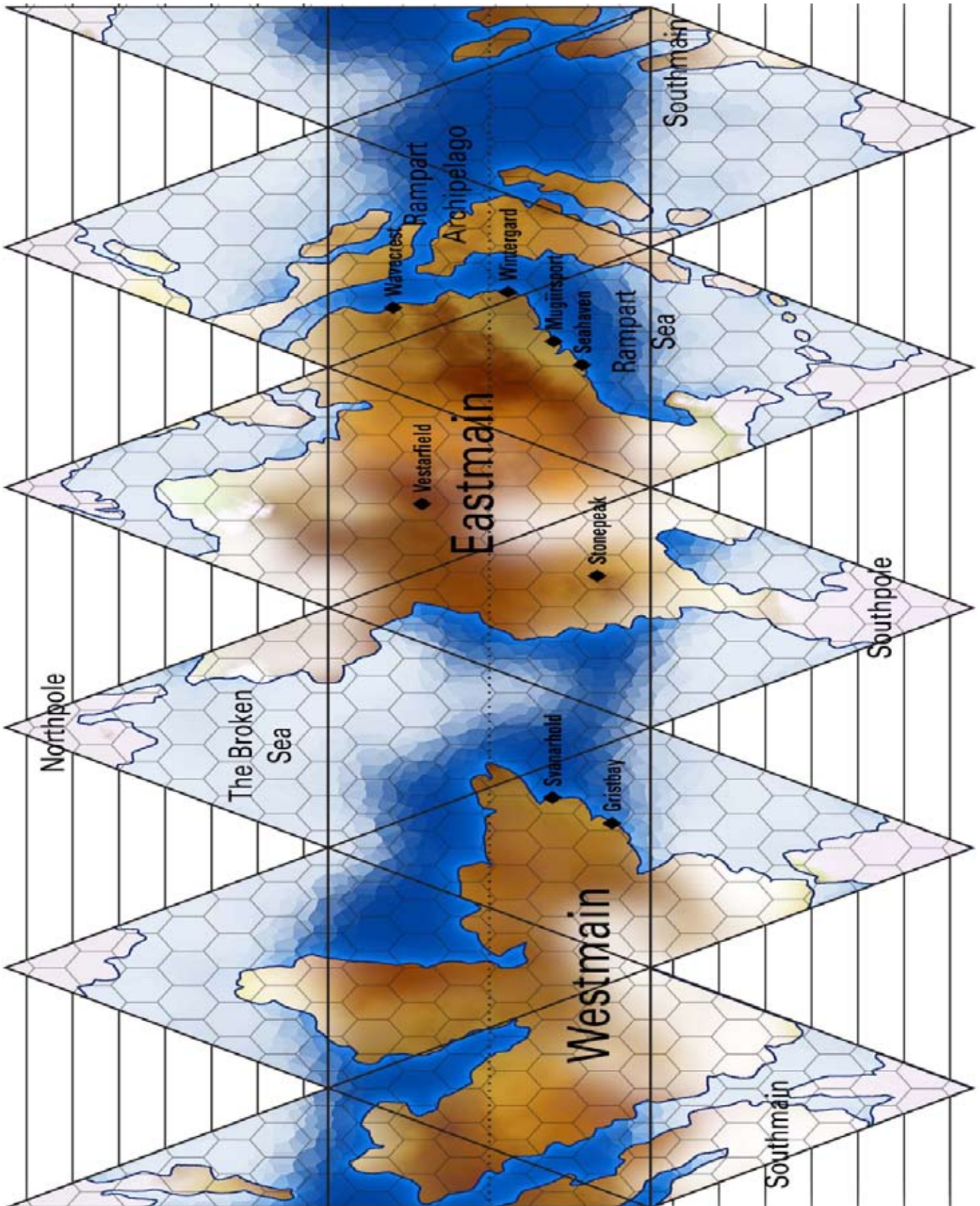
The world's principal settlement is at Wintergard on the equator along the east coast of Eastmain, protected from the harshest weather by the vast continental landmass to its west and from the worst of the storms of the Rampart Sea by the Shield Archipelago to its east. A handful of other, much smaller cities are spread along the world's equatorial region.

SOCIOPOLITICAL DATA

The population of Datrillian is 8.4 million, almost entirely Humans of Terran or Vilani stock. A small aristocracy rules the planet, descended from militant Sword Worlders who fled from Gram over three hundred years ago. The vast majority of the world's population—7.7 million people—live in the domed (and underground), equatorial city of Wintergard on the east coast of Eastmain continent. Seven other much smaller cities (population about 100,000 each), similarly domed and underground, are scattered along Datrillian's equator. The cities of Seahaven, Mugiirsport, and Wavecrest are spread out along the Eastmain coastline within a couple of hundred kilometers of Wintergard. The cities of Stonepeak and Vestarfield are located to the west in the Eastmain interior and Gristbay and Svanarhold are located across the Great Sea on the east coast of Westmain continent.

