



Rory's **Drift**

a one-shot scenario

TRAVELLER

Compatible Product

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

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Rory's Drift

A scenario for Traveller by Felbrigg Herriot

Referee's Overview

Rory's Drift is a long abandoned Scout base and the PCs are reactivated by the Scouting service to reconnoitre the base to see what's left after an Aslan invasion. They're to determine if it can be brought back online. The base was deserted when the enemy overran the system. Now that peace has been re-established the Imperium wants to reoccupy the system, and step one is to assess these facilities.

Unfortunately for the PCs not all of the Aslan agreed with the peace deal and some have stayed behind to make a stand.

Player Characters

The following characters are provided for you to use (if you wish), or you may generate characters in the usual manner. However you must include one character that has Navigate-1, and one that has Pilot-1 or better. This is required as the party are the crew of an ex Scout vessel and may need to make a jump in a hurry.

Scout Finn Kowalski 63B696 Age 33

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

Scout Youssef Evans 688824 Age 42

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

Scout Antonio Katz 6556B6 Age 30

Medical-1, Mechanical-1, Pilot-1, SMG-1, Computer-1

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, Navigation-1

Equipping the Characters

Characters can be equipped with pretty much anything they wish on a personal scale up to TL8. It could be fun for them to decide what accoutrements they want in the star ship provided. The space allocated to Common room, Staterooms, and Storage Pods can be decorated as the players wish. If you go this route, only give the players a short amount of time or you might lose the whole session to shopping and decorating.

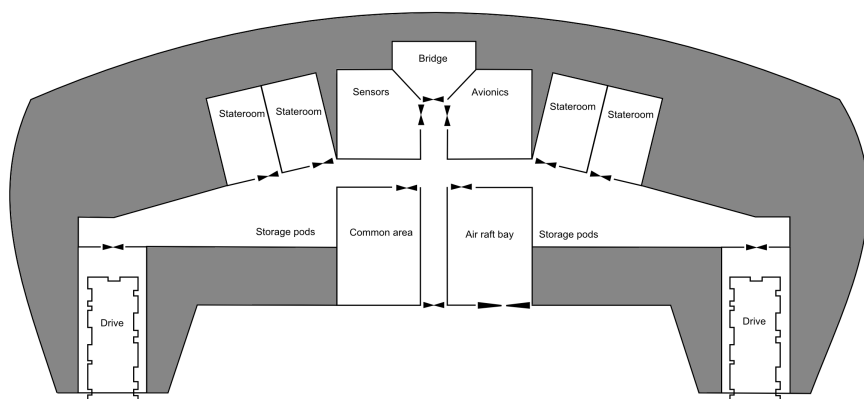
Players MUST decide which of their characters owns the starship that forms the central hub of this adventure. It is a Scout ship that was earned as a mustering out benefit so the character must be an ex scout to comply with the plot hook.

The starship Argyle

One of the PCs is the owner of an ex scout service courier. This ship is not the standard Type S, but the less successful Type S7. The S7 was an experiment and over 600 were manufactured before they were discontinued. The main differences between the S7 and S, is that the S7 has a far longer range, but that range comes at the expense of cargo area and hard points. It carries

significantly more fuel than the Type S. Although still limited to a single Jump-2 it carries enough fuel to make a second Jump-2 immediately afterwards. This configuration was successful to some extent and gave the fleet much extended range, but the lack of armament was a cause for concern within the service and so the ships were taken out of service.

S7: Tonnage 100, Drives J2/M2, Crew 1-8(double occupancy), Fuel for 2xJ2, no weaponry. Aerodynamic hull and fuel scoop.



Players Introduction

Read or summarise the following to the players substituting the name of the character that owns the star ship:

[PCs Name], you and your ship have been recalled into service to carry out a mission. You are bound by Imperial law to carry it out to the best of your ability, but as a bonus, on reporting back to headquarters you and each of your crew will receive a bonus of 1000Cr. As you may be aware the recent peace deal signed between the Imperium and the Aslan Khtuaaou clan has returned the Kellin system to

Imperial control.

The scout base in the Kellin system, known as "Rory's Drift", was abandoned along with the rest of the planet. You have been recalled to investigate Rory's Drift. We need a detailed report on the status of the facilities, and the recovery of a data disk from secure storage if it still exists. We also require a detailed report on each of the following items; are they still in place; are they operational; if not, are they repairable etc.

The rooftop comms array.

The power generator in the basement.

The fuel storage facility.

The small-ship landing pad.

The ground floor computer room.

The data disk (if it still exists) is in an underfloor safe beneath a corner floor-tile in office 2F on the second story of the main base building. The information on the disk is encrypted and need-to-know, and you don't need to know. The code for the safe is 69C5A3

Opening Scenes

You have a couple of options for an opening scene, firstly you might play through the briefing the PCs receive from a mid-level Scout service administrator and have him give the details set out above and then cut to the Argyle and crew emerging from the jump into the Kellin system.

