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# MONGOOSE LIVING TRAVELLER

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## Rescue on Ruie

**A One-Round *Mongoose Living Traveller* Adventure**

Version 1.0

**by Robert Eaglestone**

**Story Coordinator:** Don McKinney

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Sergei hault-Oberlindes, son of Baron Marc hault-Oberlindes of Feri (Spinward Marches 2005), trade magnate and owner of Oberlindes Lines, has been imprisoned by an anti-Imperial nation on Ruie (Spinward Marches 1809). Unable to make any progress through official channels, the Baron turns to unofficial means, and the characters are contracted to rescue Sergei.

Resources for this adventure include *The Spinward Marches* [Martin Dougherty]. This adventure is expanded from *Rescue on Ruie* [Jeffery May], which appeared in *JTAS #1*. Elements adapted from previous material developed by Hans Rancke-Madsen. Some equipment in this adventure is from *Supplement 4: Central Supply Catalogue* [Martin Dougherty].

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# Sanctioned Play

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Most likely you ordered this adventure as part of an event from the MONGOOSE LIVING TRAVELLER CAMPAIGN website, or you received it from your Senior Referee. To play this adventure as part of the MONGOOSE LIVING TRAVELLER CAMPAIGN (MLTC) – a worldwide, ongoing *Traveller* campaign set in the SPINWARD MARCHES setting – you must sanction it as part of a gaming event. This event could be as elaborate as a big convention or as simple as a group of friends meeting at the Referee's house.

The person who sanctions the event is called the Senior Referee and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to MONGOOSE LIVING TRAVELLER CAMPAIGNS in a timely manner. The person who runs the game is called the Session Referee. Sometimes (and almost all the time in the cases of home events) the Senior Referee is also the Session Referee. You should use the MONGOOSE LIVING TRAVELLER Campaign Master Log Sheet (MLS) to track your play and advance your MONGOOSE LIVING TRAVELLER Campaign character. This adventure retires from sanctioned play on December 31, 2011.

## ***PLAYERS READ NO FURTHER***

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the Referee

only. If you read farther than this section, you will know too much about its challenges, which kills the fun. Also, if you are playing this adventure as part of a sanctioned event, reading beyond this point makes you ineligible to do so.

## ***PREPARING FOR PLAY***

This adventure requires only the *Traveller Core Rulebook*. Information on Rules may be found in *The Spinward Marches* book. Some equipment from *Supplement 4: Central Supply Catalogue* is noted with asterisks (\*). If this supplement is not available, replace SMGs with assault rifles or autorifles as needed.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and creatures appear in abbreviated form in the adventure text. Refer to the Appendix for full information on NPCs and creatures.

At the end of the adventure, you will note what awards your players' characters received in this adventure and record it on their Master Log Sheets (MLS). If you are playing this as part of a sanctioned event, please turn those details into your Senior Referee. Otherwise, please note what awards were given out and report the results to the Campaign Coordinator.

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# Adventure Summary

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## **PASSAGE**

Participation in this adventure requires that the characters already be on Regina; any method of passage from the *Mongoose Living Traveller Campaign Sourcebook* is allowed. The passage to Ruie is covered by the patron, Baron Marc hault-Oberlindes of Feri.

## **DATES**

All dates correspond to the standard Imperial calendar. The start date of this adventure is Senday 183-1105 (the 183rd day of the 1105th year since the founding of the Third Imperium). Time will flow normally once the adventure begins. If a different date is required, for example to fit the adventure into an existing campaign, then the start date can be altered with little or no disruption to the adventure.

This date was the issue date of the first issue of the *Journal of the Travellers' Aid Society*, when the original *Rescue on Ruie* amber zone article was published by **Game Designers' Workshop** in 1979.

## **LOCATION**

This Mongoose Traveller adventure starts on Regina (Spinward Marches 1910), but quickly moves to Ruie (Spinward Marches 1809). The characters must get into the prison where Sergei hault-Oberlindes is being held, free him, escape pursuit and rendezvous with the starship.

## **PLAYER CHARACTERS**

This adventure is meant for characters capable of handling themselves in combat. Characters not capable of using weapons or without related physical skills will find this adventure difficult. Characters should also have some measure of subtlety to their skill sets; Survival and Recon will be helpful.

## **ENCOUNTERS**

The characters are contacted by a factor of Oberlindes Lines to rescue Sergei hault-Oberlindes from a prison on Ruie. They will enter the prison as inmates; once they contact Sergei, then they will also be contacted by a security officer of the prison who is allegedly a Jingarlu agent. She aids their escape by giving them the outbound supply truck and creating a diversion by which they may simply drive out the front entry. From there they drive to a predesignated pickup zone, where a speeder descends and takes them up to a waiting Oberlindes trader, which jumps back to Regina and Oberlindes headquarters for a debriefing. There they will find out that Jingarlu officials on a goodwill visit to the prison were slaughtered about the same time the player characters were making their escape, and that Nebelthorn blames them as Imperial agents of the crime against all of Ruie. After some initial questioning, hault-Oberlindes believes the player characters, and rewards them accordingly, but of course there may be other agencies which are not so easily convinced...

Mr. Sirkiin. The players are briefed on the situation.

The Capture. The players are dropped off in Nebelthorn and proceed to be captured.

Finding Sergei. Sergei meets the new inmates.

Inside Help. An agent contacts them.

The Escape. A supply truck is scheduled to leave at an opportune time.

The Pickup. The rescuers are recovered.

