

Drifters Dock

Hot Spot 1: Startown Dive



by Donovan Lambertus

TRAVELLER

Compatible Product

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Introduction and Welcome

Welcome to Hot Spots, the latest release from DSL Ironworks. Hot Spots are designed to be quick locations used in your Traveller games. Need a bar for a shady meeting in a hurry? Perhaps a desert outpost, a landing bay, starport concourse, or an ancient ruin? Hot Spots are designed to fill that need, featuring full color interior and exterior renders, scalable maps, notable NPCs, and adventure hooks to give the busy GM everything he or she needs to drop that location into their campaign.

Hot Spots are compatible with all Traveller products, but setting neutral so that they can be dropped into any campaign. Background details are left vague enough so that each GM can fill them in with information that fits their game.

A small Startown dive

Drifters Dock is notorious around the port area of Startown as a dive, its quality poor and its patrons rough and rowdy. Despite its reputation, however, the Dock is also known as a place to find just about anything you need, legal or otherwise. The owner, Kassandra Heiser-Illoun, is an ex-Scout with a rather extensive network of contacts and a knack for putting the right people together. What's even more remarkable is the fact she's been able to assemble this network in the year that she's been on planet.

While Kassandra has built up many friendly contacts, she's been equally adept at creating enemies. The foremost of these enemies was once her employer, a local politician of some importance, Daewoon Trabal. Trabal originally commissioned Kassandra to pick up a specially designed bar and several tons of exotic alcohol and transport the cargo to the planet to complete a complicated deal that could have netted Trabal over a million credits. En route, however, her ship suffered a misjump and she arrived a couple of weeks later than agreed upon. The misjump also caused extensive damage to her ship, the *Haughty Disposition*, which nearly crashed while landing.

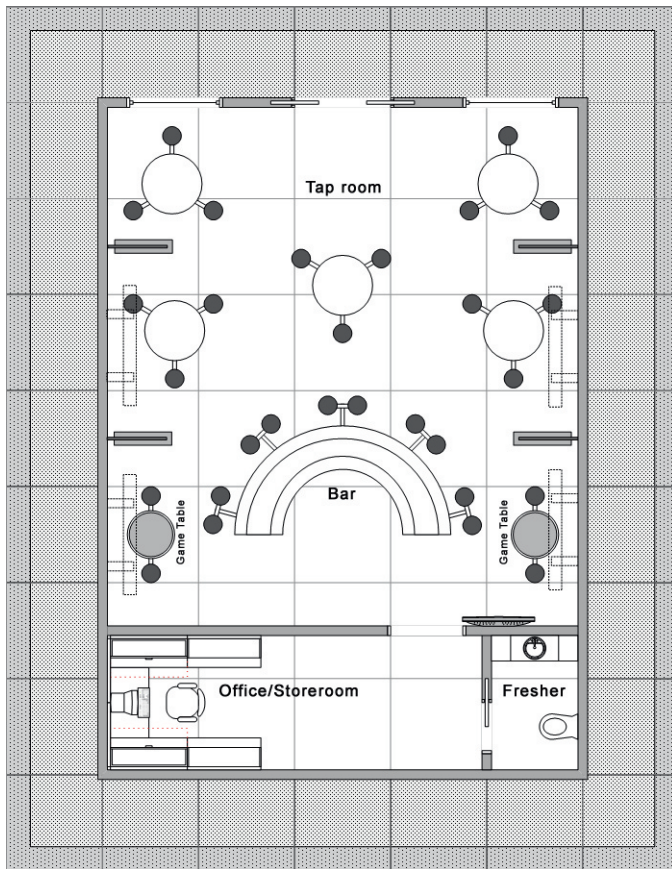
That delay ended up costing Trabal the entire deal; when approached for payment, Trabal told Kassandra in no uncertain terms the deal was off, he had no intention of paying her, and demanded she surrender the cargo immediately. Trabal also used his connections to instigate an in-depth investigation of the *Haughty Dispositions* maintenance and flight logs. The whole ordeal left Kassandra far from home, nearly penniless, with a damaged ship and a mounting pile of legal fees and fines. The ex-Scout nearly gave up, sold the *Haughty*, and shipped out on the next tramp freighter, but the whole situation made her angry. She managed to scrape up the money to fund an attorney, which freed her up from the investigations, and decided to make the best of the situation.

