



# Calla's **Cruise** a one-shot scenario

**TRAVELLER**

*Compatible Product*

**Requires the use of the Traveller(TM) Main Rulebook,  
available from Mongoose Publishing.**

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# Calla's Cruise

*A scenario for Traveller by Felbrigg Herriot*

## Referee's Overview

The PCs are hired as body guards for a noble woman as she takes a pleasure cruise. Alas for her and the PCs, a rich and powerful jilted lover is going to wreak havoc on board to ensure she dies horribly.

The ex-lover has arranged for a detachment of his loyal troops to board the same liner. Their plan is to take over, set it tumbling out of control towards the sun and wreck the life support systems before escaping in the only life boat that they haven't ejected. In this way Baroness Calla will burn up or suffocate, either of which will satisfy the Earl Dike Karls lust for revenge.

When play starts, the bad guys have already started to make their move. They're assaulting the engineering section when the PCs become aware that something is amiss.

## The "Faithful 2"

The liner on which this adventure takes place is called the "Faithful 2" and is part of a fleet of similar vessels that operate from various worlds across multiple subsectors. The ship caters to the richest of the rich. Staterooms are large sprawling apartments, with sub chambers, reception rooms etc. Time spent aboard is never boring as there is always some entertainment in progress. The owners remind customers that a trip on board one of their ships is less about the destination, than the trip itself.

As befits such a star-ship the available facilities are extensive and luxurious, here are a few of the facilities available:

Lounges/Bars, pool, games room, ballroom, library, cinema,

theatre, zero-g ball, solarium, observation deck, medic-bay, isolation chambers, beauty parlour, hairdressers, casino, atrium, EVA centre, lectures, gym and running track, gardens, a small zoo, art/craft room, art gallery, multiple restaurants, ,

The above list is provided to get you started, but if your players ask if such-and-such a facility is available you should just say yes. The requested facility may be small but will be luxurious.

The ship has an extensive crew and as facilities are available to clients twenty four hours a day there are more crew than customers on board, with the crew working shifts. Each deck has obscured passageways that you might not notice as they are designed for use of the crew and not passengers. The entrances and exits to these are not secret but they are camouflaged. One might be behind the panelling of a wall, another behind an arrangement of potted plants. These allow the crew to move rapidly from place to place without getting under the feet of the customers. These passages also have their own lift shafts allowing movement from deck to deck.

The crew do not have staterooms, but rather have dormitories on the lower decks, these dorms are lined with bunk beds that are used as hot bunks.

The vast majority of crew are non technical, they are here to see to the wants and needs of the customers. The technical staff, will include the bridge, engineering, and gunners (who maintain and operate the ships eight missile turrets).

## **Baroness Calla and Entourage**

**The Baroness Calla Hye** is a woman in her late twenties born of noble stock. Calla's mother died when she was a child and passed on the title of Baroness and the associated riches. When she came of age Calla was lauded in the press as "the" prize for all noble young men. She rejected this and quickly married a young man not of noble birth, Holland Duman, who swiftly

turned out to be a rather unsuitable match. They were quickly divorced when Holland was imprisoned for a crime of drunken violence.

Since that love affair the Baroness has held herself aloof from suitors, with the exception of some very public flirting with Earl Dike Karls. The hasty relationship was ended acrimoniously by the Baroness rejecting the advances of the Earl after their first time alone together. Calla has never spoken about the incident in public but the Earl has made a series of angry rants in his private club that have made it into the press.

The Baroness herself, is easy to get on with, unless you happen to work for her. Employees are there to do her bidding and keep their opinions to themselves as far as she's concerned. She is very proud of her toilette and always travels with a large wardrobe and a number of assistants to help her dress and carry her train.

**Baroness Calla Hye** 46579C Age 28

**Matha Singoo** is Calla's lady in waiting and the only employee that she treats as a social equal. Although they are friends Matha is very aware of her position and is sometimes reminded rather sharply of it by the Baroness. Martha accompanies her employer everywhere.