# Ruie (c-776977-7)

Ruie (Spinward Marches 1809) is a balkanized, industrialized, autonomous world, situated in the rimward-spinward corner of the Regina subsector in the Spinward Marches sector. Ruie is a medium-sized world, with a diameter of 11,000 km and a circumference of 34,000 km. It has a standard atmosphere, tainted by airborne biological contaminants, with a pressure of 0.90 atm, and a surface gravity of 1G. It has seas of water covering 60% of its surface. Its average temperature is 28°C, with a temperature change of -3°C per 1000 m elevation. A filter mask is required on the surface.

Ruie is in orbit 3 around a G5 V primary. It has a 25 hour day and is 150 million kilometres from its central star. The local year is 360 standard days. There is one small moon orbiting at a distance of 35,000 kilometres.

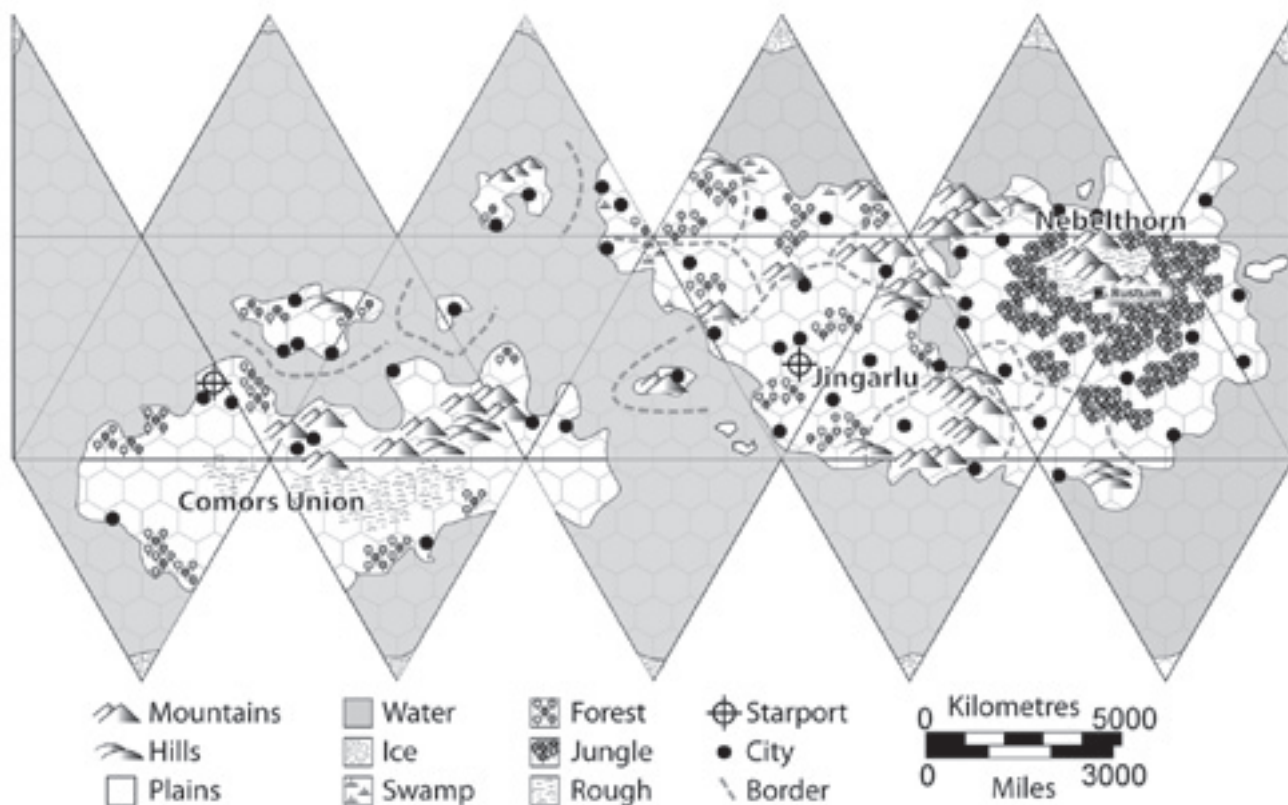
The planet has a population of 7 billion. It has four major states, and many smaller states; the most liberal countries are at best mixed regimes, and the possession of most firearms -- including shotguns - is usually forbidden. Ruie's most advanced countries have technology equivalent to that of the semiconductor age.

## PHYSICAL DESCRIPTION

Ruie's main landmasses consist of a single ocean with two continents and three major islands (of at least 1 hex in size). There are numerous small islands. The equator passes through two of the three largest land masses – a continent and the largest island. Both poles have small, fragile icecaps.

The current planetary configuration began forming 250 million years ago, with the separation of two plates which now form the Comors Union and the so-called "Western Plate", which is roughly equivalent to the western half of the main continent. The Union plate was forced west and south, while the Western Plate was forced east, colliding with a third "Eastern Plate" to form the current main continent, creating the high barrier Dekalu mountains in the north and south, and landlocked seas in the centre.

The largest continent (called Garan in Jingarlu, Tharon in Nebelthorn), is divided into three regions by a largely north-south running mountain range. The Western region consists of tall, old-growth forest and wide savannas. The northwestern region consists of forest, meadow, and marshland (although the latter has mostly been drained and converted to agriculture). The Eastern region is mainly



jungle, with a continental-centre highland forest quickly giving way to lowland jungle, marching almost to the littoral zone of the eastern shores. The Eastern region's centre also has the Rustum mesa complex, the remains of an archaic highland, marked by hundreds of square kilometres of dramatic plateaux interspersed with overgrown badlands.

The Comors continent is divided into broad, wooded coastal regions, a rugged northern coastal badlands, and a central desert. To the east and west, the desert transitions into semi-arid plains until meeting a coastal region.

Navigable rivers include the Terssis River in Jingarlú, the Alanessi in Nebelthorn, and the Kamaris in West Comors.