She first rented a small building in Startown, a simple plas-crete box with nothing more than the most basic facilities. With that done, she hauled her cargo to the site, uncrated it all, and started putting the Drifters Dock together. For furnishings, she visited a couple of local junk dealers and got the parts (mostly old structural members and hatch covers) to put together the Dock's unique decor. Within a couple of weeks, the bar was up and running, and Kassandra was back in business.

The opening of Drifters Dock was a huge thumb in Trabals' eye, using what he considered to be his cargo to open a business. He promptly sued, but the matter has been tied up in court for several months as the legal wrangling has continued. On several occasions, Trabal has sent thugs into the Dock to cause problems, start fights, and outright threaten Kassandra. Resourceful and determined, Kassandra has included a few of Trabals' enemies into her network of contacts, so she has managed to keep the Dock open.

The *Haughty Disposition*, a surplus 100 ton scout, is still sitting on a patch of tarmac at the port, her power plant off-line for the foreseeable future and jump drives in desperate need of maintenance. Several lucrative deals have netted Kassandra a significant stock of cash, but she is still nearly a million credits short of the needed replacement parts to get her ship flying again. So, she continues on, wheeling and dealing while running her impromptu tavern and finding new and creative ways to poke at Daewoon Trabal.

Layout and Description



The Drifters Dock is a standard plas-crete building, a simple rectangular box measuring 10.5 meters by 7.5 meters. It has one entrance door (actually a sliding hatch from a junked subsidized merchant) and a pair of windows on the same wall. The walls are roughly 10 cm thick. The front tap room is 8.25 meters by 7.5 meters, with a small office and fresher behind the bar. The fresher is a fairly simple affair, just a single toilet and sink.

The bar itself was custom made with a fairly rare type of wood, with simple styling and functionality. The upper bar holds shelves for drink bottles and an assortment of drinking utensils, while the lower bar holds space for more. The bar surface itself is a very durable polymer styled to look like marble. The stools bolted to the front of the bar are repurposed structural members. The whole unit is very sturdy and well secured to the floor and ceiling.

The furniture in the dock is constructed of old ship structural members, hatch covers, and other various bits of extra parts. For instance, the table tops are recycled hatch covers from the engineering hatches of bulk freighters, while the base and seats are welded structural members with attached round seats. The spiral lights decorating each table are repurposed landing lights, also firmly attached to the table. The decor is far from comfortable, but very hard to damage.

On either side of the bar is a pair of game tables, constructed similarly to the rest of the tables but with a small computer and holographic unit built into the surface. Each has roughly two dozen games programmed, from standard chess to circular chess to an assortment of card and dice games.

Decorations are relatively scant in the Dock so far as well. Behind the bar hangs the unit flag of Kassandra's old Scout unit, the 1973rd Survey Unit. Three tapestries hang along one wall, while a newish neon sign hangs behind the bar. Behind one of the game tables hangs a large TriD monitor, visible from most points in the bar. Four large indirect lighting units hang on the walls as well. The overall feel is warm, if a tad empty, with relatively soft lighting.

Despite its rather small size, the Drifters Dock does seat up to 30, but many nights the place is standing room only. It doesn't offer anything in the way of privacy, but that doesn't stop its patrons from conducting business or shady deals. Should Kassandra require privacy, she generally invites the interested party back to the office.



View From the Bar

Journal Entry #445, Captain Cassandra Hieser-Illoun.