**Matha Singoo** 555875 Age 27  
Steward-1

**Shela and Tynthia Furnell** are twin sisters and are themselves born of noble stock although with no inherited title. They are the Baroness' private servants. Helping her dress, and doing the various carrying and fetching that needs to be done. They are highly trusted servants who will not talk about the Baroness, being loyal to a fault. If spoken to by any but a noble they treat the individual with disdain.

**Shela and Tynthia Furnell** 675878 Age 36  
Steward-1

**Guuri Vane** is the Baroness' personal maitre'd. He organises her trips, makes arrangements, calls ahead, sets up social engagements, and generally smooths any path that the Baroness wishes to follow. He is her liaison, and her gate keeper.

**Guuri Vane** 576876 Age 43  
Steward-1, Admin-2,

## **Duke Karls and his troops**

**Duke Dike Karls** is the remote antagonist in this scenario, he does not appear on the ship but his loyal agents do. The Duke is an older man who had thought to have his way with the Baroness as a side dish to his pleasures. She however would not bow to his desires until they were married. He took umbrage at this stance and that fired the feud between them.

He is a vengeful man and has sent his loyal troopers to ensure that the Baroness meets an untidy and painful end. No simple assassination will do. No, he wants her terrified and screaming as she "and that upstart Vane, are sent hurtling into the sun."

**Phil Millington-Hore** is the Dukes superior agent on board the liner, and he leads a team of eight loyal-men.

Phil is ferociously loyal to his Duke, and has served him in a military-guard capacity for over twenty years. He's carried out many wet-work vengeance commissions in the past and does not shy away from the murder of everyone on board the ship. Having served a term in the Army he was summarily discharged for beating an officer. He is bold, but not stupid, he is aggressive, but very controlled.

Phil and the Loyal-men have all smuggled Auto-Rifles on board. Unfortunately for them the case containing the majority of their extra ammunition has been misplaced in the cargo bay

leaving each man with only three magazines for his rifle.

**Phil Millington-Hore** 98A977 Age 36

Jack-o-T-1, Brawling-1, Leader-2, Auto Rifle-1

The **Loyal-men** are the Duke's foot soldiers. Most have not served in the forces but have been recruited from unusual sources with more than half of them entering his service directly from prison. The Duke is generous to them but also very demanding. If he says kill, they kill. Then he showers them with gifts and credits.

The named loyal men on board the liner are: Beatka, Gregor, Janko, Klaus, Lojzik, Miron, Telek, and Wit.

Eight Loyal-men should be enough to keep the game interesting but add more if the PCs get too lucky and the threat posed by them is overcome too quickly.

**Sample Loyal-man** 98A977 Age 25

Brawling-1, Auto Rifle-1,

## **Player Characters**

The player characters have all served in one of the usual service branches before becoming a partner-employee of Keep-U-Safe Limited, a company focused on body-guarding the rich and famous. Each player may select one of the characters presented below or roll one up in the usual manner.

As bodyguards each character is licensed to carry a Snub pistol while on board the liner. They will carry the pistols and two spare magazines under their jackets.

**Army Lieutenant Finn Kowalski** 63B696 Age 22

Mechanical-1, Rifle-2, Auto-Pistol-1, Tactics-1

**Merchant 4th Officer Gabriel** Ma 465897 Age 46

Carbine-2, Cudgel-2, Electronics-1, Jack-o-T-1, Pilot-1, Steward-3, Streetwise-1, Submersible-2