## WEATHER

Garan is primarily tropical. Its mountain ranges serve as a brake to moisture, but their central location in fact changes little about the weather. The northernmost latitudes are mild but humid, while the centre and southern portions are hot to say the least. At the equator the temperature can reach 50C, while remaining uncomfortably humid. Temperatures in the mountain ranges are cooler, and the land tends to be less humid just over the Nebelthorn side. Hurricanes seasonally buffet the southern, eastern, and western coastline of Garan.

Comors has some tropical regions, especially along the equatorial coastline to the north, but tends to be dry in the interior; air currents will bring moisture eastward from the Western shore, which usually spends itself out before reaching the centre of the continent. The eastern coastline tends to have milder storms than the western; combined with a temperate climate, it enjoys some status as a vacation or retirement destination.

Northern and southern islands tend to have temperate climates, while equatorial islands tend to be warm. All have seasonally severe weather, except for those off the east coast of Comors.

Heat prostration is a danger in tropical parts of Ruie. Savannahs tend to be windy and warm, and occasionally experience dry periods. When dry, plant life in the savannah dies back, and the land is susceptible to blistering dust storms. Like the desert regions, heat prostration is the main danger to travellers.

## FLORA AND FAUNA

The predominant pattern: Larger life forms tend to exhibit radial symmetry, with little or no distinction between legs and manipulators. As in any environment, each life form has adapted to its niche in the local ecology, and each varies according to its nature and habitat.

*The Sagley.* These large carnivores support their 5,000 kg body with eight strong legs. Their brains are buried safely in their torso, which itself is covered with a tough, leathery skin. Four arms end in knobby, blunt, hornlike claws, which deal painful bludgeoning damage, while their feeding maws are ringed

with sharp bone plates for cutting meat. They hunt in twos, subduing their prey by clubbing them unconscious and then unceremoniously eating them.

*The Ersulan.* These powerful flying scavengers mass 25 kilograms, and though they prefer to find their supper already dead, they are not above attacking smaller animals. They can be found singly and in small groups. Their bodies are covered in light, hairy feathers in all colours, and can actually be beautiful to look at. Some people of means have held these beasts in captivity – but it is more common to hunt them.

*The "Scuttlers."* These are fast, 8-legged jungle insectoids. Massing up to 5 kilograms, these creatures are hunted singly by Ersulan, but often travel in packs of 50 or more (2D6 x 10). If need be, they rely on overwhelming numbers to take down animals for food. Their normal speed is about that of a running human.

**Ruakan Asthma.** Ruie's atmosphere has been classified as tainted due to airborne spores, found in tropical regions of the planet, which can lodge in human lungs. Called Ruakan Asthma (or, more colloquially, Ruie Redspot), this malady manifests itself in offworlders (the locals are mostly immune) after failing a Strength check (Average, +0), and lasts for 2D days after leaving the world. The symptoms are a frequent, distracting dry cough; the sufferer takes a DM-1 penalty on all tasks. Without medical care, some Redspot infections will kill the host, leading through a grisly set of secondary complications ending in an explosion of new spores from the victim's chest cavity. An immunization regimen administered by the Imperial Interstellar Scout Service is available, although it requires 5 to 10 months of treatments and therefore is not used for short-term visits. Filter masks are 100% effective against contracting the malady, and wearing a mask after contracting Ruakan Asthma can hasten recovery; symptoms clear up 2D days after beginning to wear a filter mask.

Note that wearing a filter mask (or conversely, displaying symptoms of Ruakan Asthma) will generally mark characters as offworlders.

## SOCIAL DESCRIPTION

Ruie is divided into about 150 separate nations. It currently has four major states: Jingarlú, the Comors Union, Nebelthorn, and Kayarlú.

**Jingarlú:** Jingarlú lies on the western side of the continent of Garan. The nation is an authoritarian, unitary republic, with government lawmakers elected to office by representatives ("Caretakers") of the population. With Imperial ties, its economic future looks bright. Jingarlú has a tech level of 7.

**Comors Union:** The Comors Union is a TL7 group of states on the Comors continent united under one federal government, composed of a moot of elders from each state. Each subordinate state maintains its own government structure, but submits to



Countries with a population of at least 100 million.

Nation	Port	Pop	Government	LL	TL	Location
Staralka	X	1200	Republic	5	5	south Garan
Kayarlu	C	950	Monarchy	8	6	northwest Garan
Nebelthorn	C	900	Oligarchy	7	6	east Garan
Comors Union	C	650	Confederation	7	7	Comors
Jingarlu	C	350	Republic	7	7	west Garan
Chanoss	G	350	Bureaucracy	6	6	southwest Garan
Swemet	X	250	Dictatorship	8	5	Comors north island
Liruga	H	250	Charismatic Leader	5	5	north-central Garan
Showaj	X	200	Democracy	4	6	northwest Garan
Rukajan	X	150	Bureaucracy	8	5	northwest Garan
Orissali	G	120	Oligarchy	7	6	Cammet Island
Saeton	X	100	Theocracy	9	5	south-central Garan

**Port:** Starport or Spaceport quality.

**Pop:** Population, in millions of people.

**LL:** Law level.

**TL:** Technological level.

the will of the federal government. They had originally united for common defence and global economic bargaining power. Recently, several states' economic instability and mounting debt has strained the union's ability to govern itself effectively; since member states are still sovereign, central controls are weak, and old nationalisms are rearing their heads. Riots are common among the more troubled states, and markets are uncertain about the Union's future.

**Nebelthorn:** Most nations on Ruie are not interested in interstellar society. Some are openly hostile to the Imperium. One of these is Nebelthorn, a nation ruled by the same family for over 120 years (since before Imperial year 985). The rulers, the Family Eldenn, keep tight control over all offworld (and most international) contact, using various methods (nearly all distasteful) to discourage it. Nebelthorn's only notable resource is petrochemicals and the country prospered selling oil and related products to other industrial customers.