The Kellin system

The Kellin system is pretty standard for an outpost on the

border between Aslan and Imperial territory.

Kellin itself was a world populated by settlers and corporate sponsored colonists. The unbreathable atmosphere made it a hard place to live and so when the Aslan invaded there were only had a few thousand inhabitants, with more people living and working between the planets than on the surface.

Above Kellin a number of space stations had been constructed as living accommodation for both the operatives and administration of the systems commercial asteroid mining.

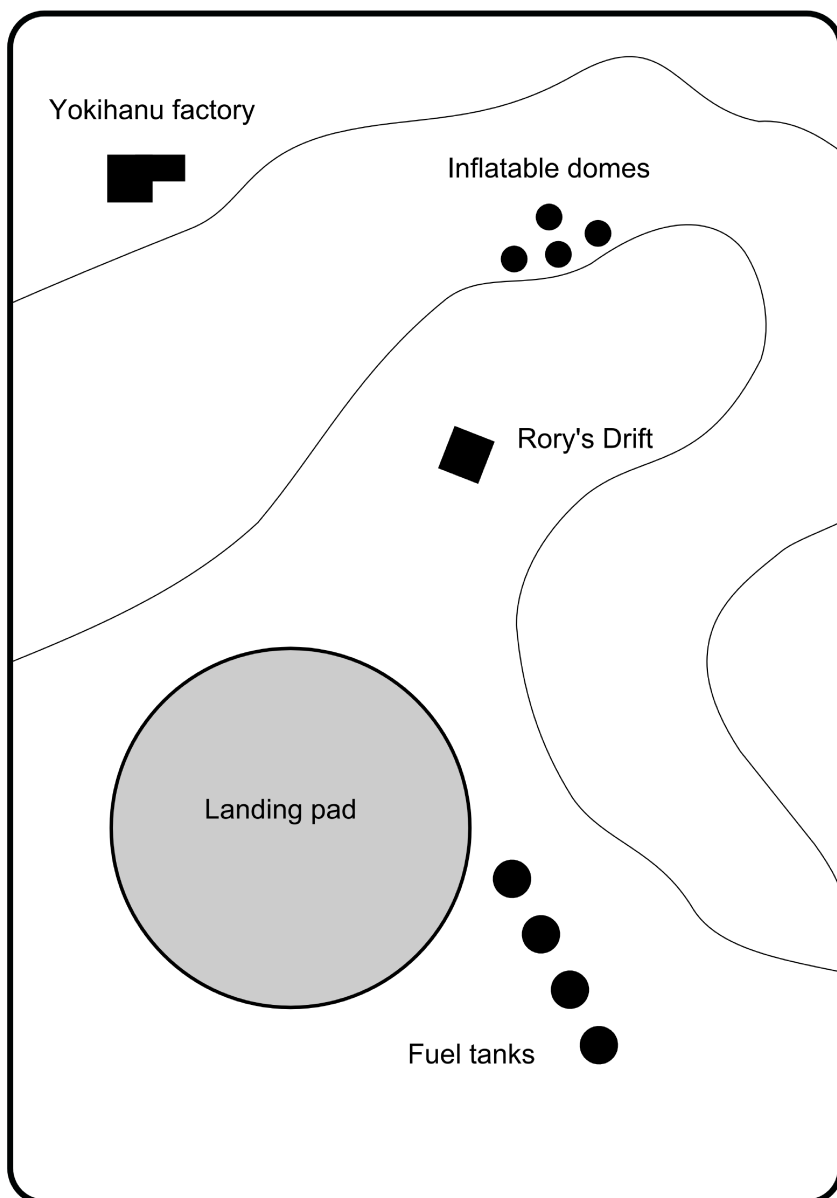
The Scout base Rory's Drift was established on Kellin itself, but situated far from any colonies.

On entering the system the sensors on the star ship will indicate that there is much wreckage in orbit around Kellin and that none of the expected space stations remain intact. Any investigation of the surface will reveal that none of the colonist/settlers are left alive and that the habitations have been demolished.

Kellin: Unbreathable atmosphere; 30% water coverage; much plant life in untamed jungle; average sized world.

The area of Rory's Drift

Rory's Drift consists of a large square building, a landing pad, fueling facilities and not a lot else. It's set within a huge crater several miles across and the main facility sits upon a minor ridge in the middle of the crater.



A fly past will reveal that the nearby Yokihanu factory is still largely intact and that there are four large domes and a number of smaller ones that are not on any maps and were not mentioned in the briefing.

The base building itself is a square four story building (one story below ground) with a central atrium that had a glass roof, the roof has been smashed so the building is exposed to vacuum.

