



# Deanne's Gear

## a one-shot scenario

**TRAVELLER**

*Compatible Product*

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

"Traveller" and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

# Deanne's Gear

*A scenario for Traveller by Felbrigg Herriot*

## Referee's Overview

The planet of Hillane IV is currently having an anti-Imperium uprising, and a large inter-system corporation called Deanne need to get some of their expensive equipment off the planet to prevent its loss or destruction. The PCs and the mercenaries they control, have been hired to get in, get the gear, and get it off planet.

The PCs are assumed to be running a small mercenary unit numbering about 50 men. If this is not the case then a standard group of PCs can be placed in charge of a group of mercenaries of about the same number.

Player can gauge their success by tallying each truck of goods that reaches the starport and lifts off.

## The Protesters

The populous world of Hillane IV have been under a strict regime for decades, with personal freedoms limited and licensed. In the last year the government have been allowing technology onto the planet that had previously been banned. This includes more capable computers and some robots.

The changes in the work environment due to enhanced automation have pushed a large portion of the populous into unemployment, changing them from "haves", to "have-nots". With the loss of a state authorised job, comes a loss in living standards and in some cases starvation.

Thus the cities where the loss of status has been greatest have erupted into rioting and disruption. The government propaganda machine has got a hold of this and turned the

anger away from themselves and towards off-worlders. This has led to a prolonged series of attacks against off-worlders and their property. The local police and militia's moves to prevent the trouble have been deliberately hands-off. Behind this lacklustre performance is the motive to allow the frustration to burn itself out against off-worlders before they continue to enforce the changes in the governments plan.

## **Player Characters**

The following list of PCs have been provided and as this is a military operation with much conflict expected, it's suggested that you have each player control two PCs.

If players are unfamiliar or otherwise uncomfortable with playing two characters then you can split the PCs into two command groups with each player operating a single PC in each command group. The players start by playing the first command group and if a PC is lost then the player's second PC can be "promoted" from the second group, to replace the lost character. During play the second command group must always play a background role and not actively be used. As an example, they could be somewhere in the middle of the convoy, or in another command tent, basically out of the way.

The ranks given to the characters listed below are those that the character held on leaving the service NOT their rank within the mercenary unit. Once players have selected PCs they should elect a Commander and a Second in Command. If during play the Commander is eliminated the Second in Command is promoted and the players then elect a PC to take the Second in Command role. No single player should have both roles.

The role of Commander within the group of players, is NOT to tell them what to do. It is there to break ties when a command decision is needed. This will stop play bogging down into discussions that will eat up the session's play time. Players should discuss any plans as you would in a normal group of role

players but if you get into a situation where no solid decision can be agreed upon, the Commander's player makes the decision.

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

Mechanical-1, Rifle-2, SMG-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, Sword-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

The players can equip their PCs with personal equipment pretty much as they want up to Tech Level 10. The planet the mission takes place on is Tech Level 6 so they will have advantages. Try not to let the players spend too much time shopping if you're playing a one-shot.

The standard load out for a trooper in the mercenary unit is as

follows. The Players might like to take this as a starting point for their own PC's equipment.

- KR17 (Automatic Rifle) + 7 magazines + Bayonet
- MU 2 (Body Pistol) + 2 magazines
- 1 Flechette hand grenade (3D damage)
- 1 Smoke grenade
- Cloth armour
- Filter mask
- Water bottle
- 1 day's ration bars

