MARC MILLER'S TRAVELLER®

LONG WAY HOME

Adventure One

MARC MILLER'S
TRAVELLER®

LONG WAY HOME

Science-Fiction
Adventure in the Far Future

Learn all about adventuring in Milieu 0 on page 7.

It all begins on page 11 as a simple scouting mission . . .

The players' best-laid plans go awry on page 14.

The characters make some new friends with problems of their own on page 24.

A golden chance to play good samaritans on page 30.

Politics makes strange bedfellows on page 32.

Manhunts and prison breaks and another gateway, oh my, on page 40.

The Future is Just Around the Corner

CREDITS

Design
David Burden, Andy Lilly

Editing
Andy Lilly, John D. Rateliff

Production Manager
Timothy Brown

Cover Art
Chris Foss

Maps and Deckplans
Andy Lilly

Special Thanks
Deborah Shaw
Jae Campbell
Sarah Lilly
Liam McCauley
Leighton Piper

The First Adventure

The Long Way Home was first published in September 1996 by British Isles Traveller Support (BITS). In early 1996 it had been evident that the release of Marc Miller's Traveller would lead to a demand for adventures for the revised rules and setting. With the agreement of Imperium Games, Andy Lilly (founder of BITS) and BITS member David Burden set about writing an epic adventure which would appeal to all Traveller players, both old and new.

David had worked on Gushemege sector for the History of the Imperium Working Group (HIWG), so it seemed appropriate to place the adventure there. The adventure drew upon this background, plus work from Jae Campbell and Leighton Piper of the British Traveller fanzine *Signal-GK*. Graphic designer Michael Kurtz created the original striking color cover, and Liam McCauley provided QSDS skills. David and Andy wrote the adventure using the highly successful nugget format introduced in MegaTraveller products from Digest Group Publications, and Andy did the final editing and layout. The adventure was badged with the logo of CORE — a growing group of budding Traveller writers.

The adventure was targeted for release at Euro-GenCon (EGC), the launch event for Marc Miller's Traveller in the UK. After two punishing months of work, the adventure was rushed to the printer just days before EGC. Marc Miller kindly provided a brief foreword: "It is nice to know that the British Isles are working hand in hand with the United States to make the new Traveller the continuing success it deserves to be." Andy picked up 140 copies (of the print run of 200) on the night he left for the convention.

Thankfully, the adventure sold well and received excellent reviews in role-playing magazines and on the Internet. The original intention was that Sword of the Knight (publishers of the US fanzine *The Traveller Chronicle*) would print further copies for the US market. However, Imperium Games then asked for *The Long Way Home* to be expanded into two parts for release as an official adventure. Thanks to Imperium Games, you are now holding the first part of that adventure . . .

Traveller®,
Science-Fiction Adventure in the Far Future
by Marc Miller

The game and universe presented in this book envisions a referee or game master as the ultimate supervisor of game play. The publisher is prepared to answer questions about Traveller provided a stamped, self-addressed envelope accompanies the request.

Imperium Games, Inc.

TABLE OF CONTENTS

Introduction

The Long Way Home is a Traveller adventure following the exploits of the crew of an Imperial scout ship, as they struggle to return to Sylean space after a mis-jump strands them in the depths of Gushemege sector, close to the starless void of The Claw. The adventure is set in Milieu 0, in the first years of the brave new Imperium. However, the adventures can be readily transplanted to other Milieu.

This book comprises five linked adventures and an introductory scenario, together with all the background material that a referee will need to run each adventure. Some 50 worlds from the Gushemege sector are described. Additionally, this book contains deck plans for a new design of Scout Ship, sample player characters, nonplayer characters, and a comprehensive section of useful library data including descriptions of several new alien races. Even once the adventure has been played, this data provides a useful pregenerated area of space within which the referee can set further adventures.

The Continuing Story

This book is the first part of the campaign adventure *The Long Way Home*. The second part is presented in the adventure book *Gateway*. Both parts of the campaign are set in the Sidurii Cluster and concern the same storyline.

However, this book has been designed so that it can be used as a stand-alone mini-campaign. Multiple play options are provided for the final scenario, depending upon whether the players are to return home or continue immediately with the adventures presented in *Gateway*. Even should the players return home, *Gateway* presents options that allow them to return to continue the campaign at a later date.

Referees

This book is intended for a referee. The text uses "you" to mean you, the reader, when referring to things that the referee needs to know.

Emerging From The Long Night

After a millennium of watching the systems around them stagnating and collapsing, the Syleans have finally begun to expand again, driven by a vague cultural memory of greater pasts. "A New Future in a New Imperium" is one slogan used by the Scout Corp who spearhead the immense program of exploration and rediscovery, attempting to regain knowledge of the surrounding systems.

As the number of reconnaissance missions has increased, public attention has not waned but rather has grown. The Scouts have brought back tales of strange new worlds, alien races and — perhaps most importantly for the expanding empire — plentiful natural resources. Of course, there are a plethora of dangers too, but the opportunities for fame and (perhaps) fortune are such that the Scout Corp is now having to compete with entrepreneurial companies and individuals who are sending their own ships out into the unknown. No doubt the authorities will soon pass an order to stop these "unqualified grave robbers," but for the moment the frontier is open to anyone with a starship and plenty of guts . . .

Requirements

You need only have access to the basic Traveller rule book to use this adventure. A few six-sided dice are required and paper and pencil for both you and the players to keep notes. Feel free to use whatever accessories you wish to aid in playing the game.

Adventure Format

This book uses a "nugget" format, dividing each adventure into a series of events. These nuggets are generally presented in the order in which they are likely to occur. Some nuggets are optional. In some cases the actions of the players will require the order of the nuggets to be altered. The nugget format is designed to allow the players to wander about at will, without a feeling of being channelled along a predetermined story line. Dividing each adventure into bite-sized chunks also makes it easier for you to run, without requiring extensive preparation.

Each nugget consists of a piece of scene-setting prose, formatted as in the following example:

> *Sample text which can be paraphrased or read verbatim to the players.*

Following this is a description of the "action," which guides you through the adventure. This may include more snippets which can be read to the players. Sidebars are occasionally used to present relevant data. More extensive background information is given in the Library Data section near the end of this book. Very little of this will be available to players (e.g., via their ship's computer). The majority must be learned by investigation, and some may never be revealed.

Characters

The characters may be members of the Sylean Scout Corp or may be independent adventurers. A set of pregenerated characters is given below. Alternatively, the players can use characters from a previous game or generate new characters specifically for this game.

If not using the pregenerated characters, the career types should still be roughly the same. The players are going to undertake a long-distance surveillance operation; their knowledge and experience should be appropriate to the task. Furthermore, you should determine if one or more characters has trained or (more probably) latent psionic talents. Such powers will be of use during particular scenarios.

One of the players should own a suitable starship; preferably the *Lintula Sunrise* Type EDSV Scout Ship, detailed at the end of this book. Alternatively, a ship may be provided by, or hired from, the Scout Corp.

Pre-generated Characters
Aran Jain (Commander)

Scout   874889   Age 44, Male
Carousing-2, Diplomacy-4, First Aid-2, Grav Craft-1, Ground Craft-1, Leader-3, Linguistics-6, Navigation-4,

Perception-1, Pilot-1, Pistol-4, Recon-4, Streetwise-2, Survey-4, Survival-3, Vac Suit-1, Writing-1.

Aran was brought up on a border world and quickly learned how to handle himself in a rough space-oriented world. He had little formal education until he joined the Scouts, but over the past 26 years he has proven his aptitude for exploration and first contact missions. He is hardened and resourceful, and his subordinates respect him for his ability to get the job done. He keeps a detailed autobiography of his eventful life — perhaps it will make a good vidplay some day?

Belinda Ovsa (Pilot)
Scout 689A87 Age 32, Female
Astrogation-1, Computer-2, Electronics-1, Engineering-2, Grav Craft-2, Mechanics-2, Pilot-6, Pistol-2, Sensors-3, Short Blade-1, Streetwise-1, Survival-1, Vac Suit-2.

Belinda's parents were both Navy Flight Corp. Although she inherited their flying skills, Belinda preferred the less restrictive regime of Scout life. She has picked up a good range of technical knowledge, although mostly through hands-on experience rather than college courses. She regards the *Lintula Sunrise* as her own ship (although Aran is her senior) and insists all team members show the ship appropriate respect!

Chris Quino (Astrogator)
Scout 76379A Age 28, Male
Astrogation-4, Computer-4, Grav Craft-1, Pilot-1, Pistol-2, Sensors-4, Survey-3, Vac Suit-1.

Chris was brought up the hard way on a belter colony, but a lucky strike allowed his family to send him to college. His dedication to his studies attracted the attention of the Scout Corp, who recruited him. His combination of skills make him invaluable for navigating the ship and for surveying new worlds. Unfortunately, he can be a little oversure of his driving ability, especially when trying to show off in front of Belinda, for whom he has a soft spot.

Deda Sotot (Engineer/Gunner)
Scout 979987 Age 28, Male
Computer-2, Electronics-2, Engineering-4, Grav Craft-1, Gravitics-2, Gunnery-1, Mechanics-3, Recon-1, Rifle-1, Telempathy-1, Vac Suit-1.

From an early age, Deda seemed to have a knack with all things mechanical and electrical. His wanderlust drove him to join the Scout Corp. Like Belinda, he never tended to pay much attention in the technical classes. However, he has an innate understanding of technological devices. His only vice is that he likes his liquor, which occasionally leads to conflict with Belinda, who refuses to let him touch anything on "her" ship until he is sober!

Ellen Colti (Medic/Gunner)
Rogue/Scout 7A5586 Age 29, Female
Fast Talk-2, Grav Craft-3, Intrusion-2, Medic-3, Navigation-1, Pistol-2, Stealth-2, Telepathy-1, Vac Suit-1.

Ellen's early life was blighted by poverty and, of necessity, she sometimes had to break the law just to keep herself fed. She used her weak telepathic ability to help avoid the long arm of the law. After persuading a friendly trader to take her off-world, she travelled the space lanes and, 5 years ago, finally found a permanent job with the Scout Corp. She resents anyone asking about her background.

Fox Namaa (Xenologist)
Scholar 8779D8 Age 43, Female
Archaeology-2, Biology-6, Chemistry-6, Computer-2, Grav Craft-1, History-2, Navigation-2, Pistol-1, Research-4, Survival-2, Vac Suit-1.