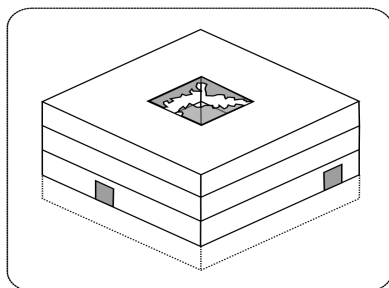
Landing pad and fuel tanks

The landing pad is in a sad state. Instead of a neatly textured concrete circle, the edges have been cracked off. A large depression on one side looks like the landing foot of a ship far too large to land on the pad has at some point set down there. A line of small craters stretch across the surface indicating where it was strafed by a weapon.

The four large metal fuel tanks have all been destroyed, blasted open, and like the landing pad they appear to have been strafed.

Rory's Drift

The centre of activity and business at Rory's Drift was the scout building which is an ugly concrete square, four story building (lowest floor below ground). The roof of the central atrium has been blown out. At ground level on each side of the building is a large (three may walk abreast) airlock entrance. Power is out to the building but the airlocks can be opened manually, although they will not pressurise.



Each level of the building follows the same general layout. The

central atrium passes through all four levels, and windows from the adjoining rooms open onto it. A corridor runs right round the building with rooms to either side. Mechanised elevators are available on two sides of the building but will not work without power. Each side also has a vertical access tube that when the power is on allows zero-g access to other levels.

There are over a hundred rooms in this building. Including offices, storage, computers, rest-rooms, meeting rooms, media suites, comms centres and everything else the Scout administration might need on the edge of the Imperium. With the power out the building is in darkness.

Everything has been thoroughly wrecked, with bullet holes in many walls and evidence of explosions, fires, and laser burns on the walls. Here and there human bodies will be found, shot, burnt or even mauled (an Aslan melee weapon called the Dewclaw - 2D).

Power Generator: This is in the basement and used to provide power to the complex. It is actually a re-purposed star ship power plant. The room it sits in is split into two separate areas. The first houses the generator itself and the second, accessible through a light internal door, holds the generator's fuel tanks. Each one holds four tons. A gantry runs over head which is reached by stairs at either end of the room.

When the PCs enter the fuel room they will see a sparking light at the far end. An Aslan in vaccsuit is cutting away a part of the pipework with an energy tool that is giving off the light. When he sees the PCs he will immediately attack using his pistol (heavy auto pistol equivalent of a snub pistol).

Khelaw (young male Aslan) 87A796 Snub Pistol.

The pipe he's been cutting away was for use over at the inflatable dome area where he plans to use it as part of a hydroponics set-up. These are not the first bits of machinery that the Aslan have cut out and taken to repurpose. The power

generator itself can be put back in working order despite the missing bits, by any PCs with Engineering type skills. However the pipes that have been removed are required as they delivered the fuel from the tanks on the surface to the ready-use tanks inside the building, and thence across to the generator .

Comms Array: This equipment was fitted on the roof, but it is no longer there. It consisted of a small computer, and a mast that was very distinctive. Near the peak of this mast were two large parabolic dishes and a geodesic sphere. Anyone examining the rooftop will easily see where the comms array used to be fitted, and if they look across the crater bottom towards the inflatable domes they'll be able to see where the Aslan have moved it to.

They are now using it to boost the signal of their vaccsuit radios so that even the small transmitters fitted to vaccsuits can now be used to call the base, even across half the planet's surface.

Computer Room: The computer room is on the ground floor of the base, and is a single open space taking up one floor of an entire wing. The doors to the room have been blasted from their frames.

The computer is made up of a series of modules about the size of a refrigerator, and cover pretty much the entire floor space. Many modules are damaged, and it appears as if a number of grenades have been exploded in here. Many of the modules can be repaired but the CPU unit has been destroyed.

If the PCs decide to remove one of these heavy modules to their ship they can upgrade their ship's computer to store an additional program.

Office 2F: When the PCs get to this office they'll find two Aslan males engaged in carefully ripping the walls apart as they search for something. They're looking for the safe that the PCs also want, only they don't know it's under the floor. They know what

the disk contains and want it for political reasons.

Both are armed with a crowbar-like tool and pistol. They'll attack the PCs on sight, unless the PCs get the drop on them. They're aggressive, but not stupid.

Geeaw (young male Aslan) 87A597 Snub Pistol.

Sinula (young male Aslan) 6857A7 Snub Pistol.

The safe is under the floor in the corner of the office, it has a push button pad for entering the access code. Inside is the data disk the PCs have been sent to recover.