Following Imperial recontact, however, offworld merchants began selling fusion power systems and vehicles to Jingarlu and the Union, Nebelthorn's largest customers. This led to a sudden dearth of both customers and income, plunging Nebelthorn's economy into a depression which has continued for the last 12 years without signs of improvement. The Eldenns have blamed their plight on the Imperium, and their country has been posted as an Amber travel zone.

**Kayarlu:** Kayarlu, located in northwest Garan, lies within one of the oldest settled areas of Ruie. Its people tend to have insular attitudes about other nations, considering their culture to be superior in every respect. They encourage their tourism

industry, thinking of it as a kind of therapy for outsiders, and tolerate foreigners with good-natured condescension. It is therefore not highly interested in affairs outside its borders, much less from other worlds.

## STARPORTS

Ruie supports four class C starports, in each of the four major nations. A few other nations have spaceports – essentially launch pads for putting up satellites. Each port is owned and operated by its own nation. There are no Imperium-owned starports or spaceports.

The largest nations have budgeted space programs, but until recently have only sent up communications satellites to Ruie orbit, and short-term survey satellites to the planets in their own system. The recent sale of small fusion-plus units and gravitics modules to certain governments proves likely to significantly change the nature of Ruie's various space programs.

## HISTORY

The Daccam Ruins, located in Nebelthorn, are the site of an extinct alien culture which lived on Ruie over 100,000 years ago. 'Daccam' is the name of the early archaeologist-geologist to identify the ruins (and also to lose his life in the process; see the Sagley entry in the bestiary); hence many geological or ancient archaeological terms use a form of the word Daccam; for example, the Dekalu Mountain Ranges in central Garan, and Cammet Island west of Garan.

The world was surveyed and settled at about the same time as Regina (accounts vary). The original colony, located in the

northwestern part of Garan, was named Ruakh; hence many colonial indigenous terms use a form of the word Ruakh, such as Ruga, or Ruakan (and perhaps even the name Garan). Its culture was structured as isolationist; presented with the opportunity to join the Imperium in 235, it declined and has remained an independent world since. All official contacts with the Imperium were dropped, and in fact Ruie was later placed under interdiction by the Imperium, receiving regular visits to the system by Imperial naval vessels when interstellar tensions run high. Ruie had worked itself up to tech level 5 by the time it was recontacted by the IISS 31 years ago, in 1074.

Primary Name: Ohrreit  
Type: G5 V

List of Planets			
Orbit	Distance	Name	UWP
0	0.1 AU	(empty orbit)	
1	0.3 AU	Sustro	X300000-0
2	0.7 AU	Qorgon	X111000-0
3	1.0 AU	Ruie	C776977-7
4	1.6 AU	Peori	X505000-0
5	2.4 AU	Orissa	X310000-0
6	5 AU	Nustir	X705000-0
7	10 AU	Renli	LGG
8	19 AU	Mennet	X201000-0

The system consists of a G5 V central star and a total of 8 planets, one of which is a gas giant. There is no asteroid belt. Only orbit number 3 is in the system's life zone; the other planets have no signs of life. A few nations have conducted system surveys.

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# Introduction

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Ruie is a balkanized industrial world just 1 parsec from Regina (Spinward Marches 1910). A pre-interstellar mix of hostiles and friendlies, each nation is independent and protective. With a few exceptions, most governments have strict controls on their citizens.

About a year ago, Sergei hault-Oberlindes, Marc's 20-year-old son, landed on Ruie as part of a Grand Tour of the Marches, part learning the business and part pleasure. After several days in Jingarlú he heard of the Daccam Ruins, located in Nebelthorn. The Ruins are the site of an extinct alien culture of considerable interest to sophontologists.

Though warned of the Amber Zone travel classification, Sergei insisted on visiting them, and (through some devious means) obtained a visa. When he failed to return, the crew of his ship (employed by Oberlindes Lines) attempted to find out what happened, only to run into a blank wall of hostility and indifference from the Nebelthorn authorities. Requests for entry visas were denied.

Despite every effort by Marc Hault-Oberlindes, nothing more was heard for three months. At that time, Nebelthorn's ambassador to Jingarlú delivered an official communiqué to the Imperial consul in Jingarlú, informing him that Sergei hault-Oberlindes, an Imperial citizen, had been convicted of assaulting a member of the National Police and had been sentenced to 30 years hard labour. No further word was sent, letters to Sergei were

returned, and all appeals and bribes refused.

By spending a considerable amount, Marc hault-Oberlindes did learn the following:

1. Sergei did, by Nebelthorn standards, receive a fair and legal trial for a genuine offense (he assaulted a cop). He signed a confession, and pled guilty.
2. He is held in Rustum Prison, a maximum security institution. Marc hault-Oberlindes has obtained a map of the region around the prison, which sits atop a plateau deliberately kept clear of vegetation. He also obtained a map and recent photographs of the prison with various areas labelled.

## ***PLAN OF ADVERSARIES***

The Nebelthorn Bureau of State Security (BOSS) seeks to discredit the Imperium in the eyes of the governments of Ruie; in particular, they would like to put tension into the relationship between the Imperium and Jingarlú. Their plan is to put the characters into an escapable situation – helped by one of their agents – and to make sure the escape is not only successful, but also messy. Needless to say, organizing the inspection of the prison by Jingarlú representatives is a major part of their plan.





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# The Proposal

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The players are contacted by a Mr. Adaamu Sirkiin, a senior aide of Baron Marc hault-Oberlindes of Feri, and the owner of Oberlindes Lines.