Fox spent many years at college, achieving a senior position at the Institute of Exotic Fauna. Her knowledge of xenobiology is very extensive and she has travelled widely, collecting rare life-forms on various planets. She undertakes occasional sabbaticals to work for the Scout Corp. Although she is very well paid for her troubles, her only real interest is in seeking out (and analyzing and collecting) new forms of life.

Ship's Locker
The ship might be expected to be carrying the following basic equipment (the characters will have an opportunity to supplement this if they choose).

    2 x Laser Pistol
    6 x Body Pistol
    4 x Rifle cR898
    4 x Laser Rifle
    6 x Flex Armor
    6 x Flak Jacket
    6 x Vac Suit

The ship's hold might typically carry the following:
    1 x Enclosed Air-Raft (driver + 8 passengers)
    2 x Grav Bikes (driver + 1 passenger).

Tasks
Throughout this adventure, the characters must undertake task rolls to determine their success at various activities. It is usually up to you to determine these tasks and the results of the characters' actions. However, in some cases this book provides details of suggested tasks, using the following format:

    Task description (Time Taken)
    (Characteristic + Skill) + Modifiers < Difficulty (nD)
    Special condition (qualifier for special condition)
        Explanatory text

The task description gives a brief summary of the task, with a suggested duration for each attempt.

The target number for the task is the sum of the characteristic, skill, and any modifiers given. The characteristic may not always be the default one given in the rule book. "+ DMs" indicates that a number of modifiers are given in the explanatory text.

The difficulty will be one of the standard text names from the Traveller rule book, followed by the number of dice to roll. Where more than one skill may be used, each is listed on a separate line and may have a different difficulty level for the task.

The only special condition used in this book is "Uncertain (nD)". The player rolls as normal for the task, but you determine the actual result by adding "n" dice to the player's roll. You should not reveal the result of the task, although the player may be able to guess if he or she made a particularly good or bad roll. Players may thus think they have succeeded when, in fact, they failed — for example, they might believe erroneous data from a sensor.
An example task might be as follows:

To detect a gas giant at 1 parsec distance (12 hours)
(Intelligence + Survey) < Difficult (2.5D)
(Intelligence + Sensors) < Formidable (3D)
(Education + Astrogation) < Staggering (4D)
Uncertain (1D)

An attempt that uses Survey is a Difficult task; Sensors makes it Formidable, while Astrogation is Staggering (Staggering is 4D and Impossible 5D, as per the *Traveller* rule book). The task takes about 12 hours and there is some chance of uncertainty in the result.

Most failed tasks can be attempted again unless the explanatory text (or common sense) indicates otherwise. The text usually gives a detailed description of the task and the effects of success or failure.

The tasks given in the text are suggestions. You may alter tasks in whatever way you feel appropriate.

Dates and Times

Dates and times in this adventure use the Imperial Calendar and standard (Terran) minutes and hours. For atmosphere, accentuate the different lengths of day and night periods found on the various planets.

World Characteristics

This adventure is set in subsector N (Laeth) of the Gushemege sector. Minor errata in the First Survey world characteristics have been corrected. It should be remembered that some aspects of world data can change quite rapidly. A government can be overthrown. Law levels can be raised or lowered. Populations can rise dramatically, from an advance survey party to a full colonization effort. Similarly, a population can drop due to ecological or biological disaster. Even technology can rise relatively quickly if a world is "uplifted" by a more developed neighbor. Or it may plummet if a world loses some critical infrastructure or resource upon which it depends.

Remember that First Survey presents Sylean world names, but the natives will have their own name.

Alien Races

The alien races encountered in *The Long Way Home* are presented as if they were totally unknown to the characters. Depending upon the exact year that you choose to set these adventures, some Chirper and/or Droyne worlds may be known to the Syleans. Some library data will then be available to the players on these races. However, there are many aspects of these races (particularly their links with the Ancients) which will not be known, even to the Scout Corp.

Background

The characters begin at a frontier world on the edge of Sylean space. They are destined for a seven-month round trip to visit a previously uncontacted world several parsecs away. They will be expected to be self-sufficient during this time, so their starship should be packed full of food, equipment, and spare parts.

However, before reaching this new planet, they encounter a strange jump space phenomenon which pulls their ship drastically off course and hurls them out two whole sectors away to crash on a barren world. The remainder of the adventure centers on their fight to survive, to repair their ship, and to find their way home. The characters might use normal jumps to return home, but this would take them many months, or perhaps years, through unknown and potentially hazardous territory. The alternative is to understand the phenomenon that brought them here and to use it as a means of returning home.

The adventure scenarios are summarized below:

Introductory Scenario:
A Quick Reconnaissance

This scenario allows the players to familiarize themselves with their characters and to plan their supplies and provisions for the trip. At this point they believe they are going on a quick reconnaissance . . .

Scenario 1: The Hyper-Tunnel

The characters' starship is thrown off course by a jump space phenomenon, to crash on the barren surface of Kisi Sa. The characters must get their ship back into working condition. Then they can start checking out the locals . . .

Scenario 2: Water, Water, Everywhere

The characters find signs of sentient life on the water-world of Digur. Perhaps they can find someone to repair some of the ship's systems? However, something nasty is lurking in the depths of the ocean . . .

Scenario 3: Raiders!

Kadkaagi has been ravaged by Gumahl raiders. Can the characters help the few survivors?

Scenario 4: Inertial Guidance

The characters encounter the eccentric rulers of Sidur Ishki. Their turbulent political system threatens the planet with a global catastrophe. The characters may be the only hope for resolving this crisis!

Scenario 5: The Hunt

The characters discover a gateway on Iinka. However, the resident Gumahl are ferocious aliens who sacrifice prisoners in savage, violent ceremonies. This may be the characters' chance to get home, assuming they do not become the next delicacy on the Gumahl menu!

Adventuring in Milieu 0

Whether you're a new referee or a hardened old timer whose players have previously adventured in the relative comfort of the later days of the Third Imperium, it is important to consider the key aspects of an adventurer's life in Milieu 0.

Knowledge

The great challenge of Milieu 0 is the lack of knowledge of the stars and the worlds around them. The Long Night did not cause total devastation, but it was no mere temporary blip in the history of the Second Imperium. Over a decade or century, knowledge could be passed verbally between generations. Written records, combined with the few remaining computer files, might give a fairly trustworthy database of the surrounding planetary systems — from stellar types down to the statistics of planets, moons, cities, and cultures.

However, in Milieu 0, organized star travel has been dead for well over a millennium. While Cleon has been welding Sylea into a new Imperium, many smaller empires have risen and fallen. Data originating from before the Long Night is now regarded as little more than fables. Almost all the data inherited by the Sylean Scouts is little more than useless. The role of the Scout has thus become paramount: taking sketchy data, venturing into mostly unknown space, and bringing back live information (and hopefully relationships) on which the new empire can be forged.

Library Data

The Long Night saw great gaping holes appear in humaniti's data warehouse. As technology levels fell, there was a struggle to bring data back from the latest synaptic and holographic stores to the more dependable medium of optical or even magnetic storage. More importantly, without organization and without constant verification it became difficult to tell true data from false as tiny errors replicated a thousandfold during the dark millennium. By the time Cleon's Scouts tried to put together a definitive "base survey," their maps were more full of hope than fact.

Survey Work

Ship sensors are the primary tool for scanning a star system. The *Lintula Sunrise* has both active and passive electromagnetic spectrum (EMS) suites which encompass a broad range of sensors. The radio-frequency (RF) sensors can detect sentient activity (radio, television, radar, etc.) and electrical interference (e.g., gas giant atmospheric storms). Higher frequencies (e.g., infra-red) allow spectral analysis of suns, measurement of planetary body temperatures, and the reflected warmth of planetoids. The EMS includes visible light; thus the suite includes high-power telescopes with image enhancement, etc.

A compromise must be made between active and passive sensors. The former emit their own powerful signal and interpret that part which is reflected back to the sensor, whereas the latter are dependent upon receiving radiation emitted by other sources — natural or artificial. Active sensors can thus be detected by someone else's passive sensors. When the characters wish to conceal their presence in a system, they should only use their passive sensors.

Survey work is best performed by a person with Survey skill. Sensors skill can also be used to operate a ship's survey systems, but all such tasks are one level of difficulty higher. Those with Astrogation or Pilot skill can also attempt survey tasks but a difficulty two levels higher.

The majority of sensor tasks are uncertain, so the quantity and accuracy of data presented to the players should be adjusted, depending upon their relative level of success. For example, when scanning a system for planetary bodies, a very successful task roll might earn a character the exact number of major planets and gas giants and rough numbers of satellites around each. If only barely successful, you might only tell them of the biggest bodies in the system. If barely failed, you could give the players the same data but with some errors, so that when the characters' ship jumps into system expecting to arrive near a particular planet they will actually be quite some distance away (requiring days of in-system travel). If the task was badly failed, they might get totally false information or no results; perhaps one of their sensors is faulty?

Remote System Surveys

Prior to jumping into a system, the characters will need to know if they can find fuel there. If the only worlds are baking deserts and there is no gas giant in the system, then their sources of fuel are minimal.

Spectrographic data from the system's sun(s) can indicate to some degree the likely make-up of the system. Long-range sensors may determine if planets exist. Combining data from many sources may allow a rough estimation of the number of worlds, their size, habitability, and potential resources.

To detect a gas giant 1 parsec away (12 hours)
(Education + Survey) + DMs < Difficult (2.5D)
Uncertain (1D)

DMs depend upon the contents of the target system: -1 if only one small gas giant is present, +1 for each gas giant beyond the first, -2 for each parsec beyond the first, -1 if the target star is size I, II, or III.

To determine the presence of planets at 1 parsec distance (1 day)
(Education + Survey) +DMs < Formidable (3D)
Uncertain (1D)

DM -1 per parsec beyond the first. Partial success will detect the inner bodies. Outer bodies, further from the sun, reflect less radiation and cause fewer noticeable gravitational effects. Given these details, orbit predictions can be made and any peculiarities in the data used to focus the search for further bodies.

In-System Surveys

When arriving in a new star system, characters will have little idea of what they might encounter. There will be no navigation beacons to aid them and they will only have a rough idea of the location of the major system bodies. Their first task is to confirm their location within the system.

To determine position within system (1 hour)
(Education + Astrogation) < Difficult (2.5D)
Uncertain (1D)

The ship cannot safely maneuver within the system, nor jump out of system, until it has confirmed its position and any local navigation hazards.

To create a system map (6 hours)
(Education + Astrogation) < Average (2D)
Uncertain (0.5D)

This will give the characters the positions and rough sizes of the system bodies. For worlds within a few Astronomical Units (AU) of the characters' ship, extremes of the Universal World Profile (UWP) may be visible — e.g., ice or desert worlds.