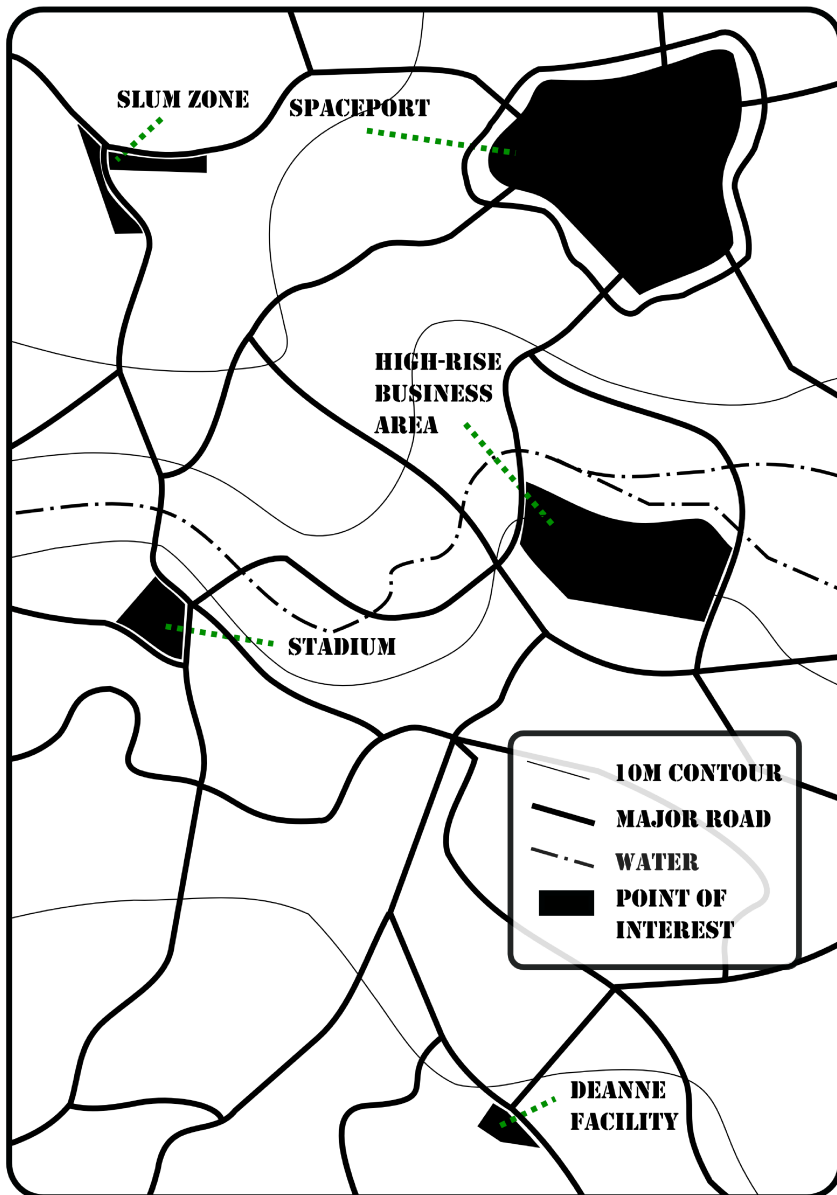
## Players Introduction

Either read the following to the players or summarise it for them and provide them with a copy of the following map.

*You have command of a small group of mercenaries numbering about 50 men. You have been hired by the Deanne Corporation to lift some very expensive equipment off of the planet Hillane IV.*



*Political changes on the planet have thrown it into turmoil and a strong anti Imperial movement is threatening off-world enterprises, such as Deanne's computer factory. They are hiring you to drop into the starport, escort a convoy of twelve trucks and a crane to their facility, retrieve the equipment and get it back to the starport and lifted safely off the planet.*



*(The entire area covered by this map is urbanised)*

## Opening Scenes

The PCs should start the mission dropping in from orbit on a Deanne shuttle. The city surrounding the starport is in a state of chaos. Fires are burning out of control across the city but especially near the starport, the smoke of which will cloud the air and make it taste foul.

Previous shuttle trips have downloaded a series of twelve canvas backed trucks and a mobile crane for use by the PCs. These will be enough to carry the equipment and mercenaries to the facility. A Deanne manager (Kyle Vuchan) and his assistant will meet the PCs as they come off the shuttle.

The air will be alive with the sound of protesters just beyond the starport fences. The assistant will almost immediately be hit by a small bullet and fall to the floor unconscious. Kyle explains that they have been under sporadic fire from a sniper but most hits have only wounded the victims.

Kyle will give the PCs the map shown above but will not accompany the mercenaries to the facility, because he's too scared.