Well, the day started off normally enough, although I was a bit late getting opened up this afternoon. The crew of that free trader kept me up way into the wee hours, but they finally got drunk enough to buy that cargo of wheat J'ney was trying to sell. A couple of Trabals crew showed up about halfway through the evening, but I'm guessing they were just scoping me out. By about 1900 local, the crews and dock workers started to straggle in and things began to pick up. If this continues, I'm going to have to start hiring some help. A bartender, at least, and maybe a bouncer as well. The lawyer left a message today, more good news from the sound of it. He says he's found another loophole that should keep Trabals' lawyers busy for another month or two.

About 22:30, she showed up. Young, pretty, well dressed, and definitely out of her normal surroundings. The green shimmersilk dress highlighted her curves, and it definitely got the notice of patrons. A lamb surrounded by twenty hungry wolves, she should have looked nervous, but she didn't. Maybe she was dumb as a post, and didn't realize that she might be in trouble. I ended up giving that longshoreman, Valex I think is his name, the mothers stare of death, and he finally caught the hint, slinking off to play Bo'chaat at one of the tables with some port officials. I stopped in front of her, looking her in the face as I asked "What can I getcha?". She smiled a demure, school-girl smile and ordered a glass of wine. "Are you perchance Cassandra Hieser-Illoun?" she asked, and my curiosity got the best of me. As I nodded, she slid a card across the bar to me, drank her wine in one swallow, then stood up and slinked toward the door with a casual wave. As she left, I noticed the room was completely silent, all eyes on her. With some trepidation, I grabbed the card and flipped it over...



Random Encounters

A selection of quick random encounters for the Drifters Dock.

Random Encounters (2d6)

- 2 - A pair of longshoreman, very drunk and beligerent.
- 3 - Trabal thugs (1d6), looking to start a fight.
- 4 - A single, rather unattractive prostitute looking for a good time.
- 5 - A pair of off-duty Starport Security guards.
- 6 - A trio of mercenaries looking for employment.
- 7 - A wanderer looking to book passage offworld.
- 8 - A pickpocket looking for easy marks.
- 9 - 1d6 scientists looking to hire a ship.
- 10 - A broker with a random cargo to sell
- 11 - 1d6 port maintenance workers
- 12 - A businessman recruiting for a job.

Trouble!

Journal Entry #463, Captain Cassandra Hieser-Illoun.

One of Trabals' lawyers stopped by today, escorted by no less than four of his bully-boys. The fat slob of a lawyer tossed a datachip on the bar with a grin breaking his pasty white face, laughing. "That should keep you busy for a while". As they were leaving, I slid the chip into my handcomp. It took a few minutes of reading, but the point was soon clear enough. It was a cease-and-desist order shutting me down for a lack of proper vending licenses and health permits. There was no way I could handle running through all of the red tape sure to be involved and still keep the Dock open. That was when a new crew walked in. I'd never seen them before, but they certainly looked the type to get things done. And I could tell they needed something; pretty much anyone needing something shows up here eventually. So, I put on my best smile and headed over to chat them up. They always made it sooo easy.



Adventure Hook 1: Errand Boys

Kassandra Hieser-Illoun approaches the group with a small proposition. A local politician, Daewoon Trabal, has used his influence to convince several local officials to get the Drifters Dock shut down for health and vending permit violations within the next week. His timing, she notes, is lousy, as she needs to be admitted to the local hospital for an unspecified illness. Since she is going to be indisposed for up to five days, she needs a small group to handle a few things for her. First and foremost, she needs someone to keep the Dock open and running during the afternoons and evenings. Second, she needs someone to run around and get the various permits ironed out. In return, she can offer Cr 5,000, a weeks worth of free booze, and the offer to arrange a very lucrative cargo when they are ready to depart. Such an act would also provide easy access to her network of contacts.