Looking for Life

Life will usually only be found in the habitable zone of a system's star, unless other planets have been colonized by a space-faring society. The habitable zone is thus the first area to survey in detail.

To determine a planet's physical UWP (6 hours)
(Education + Survey) < Average (2D)
Uncertain (1D)

This task will confirm the world size, hydrographic percentage, and rough atmosphere type (an exact analysis can only be performed from close orbit).

The presence of sentient life can usually be determined by detecting unnatural EMS sources: radio broadcasts, power systems, heat and light from cities, and the like.

To detect sentient life (6 hours)
(Education + Survey) + DMs < Difficult (2.5D)
Uncertain (1D)

DM -5 for a world of TL 0-1, DM -3 for TL 2-4, DM +3 for TL7+, DM +2 if there are orbital installations: satellites, spaceships, perhaps even a spaceport.

The scan results will allow an approximate population and TL to be determined. More precise analysis must be performed on the surface.

A simple terrain map of a planet will take a number of days equal to the world size code. A detailed map, including minor urban roads, buildings, overhead power lines, etc. may take up to five times as long. A detailed map of a small town or the like can be created within an hour or so.

To create an accurate world map (variable)
(Education + Survey) < Difficult (2.5D)
Uncertain (1D)

Remember that even a detailed town map cannot be relied upon: the map might show an alley connecting two roads but would not show that there is a locked gate halfway along the alley! Although the *Lintula Sunrise*'s sensors can — from orbit — resolve items on the surface of only a few centimeters in size, this level of scanning is rarely used for mapping, as it would take a prohibitively long time.

Scanning for everything else! (variable)
(Education + Survey) < Average (2D)
Uncertain (1D)

There are a wide range of other factors (given in the planetary descriptions of the main adventure worlds) which the ship's sensors may determine. However, if the players had to roll for this lot every time they would soon get bored. Instead, roll this task once during one of the detailed scans, to determine the accuracy with which the characters have determined all these other factors.

Listening In

If the system has sentient life, the characters may be able to monitor its communications, either between worlds or simply leakage from terrestrial or satellite communications (television, radio, cellular telephones, etc.). A measure of the world's culture can be obtained by analyzing these communications. The analogue communication systems used at TL7 or lower are relatively easy to decode. Above TL7 the signals are usually encrypted, making them more difficult to detect and decode.

TL	Transmission Types
0	None
1	None
2	None
3	Wireline transmission, Morse code
4	Wireline transmission, voice
5	Analogue broadcast transmission, voice
6	Analogue broadcast transmission, video
7	Digital broadcast transmission (typically including satellite systems)
8	Digital broadcast transmission (typically including satellite systems)
9+	Advanced digital systems, tight beam links

Chance to decode (civilian) radio signals
TL3	Formidable	1 day
TL4	Average	6 hours
TL5	Average	6 hours
TL6	Average	6 hours
TL7	Difficult	18 hours
TL8	Difficult	18 hours
TL9+	Formidable	1 day

Military systems of TL7+ are more difficult (one or more levels) to decode and require double the time.

Use the appropriate Library Data to give the characters an insight into the culture on the world.

Language

Cracking video signals is one thing; trying to make sense of speech or text is much more difficult. Most worlds have had minimal off-world contact for hundreds of years, so even if they originally spoke Galanglic it will now be very different from that spoken in Sylea. If a race's native language wasn't Galanglic then the need to use the latter within an interstellar culture will have disappeared, and so the native language is likely to have undergone a resurgence.

Galanglic Derivatives

As a general rule, all humaniti encountered will speak a derivative of Galanglic. The characters should be able to adapt to the derivative, either by close contact with those speaking it or by monitoring broadcasts.

> To adapt to an old form of Galanglic by monitoring
> broadcasts (12 hours)
> (Education + Linguistics) < Average (2D)
> Uncertain (2D)

Once adapted, a character should be able to interact quite easily with the natives. However, to reflect the minor misunderstandings which might be expected, increase the difficulty of all interpersonal tasks by one level for the first 1D days. If the characters haven't adapted, then increase the difficulty of interpersonal tasks by 2 levels for 2D days.

Going Native!

"Adapted" characters cannot disguise themselves as natives and expect to get away with it! Their voice patterns will still be different, even though they may speak and understand the language. To imitate locals, characters must be able to mimic their vocal patterns, gestures, clothing, movement, etc.

> To imitate a local
> (Intelligence + Acting) < Difficult (2.5D)
> Uncertain (1D)

The character must make this roll each time he or she interacts with a native (or group of natives). You should determine the reaction of the natives according to the situation. Where speech is not required, success at this task means the character is indistinguishable from a local. If the character must converse, then an appropriate Linguistics task is required.

Alien Languages

For a truly alien language, characters can no longer reach for their trusty translator. Instead, they must learn through immersion in the culture, or from intercepted audio-visual material.

Talking the Lingo

In an alien language environment, all interpersonal tasks are affected. For the first five days, such tasks are three difficulty levels higher. From days 6 through 20, the tasks are two difficulty levels higher. From days 21 through 60, they are one difficulty level higher. Thereafter (day 60+) the adjustment is -1 DM.

Computing the Lingo

From day 6 onwards, a character can attempt to start building a mem-clip for the language, either from personal contact or intercepted broadcasts.

> To build a language mem-clip from immersion in the
> culture (6 days)
> (Education + Linguistics) < Average (2D)
> Uncertain (1D)

If the task fails the mem-clip will add 1D to the uncertainty roll on interpersonal tasks. If the fault is determined, the clip can be fixed, using the same task taking 2 days.

> To build a language mem-clip from intercepted
> broadcasts (12 days)
> (Education + Linguistics) < Difficult (2.5D)
> Uncertain (2D)

The results for this task are the same as for the preceding task, but fixing a faulty clip takes 6 days.

Tack Mee Tor Youz Ledder

The generic random encounter table below provides for social gaffes as the characters try to get to grips with a new language and culture. You may role-play these events, requiring the players to think their way out of such situations, or simply adjust future events appropriately.

Generic Planetary Encounter Table

The following table can be used for generic encounters in inhabited areas. Roll 1D every 6 hours; an encounter occurs on 5+.

2D	Event
2	The characters make a wrong turn and end up in a rough district. Roll again and treat the encounter as highly aggressive.
3	Potential patron encounter.
4	The characters cause an accident (e.g., misunderstanding local traffic laws!).
5	The characters suffer an accident.
6	The characters are accosted by an aggressive street trader.
7	The characters make a minor social gaffe while liaising with locals.
8	A police patrol asks the characters to produce identification. If the characters are armed, the police will not view this favorably!
9	A passer-by asks the characters for help.
10	The characters make a minor social gaffe while liaising with a senior official or somesuch.
11	One or more thugs attempt to pickpocket or rob the characters.
12	The characters make a major social gaffe (e.g., mistranslating "We want to buy fuel" into "You look like something that crawled out of a cess pit").

Space Encounter Table

Every 12 hours, roll 1D; on a 6, some form of space event or encounter has occurred. Roll 1D on the following table, DM +1 if the system is TL8+, DM -1 if the system is uninhabited or has no gas giants.

Roll	Event
1	Minor ship malfunction (e.g., sensors)
2	Minor ship malfunction (e.g., communications)
3	Ship encounters debris (perhaps from another ship), small uncharted asteroid, etc.
4+	Ship encounters another ship (see next table).

1D	Ship Type	Race	Mission*
1	Free Trader	Human	Trade
2	Far Trader	Human	Trade
3	Scout	Human	Exploration
4	Sub. Merchant	Sidurii	Trade
5	Sys. Def. Boat	Gumahl	Patrol
6	Light Cruiser	Gumahl	Piracy

Add DM +3 to the "Mission" roll if the ship is Gumahl. Patrols from hostile races will undoubtedly attack the characters' ship, while patrols from other races will want the characters to identify themselves and will probably escort them to that system's main planet to be checked out. Piracy indicates that whatever the ship's apparent mission it intends to attack the characters anyway.

1D	Ship's Disposition (apparent or actual)
1	Standing to.
2	In distress or an abandoned hulk.
3	Approaching at high speed.
4	Moving away at high speed.
5	Just jumped into system.
6	About to jump out of system.

Finding Gateway Systems

In Scenario 1, the characters should discover clues to the location of other gateway systems beyond the one they stumbled upon. They will very probably want to try to match this data to remote and in-system scans to determine whether there is another gateway in their vicinity they could use to get home. However, the bas-relief they discover is representative rather than precise, and thus comparison is not as easy as it might seem.

To identify a gateway system (1 day)
(Education + Astrogation) < Difficult (2.5D)
Uncertain (1D)

To test for a match, the characters must have already performed a system survey. If this was failed, they can still attempt a match, but the difficulty is increased by one level for a mild failure and two for considerable inaccuracies. If the survey task was very successful, or if the characters took very precise measurements of the gateway system bas-relief, then lower the difficulty by one level. Note that it is quite possible that an inaccurate survey might mislead the characters into thinking a system matches even though it does not have a gateway.

The gateways are all found on worlds within the habitable zone of their respective systems. The gateway power sources have a faint but fairly unique neutrino/EMS signature which the ship's sensors can detect.

To locate a gateway on a planet's surface (World size code + 1D hours)
(Education + Sensors) < Difficult (2.5D)
Uncertain (1D)

This task becomes one level easier if the characters recorded their sensor scans from the first gateway and use these to aid the search. The task is one level more difficult on TL7+ worlds which have nuclear or fusion power systems, since these will show up as sources. Failure may cause the wrong location to be identified — a native power source or natural phenomena. The degree of success indicates how accurately the gateway has been pinpointed.

Surviving in Very Thin Atmospheres

Many of the worlds that the characters may visit have thin or very thin atmospheres. The planetary data gives details of the precise atmospheric pressure (i.e. the pressure on a character's body) and oxygen partial pressure (i.e. the amount of oxygen to breathe) on each world.

A Standard (code 6-7) atmosphere gives a pressure of 1 and oxygen partial pressure of 0.2 — equivalent to sea level on Terra. For a Thin (4-5) atmosphere, these values reduce to 0.6 and 0.12, equivalent to 4,000 m above sea level. A Very Thin (2-3) atmosphere has values of only 0.26 and 0.052, respectively; the equivalent of 10,000 m above sea level. Trace atmosphere (1), at a mere 0.012 and 0.00237, is equivalent to 30,000 m above sea level on Terra! The effects of all this are best thought of in terms of climbing a mountain. Most people can climb to 3,000 m without feeling many ill effects. Altitude sickness (caused by lack of oxygen) starts at around 3,000 to 4,000 m. Characters operating on worlds with a Thin atmosphere suffer a -1 DM on Strength and Endurance related tasks during acclimatization:

To acclimatize to a Thin Atmosphere (1 day)
(Endurance) < Average (2D).