The vast majority of Datrillians are descendants of disparate Terran and Vilani settler groups that arrived during the Long Night and the subsequent period of early Third Imperium expansion into the Spinward Marches. The ruling class though has its origins in a small cadre of Sword Worlders who arrived on the world in the late 8th Century Imperial. These Sword Worlders, militants who fled from Gram when the government there was toppled, enjoyed a technological edge over the local Datrillians that quickly enabled them to seize control of the world. Since then they have proven to be able rulers who have governed wisely if firmly and who have interbred with the local population such that any distinctions between rulers and ruled are now merely cultural and political. Datrillian has been a refuge for dissident Sword Worlders in the intervening centuries but as time has gone on these newcomers have found it more and more difficult to assimilate to the distinctive society of Datrillian.

Ruling authority is vested formally in the Council of Peers, a deliberative body of several hundred of the most powerful aristocrats that holds executive, legislative, and judicial authority. The Council chooses a King or Queen usually from among the adult children of the reigning monarch and generally while the monarch is still alive—although most monarchs reign for decades. (The King Father or Queen Mother remains a member of the Council until his or her death.) The current King, Olrik Windrider, is middle-aged and has reigned for four years, succeeding his elderly mother,



Spinward Marches System Guide 1: Datrillian HERO Edition

Queen Sharik, who remains a member of the Council. The King appoints members of the Council to head executive ministries and to serve on the various judicial bodies of the Council. These appointees serve at the King's pleasure.

The principal political relationships on Datrillian are feudal in nature but the fiefdoms are not land-based. Rather they are based on economic holdings such as manufacturing or service enterprises. (These unconventional feudal practices trace their origins to the original Vilani settlers—and some obscure Terran settler communities.) Common people and their fief-holders are bound together in a complex relationship of mutual pledges of service and obligation tied to performance of the activities of a given feudal enterprise. Once an individual makes his or her first pledge of fealty—a key component of the Datrillian coming-of-age ritual—they are usually committed for life (but such arrangements can be dissolved upon mutual consent on rare occasions). These feudal relationships make it generally difficult for outworlders to integrate into Datrillian society because most outworlders are unable to understand the commitments involved and the sense of identity that Datrillians gain from upholding those commitments.

Most Datrillians are comfortable with life as they know it and uninterested in social progress. The harsh environment of Datrillian has convinced them that change can be dangerous and so they are generally resistant to new ideas. Datrillians can be combative and the ruling class maintains an emphasis upon militarism as the appropriate response to threats even though the world has faced few genuine challenges from off-world in many generations. The fact that the overwhelming majority of Datrillian's population resides in the city of Wintergard means that there is broad agreement on most major issues. On the other hand, their close-knit, urban society leaves most Datrillians suspicious of off-worlders and generally uninterested in interstellar affairs.

ECONOMIC DATA

Datrillian has a complex economy focused on agricultural production, consumer goods, and light industry. Commercial enterprises are organized as feudal holdings—Houses—headed by aristocratic families. In addition to its core enterprise each House provides basic social services—housing, education, health care—to its members (sometimes these services are contracted from other Houses specializing in the specific service). Most economic activity is based at the city of Wintergard but most resource extraction—metals and radioactive ores, petrochemicals and other organic compounds—is conducted at the smaller cities located along Datrillian's equatorial region. Each of these mining cities is governed/managed by a specific House under royal charter-grant from the central government in Wintergard.

Government revenues come from taxes levied on the sale of goods and services with exemptions for minimum levels of basic foodstuffs and essential services. Tax rates

are not high as the services provided by the central government—primarily the Royal Police (and Defense Corps)—are limited. Stipends for those serving in government are minimal as most aristocrats earn substantial sums from their House activities. Likewise, many services traditionally provided by government—education, professional certifications, utilities and other public works, emergency response and medical care—are provided by feudal Houses on Datrillian on a fee-for-service basis or as charity.