If the PCs access the disk's data they'll find that it's NOT encrypted as they were told. It contains details of a meeting and subsequent contract between the Aslan Khtuaaou clan and an Imperial representative. It clearly states that the Kellin system was given for all time to the Khtuaaou in exchange for another system being given up by the Aslan. The dates on the contract indicate the agreement was made years before the Aslan invasion. This shows that the Imperium were in the wrong when they settled this system as it belonged to the Khtuaaou. The Imperial administration sent the PCs on this mission so that the Khtuaaou could not get hold of this document, as it proves that the Imperium was in the wrong and would therefore prove diplomatically embarrassing.

The Domes and Khtuaaou clan

Some young bucks of the Khtuaaou clan refused to retreat with the rest of the clan after the peace was negotiated and have set up camp under the domes. As far as they're concerned Kellin belongs to the clan and no stinking humans are going to steal it from them a second time.

There are about fifty Aslan males living in the dome complex, and they have agreed to split ownership of the system between themselves. This is the product of the natural Aslan male drive to

conquer and take ownership of a territory. They want it and they will fight for it. It has become a matter of honour and prestige.

There are twenty domes of various sizes. Their usage includes residential, work shops, power, hydroponics etc, and one is a hanger for a scout sized star ship. There are inflatable constructions made from a tough material that can withstand strikes from micro meteors and standard projectile weapons. They're coloured bright yellow and emblazoned with the star-and-claw symbol of the Khtuaaou clan.

The Aslan wish to drive off any human interlopers and they will grab their weapons before investigating any landing. They're not mindless drones, and if they feel out gunned they might try to negotiate. In great extremity they might launch the small star ship they have in one of the domes as it is armed with a single pulse laser. This could be used aggressively, although the Aslan code of honour will lead them to only use such a weapon if attacked in a similar way.

Tucwa: The members of the clan are fairly democratic but if a consensus can not be reached on any subject then they refer the decision to an Aslan called "Tucwa" who has the role of "Prime Decision Maker". This role is not prestigious or powerful, it exists only to ensure decisions are made. Like all the Aslan here, he is very anti human. If there are negotiations between humans and the Aslan, it is Tucwa that will lead the discussion as he has a little of the Imperial language.

UPP: 95A776

Generic Aslan: Each Aslan is a male in the prime of life. They all have access to vaccsuits and hand guns. They also have a number of rifles (including laser rifles) that they can use if the need arises. If brawling they get a +1 damage due to the claws on their hands.

UPP: 868777

Aslan names: Hktyefuifthraew , Seeskteahfkiy ,

Skhoiakteiakheaa , 'Ftoiaeahfkhioid, Wteiftsahkeaiskte , Rlstielfti ,
'Otawaaiftyehr, Ssikh., Ryeaeikhtraid, Huafttehwsiy , Lrftoueiaffte,
Lryeeataoakh, Watyehhteaehla, Siykhhti.

Yokihanu factory

The factory was a fabrication centre for breathing masks and disposable vaccsuits (one use). It was only partially operational when the invasion took place. The building has suffered damage in the fighting but the machinery inside is still functional. The Aslan have made temporary repairs to the building and made the internal environment breathable. However any firing inside is likely to puncture the flimsy seals.

The Aslan have even started up the machinery and modified it to produce masks and vaccsuits suitable to their own bodies. They now have small stock piles of both of these in the factory.

'Ftui: One particular Aslan called 'Ftui has staked this part of the planet as his own and claims ownership of the factory. He is very protective of the industrial unit.

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.

The scout takes off

The Aslan scout craft either launches or is already in a position to shoot at and disable the PCs starship. The pilot wants to capture the ship rather than destroy it and so targets the drives in an attempt to bring it down.

An Aslan friend

A young Aslan male called Hwafertu, has offended his brothers sensibilities (accidentally tripping a male with a higher social status) and refusing to offer satisfaction in a duel to the death. He approaches the PCs and wants to go with them as he no longer has a good future ahead of him amongst his own kind. Unfortunately for him, he doesn't know the Imperial language. If the PCs are lacking a skill, equip Hwafertu with it to make him a more inviting acquaintance.

Duelling enemies

Two Aslan engage in a duel to the death over social rank. This may happen as the PCs visit with the Aslan, or be seen in the distance on the planet's surface. They duel using hand held claw-shaped blades. The winner of the combat will take the other's share of the planet. If other Aslan are nearby they will disapprove of the melee as the reason is a manufactured slight to honour.

Explosives

The PCs discover that Rory's Drift and/or the fuel tanks are primed with explosives. The Aslan as a whole or a splinter group wish to rid the planet of this filthy human desecration. They've set up the explosives to be remotely detonated by wire control. The wire can be followed by the PCs from the explosives to one of the small Aslan domes.

Pirates

A human pirate called Dale Tanner and his crew have made a deal with the Aslan to allow him to establish a base on the world a few kilometres from Rory's Drift. He and his crew fly a heavily armed 200t freighter and might chase the PCs off planet if they threaten his "deal with the cats".