Failure results in 1D days of altitude sickness, after which the character is acclimatized, or 3D hours if returned to standard pressure.

To acclimatize to a Very Thin Atmosphere (3 days)
(Endurance) < Difficult (2.5D).

Failure is the same as for a Thin atmosphere, but the altitude sickness lasts twice as long.

Above 5,000 m (less than 0.543 atmospheres) the body cannot acclimatize further. All tasks suffer a -2 DM (mental faculties are just as badly effected as physical ones) for the first day, and an additional -1 DM per day thereafter. These effects can be mitigated by using a compressor or a full breathing system. Terra's highest mountain, Everest (8848 m) has been frequently climbed without a compressor or oxygen feed, but it has always been done very quickly and with only a few minutes' stop at the top!

A Quick Reconnaissance

In this opening scenario the players are despatched on a "quick" reconnaissance trip to a star system outside the Sylean border to identify likely worlds for future contact, trade, and/or colonization missions. This scenario has several alternative nuggets depending upon whether the characters are members of the Scout Corp, hired by the Corp, or undertaking this trip as individuals looking for a quick route to fame and fortune.

Summary of Nuggets

The following nuggets occur in this scenario:

1. Just Another Mission: An introduction for characters who are current serving members of the Scout Corp.

2. The Patron: The introduction to be used if the characters are not part of a Scout Corp team.

3. Kitting Up: A Scout Corp team will have access to the facilities and stores of their Scout base.

4. How Much?: A team without the Scout Corp's resources may be surprised just how costly life is on the frontier!

5. Last Night on the Town: The characters have a last chance to enjoy themselves before setting off into the unknown.

6. Departure: It's time to go. The characters take their ship into space and lay in the jump co-ordinates for their first destination.

Preparation

It is important that the players should begin this adventure in the belief that they will be undertaking a survey of a single world, some distance beyond the borders of known space.

You should choose an appropriate target planet for them to survey, about 8-10 parsecs outside the current border. The Scout base from which they start should be in an appropriate system on the border. When the players are planning their trip you should show them the star system maps for the Milieu 0 setting, with the UWPs for the target system and other systems en route.

Remember that the UWPs you give the players for the planets outside the border should not necessarily be totally accurate! Feel free to add inaccuracies, particularly in the population, government, law, and tech' level categories. In addition, planets may have changed name, and perhaps ownership, many times during the Long Night. It should be clear to the players that the data is unreliable at best!

1. Just Another Mission

Scene: Read the following to the players:

> This Scout Corp Base is pretty much at the edge of known civilization. Not the prettiest place around, but at least out here people are real — not the pen-pushing bureaucrats who seem to infest the inner worlds of Sylea.
>
> You are ushered into the main briefing room. The wall holo-display shows the current Areas of Operation, target system details, and grainy pictures retrieved from eons-old storage. At the end of the room Colonel Gita Taran of the Sylean Scout Corp is just putting the finishing touches to her briefing pack. Quartermaster "Lotus" Eirano's bulk fills the chair beside her. You all sit down, and as you do so your personal computers each beep to indicate receipt of the briefing notes. You flip yours open and the screen flares into life. A video clip is running — a new world materializing out of the blackness of space.

Action: The Colonel's briefing begins. If the characters are not Scout Corp members but have been hired for this job, read out the following; otherwise skip straight to the main briefing.

> "Welcome. Glad to have you along. I know some of you won't be familiar with Corp procedures, so if you've any questions, just ask — we like to keep things informal round here. Just one point — I'm obliged by Sylean law to remind you about the Survey Discovery form that you all signed as part of your contract."

If the players ask, the Discovery form means that anything the characters bring back from the mission — relics, aliens, samples, and even the basic survey data — is the property of the Scout Corp. Naturally, there is a reward scheme for particularly good finds (rare natural resources, etc.), but these are uncommon. After any other questions, the Colonel continues:

> "The target of this extended mission is the world codenamed AX103. According to what records we have, this world used to have a thriving population, and extensive non-sophont life, so it's a fair bet that it's a survivor. What few traders we've tracked down who've visited the area have pretty much confirmed there's an active society there with a moderate level of technological development."

At this point show the players the local star map, point out their current location, and show them the target system with its estimated UWP. Remind the players that the UWP is only based on patchy pre-Long Night records and the tales of the few travellers and traders to have passed that way in recent decades.

> "Your mission will be to conduct a covert recon to establish conditions on the planet, and particularly the governmental structure, military capability, and potential reaction to further contact. We estimate that you'll need at least a month in orbit to gather enough background to survive on the world without arousing suspicion, and a possible 2 to 3 months dirtside to gather the information. The world lies 6 parsecs away, a Jump-2 route, so we reckon you'll be gone for up to 7 months."
>
> "The Corp stores are at your disposal, so I'd suggest you select what you need and cast off as soon as you're ready. The Sylean Scout Corp wishes you the best of luck . . . and remember: you represent the new dawn of civilization — so make us proud."
>
> The Colonel walks out, and Eirano stands up:
>
> "Okay guys, I shut in four hours, so let's get to work . . ."

(Go to Nugget 3.)

2. The Patron

Scene: Read the following to the players:

> This starport is pretty much at the edge of known civilization. Not the prettiest place around — prices are high, quality goods are rare, and living on the edge makes it real easy for a minor argument to turn into a serious fight. However, you're here for a reason: a fat profit.
>
> You've all met in a quiet corner of Hogarth's bar. Your informant, Jak "Jackal" Savol, creeps in at last and — glancing round nervously to make sure no one else is looking — produces a holochip from under his jacket. You plug the chip into your personal computer and the screen flares into life. A video clip is running — a new world materializing out of the blackness of space.

Action: Savol is truly nervous — the information he's about to impart has been stolen from the Scout Corp computers and the penalty for that probably involves some form of space walk without a vac suit.

> "I got the stuff for you. It's good! The Corp's coded the world AX103. According to Corp records, the world used to have a thriving population, and extensive non-sophont life, so it's a fair bet that it's a survivor. I reckon there's an active society there with a well-developed tech. The Corp's been interviewing a few traders of late, showing plenty of interest in the area, so now's the time for you guys to take a look, before the bureaucrats move in."

At this point show the players the local star map, point out their current location, and show them the target system with its estimated UWP. Remind the players that the UWP is only based on patchy pre-Long Night records and the tales of the few travellers and traders to have passed that way in recent decades.

> "Given it's a first contact, you'll need to recon the world covertly for at least a month before contacting 'em. Try to work out what's cheap down there, what's expensive, who's running things, and who needs to stay in power — always a good market for hardware . . . know what I mean? Sensibly it might take a month to establish any reasonable contact and another month to get the deals set up. Of course, you'd better take samples of anything you want to sell, just to whet their appetite. The world's 6 parsecs away on a Jump-2 route, so I won't expect to see you guys back for — oh, say 6 or 7 months. But then with no "Survey Discovery" paperwork you should be able to make a nice packet on anything you bring back . . . which reminds me — my share's 10 percent as we agreed, ok? "

If the players ask, Scout Corp teams have to sign a Discovery form which means that anything they bring back from the mission — relics, aliens, samples, even basic survey data — is the property of the Scout Corp. There is a reward scheme but it doesn't pay much — the profit is in getting to a planet before the Corp and exploiting anything you can find. Precious stones and metals, rare and strange animals, artefacts, etc., are all worth a lot of money to "collectors" back in the Sylean core worlds. Savol won't haggle over the share — he's got sufficient friends around here that the characters had better keep to their part of the bargain. He'll depart as soon as he can, leaving the players to plan. (Go to Nugget 4.)

3. Kitting Up

Scene: Eirano leads the players to the Corp store:

> You arrive by the Corp store. Two grav' lifters are parked to one side, ready to carry your equipment to the landing bay where your starship is being fueled. Eirano slides up the security shutters and pulls out his compupad.
>
> "Okay, let's get this show on the road."
> He consults the first item on his stock list.
> "Okay. Food. Anyone got any particular preferences or shall I just pack a few months worth of beans?"

Action: A Scout team will have access to the Corp stores and can draw most standard adventuring equipment from these stores (anything out of the Traveller rule book within reasonable limits). If merely hired by the Corp, all such equipment will be on loan and, provided it is suffers no more than reasonable wear and tear, they won't be charged anything when it is returned.

The hold of the *Lintula Sunrise* can take up to 20 displacement tons of cargo — the players can fill this with food, equipment, vehicles, etc., as desired.

If your players are inexperienced, you can help them by having a prepared list of kit which they should take with them. Quartermaster Eirano will read the list to them, then leave them to stow it on the ship as they wish and add things as desired.

If the players forget important items (e.g., enough food supplies!) or try to order ridiculous items (huge amounts of weaponry, etc.) then Quartermaster Eirano can control their excesses. For example he can jokingly remind them that they can't rely on finding edible food on their journey, nor are they trying to start a war out there . . .

Any sensible request for equipment available at the Scout base should be provided to the players. Anything else will have to be picked up in startown (Eirano may be able to direct the characters to an appropriate shop).

When the players have finished, Eirano announces:

> "Okay suckers, I'm closing shop for the night. You want anything else you'd better get your butts into startown. Remember the rules — no excesses of liquor, drugs, members of the opposite sex, etc. Yes, I know about XG45 and how the crew smuggled all three on board but then I don't want you lot crashing into the planet you're supposed to be surveying, eh?
>
> It's your last night in "civilization" for quite a while — get out there and enjoy it!"

If the characters want to buy anything from startown, go to Nugget 4; otherwise go straight to Nugget 5.

4. How Much?

Scene: Read the players the following:

> Leaving your starship safely in its landing bay at the starport, you set off into startown. Where first? you ask yourselves. The Megadome Hypermarket for food? Or perhaps Black Jake's Armory?

Action: If the players are not part of a Scout Corp team, then they will have to purchase all their supplies and equipment themselves. Most standard adventuring equipment will be available in the startown (anything out of the

Traveller rule book within reasonable limits) but prices are high here on the frontier (up to three times normal price). Equipment is not normally hired out because items are rarely returned intact, if at all.

The hold of the *Lintula Sunrise* can take up to 20 displacement tons of cargo — the players can fill this with food, equipment, vehicles, etc., as desired.