Mr. Sirkiin's office is on the 40<sup>th</sup> floor of a modern 100-floor building in downtown Credo (on Regina) with the words *Oberlindes Lines* emblazoned across its top. When he does business in person, it is from this room, behind a massive wood-and-leather desk. At other times, he may simply convey a holocube of his mission parameters to his workers. The cube has an embedded, specialized computer which not only projects an image of him giving his message, but also has just enough programming to be able to respond intelligently to a very narrow scope of clarifying questions the players may ask. The Referee may use whichever method works best.

Mr. Sirkiin will deliver the details from the Introduction to the players, and record and transmit their agreement to Oberlindes headquarters. Once that is done, the characters will be given an Oberlindes family pass code, which will allow Sergei to verify that they are indeed from his father.

Nebelthorn, while refusing a diplomatic solution, would love nothing better than to find out about Imperial citizens trespassing in their country. Mr. Sirkiin stresses the need for the characters to keep a low profile.

The elder hault-Oberlindes wants his son freed, regardless of the consequences. To assist on this, Mr Sirkiin has a surplus Oberlindes Lines free trader (type A) fuelled and ready for the players to use.

Note that at some point, the players may realize that hault-Oberlindes certainly could probably have hired a small, specialized mercenary group to rescue his son, or (more likely) some of Oberlindes' own "special services" men. The only reason to use travellers is for deniability. This might make the players wonder if they are also expendable.

In line with deniability, the players will not be given anything that could trace them back to Oberlindes Lines, especially any weapons or armour. Mr. Sirkiin will arrange for an offworld kit to be cached a few hours' travel from the prison, including an orbital communications unit to allow the characters to notify the *Toronto Blizzard* that they are ready for pickup.

## THE GULAG

The Nebelthorn Rustum Prison is a gulag resting at the top of a plateau, rising above the lowland jungle, in central Nebelthorn. Its location is marked on the Ruie world map.

The two outer fences are approximately 15 meters apart.

- A. Administration building, single story
- B. Troop barracks, single story, for approximately 50 guards
- C. Cellblock C (500 prisoners), two stories
- D. Cellblock D (500 prisoners), two stories
- E. Cellblock E, single story, for females
- G. Guard towers

**Not shown:** There may be *inner* security fences. An access road, leading through front gates, opens through the fences north of the A and B buildings. The solitary confinement quarters are in a smallish basement bunker (essentially a dungeon) with poor light and poorer air circulation.

Unknown to the characters and not revealed in the information from Oberlindes are the details about the fences: All fences around the prison are electrified; the outer to 11,000 volts (enough to inflict 16d6 hits on an uninsulated person), and the inner fence charged only enough to incapacitate (2d6 hits per round per touch). The 15-metre strip between them is heavily mined (treat as fixed frag grenades from the *Traveller Core Rulebook*).



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# Getting In

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The players will be delivered to (and from) Ruie by the *Toronto Blizzard*, a surplus Type A free trader – altogether ordinary except that its supplied crew are all skilled veterans of the Imperial military, loyal to hault-Oberlindes, and are capable of working well under stressful situations.

The characters, with possible help from Mr. Sirkiin or the *Toronto Blizzard's* crew, need to decide how to get into the prison complex while in transit to Ruie. Creativity is encouraged. Some possibilities:

- Get “caught”, on purpose. By far the easiest way to get imprisoned.
- Infiltrate, perhaps by stowing away aboard a supply truck, or hijack one. By far the easiest way to get killed.

## THE CAPTURE

It is very easy to get captured. In fact, anyone captured near the prison will be confined there while their cases are handled.

The characters may be assigned the same or separate cells, and each is given a serial number and bright orange “inmate” clothing. They will be questioned, with the interrogator asking their names, where they came from, why they are here, and so on. Cooperativeness will be noted on their records; as will belligerent talk, threats, or suspicious answers. Especially unruly characters may be beaten up by other inmates (bribed by guards).

**Ruakan Asthma.** Inmates are not allowed filter masks, so it is possible that the player characters will start to come down with Ruakan Asthma. This could be used to help inject a sense of urgency to executing the escape plan.

**Finding Sergei.** Once inside, the players should have little trouble locating Sergei. An Oberlindes family pass-code can be used to verify the players’ integrity. When questioning Sergei, the players will learn that he was imprisoned for striking a National Policeman who had manhandled a girl (named Zinovia) Sergei met. She is also in prison, in the woman’s cellblock in one corner of the compound.

Sergei can shoot and once an escape plan is decided upon and begun, he will demand a weapon. He will attempt to free Zinovia (he knows where she is) regardless of the odds.

**The Routine.** The prison routine is pretty simple. Prisoners are woken at 6 AM, fed a morning meal, and then half are exercised around the fence, and then returned to the cafeteria for re-education time, and lunch. In the afternoon the half that are not exercising and re-educating are working on various prison projects, ostensibly to pay for their re-education and rehabilitation. In reality, the projects are generally whatever will make the prison warden more money.

Re-education in Rustum Prison takes on two forms. The first form is labour, where the inmate is making gravel by breaking large rocks into smaller rocks with a sledgehammer. The second form is propaganda and coercive persuasion, for the purpose of disrupting the prisoners’ ability to organize.

Living conditions in the prison are harsh and frequently degrading. The prison is crowded, the food quality is low, and medical care is poor.

## MATA HARI

The only non-suicidal way out comes via unexpected help: an attractive guard, named Marion Hannegan, knows how the prison works and what can best be exploited. The players can connect with her by trying to bribe a guard, but even if they do not think of this, everyone will know where they are from, and she will find them.

She will offer to help the players carry out their escape plan. If the players decide to bribe a guard, she will arrange it so that she is the one they contact. Otherwise she will pose as an agent from Jingarlú. She will offer help, including getting them access to a way out: the supply truck.