**Kyle Vuchan** 63B696 Age 28  
Admin-2, Engineering-1

## 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.

### Shooter at the starport

As described in the opening scenes, there is a sniper in one of the apartment blocks just beyond the starport fence. The



shooter is a civilian protester. He's using a small calibre low power rifle, normally reserved for small game. His position (his own apartment) overlooks the starport and he's fired more misses than hits. At the range he's been shooting the rifle is pretty much non-lethal, but if the PCs go after him the rifle will do 2D of damage at closer range. He is alone in his apartment, somewhat inebriated and thinks the whole shooting thing is a bit of game.

**Gerg Snaling** 475556 Age 31  
Rifle-1

### **Petrol-bomb ambush**

As the convoy turn onto a road a tanker truck is pulled across the next intersection completely blocking the exit. At the same time a number of roof-top protesters will start lobbing petrol bombs at the convoy.

The tanker blocking the route is clearly marked as containing a flammable substance (fuel). The driver of the truck leaps clear, taking the keys with him and starts throwing rocks at the convoy. If the tanker gets shot-up roll 2D, on 9+ the truck explodes setting fire to the buildings to either side. If the party attempt to ram the tanker with one of their trucks, roll 2D, on 7+ the truck catches fire and does 2D of damage to the truck.

There are three petrol-bombers on the roof tops to either side, each have three petrol bombs. A number of other protesters are throwing bricks and roof slates. A petrol bomb does D6 damage to a person and to a truck (see Attacks on Convoy vehicles for vehicle damage), as do the bricks and slate as they are being thrown down three stories.

**Sample Protester** 874586 Age Variable  
Brawl-1

## **Blocked roads**

The protesters will be able to organise any number of road blocks. They might be seen racing cars along parallel roads in order to get ahead of the convoy, if so they will rush their vehicles into the path of the convoy or into the midst of it, in order to stop or split the convoy. Vehicles involved are of various civilian types.

The trucks of the convoy will be able to crash through these vehicle road blocks but the truck (the one that does the ramming), will take damage (see Attacks on Convoy vehicles for vehicle damage).

## **Dropped bridge**

The protesters have been causing chaos across the city to make their point. One of the bigger projects has been trying to bring down one of the bridges across the river. As the party come into sight of the suspension bridge they'll be able to see one of the support strands snap as protesters work at cutting them free. Already they have cut a number of supporting strands. If not stopped they will drop the bridge.

If the PCs want to try crossing, secretly roll a D6 as each vehicle gets onto the bridge, on a roll of 6 the bridge collapses taking the truck and occupants with it.

If the PCs try to push across the bridge without securing both ends first, have a group of the protesters rush onto the bridge with an industrial laser burner which they use to continue cutting the bridge supports.

A protester can use the laser cutter as a short range (five feet) improvised weapon, treat it as a Laser Carbine without the usual range. It is capable of damaging convoy vehicles.

## **Neighbourhood cleansing**

The convoy rolls through a neighbourhood that appears to be a war zone. Many of the buildings here are on fire, vehicles are burning on the road. Bodies are strewn about and piled in doorways.

Some gangs (Chu27, Red Hat, The Teeth) have used the chaos in the city to go to war with each other. This has gone way beyond what the gang leaders intended and turned into a general blood bath with the gangs killing "civilians" in the opposing gangs area. They are busting for a fight and will try to get a "toll" out of the convoy.

The gangs are predominantly armed with machete and a variety of shields including trash can lids and some stolen police shields. The PCs will be confronted by a crowd of twenty thugs, four of whom have pistols. If the PCs start shooting those without guns will run for the buildings and start throwing stones.

**Sample Gang Member** 774646 Age 14-27

Blade-1, Brawl-2

## **Burning building**

The convoy gets routed past a building that is burning, flames are pouring out of every window on the bottom three floors. On a balcony of the fourth story the PCs can see an entire family trapped, with flames back lighting them from inside their apartment. The PCs can completely ignore this incident and drive on by.

The family consists of the father, the mother and two toddlers. They had locked themselves in their apartment to avoid the chaos on the streets, but became trapped when the building was set on fire.