If your players are inexperienced, you can help them by having a prepared list of kit. Choose one or more of the players with some Scout, military, or exploratory experience and get them to roll a few simple tasks — depending upon their success give them part or all of the list. Leave them to work out how to stow it on the ship.

If the players forget important items, then the appropriate shopkeeper can remind them: "Not leaving without ordering some food are you?" If they try to order ridiculous items (huge amounts of weaponry, etc.) then the shop keeper can look oddly at them, comment "Ready to start a war, eh?" and probably make a quick vidcom call to the police after the characters have left! Streetwise skill will allow more illicit goods to be purchased with less trouble.

The characters should not advertize the fact that they are kitting up to go "exploit" a planet! Obviously, if the authorities find out they cannot be prosecuted as they haven't done anything yet, but they will be given an appropriate warning, perhaps with their ship temporarily impounded and searched for incriminating material (relics from past "raids" on new planets, for example).

If the characters simply claim that they are intending to do a long trading trip, or even that they have been hired by the Scout Corp for a mission, then they will probably avoid the attention of the authorities.

If the characters are truly Scouts looking to purchase a few odds and ends not in the Corp stores (see Nugget 3), then they will still find the prices high but won't run into trouble with the authorities.

5. Last Night on the Town
Scene: Tell the players the following:

> *The ship's packed with everything you need for your adventure — well, you hope so, anyway. Tomorrow you blast off into the unknown. Tonight is your last chance to enjoy the pleasures of "civilization."*
>
> *Startown twinkles with the bright lights and hubbub of frontier nightlife. Somewhere in that crowded, bustling town is almost every leisure activity known to humans — some legal, some not so legal.*

Action: This is an opportunity for the characters to let their hair down before departing. If the players have not played their characters before then this provides an opportunity for them to try out some of their skills: Streetwise to find the more interesting night life, Gambling or Carousing the night away, perhaps a few Endurance rolls if they drink too much!

If you wish, one or more of the characters could have a short encounter with an equivalent number of street thugs armed with knives or perhaps sidearms. This will allow the players to try out their weapons and the combat system, but none of the characters should get seriously injured — if this looks like happening, have the police turn up and break up the fight.

Whatever happens, the characters should all be back on their starship ready to leave the following morning.

6. Departure
Scene: The characters should be on their starship and loaded with supplies for their trip.

> *The final ship checks show green on your consoles. Space control gives you the all-clear. Your ship lifts clear of its landing bay and pushes skywards, out into the darkness of space.*

Action: The players have a few hours to reach the 100 diameter limit for a safe jump. During this time get the players to perform the following tasks:

Plotting the first jump route (1 hour)
(Education + Astrogation) < Average (2D)

Checking engineering operation (1 hour)
(Education + Engineering) < Average (2D)

Any failures may indicate minor system faults but the characters should successfully reach the jump point and enter jump space without any significant problems. The players will be spending several weeks in repeated jumps, so you should get the players to describe the routine that they will be settling into.

If you wish, you can role-play the first day in jump space (allowing the players to further familiarize themselves with their characters), or you can gloss over this period and move straight to Scenario 1.

The Hyper-Tunnel

Shortly after entering jump things begin to go terribly wrong, and the characters find themselves much further from home than they were expecting. Better hope they packed a spare toothbrush . . .

Summary of Nuggets

This scenario deals with the characters' first encounter with a jump tunnel and gateway. You are advised to read the gateway description in the Library Data before running this scenario.

The following nuggets occur in this scenario:

1. The Hyper-Tunnel: The characters encounter a jump space tunnel which drags them off course . . .

2. Out of the Frying Pan: The tunnel ends at a gateway on the surface of a barren world. Since the characters' ship suddenly appears above the surface with its maneuver drive inactive, a crash is inevitable!

3. Inspecting the Damage: The characters begin repairs to the ship, while warding off the local wildlife.

4. So That's Where We Are!: The characters determine their location and have a nasty surprise.

5. Who's There? A ground reconnaissance or orbital survey of the planet reveals there is sentient life here.

6. Civilization? The characters visit one of the more advanced settlements.

7. The Little Winged Guys: Humans are not the only ones here — the characters investigate one of the lesser settlements and meet their first true aliens.

8. The Explosion Site: The characters investigate the site of the explosion which they detected when they exited jump.

9. The Other Neutrino Source: The characters check out the last neutrino source and have to barter with the aliens to gain a crystal which may be part of the solution to their problems.

10. Into the Pyramid: The characters discover a hidden complex which may explain what happened to them and which promises a possible way home.

11. The Way Ahead: The characters prepare to depart to search for replacement parts for the ship and the locations of the other gateways.

1. The Hyper-Tunnel

Scene: When the starship has been in jump for about 24 hours, tell whoever is on the ship's bridge the following:

> You were watching the controls, boredom creeping over you, when suddenly the ship is hit by something like a whirlwind. Loose debris flies across the bridge, every console flashes hideous warning signals, and you hear a shearing sound as though the ship is being slowly torn apart. Even as you watch, a shimmering curtain of greyness cuts through the nose of the ship: a wall of mercury-like oblivion, sweeping slowly down through each compartment of the ship, surging forwards as though the ship is somehow pushing its way through a wall of jelly. Time seems strangely warped, and you have barely begun to yell a warning when the wall cuts through you and everything goes black.

Action: That should have got the players suitably worried! These effects were caused by the ship plowing into the side of a jump space tunnel. The grey wall is the tunnel's edge — after the initial impact, the ship was slowly drawn through into the tunnel. Contact with the tunnel wall effectively exposes the characters momentarily to jump space, which causes them to black out and will leave them confused and slightly dizzy afterwards.

The entire crew will regain consciousness after only a few instants, although they have no way of knowing this since the ship's clock system is now showing a random time and date. Anyone who was not strapped down (in their bunk or an acceleration couch) at the point of impact will have taken 1D of wounds.

The players will want to know what's going on:

> Every system on the ship seems to be going haywire — from the food dispenser chucking out random drinks to the jump drive which is flashing every "overload" light on the board. Orange sparks and an eerie blue fire dance over the bridge consoles. The main view screens are showing random crackles of static but seem to be slowly clearing.

Every time anyone tries to use any function on the ship, he or she must make a Difficult task roll as though trying to repair the item. In particular:

To stabilize the jump drive (5 minutes)
(Intelligence + Engineering) < Difficult (2.5D)

The jump drive absorbed a burst of energy as it passed into the tunnel. A successful roll indicates this excess energy has been bled-off safely:

> The jump field seems to have absorbed a pulse of energy during the time you were unconscious. By turning the power plant to its minimum level and instead draining power out of the jump field, things seem to have stabilized. About half the warning lights on the bridge are out now, and your sensors are working sufficiently to tell you that you're still in jump space. Tiny blue lights flicker occasionally like St. Elmo's fire over electrical systems, but basic functions such as ship's gravity seem okay.
>
> The view screens clear and you gasp — the side views show the normal silver-grey haze of jump space, but forward and aft the greyness becomes a deepening black spiral, stretching away into infinity. The ship is rushing at a seemingly impossible speed down some form of tunnel. A silver glint shows somewhere ahead — the exit? More worrying is that far behind you the tunnel is ringed by a violent cyclone of amber fire. As you look, you realize that the blackness behind you is constricting, the fire turning tighter . . . and gradually catching up with you . . .

Hopefully the players are really scared by now. They have a few minutes to try to check out the ship systems, but during this time a variety of strange effects will manifest themselves, requiring frequent task rolls from the players. Any mishaps should be superficial: varying gravity fields, loss of lighting, electrical panels sparking, comput-

ers going down, etc. During this time emphasize that the collapsing tunnel seems to be gaining on them and the silver glint ahead gradually growing in size and brightness but nothing can be seen beyond it.

Make sure you know what the characters are doing, particularly if they are strapped into their stations or have put on vac suits. After about ten minutes of this mayhem, the forward sensors white-out and the ship violently exits jump space.

2. Out of the Frying Pan . . .

Scene: The starship materializes on the surface of the planet Kisi Sa:

> *White light engulfs the ship, followed immediately by a great booming and a drastic lurch as though the ship is being thrown about by a giant hand. This stops a fraction of a second later as the ship impacts with something fairly hard. The deck tilts to one side, the artificial gravity field waning but replaced by real gravity. You've landed . . . somewhere.*

Action: The jump gateway at the end of the tunnel is a flat, stone-like feature, embedded into the surface of the planet Kisi Sa. It is a precise oval shape, some 200 by 300 meters. Over several hundred thousand years the gateway has been covered by shifting sands and is now some 10 meters below the planet's barren desert surface.

When used properly, the residual velocity of a vessel using the tunnel would be zero. However, the players' ship entered the tunnel quite randomly and was thus still moving when it materialized on the gateway. The energy released by this transition caused a huge explosion, throwing a vast cloud of sand hundreds of meters into the sky and plunging the ship into the wall of the crater it has just created around itself! Each character should make a roll to avoid personal injury:

To avoid injury as ship crash lands
(Strength) < Formidable (3D)

Failure causes 2D wounds which will be reduced by any armor the character is wearing. If the character is strapped into an acceleration couch, the task is easier:

To avoid injury as ship crash lands
(Endurance) < Average (2D)

Failure causes 1D wounds.

If the ship's maneuver drives are on, the characters will have no significant time to react and the ship will simply bury itself deeper into the crater wall, with the drives cutting out an instant later. In this case, all the characters must make a second roll to avoid injury due to the impact.

As soon as everyone has rolled to avoid injury, read the following:

> *Mere moments after the impact, the sole external camera still working whites-out for a moment. As the blinding flash begins to fade, a shock wave buffets the ship. Through falling dust and sand, you can make out black clouds billowing up from a huge explosion several kilometers away. Every control console is either dead or filled with flashing warnings. Just as all seems to have*

> *settled, you realize the explosion cloud is forming into a familiar mushroom shape and the ship's radiation klaxon begins wailing.*

3. Inspecting the Damage

Scene: Depending upon how damaged the players were during the crash, and what may have been lying around loose in their vicinity, describe to each the immediate scene of devastation around them. There is debris everywhere but no immediate hull breaches are visible, so things can be summarized as follows:

> *The ship's a mess. Outside doesn't look good either. You've obviously mis-jumped, but more than that you can only guess at. The only consolation is that the ship's emergency beacon should have survived, so if you're lucky a Sylean Space Rescue team should find you.*

Action: As they begin to look at specific areas of the ship, the characters have to determine the damage to each system and then attempt to repair it. Damage to each major system is described below, but you can implement as many minor faults as you wish. Remember that the amount you reveal to the players should depend upon their task success and failures may lead to misdiagnosis.