The supply truck arrives late every sixday afternoon and leaves several hours later, after dark. Marion knows these details, can arrange access to the truck, and might even provide them with a primitive communicator that can just reach orbital distance.

**Just Walk Out.** Alternately, it is possible that the players will think of using fake uniforms and a fake release order to escape. Oberlindes operatives can supply the **materials**, and the procedure just might appear to work...

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# The Escape

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Marion Hannegan will order the characters' "departure" so that it coincides with a visit by some low-ranking Jingarlú dignitaries, who are working a non-aggression accord with Nebelthorn, and as a show of good faith were permitted to inspect the prison to see how efficient and humane it is.

In reality, Hannegan is a loyalist agent, instructed by BOSS to insure that the escape is messy – even if she has to mess it up herself. A particular item on her list is to make sure the Jingarlú officials are killed, and the Imperials are blamed.

Once the escape is underway, the prison is bound to be alerted, in which case the getaway will be dicey. She will offer to intercede in a manner similar to the following:

**Marion:** "They have us pinned down. I will go out there and take care of this."

**Characters:** "No, we can stop them ourselves." (If they are feeling heroic...)

**Marion:** "Stop worrying; I can talk to them."

**Characters:** "Okay, but be careful."

MH steps out, calls for the shooters to halt, goes over to them, and then mows them down with her SMG.

**Marion:** "There are more guards coming. You have to go, now!"

**Characters:** "Ok..."

Much later, the players can wonder if she had set up the whole situation. If Sergei insists on getting Zinovia (and he will if not

unconscious or dead), Marion can assist in getting to her easily, as she will have arranged for her to be "waiting" for a special interview with the Jingarlú officials. Ms. Hannegan knows she and Sergei were arrested together, and the circumstances of the arrest.

Assuming the players get behind the wheel of the canvas-backed supply truck, they will be discovered at the checkpoint just beyond the prison, and they will have a night chase shoot-out, pursued by a general-purpose light military vehicle down the plateau to the jungle floor. A number of TL 7 light SMGs\* (2d6-2) stored in the truck will give them equal footing against their pursuers, and once dispatched they can proceed on foot to the designated pick-up point.

Alternately, if the players have procured fake uniforms and a fake release order (perhaps from Oberlindes), the BOSS agents will see through the attempt plainly, but will let the 'escape' happen, then chase after them once they have left, proceeding with the "gun them down" plan.

NOTE: If Zinovia is given a firearm, she will shoot and kill Marion Hannegan as everyone leaves on the supply truck. She has figured out her BOSS connection, as she ordered her confinement to the interview room where the characters and Sergei would meet up with her. That gunfire, and the prison guard knowing that the escapees are killers (there IS a dead BOSS agent, after all), will mandate an all-out search for the characters, despite the darkness.

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# On The Outside

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Once outside, they are on their own, and in fact the arranged rendezvous location with the *Toronto Blizzard* is not too distant from the prison. The few hours spent on foot (or in the supply truck) across rough jungle terrain in darkness provides an opportunity for some encounters. Please refer to the Flora and Fauna section for descriptions of the animals.

For convention events, some or all of these encounters may be eliminated for time needs.

Encounter 1: Sagley on the hunt.

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
<b>Sagley</b>							
Hunter	Jungle Walker	24	3	21	0	8	6
(omnivore)							
Athletics (co-ordination) 1, Melee (horns/teeth) 1, Recon 1, Survival 2							
Horns and Teeth (3d6), tough hide (2), number encountered: 2							

*The Sagley.* These large carnivores support their 5,000kg body with eight strong legs. Their brains are buried safely in their torso, which itself is covered with a tough, leathery skin. Four arms end in knobby, blunt, hornlike claws, which deal painful bludgeoning damage, while their feeding maws are ringed with sharp bone plates for cutting meat. They hunt in twos, subduing their prey by clubbing them unconscious and then unceremoniously eating them.

Encounter 2: Ersulan feeding on a fresh kill.

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
<b>Ersulan</b>							
Scavenger	Jungle Walker	8	9	6	0	8	6
(carrion-eaters)							
Athletics (co-ordination) 1, Recon 2, Survival 1, Melee (claws) 1							
Claws (1d6), number encountered: 4							

*The Ersulan.* These powerful flying scavengers mass 25 kilograms, and though they prefer to find their supper already dead, they are not above attacking smaller animals. They can be found singly and in small groups. Their bodies are covered in light, hairy feathers in all colours, and can actually be beautiful to look at. Some people of means have held these beasts in captivity – but it is more common to hunt them.

Encounter 3: Scuttlers on the run.

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
<b>Scuttler</b>							
Scavenger	Jungle Walker	5	6	3	0	6	8
(hijacker)							
Athletics (co-ordination) 1, Recon 1, Survival 1, Melee (teeth) 1							
Teeth (1d6), number encountered: 16							

*The "Scuttlers."* These are fast, 8-legged jungle insectoids. Massing up to 5 kilograms, these creatures are often hunted singly by Ersulan, but often travel in packs of 50 or more (2D6 x 10). If need be, they rely on overwhelming numbers to take down animals for food. Their normal speed is about that of a running human.



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Encounter 4: Ruins under a hill.

*The Doorway.* You are standing in front of a low hill, overgrown with trees and underbrush, with regular protruding stones covered with lichens, ferns and fungus. A mudslide has partially uncovered a dark doorway leading into the hill; a carved glyph on a lintel is visible in muted blues and reds. Either Sergei or Zinovia will realize this must be the site of an undiscovered Daccamite ruin. In the distance, you hear your pursuers closing. The doorway cannot be cleared and opened before they arrive.