Datrillian's starport is managed by the Royal Defense Corps which handles customs activities there. (Several trading Houses manage cargo and refueling operations at the starport under Corps oversight.) Recently, the Corps has procured a handful of surplus utility cutters from off-world and has moved its customs activities into orbit above Datrillian. In addition to their customs duties these Corps cutters are now backed up by a handful of orbital interceptors to patrol Ran's atmosphere enforcing the government's newly imposed "safety blockade" of wilderness refueling. The government claims that refueling in Ran's atmosphere is too dangerous and insists that visiting starships land at Wintergard starport for refueling. (Coincidentally the refueling Houses are charging double the normal price for unrefined fuel....)

MILITARY DATA

The Royal Metropolitan Police is responsible for security in the city of Wintergard and its immediate environs and has detachments in each of the seven cities. Police forces are equipped at TL 8 and are commanded by a Chief Constable who reports directly to the Council of Peers. The Police are generally not very visible in Wintergard or the other cities but Police response in the event of disturbances or other emergencies are prompt and forceful. The Police are generally well-regarded by most Datrillians and service in the Police is a respected occupation, especially for non-aristocrats.

Datrillian has only a small military force, the Royal Defense Corps, which is actually a branch of the Royal Metropolitan Police. The Corps is responsible for planetary defense, intelligence, customs and immigration services at the starport, global emergency rescue, and space operations (consisting primarily of launching the spacecraft that transport "colonists" to Regin). The Corps-Captain reports to the Police's Chief Constable but is selected by the King. Corps personnel tend to come from aristocratic families, usually those children that do not find themselves in positions of direct authority for the family fiefdom.

Corps forces are generally equipped with TL 9 weaponry—usually reflecting military prototypes or off-world imports—and TL 8 transport and communications equipment. The Corps manages the main starport at Wintergard as well as the primitive spaceport facilities at Vestarfield in the Eastmain interior and Gristbay on the Westmain coast. It also operates a small planetary defense missile battery around

Spinward Marches System Guide 1: Dattrillian HERO Edition

Wintergard and a small number of orbital interceptors and cutters used primarily for customs duties in Ran orbit.

The Corps is supplemented by an extensive, if seldom utilized, reserve militia consisting of service elements from most major Houses. These militia forces train frequently with Corps regulars in weapons handling, small unit tactics, wilderness survival, and rescue operations. Most commercial aircraft, ocean-going vessels, and large ground vehicles can be requisitioned by the Corps when necessary. Through the militia most Dattrillian aristocrats hold some sort of reserve commission in the Corps and this has been an effective means by which the militant traditions of Dattrillian have been maintained in the absence of any serious conflict in centuries.

FLORA AND FAUNA

There is only limited flora on the surface of Dattrillian: varieties of primitive molds, lichens, mosses, and ferns are common in equatorial regions and in coastal areas in the world's temperate zones. Surface-dwelling and air-breathing fauna is also quite primitive and consists almost entirely of various species of insects. There are no flyers on Dattrillian. Sea-borne life is more extensive, particularly in the equatorial regions, but is also primitive with both swimmers and seabed crawlers being invertebrates. Few Dattrillian organisms are large enough to pose much threat to humans but several species of flora and fauna can be poisonous when disturbed or eaten.

Most surface-dwelling flora and fauna is restricted to the equatorial regions of Eastmain and Westmain continents. Southmain, Southpole, and Northpole continents are largely lifeless except for transient, sea-borne species that occasionally gain a foothold in non-polar coastal regions. Most surface lifeforms have developed periods of dormancy during the harsh, cold "winters" even in the equatorial regions. Dormancy is less common in sea-borne fauna which often resort to north-south migratory patterns in response to the severe "seasonal" changes in temperature.

The principal foodstuff of Dattrillian is the frostcrab, an underwater crawler that is common throughout the equatorial region. "Frostcrabbers" have depleted the population within several hundred kilometers of Wintergard and have been forced to forage farther and farther out to sea each year. Frostcrab is a staple of the Dattrillian diet and both cooked and raw versions of the crustacean are common in most homes and eateries. Efforts to create artificial frostcrab farms have so far been unsuccessful as some element of the frostcrab lifecycle seems to depend upon the destruction wrought by the "winter" storms.

One species of moss, known locally as barrow-whey, is fermented by local brewers and is a popular alcoholic beverage throughout Dattrillian society. "Barrow-beer" is also sold off-world under several different brewer's brands. Barrow-whey has a quick growing season and must be harvested be-

fore each onset of "winter" but fermentation time, whether by necessity or custom is not quite clear, can take several years. Brewers hoard the secrets to their brewing methods and most Dattrillians have staunch loyalties to their favorite brands.