To determine the damage to a major ship system (1D hours)
(Variable - see below) < Difficult (2.5D)
Uncertain (1D)

If failed, then the character may still make a repair attempt but at one difficulty level higher.

To determine the damage to a minor ship system (1 hour)
(Variable - see below) < Average (2D)
Uncertain (0.5D)

If failed, then the character may still make a repair attempt but at one difficulty level higher.

To repair a major ship system (1 day)
(Variable - see below) < Formidable (3D)

This may be repeated as often as required; see the individual ship system notes below. A bad failure indicates that one or more replacement parts are not in the ship's stores and must be manufactured or jury-rigged.

To repair a minor ship system (1D hours)
(Variable - see below) < Difficult (2.5D)

As per major systems.

The following paragraphs indicate the main skill applicable to the tasks above. Alternatively, the secondary skill can be used, but at one level of difficulty higher.

Jump Drive
Applicable Skill: Engineering
Secondary Skill: Electronics

The jump drive is badly damaged from the mis-jump. It can be repaired to some degree without leaving the ship but at best can only be jury-rigged for single jumps (i.e.,

KEY

▲ Mountains
⌒ Hills/Rough
∴ Fertile land
∼ River
▢ Sea
● "Bat" village
■ Human village
C Crash site
X Explosion

(c)1996 Andrew S. Lilly
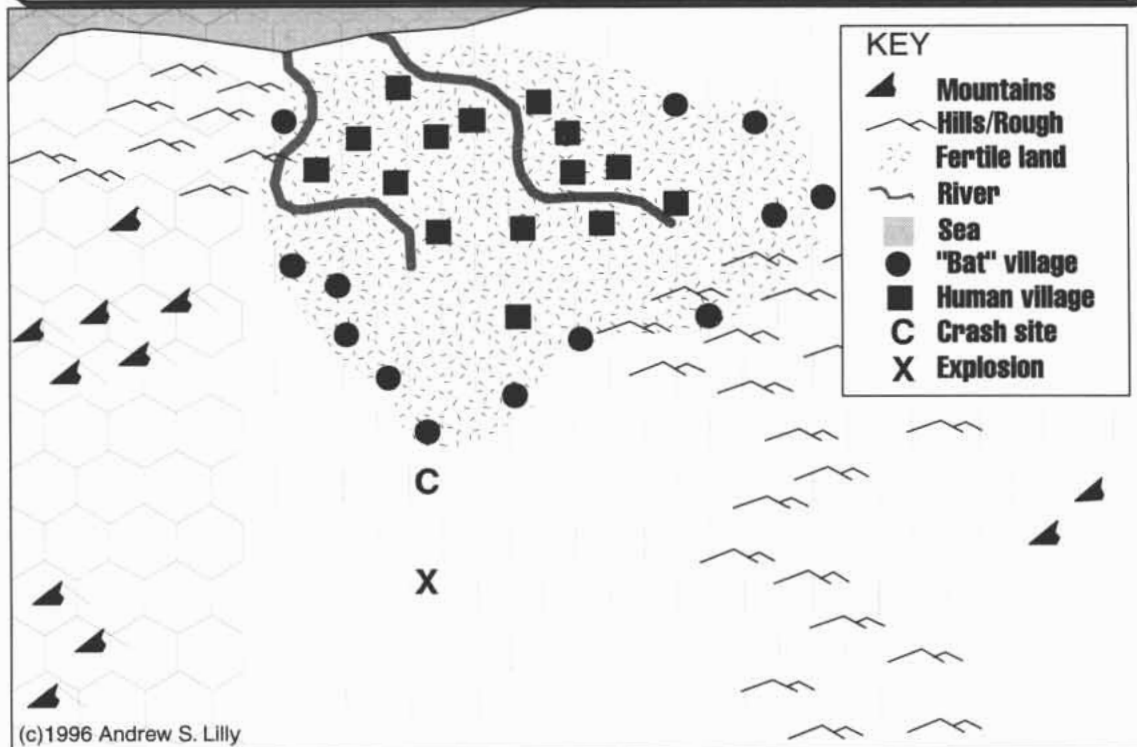
Jump-1). Several major components require replacing, and such items will only be found on a star-faring world.

Maneuver Drive

Applicable Skill: Engineering
Secondary Skill: Gravitics

The maneuver drive requires both internal and external repair work (see "Looking Outside"). It can be brought back up to its 2 G rating but will be a little erratic in performance at first (make Pilot rolls one level more difficult).

Power Plant

Applicable Skill: Engineering
Secondary Skill: Electronics

The power plant took several power surges but is fairly well protected by safety trip circuits. Repairs can be effected from within the ship. Much of the back-up system (batteries, etc.) are blown, so further damage to the power plant should be avoided. Additionally, the plant can't be run at more than about 80% capacity and should therefore not be overloaded. For example, if the characters later try to run the maneuver drives while charging the jump grid and firing the ship's weapons they might suddenly find one or more of the systems has shut down due to lack of power.

Computer

Applicable Skill: Computer
Secondary Skill: Electronics

The ship's computer is relatively well protected against physical damage but did suffer during the power surges

and was affected by the strange temporal effects of passing through the tunnel wall jump field. The computer requires some minor physical repairs but will otherwise appear to be functioning fine. However, it may suffer occasional glitches which will impose a 1D negative DM (i.e. from -1 to -6) on a computer task — the players should not be told of this DM, making all such tasks effectively "Uncertain".

Sensors

Applicable Skill: Sensors
Secondary Skill: Electronics

Since a ship does not deploy its sensor arrays in jump space, damage was not as severe as it could have been. However, the hull has taken several impacts, been dragged through a jump space field, and received several high energy blasts. The majority of the sensors have thus been overloaded and/or damaged and are currently inoperative. Even if repaired, only a few sensors (mostly external cameras and the ventral telescope) are of use until the ship is dug out from the side of the crater.

Weapons/Master Fire Director (MFD)

Applicable Skill: Electronics
Secondary Skill: Computer

The ventral (underside) turret has been crushed between the ship and the gateway, causing major structural damage. One weapon in that turret (a laser or missile launcher) is effectively destroyed, and the turret cannot be rotated or raised/lowered, leaving the weapons pointed forwards.

The weapon cannot be repaired. Repairs to the turret require new mechanical components which the ship does not carry and these must therefore be machined. Unfortunately, an appropriate quantity of metal must be found. The MFD sensor links are damaged (see "Sensors"), but this is easier to repair. Finally, the laser charging system is damaged and can only sustain a weak pulse until repairs are performed (this can be done using equipment on-board the ship).

Looking Outside

It is quite possible that characters will infer they are in a war zone because of the mushroom cloud outside (and accompanying radiation). However, there will be no further explosions. Once they have some more external cameras working or have ventured to an airlock to look out, you can describe their location:

> *Your ship is wedged in the north side of a shallow bowl-shaped crater, about 10 meters in depth and perhaps 200 meters long by 100 meters across. The sides are sandy with patches of heat-fused glass spattered around, while the bottom of the bowl is some form of translucent grey stone, striated with pale blue and very flat. Little is visible over the crest of the bowl apart from some scrub vegetation and the black mushroom cloud which appears to be slowly dispersing in the wind.*

The explosion occurred around 10 km south of the ship, but radiation levels will initially be at a dangerously high level even for those in a vac suit. The prevailing wind is blowing south and thus the cloud will disperse away from the ship, so that after 6 hours a short trip of 10-20 minutes will be safe and after 12 hours prolonged work outside is possible. After 36 hours radiation levels will be sufficiently low to allow prolonged external trips without vac suits.

Once the characters can get outside and see over the crater edge they'll get a better feel for things:

> *The floor of this crater is almost certainly artificial — it's very flat and doesn't appear to have been marked when you crashed here. Exactly what sort of rock it is you're not sure, but it has a very slight give to it — a bit like a sort of plastic — and it's neither stone-cold nor hot from the sun's rays. The view from the rim shows that you're in the middle of a desert with only scrub nearby. However, about five kilometers to the north is the start of a fertile area with trees and bushes visible on the horizon. To the south, the cloud from the explosion has drifted away from you but a large crater can be seen — perhaps 10 km distant.*

Examination of the gateway will reveal nothing to the characters; although apparently slightly "soft," it cannot be cut or damaged with any tools or weapons available to them, even including the ship's weapons. If checked shortly after their crash, it will have some low-level residual neutrino emissions, but these will quickly fade away.

Every 8 hours that the characters spend here in the crater, an encounter will occur on 5+ on 1D. Roll the encounter type on the table below:

Die	Encounter
1	1D small lizard-like creatures — these will bury themselves in the sand before the characters can get close.(Omnivore, 1 kg, 1/0 hits, armor 1, bite for 1D, A3 F11 S2).
2	A sand storm blows up suddenly; the characters will have 2D minutes' warning to take cover. Once it hits, visibility is limited to 1D meters and sand will damage any exposed delicate machinery or electronics. Flying an air-raft in this is difficult and dangerous. The storm lasts 2D hours.
3	3 Chasers (800 kg, 4/4 hits, no armor, bite for 3D, stinger for 1D, Am F7 S4). These heavyweight fast-crawling octapeds will devour anything in their path, including an air-raft if they think it might be edible.
4	A humanoid shape is seen in the distance. This will be 1D humans or Chirpers (equal chance of either) from the nearest settlement, hunting for Sand Worms or tubers. If approached, they are willing to lead the characters to their village.
5	4D Sand Worms. These are about 1 m long but very thin, soft and slippery. They burrow through the sand seeking moisture and may thus be attracted to the characters. They can leech water through any part of their skin and will attempt to do so from any characters with exposed flesh! (Filter, 2 kg, 1/0 hits, no armor, suck water for 1 point of damage per round, A8 F3 S1).
6	Heat-stroke. The character with the lowest Endurance suffers a cumulative -1 DM per hour to all tasks until he or she finds shade and spends 3D hours resting.

4. So That's Where We Are!

Scene: The characters will want to know what planet they are on. This can be discovered at night using the ship's telescope from the crater, or the characters can take their ship into orbit (see Nugget 5).

> *Thankfully the computer does have a basic star map for the Gushemege area — but the computer date stamps show the data to be almost a thousand years out of date. You can't even be sure some of these planets are here — who knows what errors might have crept into an ancient map such as this!*

Action: In either case, the ship's computer must be checked out and the ventral telescope operational before attempting the following task:

To determine location in space (1 hour)
(Education + Astrogation) < Difficult (2.5D)
Uncertain (1D)

The "uncertainty" here is simply to wind up the players, because the result seems so unlikely that they may believe the ship's computer is at fault rather than accept that they have travelled nearly two whole sectors to arrive at Kisi Sa in the Laeth subsector of Gushemege — close to the Great Rift. It could take years to get home from here. With inoperative weapons and only a Jump-1 drive, the trip would be extremely hazardous.