*Back to Civilization.* The pick-up point is a small clearing just east of the Rustum mesa complex, amidst the forest cover. An orbital communicator is in the cache hidden in a pre-arranged manner here, although Marion Hannegan will have provided a primitive one. They can make a call to the orbiting *Toronto Blizzard*, which will send down a speeder to pick them up and take them back to Regina.

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# Conclusion

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Shortly after arriving at Regina, the players are brought into the Oberlindes administrative building, to deliver their report in person to Marc hault-Oberlindes. What they do not know is that Nebelthorn has been busy in the last week, and has used Marion Hannegan's report and actions to spin their own story. The discussion will probably go something like this:

**Characters:** "Well, Mr. Oberlindes, we rescued your son, and even his girlfriend, and made it out, no casualties."

**Marc:** "But the Nebelthorn press claims there were 42 gruesome deaths, including the commandant of the prison, AND a visiting diplomatic delegation from an Imperial-allied nation."

**Players:** "What?!?"

Of course, if Zinovia gunned Marion Hannegan down during the escape, (or she died in some other fashion), the only casualties will be those caused by the characters. Marc knows that the players were set up as pawns in a diplomatic game, and knows from Sergei what their conduct was like.

Marc hault-Oberlindes actually will apologize to the characters for the reward he can give them, but under the current diplomatic circumstances, as an Imperial noble he is limited; but his gratitude is enormous, and he promises to assist them as best he can in the future.

*Mongoose Living Traveller Campaign* rewards are based on the following events throughout the adventure.

- 1) If Sergei and Zinovia are both rescued successfully (and Marion Hannegan is killed), the characters each gain two "Favour of Oberlindes Family" awards, and six high passages (only good on Oberlindes Lines or allied carriers, which means Spinward Marches or Gvurrdon sectors, and they cannot be cashed in). In addition, Marc hault-Oberlindes gives each character Cr20,000, and the characters may buy one item of up to TL 12 worth up to Cr20,000 at Regina.
- 2) If Marion Hannegan lived, the characters are grilled by Imperial officials and bureaucrats; and do not gain the ability to buy an item of up to Cr20,000 at Regina (they still get the credits). In addition, all characters gain the "Watched by Imperial Authorities" award. Marc hault-Oberlindes will do a lot to take the pressure off the characters, so no other penalties are involved.
- 3) If Sergei was rescued, but Zinovia was left behind or died during the rescue, Sergei never forgives them for her death (or execution). Reduce the awards to only one "Favour of Oberlindes Family", and only two high passages (as limited above). The rest of the awards (credits, buying one item, etc) are as above.
- 4) Regardless of the other conditions, all characters are convicted of murder and other crimes by Nebelthorn, and sentenced to death. If they return to Ruie, they will be watched by all nations, but if captured by Nebelthorn, they will be executed as off-world spies.

In addition to the campaign rewards listed above, this adventure awards each character alive at the conclusion one XP (see the Campaign Sourcebook).

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# Campaign Consequences

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The Referee should make sure to let the Campaign Coordinator know what rewards above were granted in the adventure for future campaign consideration. Email outcomes to [livingcampaigns@mongoosepublishing.com](mailto:livingcampaigns@mongoosepublishing.com), with the subject line "MLTC 4 Rescue on Ruie Consequences".

In addition to the adventure consequences, we also would like to know what campaign rewards were given to characters in the Conclusion, and we appreciate general feedback from the Referee as well as players. Information submitted may influence future plotlines and story arcs.

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# Appendix 1: Characters

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## **SERGEI HAULT-OBERLINDES**

### **Merchants 1**

**Abilities** Str 8 (+0), Dex 8 (+0), End 7 (+0), Int 8 (+0), Edu 9 (+1), Soc 9 (+1)

**Languages** Anglic

**Skills** Athletics (endurance) 1, Carouse 0, Drive 0, Gun Combat (slug pistol) 1, Gun Combat (slug rifle) 2

**Possessions** none

Sergei hault-Oberlindes, the 20-year-old son of Baron Marc hault-Oberlindes of Feri, is currently held in a gulag in the nation of Nebelthorn on Ruie, serving a 30 year sentence for striking a member of the National Police. He is aware that his father will send assistance to get him released, but they must have the family pass code or he will have nothing to do with his rescuers. Even if they have the passcode, he will not leave the gulag without Zinovia. He previously served in the Imperial infantry for 4 terms, then retired as a Captain to begin touring the Marches to learn the business.

## **ZINOVIA CAMET**

### **Citizen (worker) 1**

**Abilities** Str 6 (+0), Dex 10 (+1), End 6 (+0), Int 9 (+1), Edu 10 (+1), Soc 8 (+0)

**Languages** Anglic

**Skills** Advocate 1, Drive 0, Melee (unarmed) 1, Gun Combat (slug rifle) 1

**Possessions** none

Zinovia is a -year-old Nebelthorn native who comes from a chain of islands off the coast of Jingarlui. Her family migrated to the continent to find work, and she studied law at a local university.

## **MARION HANNEGAN**

### **Agent (intelligence) 5**

**Abilities** Str 6 (+0), Dex 9 (+1), End 8 (+0), Int 9 (+1), Edu 7 (+0), Soc 7 (+0)

**Languages** Anglic

**Skills** Animals 0, Athletics (co-ordination) 1, Comms 1, Computers 0, Deception 2, Drive 0, Gun Combat (slug carbine 2), Investigate 2, Medic 1, Melee (unarmed) 1, Persuade 1, Recon 0, Stealth 1, Streetwise 1, Trade 0

**Possessions** comm, TL 8 boarding SMG (3d6-1)\*, TL 8 flak jacket (6)

Marion is a 38-year-old Special Agent working for the Nebelthorn Bureau of State Security (BOSS). She is as attractive as she is dangerous.