Few off-world plant or animal species have been transplanted successfully to Dattrillian, particularly in the wilderness areas. The severe weather conditions make it difficult for most off-world plants and animals to survive outdoors. A variety of off-world animals are kept by Dattrillians as domestic pets although no particular species exists in large numbers. Most would not survive long if they escaped or were released into the wilderness. Likewise a variety of agricultural plants exist in hydroponics and other artificial environments maintained at Wintergard but these are strictly luxury items and will not be common in most homes or eateries.

FROSTCRAB

-5 STR	15 DEX	8 CON	3 BODY	8 INT
5 EGO	3 PRE	8 COM	2 PD	2 ED
2 SPD	2 REC	16 END	10 STUN	

Abilities: *Aquatic:* Life Support (Expanded Breathing (Breathe Underwater)); *Coldwater Native:* Energy Damage Reduction, Resistant, 50% (30 Active Points); Only Vs. Cold (-1); *Coldwater Native:* Life Support (Safe in Intense Cold); *Frostcrab Legs:* Extra Limb (1), Inherent (+1/4) (6 Active Points); *Pincers:* +5 STR (5 Active Points); Only With Grab (-1/2); *Pincers:* Killing Attack - Hand-To-Hand 1/2d6 (10 Active Points); Reduced Penetration (-1/4); *Shell:* Damage Resistance (1 PD/1 ED); *Vibration Sense:* Ultrasonic Perception (Hearing Group), Increased Arc Of Perception (360 Degrees); Climbing 12-; +6 with DCV; +1 with HTH Combat; Concealment 17- (15 Active Points); Self Only (-1/2); Stealth 17-

75+ Disadvantages: Normal Characteristic Maxima; Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing); Physical Limitation: Can Only Run Sideways (Infrequently, Slightly Impairing); Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)

Frostcrabs

CT: Frostcrab – 6kg Eater; Hits 2/2; Armor jack; Wounds 2 (as claws); A5 F7 S3.

LIFE ON DATRILLIAN

For most people life on Dattrillian means the same as life in the city of Wintergard. This large, self-contained metropolis is a haphazard mixture of centuries-old and modern architecture. Portions of the domed city have been built and rebuilt again and again and the city has expanded in size as its population has grown. Once a single, half-buried dome on the shore of the Rampart Sea Wintergard now covers over a thousand square kilometers and extends several kilometers underwater along the sea floor.

The coastal Wharf district is the oldest part of the city and here the great frostcrabbing Houses have their harvesting and processing operations. The central Newtown district is

Spinward Marches System Guide 1: Dattrillian HERO Edition

the location of government offices, educational institutions, artistic activities, and the clear-domed Monarch's Park. The House district, west of Newtown, is home to the Dattrillian aristocracy and is characterized by large estates surrounded by extensive gardens and wide boulevards. Factortown is the city's industrial district and the location of the starport facilities, on the northern outskirts of the city. To the south Yeomantown is the city's primary residential and commercial district. There is an extensive public transit rail system and therefore few personal vehicles in Wintergard—most non-pedestrian traffic on the city's wide, covered boulevards tends to be large commercial vehicles.

Due to the harsh environment—generally frigid temperatures and the combination respirator/filter mask required to breath the air—most Dattrillians seldom venture outside the closed ecosystem of Wintergard. Temperatures inside tend to be cool and Dattrillian dress reflects this, tending to clothing that covers the limbs and head. There are no clear fashion distinctions between men and women—reflecting the general equality of roles for men and women in Dattrillian society—but aristocrats tend to dress in more reserved, darker colors than the average common person.

While there are clearly defined roles for aristocrats and common people on Dattrillian these groups intermingle easily, particularly within a given House. Indeed, most Dattrillians will know more members of their House at all social levels than they will know people of other House of the same social level. Dattrillians are generally quite polite and formal with each other and quarrels are rare. This politeness will extend to off-worlders as well but it covers a thinly-veiled distrust or even contempt. Fundamentally, Dattrillians just don't like outsiders.

Dattrillians identify strongly with the House to which they have pledged fealty. For the vast majority their relationship with their House is a life-long one and is usually the same as that of their parents and grandparents. Dattrillians work, play, and live with other members of their respective House. Marriages outside their House are rare for no reason other than the simple fact that most people have little opportunity to get to know others outside their House well. Dattrillian families are large and extended and tend to live in the same abode which has been the home of the family for generations. (Homes usually belong to a specific House rather than to specific families.)

Many Dattrillians work in the agricultural sector, supporting the harvesting of frostcrabs or the underwater processing facilities that have been steadily expanding into the coastal sea floor. Others work for the manufacturing and processing Houses of Factortown, commuting to and from their homes in Yeomantown each day. A smaller proportion of people work in the commercial services sector—banking, health care, trading, retail—or in government, education, and the arts.