The characters should check their computer library for data on the area — show them the star map and computer data from the Player Library Data section:

Likely questions are

"What caused the jump space tunnel?" They might guess at some sort of natural or artificial jump space phenomena.

"Why did they appear on this strange rock which, apparently, was covered by 10 meters of sand?" They might guess that this rock is somehow linked to the tunnel. More importantly, they may deduce that if it has been deeply covered with sand, then it must be quite old.

"Does the fertile region harbor sentient life?" The only way to find out is to go and look!

5. Who's There?

Scene: The characters need to know what and who is in their vicinity.

> *The crash now behind you, damage assessed, some repairs started, you now have time to consider what may lie outside the tiny patch of desert which you can see from your crater. Question is, do you search from the ground or do you risk taking the ship into orbit for a planetary scan?*

The characters may choose to explore on foot or in any vehicle they may have brought with them. Such a search will be relatively slow, even if they have a grav' vehicle since this can fly fairly high but does not have the advanced sensor suites of the starship. In this case, the characters can get a rough idea of the local area and perhaps identify the large settlement to the northeast (see below) but otherwise will get little information unless they actually go to one of the sites of interest (Nugget 6, 7, 8, or 9). If the characters spend any amount of time on the surface, an encounter should be rolled from the table in Nugget 3.

Getting the ship into orbit is the best choice, but the engineer and pilot should have several Difficult task rolls to make to successfully power up the ship and nose it gently out of the sand and into orbit:

> *Finally the ship is clear of the crater. Its structure creaks alarmingly and the maneuver drive seems to be operating erratically, but after a few moments you're rising into the atmosphere. The oval crater drops away and quickly the distant greensward merges into a vast fertile delta complex on the edge of a world desert. You're too far away to make out signs of civilization but perhaps the sensors will show something from orbit.*

From orbit, the characters can begin their survey (select suitable tasks from the In-System Surveys section at the start of this book). They may also determine their position if they've not done so from the ground (see Nugget 4).

Assuming reasonable success, the survey will show up a number of interesting things:

There are settlements here, apparently of two distinct types. The majority are probably about TL2 and focused on sizeable towns, usually located at the more fertile locations. The closest is about 30 km away to the northeast, well into the fertile region. The others are TL1-2, appear far less organized, and are on the poorer ground. One such settlement is only 5 km north of where the ship crashed, nestling at the edge of the fertile delta.

The explosion site is still showing a number of high energy neutrino emissions and radiation types characteristic of a large power plant explosion.

There is another, far smaller, neutrino source located at the center of the low tech' settlement just to the north of the crash site.

An exceptionally good survey task focused on either neutrino source or on the crash site will indicate that all three of these locations appear to have some form of underground connection — a huge power cable perhaps.

The players must now choose where to investigate in detail (see Nuggets 6-9). They would be well advised not to try jumping out of system without examining this world in closer detail.

6. Civilization?

Scene: The characters investigate one of the more advanced settlements.

> *The settlement isn't quite as large as you'd thought — perhaps a thousand buildings clustered around an apparently haphazard street plan. The delta around for several kilometers shows signs of their agriculture, but there are few machines in use and the houses seem to be built of a mud-colored cement.*

Action: The characters must decide whether to land at the settlement or land further out and walk in. In the latter case either roll an encounter from the table in Nugget 3 or instigate a meeting with one or more farming types. If the characters are careful they can avoid any encounters until they reach the edge of the town, at which point they will be seen unless entering under cover of darkness.

If they land the ship near the town the populace will initially panic but will soon start to emerge from doorways and alleys, and it will become obvious that these people have seen spaceships before.

The locals are humanoid, slightly taller and thinner than most Syleans and with dark skin and black hair. Initially their culture appears to be very similar to that of the characters, except for the difference in tech' level.

Once the characters have established contact and then communications (see the rules on alien languages, etc., at the start of this book), they will find these people have occasionally been visited by spacecraft — perhaps one every few years, mostly with humanoid crews but sometimes "bug-eyed monsters." Otherwise, they are of little help as they rarely venture into the desert and thus know nothing about the "strange rock" (the gateway) or the place where the explosion occurred. However, they will point out that the "bat people" have some settlements at the edge of the desert and might know something. The characters will be able to deduce that the "bats" are an alien race, also living on this planet. Each race leads a quiet pastoral life and have little to do with each other apart from minor trading.

The humanoid settlements are quite independent and self-sufficient with no overall government or world leader. There is no communications system between towns and

little knowledge — or interest — in anything more than a few kilometers beyond the edge of town. Despite this the people are quite genial and not at all xenophobic, being quite willing to help the characters to locate any supplies they need (fresh food, etc.).

If asked, they will provide a guide to accompany the characters to visit other human towns or bat settlements. Other human settlements will be similar to this one, just as genial but with just as little useful knowledge.

Sample Villagers

Mog, 875667, Age 50, Athletics-3, Broker-5, Craftsman-8, Navigation-5, Small Blade-5.

Xyahg, 5676A4, Age 42, Bow-3, Carousing-3, Leadership-3, Melee-6, Large Blade-3, Tactics-3.

Buldar, 9A9286, Age 37, Brawling-5, Craftsman-4, Small Blade-3.

Machtan, 47A769, Age 52, Broker-3, Diplomacy-6, Equestrian-4, Fencing-5.

Krowe, 9AA575, Age 29, Athletics-2, Equestrian-2, Fencing-2, Research-3, Trader-2, Small Blade-2.

Elkin, 546667, Age 45, Bow-2, Brawling-2, Equestrian-4, Interrogation-3, Melee-3, Recon-7.

Jahksyn, 976975, Age 16, Brawling-1, Gambling-1, Small Blade-1, Stealth-1.

7. The Little Winged Guys

Scene: The characters investigate a bat settlement (other than that from which the neutrino readings were coming, which is detailed in Nugget 9).

> *"Settlement" was perhaps an optimistic term. There are perhaps fifty simple shelters built from branches and reeds, scattered haphazardly around a small well-hole. It is evident that this is only a temporary camp — perhaps the inhabitants are nomads? A few alien creatures can be seen around the area — any detail is difficult to make out at this distance, but your initial impression is of grey reptilian bats, standing upright and perhaps just over a meter tall.*

Action: The characters would be well advised to land away from the settlement and come in on foot or by vehicle. Putting the ship down close to the settlement will cause the bats to scatter for cover. They will not reappear for 2D x 5 minutes and will still appear nervous, causing a -2 DM on all interpersonal tasks (in addition to the usual first contact DMs). If the characters brought a guide from one of the human towns, he or she will be able to coax some of the aliens out after 3D minutes. Subsequent interpersonal tasks with the bats will be eased by using the guide as an interpreter.

On closer examination, the bats bear little resemblance to their Terran namesakes. They stand just over 1 meter tall and mass around 25 kg. Their entire body is covered in a mottled dark grey-black scaly skin. Their eyes are large and bulbous and their faces vaguely reptilian. The "bat" appellation no doubt comes from their small black, bat-like wings, which seem incapable of lifting even these small creatures off the ground. They emit loud chirping noises whenever they talk. These creatures are known to the Third Imperium as Chirpers (see the Library Data at the end of this book).

While the bats obviously have some intelligence and have manipulatory digits much like human hands, they appear to have few tools or possessions and do not seem to operate much beyond an instinctive level. They do not wear any clothes, and a quick look around indicates that they depend for their existence on foraging and hunting: piles of berries and fruits are visible around the settlement. Even agriculture appears to elude them.

If the characters have a guide, they will be able to single out a few of the more senior bats and engage them in limited conversation. They know little of value unless the settlement is one of those within 30 km of the crash site, in which case the elders will admit to having witnessed the explosion; they seem to regard it as an ill omen — something to do with the gods.

While the trip may have been a valuable anthropological exercise, the characters will soon realize that they must look elsewhere for an answer.

Typical Bat, 574314, Age indeterminate, Athletics-3, Brawling-1, Small Blade-2.

8. The Explosion Site

Scene: Tell the players the following:

> *You approach the explosion site carefully, your geiger counters bleeping more rapidly the closer you get. The wind whips dust devils across the desert, sand already falling onto the fused glassy surface of a half-kilometer wide crater.*

Action: The players may want to investigate the explosion site more closely, although they will gain little additional information from this than they can from orbit. Radiation levels will prevent even suited personnel from venturing far into the crater, and what can be seen only bears out the earlier diagnosis — this was a large power plant which blew up.

9. The Other Neutrino Source

Scene: The characters investigate the bat settlement which appears to harbor a low-level neutrino source. If they haven't visited any other bat settlements, start with the scene from Nugget 7; the bats will react to strangers in exactly the same way. Then continue with the following:

> *The neutrino source is not obvious — these aliens probably don't even know it's here. However, the settlement does have a more permanent look to it, with some of the shacks looking quite old. Among these you notice some regular shaped structures — a few meters high and vaguely pyramid-like.*

Action: In most cases this encounter will begin the same way as in Nugget 7. The only difference is the presence of thirteen small (3 m high) truncated pyramids. It is not immediately clear whether they are solid or hollow, as most have no apparent doors. However, a few are completely missing one wall and have been converted into shelters by the bats. The outer surfaces are heavily scoured by eons of sand abrasion but on close inspection (or if looking inside) they can be seen to be of a similar stone material to that of the gateway upon which the characters' ship first appeared. Close inspection will also show that a few of the closed pyramids have a shallow geometric depression on one face, about 1 meter above the ground. Each depression has a different shape, but all are about 10-

20 cm across with an irregular edge. No amount of pushing or prodding will have any effect, nor can any of the closed pyramids be opened — even the ship's lasers could not cut through this material!

If the characters have portable neutrino sensors to pinpoint the source, they will find that it is roughly level throughout the settlement but is lower outside, suggesting the source is pretty close underneath the settlement.

The Elder

If they have a guide, or alternatively with a lot of effort, the characters will be introduced to an elder. He will lead them into one of the open pyramids. Inside there is a raised platform along one wall (a bed) and several small alcoves in the walls, each filled with some sort of scavenged junk. There is no artificial illumination within.

The bats have a fairly limited grammar and vocabulary and their reasoning is poor (imagine a smart monkey or dolphin). The characters will therefore have to work fairly hard to gain a little understanding of this settlement's place in bat society.