## **ADAAMU SIRKIIN**

### **Army (infantry) 3/Cadre (field exercise leader) 2/Noble (diplomat) 4**

**Abilities** Str 7 (+0), Dex 7 (+0), End 8 (+0), Int 12 (+2), Edu 11 (+1), Soc 10 (+1)

**Languages** Anglic

**Skills** Admin 2, Advocate 2, Carouse 2, Comms 0, Deception 1, Diplomat 1, Explosives 1, Gun Combat (slug pistol) 2, Gun Combat (slug pistol) 1, Instruction 1, Jack of All Trades 1, Leadership 2, Melee (blade) 1, Recon 1, Tactics (military) 1, Vacc Suit 0

**Possessions** TL 12 radio transceiver, TL 12 gauss rifle (4d6), TL 12 combat armour (14)

9-term Counsellor Nobleman to hault-Oberlindes, assigned to the players to assist them with mission details and planning. In his *official* capacity, he is in charge of a refitted Gazelle squadron purchased by Oberlindes Lines for route security. This character allows the Referee to guide the players as necessary, and to streamline their efforts towards getting jailed while also staying alive.

## **JORAC TALAY**

### **Navy (flight) 4, Sublieutenant**

**Abilities** Str 8 (+0), Dex 9 (+1), End 7 (+0), Int 11 (+1), Edu 11 (+1), Soc 9 (+1)

**Languages** Anglic

**Skills** Astrogation 1, Gun Combat (slug pistol) 1, Mechanic 0, Melee (blade) 1, Pilot (spacecraft) 2, Pilot (small craft) 2, Vacc Suit 0, Zero-G 1

**Possessions** TL 12 radio transceiver, TL 8 body pistol (3d6-3), TL 12 combat armour (14)

Pilot and CO of the *Toronto Blizzard*.

## **KHAALO (CHLOE) HARIISI**

### **Navy (engineering/gunnery) 3, Sublieutenant**

**Abilities** Str 8 (+0), Dex 7 (+0), End 11 (+1), Int 9 (+1), Edu 11 (+1), Soc 8 (+0)

**Languages** Anglic

**Skills** Engineer (j-drive) 2, Engineer (m-drive) 1, Engineer (power) 1, Gunner 0, Gun Combat (slug pistol) 1, Mechanic 0, Pilot 0, Vacc Suit 0, Zero G 1

**Possessions** TL 12 radio transceiver, TL 8 body pistol (3d6-3), TL 12 combat armour (14)

Engineer of the *Toronto Blizzard*. She is working for Oberlindes to repay an undisclosed debt.

## **JAMES WAH**

### **Marines (star marines) 3, Captain**

**Abilities** Str 8 (+0), Dex 9 (+1), End 7 (+0), Int 11 (+1), Edu 11 (+1), Soc 9 (+1)

**Languages** Anglic

**Skills** Athletics 0, Battle Dress 0, Gun Combat (slug pistol) 1, Gunner (turret) 2, Heavy Weapons 0, Melee (blade) 1, Stealth 1, Tactics 0

**Possessions** TL 12 radio transceiver, TL 8 body pistol (3d6-3), TL 12 combat armour (14)

Gunner and Security for the *Toronto Blizzard*.

### **RE-EDUCATION ENFORCEMENT OFFICER**

Human Agent (Law) 3

**Abilities** Str 8 (+0), Dex 9 (+1), End 7 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)

**Languages** Anglic

**Skills** Advocate 1, Comms 1, Computer 0, Drive 0, Gun Combat (slug pistol) 2, Investigate 1, Persuade 1, Recon 0, Streetwise 0

**Possessions** autopistol (3d6-3), jack armour (1), TL 6 comm, TL 3 binoculars, truck (use ground car stats)

### **RE-EDUCATION ENFORCEMENT PERSONNEL**

Human Agent (Law) 2

**Abilities** Str 7 (+0), Dex 8 (+0), End 6 (+0), Int 8 (+0), Edu 8 (+0), Soc 7 (+0)

**Languages** Anglic

**Skills** Comms 1, Computer 0, Drive 0, Gun Combat (slug rifle) 1, Investigate 1, Persuade 1, Recon 0, Streetwise 0

**Possessions** rifle (3d6), jack armour (1), TL 6 comm

Search teams from Nebelthorn's Rustum Prison will have one officer, and from one to seven other personnel per squad. When the prison is alerted to an escape attempt, three such squads will be sent out searching for prisoners, executing a standard search pattern. Only one such squad will have a vehicle; the others will be on foot.

### **BOSS RE-EDUCATION OFFICER**

Human Agent (Law) 3

**Abilities** Str 8 (+0), Dex 9 (+1), End 8 (+0), Int 9 (+1), Edu 9 (+1), Soc 8 (+0)

**Languages** Anglic

**Skills** Advocate 1, Comms 1, Computer 0, Drive 0, Gun Combat (slug pistol) 2, Investigate 1, Persuade 1, Recon 0, Streetwise 0

**Possessions** body pistol (3d6-3), TL 7 cloth armour (3), TL 6 comm, TL 3 binoculars, jeep (use ground car stats)

### **BOSS RE-EDUCATION PERSONNEL**

Human Agent (Law) 2

**Abilities** Str 7 (+0), Dex 8 (+0), End 7 (+0), Int 8 (+0), Edu 8 (+0), Soc 8 (+0)

**Languages** Anglic

**Skills** Comms 1, Computer 0, Drive 0, Gun Combat (slug rifle) 1, Investigate 1, Persuade 1, Recon 0, Streetwise 0

**Possessions** autorifle (3d6), TL 7 cloth armour (3), TL 6 comm

Better trained and better equipped, a single BOSS team will be sent after the players if Marion Hannegan is killed. Their instructions (not from the prison) are to leave no survivors.