Outcome (d6)

- 1 - All is as it seems. The permits are easily gathered, perhaps with a bit of bribe money, and nothing out of the ordinary happens in the Dock during those five days. All in all, this is easy money for the crew.
- 2 - While the Dock is fairly quiet, it turns out that some of the officials needed to approve the permits are close friends with Daewoon Trabal, and charge a very hefty bribe to get them approved.
- 3 - As for #2, but the officials can't be bribed. Each does have, however, a dirty little secret that they would rather not be revealed. Some investigation will be required to dig up the details of those secrets.
- 4 - The permits are easily gained, but visits from Trabals' thugs (1d) become a nightly occurrence. While no overtly hostile moves are made, they do push people around, start fights, and do their best to disrupt the business.
- 5 - The permits are easily gained, but the characters are attacked by 2d thugs working for Trabal after closing on the third night. Stats and equipment are left to the referees' discretion.
- 6 - 1d heavily armed port security troops show up one afternoon after the Dock opens, looking to arrest Kassandra. It seems she is a wanted felon, and they'd like to talk to the party to determine if they are accomplices. The crime and subsequent events are left up to the referee.



Other Adventure hooks:

The Drifters Dock works well as a springboard to other possible adventures, depending on the referees' preference. For instance, her long running dispute with Daewoon Trabal is a good way to get characters involved in local politics. Cassandra also has contacts among the less savory types around the port, and the players could easily use these contacts to fence goods, pick up some hired muscle, or acquire equipment that may be otherwise unavailable. Should the world chosen as a home for the Drifters Dock have an attached Scout base, Cassandra can also make an excellent friend to have as well.

Another possibility is to have the party inherit or actually buy Drifters Dock, at least for a short time. While the idea of running a bar may seem mundane, it sees enough traffic to generate a variety of interesting encounters and give the party a break from the rigors of adventuring. If the party happens to suffer from low morals, the Drifters Dock could also serve as a convincing front for a criminal operation as well. Players setting up a local merchant venture might find the Dock useful as a base of operations, perhaps cutting Cassandra in for a share in return for her assistance brokering cargo. Mercenary groups would find the Dock doing double duty, both as a recruiting center and a place to negotiate tickets.

Kassandra Hieser-Illoun

Age: 50 Career: Scout (Survey) 8 terms

STR: 5(-1) DEX: 9(+1) END: 8(0)
INT: 9(+1) EDU: 10(+1) SOC: 7(0)

Skills: Vacc suit-1, Computer-2, Diplomat-1, Social Science (Psychology)-2, Pilot-1, Engineer-1, Astrogation-1, Gun Combat (Pistol)-1, Investigate-1, Persuade-2.

Possessions: Autopistol, Tailored vacc suit.