**Army Captain Youssef Evans** 688824 Age 22

Air/Raft-2, Brawling-1, Rifle-1, SMG-1

**Merchant 4th Officer Mehmet Hoffmann** 658878 Age 34

Auto Pistol-1, Bribery-1, Electronics-2, Pilot-1, Submersible-1,  
Vacc Suit-1

**Army Major Sir Mark Mirza** 7E746B Age 26

Fwd Obsvr-1, Gambling-1, Rifle-3, Dagger-2

**Army Captain Ren Anderson** 277B77 Age 22

ATV-2, Gambling-1, Rifle-1, leader-1

**Merchant 3rd Officer Yi Hoffmann** 988776 Age 22

Auto Rifle-1, Electronics-1, Jack-o-T-1, Pilot-1, Prop-Driven  
Aircraft-1

**Army Captain Antonio Katz** 6556B6 Age 30

Fwd Obsvr-1, Mechanical-1, Rifle-3, SMG-1, Auto Pistol-2

**Army Captain Petra Jones** 5BA683 Age 22

Air/Raft-1, Helicopter-1, Rifle-2, Computer-1

**Navy Lt Cmdr Rin Ota** 998986 Age 30

Rifle-1, Jack-o-T-2, Mechanical-1, Electronics-1

## Equipping the Characters

As body guards on board a privately owned liner they will have restricted access to weapons and equipment. They will also be required to travel light.

They are all issued Snub pistols and two reloads. The liner company have licensed the PCs to carry these weapons but nothing else. The mandatory attire is snappy-looking suits, but apart from that the PCs may have a mix of personal items. Even non lethal weapons such as flash bangs are prohibited on board. Each PC is limited to a small piece of luggage mostly filled with clothing.



## Phil's Plan

Phil's agenda for the mission is as follows:

- Assault the engineering section, capture the chief engineer and kill the rest of the engineering crew.
- Shut down the air processing section.
- Jettison all but one of the launches (which are designed for pleasure trips and act as the liners life boats) into the sun.
- Take control of the bridge.
- Set the liner tumbling towards the sun.
- Blow all the controls in the bridge and execute any remaining bridge crew.
- Find the relief bridge crew, execute them.
- Confirm the presence of the Baroness on board (eyes-on).
- Blow the controls in engineering.
- Leave in the remaining launch.
- Get picked up in a day or two by a follow-on ship belonging to the Duke.

The above list of events can be used to drive the scenario along, move from item to item and draw the PCs along behind. If the PCs try to turtle-up in the stateroom, you might like to give them a gentle push to join in the action. This push can come in a couple of ways, perhaps Calla freaks out remembering her second cousin who was kidnapped when separatists took over a ships bridge, or alternatively shut the air system down early, so that hiding is not an option.

## Players Introduction

Read or summarise the following to the players:

*You work for Keep-U-Safe Limited, and Baroness Calla has hired you as bodyguards for her trip on board the star-liner Faithful 2. The jump out from Calla's home world was about as boring a job as body-guarding can be. Calla is a typical client, in that she wants to be kept safe but doesn't want to see the bodyguards in her line of sight. The travel time has been passed eating long meals in large halls with awfully polite people. The occasional trip to the on-board dance hall, play house, and even a pass through the casino have been the nearest to a highlight you've had during the jump.*

*Today you emerged from jump at the twin star system of Lylle. The stars are the focus of the trip as they present fantastic views when using the ships polarised viewing deck. You have spent most of the day on that deck, and now Calla has returned to her stateroom to change for the evening meal.*

*You take up your usual stations and settle into the routine, you're watching the corridor when a sudden loud boom reverberates through the ship and the deck sways for a second beneath your feet.*

*Something is very wrong.*

The noise and gravity shift felt by the PCs was Phil and the Loyal men attacking the engineering section. A bullet went astray during the assault and damaged the main gravtic control board, but the secondary system kicked in and took over.

## Opening Scenes

Calla will be mildly concerned by the noise and gravity issues.

Her servants shall be beside themselves with concern. Guuri demands explanations. The corridors are suddenly crowded with panicked people, and there will be no announcements, and any steward crew asked shall not have any idea about what's happened. No one has any experience of such a thing happening before

The PCs concerns at this point are keeping Calla safe, and finding out if the noise is anything to worry about. Guuri's demands should be enough to send them investigating, but if not Calla will become insistent.

## **Incidents**

The following are a series of vignettes that you can drop into the game. None of these are required, you can use them as you see fit, depending on the speed and duration of your game-play. Add them in if the game looks like it'll end too soon.