Dattrillians tend to focus on the well-being of their family and House rather than on their individual well-being. For a Dattrillian the worse social sanction is to be formally separated from one's House. This emphasis upon the community results in broad support for those social institutions—primarily manifest in government activities—that are common to all across Dattrillian society. Dattrillians tend to be content and are generally supportive of the status quo. The standard of living for most people is comfortable if not extravagant and adequate, House-based social institutions exist to give most people a reasonable sense that they will be able to survive most personal crises.

Adventure Seeds

The following adventure seeds can be used to set up quick adventures in the Dattrillian system.

Regin Rebels

For some time now a cadre of “colonists” on Regin have been plotting a return to Dattrillian and an assault on the government there. The group is led by Drusilla Hendriksdattar, the daughter of a member of the Council of Peers who was exiled to Regin for her opposition to the government. The rebels have been salvaging the expendable transport spacecraft that occasionally bring new “colonists” to Regin and have nearly completed reconstruction of two spacecraft that might carry as many as 300 rebels back to Dattrillian. Hendriksdattar’s lieutenant, Daoud Pilaan, a former Royal Defense Corps officer court-martialed for killing the husband of his former lover, is training a group of “colonists” in small group military tactics. Hendriksdattar plans to return to Dattrillian, make a landing at Wintergard, seize a Royal Defense Corps armory, and lead an attack on the Council chambers aimed at taking several members of the Council of Peers hostage.

Several aspects of this plan are overly optimistic. There just aren’t the appropriate skills available on Regin to reconstruct the spacecraft properly much less to fly them to Dattrillian. They may make it into orbit above Regin but the interplanetary transit to Dattrillian is much more problematic. Hendriksdattar, the most experienced pilot on Regin, has only flown imported military grav vehicles on Dattrillian and has never piloted a spacecraft. Still what these rebels lack in skills and experience they match in determination (or desperation).

Travellers might encounter Hendriksdattar’s rebels in several different ways. A damaged or misjumped starship might be forced to land on Regin to effect repairs. In such circumstances the crew will be seized by the rebels. Crewmembers with technical skills will be pressed into work on the reconstruction of the two salvaged spacecraft (and components of the travellers’ ship might be cannibalized as well). Crewmembers with piloting skills will also be pressed into service. Of course, if the travellers are sympathetic with the rebels’ cause they might choose to cooperate freely.

Other travellers might be contacted on Dattrillian by members of Hendriksdattar’s family to travel to Regin to assist the rebels. They might be contracted to carry certain cargo—spacecraft components, small arms, life support equipment—to Regin or simply to travel to the world and secure Hendriksdattar’s return to Dattrillian. In such circumstances, when she returns Hendriksdattar will pressure her family into contracting with the party to return to Regin

again with the necessary materials to complete work on the two spacecraft.

Alternately, the party might be contacted by representatives of the Royal Defense Corps intelligence service to travel to Regin and report on the activities of the “colonists” there. These intelligence agents have grown suspicious of some sort of rebel activity on Regin due to several informants among the family members of recently exiled “colonists.” Their suspicions are not yet substantiated enough that they can ask for official support—Regin is, after all, home to several formerly-well-connected aristocrats—but they have been able to draw upon some limited Corps funds to hire the travellers and their starship.

Finally, the travellers might find themselves in Wintergard just when Hendriksdattar and her band—against all odds—manage to reach Dattrillian and launch their assault on the armory. Chaos ensues.

Listening Post

While in port at Caladbolg (or at Tarkine or at Walston) the travellers are contacted by a representative of the local Scout base. The Scout has learned that the travellers plan to travel along the Bowman Arm and asks them to undertake a mission for the IISS. (If the travellers are travelling aboard a detached duty Scout ship this is not a request. If the travellers are travelling in a merchant or other vessel the Scout will provide them with a voucher for payment of a not-insubstantial amount of money that can be redeemed at the respective Scout base on the other end of the Bowman Arm.) The mission is to visit the secret, automated IISS listening post on Mimir, gather the appropriate sensor recordings, provide any needed repairs to the post's systems, and deliver the recordings to the respective Scout base on the other end of the Bowman Arm.

The need to protect the listening post's secrecy will require the travellers to visit Mimir without letting the locals on Dattrillian know of their visit. They can try to jump into the Dattrillian system and refuel at the gas giant without visiting Dattrillian but this will expose them to the risk of wilderness refueling in the turbulent atmosphere of Ran or possibly lead to them being discovered by the Royal Defense Corps "custom" patrols that are seeking to maintain the "safety blockade" of the gas giant or in the worst-case scenario lead to them being attacked by the pirates of Hrona while deep in Ran's atmosphere.