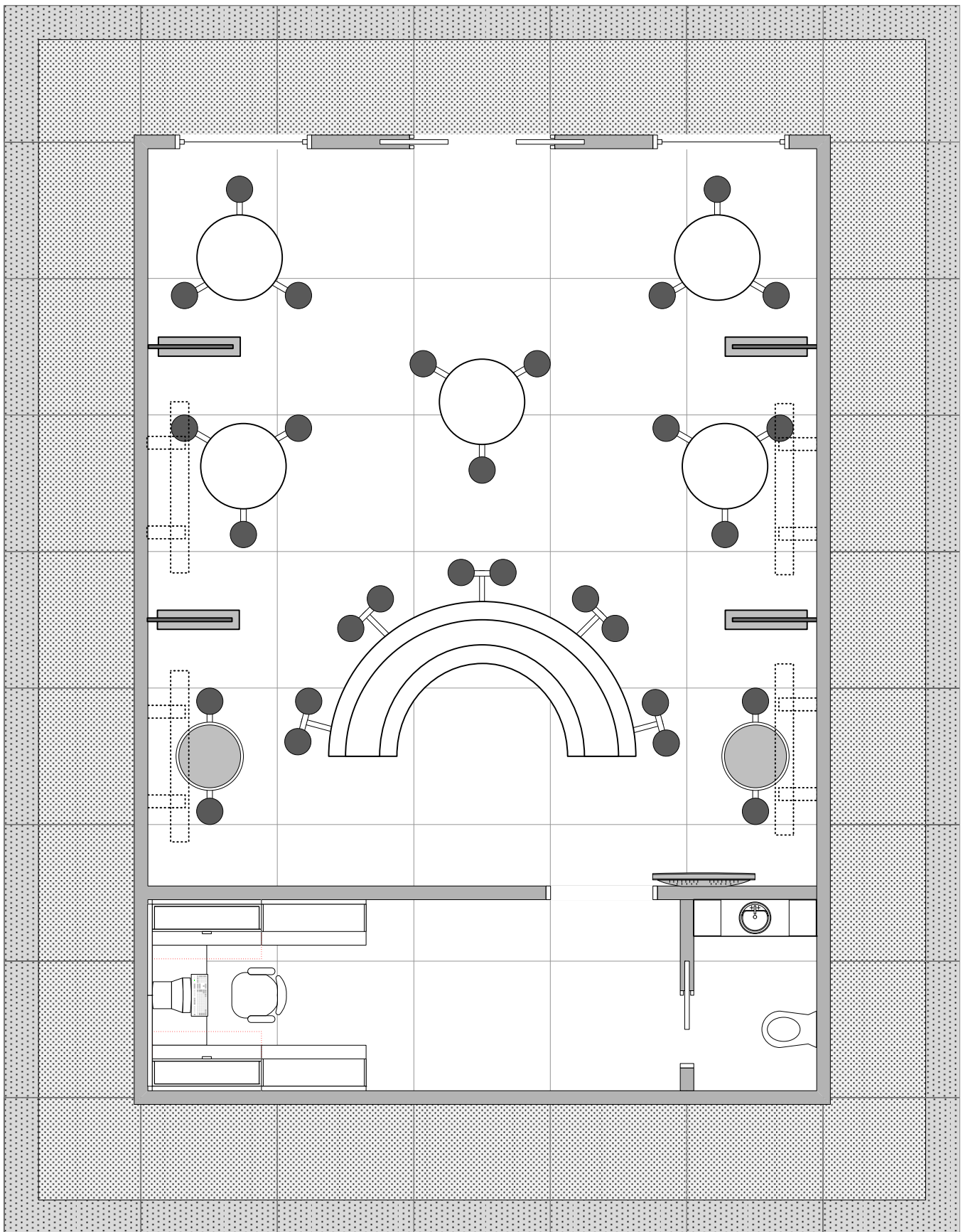


Kassandra Hieser-Illoun was born on a rather small backwater planet. From an early age, she discovered that she had a knack for talking to people and even convincing them to do what she wanted. After finishing her primary education, she was recruited by a small university where she began studying psychology. Shortly after graduation, she joined the Scout service, opting for the Survey branch, specifically Cultural Relations. Kassandra finished basic training with flying colors, and was soon assigned to the survey ship *Salamenko*. *Salamenko* was tasked with cultural survey work along the frontier, analyzing and cataloging planetary governments.

After mustering out from the Scout service, rather than be saddled with potential recall from detached duty, she purchased a very old 100 ton scout that she named *The Haughty Disposition*, and set out to find new adventures, mainly hauling small, high value cargos. Unfortunately, that course of action led her eventually to the Drifters Dock and her current problems with Daewoon Trabal.

Kassandra is a very strong willed woman, with a quick wit and occasionally sharp tongue. While she doesn't regret her choice of leaving the Scout service, she isn't very happy with her current circumstances. Her training in the Survey has made her a skilled diplomat, a talent that she is currently using to broker a wide variety of side deals, both legitimate and shady. She also has a good ear for rumors, and generally has a good idea of what's going on around the port area.

Her current trouble with Trabal is becoming a distraction from her most pressing task, getting the *Haughty Disposition* repaired. Repairs for her battered ship are going to run on the order of a million credits or so, and she has about half of that saved from the proceeds of several lucrative deals. At this point, Kassandra would like nothing more than to have Daewoon Trabal removed as a distraction, and will pay fairly well for any dirt on the politician.











Drifters Dock - 1" = 1.5 meters. Print at full size for 25 mm, 80% for 20 mm, or 60% for 15mm



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Kassandra Hieser-Illoun	Security	Security	Security	Thug	Thug	Merc

			Crew
			Floozy
			Adventurer
			Alien