### **Brave Officer**

Dave Spindrift, a navigation officer who is off duty. He is a brave man and attempts to lead a group of the guests to attack the Loyal men. He'll use phrases like

"Come on, they're cowards, let's get them".

"They won't kill us, they want the ransom."

He is wrong on every count, and a blood bath will ensue unless the players stop it.

### **The undercover operative**

The owners of the liner have secretly placed a security operative on board. Shaylor has a pistol in her stateroom. The operative can tell the PCs that the company had heard a non-specific whisper that there would be trouble on this trip and so she was slipped in amongst the guests. The operative is revealed

when she takes out a Loyal man with a shot between the eyes.

### **Loyal man goes kill-crazy**

One of the Loyal men with a history of being bloodthirsty starts working his way through a group of passengers that he's isolated, executing them one by one. The PCs happen upon him in the middle of his murder spree.

### **Passing a viewing port**

Looking outside, the PCs notice that the twin suns are circling the port and drifting slowly out of sight, indicating that the ship is spinning and tumbling, something it should never do. They also notice how the gravity is slightly off centre, an effect of the ship's gravity systems trying to cope with the tumbling.

### **The Engineer tries something**

The chief engineer manages to break free of his captors for a moment and deactivates the gravity ship-wide in an attempt to take back control. Everyone and everything gets thrown across the decks as the tumbling of the ship and the associated gyroscopic effect kicks in. When he realises the ship's out of control he re-activates the system.

### **Money-grubbers**

In the casino, two of the Loyal men are working at the safe trying to bust it open. After ineffectually smashing at it with fire extinguishers they manhandle it towards the grand stairwell and shove it over the railing to crash to the floor below where it breaks apart spilling millions in cred-sticks across the floor. There is a scrabble for the money.

## **Vacuum**

Looking out a port the PCs can see people floating past without the benefits of a vacc suit, men, women, and children. Two Loyal men are using an air lock to space passengers one at a time. There is screaming from the people being held at gun point, they've realised that these murderers mean to kill them all.

## **Close quarters**

Moving down one of the hidden service corridors the PCs hear whispering voices behind a linen closet door. Inside are three of the kitchen staff, each armed with big kitchen knives. They are nervous as hell and don't know who to trust. The PCs look as scary to them as the Loyal men.

## **Thief**

A member of the laundry crew is looting passengers cabins. As the PCs come across him he is into his fifth cabin. His pockets are loaded with stolen jewellery and cred-sticks. He is convinced that everyone will be rescued and that he can make a whole lot of cash out of the situation with the Loyal men taking the blame.

## **Under the floor**

A sneeze reveals that the under-floor access tube is stuffed with a number of passengers hiding themselves. One of them has a small pistol and is very nervous and will use the pistol if anyone opens the access panel.

## **Possible Endings**

If the Loyal men manage to carry out their plan then it appears as if the Calla and the PCs are doomed. A tumbling ship without control systems and no life boats, looks like a dire end is

inevitable, but this need not be the case.

My preferred option for the ending, is to allow the players to come up with the way out. After considering the situation one of them is bound to say something that you can use as the inspiration for a rescue plan. Grab onto anything they suggest and roll with it, as it's likely to be more interesting than the following proposals:

### **Option 1**

A Scout service operation is currently in system erecting a new research station on one of the nearest planets. The cargo vessel that brought the development team is within reach and can reach the Faithful 2 in time. Due to the tumbling however, it can't dock and passengers will have to EVA across to the ship.

### **Option 2**

One of the ejected life boats is tumbling along side the Faithful 2, and someone is going to have to go across to it, tether it to the liner and use it to get the ship under control.

### **Option 3**

A huge K'Kree colony ship appears out of jump close by and offers aid to the stricken occupants of Faithful 2 under certain conditions. If the passengers and crew agree to act as servants to the K'Kree (as translators and ambassadors, although they won't stipulate that until pushed) for a year, the K'Kree will use their many shuttles to catch and stabilise the liner and evacuate the people.