Should the travellers choose to refuel on Dattrillian they will have little or no problems making their way between the Ran satellite system and Mimir (regardless of whether they visit Mimir before or after refueling at Dattrillian). They will though encounter the Indigo Muse at Mimir, a Belter from Caliburn. The ship is commanded by Harry Gilgaadin who was on his last financial leg at Caliburn, gave up in frustration, and jumped to Dattrillian to see if his luck would improve. He has already surveyed Loki's cometary halo and failed to find any materials of value. He next journeyed to Mimir and was much surprised to find the Scout listening post. Gilgaadin has been on Mimir for a couple of days when the travellers arrive—long enough to discover that the post is an IISS facility and to realize that information about the post might possibly be worth much more to the authorities on Dattrillian than the salvage value of any of the equipment. Gilgaadin is an Imperial citizen with no particular grudge against the Imperium but he had fallen on particularly hard times at Caliburn and has spent much too much time of late contemplating his fate should Indigo Muse's ill-maintained life support system or drives fail.

Indigo Muse is ill-equipped for any combat but Gilgaadin is determined to turn his discovery into some sort of financial gain. He realizes that he can bring news of the listening post to the authorities on Dattrillian, collect some sort of "reward," and be long gone before the Scouts learn

from the travellers who revealed the secret facility to the Dattrillians. (He also knows that IISS elements are overstretched in District 268 and that the Scouts will have their hands too full dealing with the diplomatic fall-out from the revelation of the post to mount an effective pursuit for him.) Gilgaadin will likely simply decide to run but Indigo Muse's maneuver drive has seen much better days and the travellers' ship should be able to overtake him well before he reaches Dattrillian. What to do with him, assuming they can successfully stop Indigo Muse, is another matter. Nothing in their original briefing covered what they should do if the listening post were discovered much less what they should do with the person who discovered it!

Cult Of Sigefred

One of the cultural elements brought to Dattrillian by the Sword Worlders was Aesirism, a nativist movement that sought to “reintroduce” traditions from an ancient Terran ethnic community to Sword Worlds society. These practices have evolved on Dattrillian in a manner that makes them unrecognizable to most contemporary Sword Worlders but they remain popular and widely-held among Dattrillian aristocrats.

The principal manifestation of these practices is evident in the semi-religious Cult of Sigefred. Members of this cult embark upon individual “spirit journeys” into the wilderness of Dattrillian in search of psycho-spiritual enlightenment. These pilgrimages can last several weeks and many seekers are killed by the harsh conditions of Dattrillian’s environment. But those who return—and who are rewarded with elaborate tattoos applied by the small cult priesthood—are regarded with great respect and believed to have much wisdom in all aspects of human endeavors. Many return again and again to the wilderness to undertake more and more challenging journeys—longer periods, greater distances, harsher climes, more severe courses requiring sea-borne journeys or the climbing of mountains. Each successful journey results in more tattooing and greater regard from other Dattrillian aristocrats. The most experienced of these seekers will be invited to live with most Dattrillian nobles for as long as they wish.

The travellers may encounter the Cult of Sigefred in several ways. Family members of a seeker who has failed to return when expected may hire the travellers to mount a search for the missing wanderer. Other family members may resent this disruption and disrespect for the ritual and will seek to delay or obstruct the travellers, perhaps even going so far as to mount (or hire) another expedition meant to stop them by force or trickery. The seeker may indeed have met his or her demise in the wilderness or may yet still be alive but unwilling to accept any assistance from the travellers. The travellers may find the seeker injured and incapacitated and return him or her to Wintergard only to find they have created an enemy for life who is embarrassed at not having been allowed to bring their pilgrimage to its natural conclusion.

On the other hand, if the travellers happen to be engaged in any “unofficial” activities somewhere in the Dattrillian wilderness they might be stumbled upon by a seeker involved in a pilgrimage. Two points are relevant here. The first is that members of the Cult of Sigefred have a religious regard for the natural wilderness of Dattrillian and so are likely not to look too kindly upon people who are engaged in some sort of clandestine activity that might spoil the pristine wilderness. The second point is that those who engage in the “spirit journey” are very hardy individuals used to surviving in extreme conditions and able to persevere in the face of great discomfort. Such an individual will be particularly

hard to stop (or kill) once he or she has realized that word of the clandestine activity must get back to the authorities at Wintergard.