There is a metal fire escape on the outside of the building at either end of the central corridor, but as the corridor is ablaze

they cannot reach it.. Each apartment has its own balcony but they're not linked together.

### **Police changed sides**

A group of police have taken the opportunity to rob a bank. They have pulled up in front of the bank with three police cars and a riot control vehicle. When the PCs convoy rolls into sight the police will assume they are there to stop the robbery and will open fire.

There are fifteen police officers all equipped with side arms. There are shotguns and bullet-proof shields in each of the vehicles which they may try to utilise.

The riot control vehicle is armoured and the turret on top fires non lethal plastic bullets. Each hit from the turret only does a D6 hits and the target must make a DEX test to remain standing. Hits on vehicles from this turret do no damage.

**Sample Policeman** 676675 Age variable  
Pistol-1.

### **At the Facility**

The complex consists of a large factory with a wide flat car park in front and everything surrounded by a six foot wall topped with razor wire. At the front is a large double gate.

As the convoy arrives they will find Kell Vine standing inside the gates, with no one else in site. When the PCs identify themselves he will exclaim in delight and start pulling the gates open manually.

**Kell Vine** 655696 Age 35  
Admin-1

Kell will explain that the power to the factory failed a day ago, when the fuel for the generator ran out. All of the other

employees have left and he's the only one left and wants a ride back to the starport with the convoy.

A large roll up door needs to be opened as the packages to be removed are on the other side. Unfortunately with the power gone this will be difficult, the PCs will have to devise a way to open it.

Each package is a large computer on a pallet. The PCs will have to use the crane to load them onto a truck. Deanne did not supply anyone with skills for operating the crane, but any PC with Engineering or Mechanical can operate it as a zero level skill.

If there are any accidents with the loading feel free to have Kell mention the damage penalties in the mercenary contract.

As the loading is taking place mention to the players that they are drawing a crowd of civilian watchers. If not dispersed this crowd will become substantial. If any of the Mercenaries/PCs speak to the civilians their off-world nationality will be recognised and the crowd will turn angry and will start throwing rocks and petrol bombs.

Once the trucks are loaded the party will need to get back to the star port. The journey back can be laden with some of the incidents mentioned in the previous segment or be a clear-run as defined by amount of time you have left in your play session.

## **Mass combat rule suggestions**

The following is a suggestion for running a mercenary game with lots of individual combatants. I have successfully used this technique in a mercenary campaign.

Have each PC directly control a squad of mercenaries. Wherever the PC goes, the squad goes too. The PC is the leader of the squad and an integral part of it.

During combat only the PC fires, you do not roll dice for the

rest of the squad. In play you should describe the squad firing and manoeuvring, but the effectiveness of the squad is directly linked to the rolls the PC makes. If the PC gets a hit roll damage as usual, but you might also mention how another combatant is taken out by the squad's firing. The objective with this technique is to tell a story of the squad working closely together but minimise the number of die rolls.

When the enemy targets a PC's squad roll to hit as if shooting at the PC. If a hit is scored, you use a die roll to randomly assign the hit to one of the squad, including the PC.

For example: With a squad of 5 NPCs and one PC, you roll a D6 and on a result of 1, the shot hits the PC, otherwise it hits one of the NPCs in the squad.

When a PC is hit you handle the damage as normal, but if the shot hits one of the NPC squad members, that NPC is out of action. It's up to you to decide if the NPC is dead or just badly wounded.

## Attacks on convoy vehicles

The crane and the trucks have 25 vehicle hit points. These are not normal hit points. Whenever a truck is hit with something that might potentially damage it, such as a fire bomb, a grenade, or being rammed. Roll a D6, the result is the number of vehicle hit points of damage done. When you roll damage in this way and the result is a 6, roll a second die and add the results of both dice together.

As a vehicle takes damage it becomes less manageable as shown below.

| Damage     | Effect                 |
|------------|------------------------|
| 5 or more  | 75% speed              |
| 10 or more | -1DM for driving rolls |
| 15 or more | 25% speed              |

At 25 points of damage the vehicle is completely useless.