Petroleum Fields

The city of Svanarhold on the Rampart Sea coast of Westmain continent is governed/managed by House Svanar under a royal charter-grant. The continental shelf offshore from Svanarhold is rich in petroleum and natural gas deposits and House Svanar is the principal provider of these key natural energy resources to Wintergard and the other cities of Datrillian. Svanarhold is rather remote, connected to Gristbay and the primitive spaceport there by a 250 kilometer high-speed rail line and by occasional commercial aircraft transport to Wintergard. Large sea-going vessels transport the crude oil and natural gas mined on the Svanarhold shelf to refining facilities at Wintergard.

Datrillian's harsh environment has taxed the technical capabilities of House Svanar to expand beyond its current production capacity at the same time that energy needs forecasts for the next several decades indicate that capacity will have to be expanded. Therefore Svanar has obtained special dispensation from the King to contract with the Imperial megacorporation Ling-Standard Products (LSP) to provide offshore oil exploration services on the Svanarhold shelf. LSP has a small cadre of exploration specialists who are overseeing a much larger team of Svanar personnel. Unbeknownst to House Svanar LSP, assisted by a handful of suborned House employees, has been keeping information on the most promising deposits for itself, revealing only the harder to access deposits to Svanar.

The situation in Svanarhold presents several adventuring possibilities for travellers. Officials in the Resource Ministry in Wintergard who opposed House Svanar's LSP contract have been suspicious of LSP's intentions from the beginning and might approach the travellers about infiltrating the LSP operation or, if they have a starship, about conducting a covert, independent survey of recent areas of the Svanar shelf explored by LSP. Elements in House Svanar itself, themselves suspicious of the Imperials, might approach the travellers about a similar sort of mission. Alternatively, the travellers might be approached by a representative of Sternmetal Horizons about investigating LSP activities. Sternmetal lost out to LSP on the exploration contract and would very much like to demonstrate to House Svanar that LSP is up to no good. (If the travellers are successful in uncovering the LSP activities Sternmetal might even decide to approach the Resource Ministry with evidence that House Svanar has been unable to manage its charter-grant effectively—and of course with an offer to step in and assist another House to do a better job.)

The LSP activities might be discovered in several ways, the easiest being survey evidence that shows that a region that has been explored by LSP but rejected as a potential mining site does indeed contain significant deposits. Infiltrators in the LSP exploration team might uncover records of diverted exploration results or communications to the off-world

LSP management that discuss the success of the diversion efforts. Finally, one or more of the Svanar personnel working for LSP might draw undue attention to their recent financial windfall while carousing in a Svanarhold bar leading to the travellers deciding that the individual bears closer scrutiny.

Frostcrabber Wars

Frostcrabs are harvested by vast underwater nets that are dragged along the shallow seabeds of Datrillian by individual underwater submersibles. The frostcrabbing industry is dominated by several large agricultural fiefdoms each of which manage their own flotillas of submersibles and food processing facilities and distribution centers in Wintergard. (Independent frostcrabber submersibles are rare but do manage to eke out an existence, selling their harvests to the large frostcrabbing Houses.) The coastal regions of the Rampart Sea around Wintergard have long been treated as an agricultural commons with frostcrabbing Houses not being permitted to lay exclusive claim to any frostcrabbing population or specific region of the Sea. This has led to a long tradition of vicious competition between different Houses in which occasional submersibles—often an independent—have failed to make it back to their home ports.

Over-fishing of the frostcrab population in the coastal waters around Wintergard has forced the frostcrabbers to travel further and further into the Rampart Sea to find available harvests. Frostcrabbers can now be found along the glacial polar sea barriers and as far away as the west coast of Westmain continent. Because their submersibles are not capable of withstanding the winter storms at sea harvesting at these remote locations can prove especially hazardous for frostcrabbers who are not able to make it back to Wintergard to weather the winter freeze. The independent frostcrabbers are most at risk of weather-related troubles because they are forced farthest afield by the larger House flotillas.

The travellers can be dragged into the dangerous and competitive world of frostcrab harvesting in several ways. Perhaps they have befriended the captain of an independent frostcrabber whose submersible has not returned to Wintergard as expected. Datrillian will soon be passing behind Ran and the winter storms will begin in earnest. The travellers will be urged by their friend's family—or perhaps hired by the family if they have not befriended the frostcrabber—to mount a search effort and effect a rescue if possible. The travellers will eventually find the wayward submersible, shipwrecked on an icy glacial shelf along the polar barrier just as the first of the winter storms are beginning. . . .

Alternatively, the travellers might be approached by a representative of one of the frostcrabbing Houses. One of the House's submersibles failed to return from its last voyage. Enough time has passed that it is clear the vessel was lost. The travellers are hired to search for the wreckage and to attempt to determine the cause of the vessel's loss. The missing submersible will be found on the sea bottom off the Westmain coast. A search of the wreckage will discover several bodies and no survivors. Investigation of the wreckage will discover evidence of an explosion and on close examination it seems that the source of the explosion was a bomb. When the traveller report this information to their employers

they will be recruited to begin an investigation of the sabotage. Their initial suspicions point to one of their competing Houses.

Pirates Of Hrona

Dattrillian's location at the "entry point" to the Bowman Arm for vessels travelling from Imperial settlements in Sword Worlds subsector makes it an especially attractive world to economic and political interests in the Imperium. Correspondingly the Trexalon Technical Consortium (TTC) has decided that it is particularly important to "help" Dattrillian continue to resist the influx of Imperials. Fortunately, the TTC has found a willing co-conspirator in King Olrik and the Council of Peers. Together they have found a way to discourage wilderness refueling at the system's gas giant, thereby forcing travelling starships to refuel at Dattrillian where the starport charges exceptionally high prices meant to discourage travel to Dattrillian by making it prohibitively expensive.

The TTC has hired a small band of mercenaries/pirates to attack starships attempting to use the gas giant Ran for wilderness refueling. Based on the moon Hrona these pirates swoop down on unsuspecting starships—their crews perhaps giddy with relief that conditions in the atmosphere of Ran are not as turbulent as they'd been led to believe—and attack them when they are most vulnerable. The pirates are welcome to any cargoes they salvage from the ships they attack and have a ready-made place—the depths of Ran's atmosphere—in which to dispose of the damaged hulks of their captured prizes. The small customs spacecraft fielded by Dattrillian's Royal Defense Corps rendezvous regularly to trade needed supplies with the pirates in exchange for their hijacked goods which are then sold by certain mercantile Houses at Dattrillian spaceport as seized customs goods.

The travellers may encounter the pirates of Hrona in several different ways. Perhaps the most unfortunate would be simply to be set upon unsuspectingly while trying to refuel at Ran. Alternately, the travellers might have been hired by an Imperial megacorporation to investigate the disappearance of several of its starships at Dattrillian. Their instructions might include rumors that all is not as portrayed at the gas giant and unconfirmed reports of other starships that have managed to refuel at the gas giant and yet found rather normal atmospheric conditions. Other patrons might include agents from Collace or perhaps even the Imperial Interstellar Scout Service (IISS) who have heard similar reports but have been unable to mount their own investigation. Finally, certain lower-level elements in the Royal Defense Corps intelligence branch might also hire the travellers to investigate rumors of a pirate base on Hrona. These intelligence officers have no idea that the Hrona pirates are part of an effort sanctioned by the Dattrillian government.

The pirates have been told to evacuate (and destroy) their base and jump outsystem rather than risk exposing their link to the TTC and the government of Dattrillian. They will do this if any large force comes across their base on Hrona but a single ship or a small party of travellers will be at-

tacked. If necessary, the pirates will call upon the spacecraft of the Royal Defense Corps to assist in hunting down anyone who has stumbled onto their base.

Travellers Aid Society

Welcome TRAVELLER

Come and visit our Traveller forum the Travellers Aid Society (TAS) and see what other Traveller's are talking about. <http://www.travellerdiscussion.com>

Sponsored by



The Fourth Millennium 1248

Supported products from ComStar Games & Avenger Enterprises



The New Era 1248 Out Of The Darkness Sourcebook 1

Out of the Darkness, is a complete 168 page guide to Charted Space in the year 1248, published by ComStar Games. A century after the Third Imperium tore itself apart in civil war and dragged the rest of Charted Space down into ruin, Humaniti still teeters on the brink of extinction. But now there is hope.



The New Era 1248 Bearers of the Flame Sourcebook 2

A century after the fall of the Third Imperium, the Fourth Imperium is the bright hope for the future of Charted Space. Leading the fight against the genocidal Dominate, forging trade corridors through the Wilds or rebuilding shattered worlds, the Fourth Imperium stands at the forefront of the great reconstruction.



Starship Counters

Attractive full color Starship Counters for your science fiction game! Whether you play Traveller or any other science fiction game, you will find the 50 starships, four planets, and one space station counters handy for your gaming use.

Included in this set are:

- * A Special Forces strike craft
- * Interceptors/Fighters
- * Passenger liner
- * Freighters
- * Cruiser
- * Space Station suitable for a large orbital or deep space station
- * Planets