> To obtain information from the elder (5 minutes)
> (Social + Diplomacy) < Formidable (3D)
> (Intelligence + Fast Talk) < Formidable (3D)
> Uncertain (1D).

Using the guide reduces the difficulty to Average (2D). If the characters ask pertinent questions, reduce the uncertainty to 0.5D. The task can be repeated for up to an hour, at which point the elder will tire and refuse to talk further until the next day.

Failed rolls will indicate only that the elder's tribe found the place many years ago and, finding the hard shelters useful, have stayed here ever since. Further attempts may reveal that this has always been known as a useful place, and bat tribes regularly cycle through here. There have been bats here as long as they can remember.

Once the characters achieve reasonable success, they will realize that this place is actually of semi-religious significance to the bats and that bat tribes take it in turn to act as guardians of "the site" and "the sign."

If asked about "the site," the elder will simply indicate the ground around him. Insistent questions about "the sign" or about the markings on the pyramids, or an exceptionally good task roll on the characters' part, causes them to realize that the elder actually possesses "the sign." It appears to be the nearest thing that the bats have to a religion, although they see it as little more than a powerful good luck charm.

> To persuade the elder to show them the sign
> (2 minutes)
> (Social + Diplomacy) < Difficult (2.5D)
> (Intelligence + Fast Talk) < Difficult (2.5D)

Use the same adjustments as for obtaining information from the elder. If this task is failed you should allow the players to think up more covert ways of getting to the sign and role-play them accordingly.

If successful, the elder will go to an alcove in the wall of his pyramid and bring out an old wooden box. Opening the lid, he lifts out a pale blue crystal about 20 cm by 10 cm and 2 cm thick, with an irregular outline. Close examina-

"Bat" Settlement — TACTICAL MAPPING DISPLAY — 1 m per square — KISI SA

(c)1996 Andrew S. Lilly

Key

Contour line / "Bat" dwelling / Pyramid (face open)

Shrubs / Pool / Pyramid (face closed)
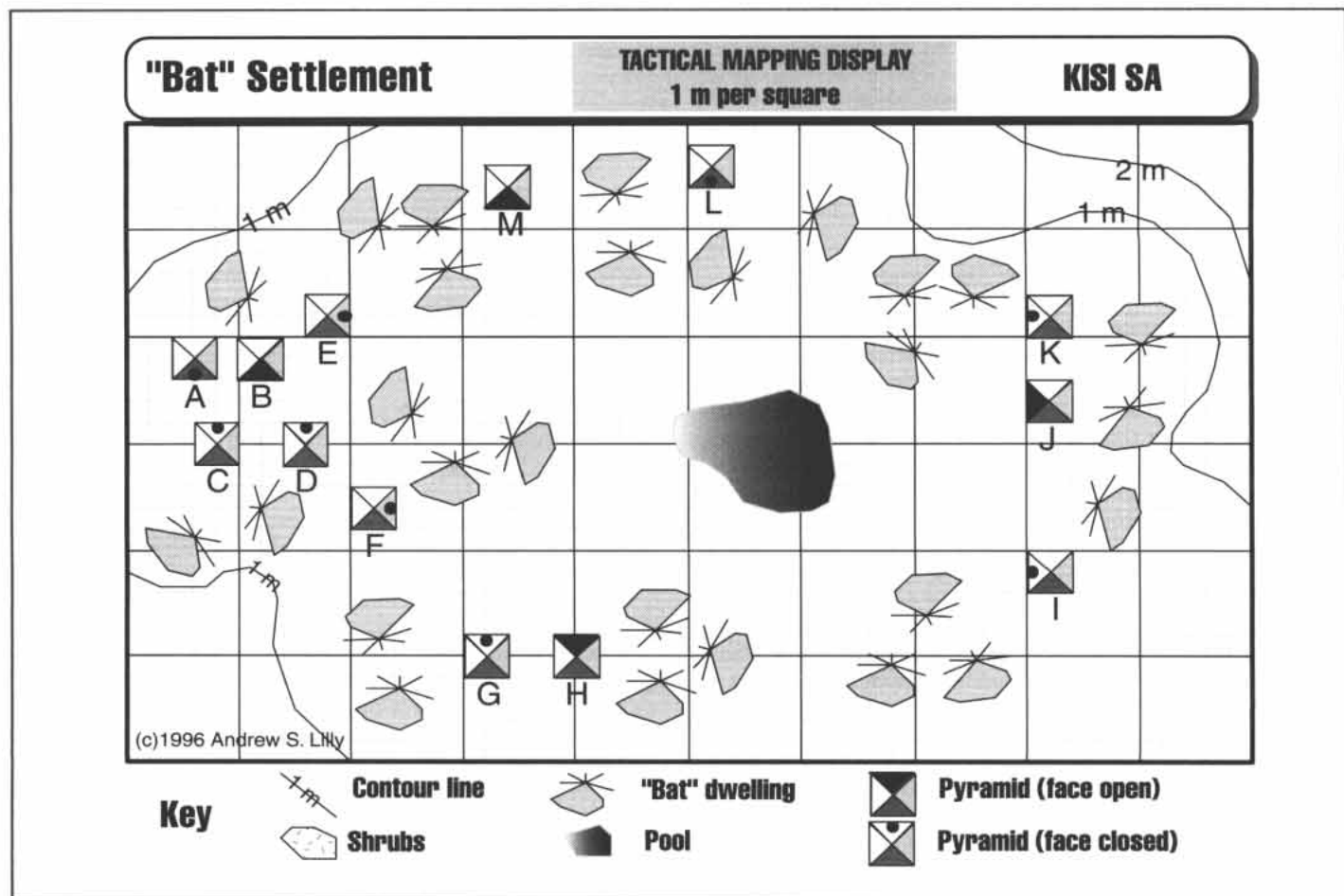
tion will reveal that the shape is similar to that of the indentations on the closed pyramids. If the players really investigate the crystal closely, they may notice that it seems to be the same color as the blue striations in the gateway stone.

Any characters worth their salt will want to see if they can match the crystal to a pyramid. The elder will not allow it to leave his pyramid but the characters can sketch or remember the outline. The settlement map shows the location of the pyramids: the elder's pyramid is J and the pyramid with an indentation matching the crystal is E. Once the characters have found pyramid E they will need the elder's permission to try the crystal. Since this is critical to this scenario the players should role-play their hearts out before the elder relents! He will then assign two of the largest bats to act as guards to the crystal.

10. Into the Pyramid

Scene: When the characters are ready to try the crystal in pyramid E, tell them the following:

> *You gather round the face of the pyramid. Sure enough the sign and the depression match. The local bat population showed some initial interest but started to look hesitant and then worried, backing into their shelters.*

Action: It is important that you keep track of where the characters are — this is a good time to use miniatures (if you have them) or markers on an enlarged version of the settlement map.

Once the crystal is pressed into the depression the whole of that face of the pyramid will slide silently into the ground. Inside is a room (X on complex map) identical to the elder's, but totally empty and totally free of sand or dust — clearly this has been sealed a long time. If the players think to have a good look before entering, there are three copies of the depression: on the far wall, on the wall to the right, and above the platform/bed. Because of the striated appearance of the rock these will be difficult to see from outside unless a flashlight is used. Keep track of which characters enter the pyramid, as someone is bound to try the crystal in one of these new depressions:

Right-hand wall

This opens and closes the face of the pyramid. If the characters try to do this at arm's length from outside there is a chance they'll drop the crystal as the door closes, in which case this could be a very short adventure! A more satisfactory and more dramatic option is to have the character attempting this lose his or her balance and fall in, crystal in hand, as the door closes! Of course with the door shut it is totally dark inside.

Above the platform/bed

This used to be where the crystal was kept when not in use and also served to activate a holo-screen built into the wall above the platform. The holo-screen will flicker only briefly before failing, but this should be enough to give the characters a scare!

Far wall

When the crystal is placed in this depression the open face of the pyramid closes (trapping any characters inside) and the whole room begins descending. It is only the inner part of the pyramid which is moving down, so to anyone outside it will merely appear that the door has closed, much as per the depression on the right-hand wall. They may start to panic, however, when the door does not re-open! Removing the crystal will have no effect; the room will continue down. After 30 seconds the room comes to a gentle halt and the open face now leads out into a dimly lit corridor.

The Complex

The characters have entered the control complex for the gateway system. See the map of the complex for areas where they can explore. The only structural material is a featureless plasticrete, similar in property to the gateway stone but a constant boring grey. There is only a low level of illumination (an emergency system started after the main power plant exploded). The corridors are about 2 m wide and 2 m high. Rooms are slightly higher, except for the control room whose ceiling is 4 m. There are no obvious ventilation, power, or comms ports, and no artefacts. Even so, sensible characters will move very cautiously. If at any time a character returns to the descended pyramid room and puts the crystal back into the depression in the far wall, the pyramid will close again and ascend to the surface (i.e. the character could go back for the rest of the party before exploring).

The key locations in the complex are given below. The characters should not spend a long time determining the purpose of each room — most of the facilities are currently turned off and thus there is not much to find, except for the control room.

A — Depressions in walls matching those on pyramids on the surface. These are the doors to which the other pyramids would descend.

B — Open doors to pyramid rooms which are stuck in the "down" position. The crystal matches only their own room, so they can't use these.

C — Open area with a few soft low "chairs." This may have been some form of meeting or recreation area.

D — Work area with worktops along each wall and a cluster of soft chairs around a pillar in the center of the room. Characters may guess this was some form of laboratory — the central column is an inactive computer which projected holodata and controls over the chairs.

E — Doors which at first merely seem like walls with a slight circular depression (30 cm across) in their center. Any crystal placed within the depression opens the door (which closes again after a short period of time).

F — Freshers. Each booth is a combined waste disposal and showering area, but all are totally inoperative.

G — Shelved Room for storage. Now empty.

H — Control Room. This room is significantly larger than the rest. There are several podiums around the room looking like angled mushrooms made of featureless plasticrete. Most have small chairs by them, built into the floor. The far wall, which most of the chairs face, appears to be leaning ominously towards them (it is a view screen, slanted for a better viewing angle). Just in front of this is a large rectangular block, 10 cm high and about 3 m square — the base of a holoprojector. In front of this is a wider curving podium with three chairs facing it. The other podiums have no discernible features but this podium has 13 depressions in it (the players may remember there are 13 pyramids on the surface). If anyone noted the symbols from the other pyramids, the depressions match these on a one-to-one basis.

Gateway Control Complex | TACTICAL MAPPING DISPLAY 1 m per square | **KISI SA**
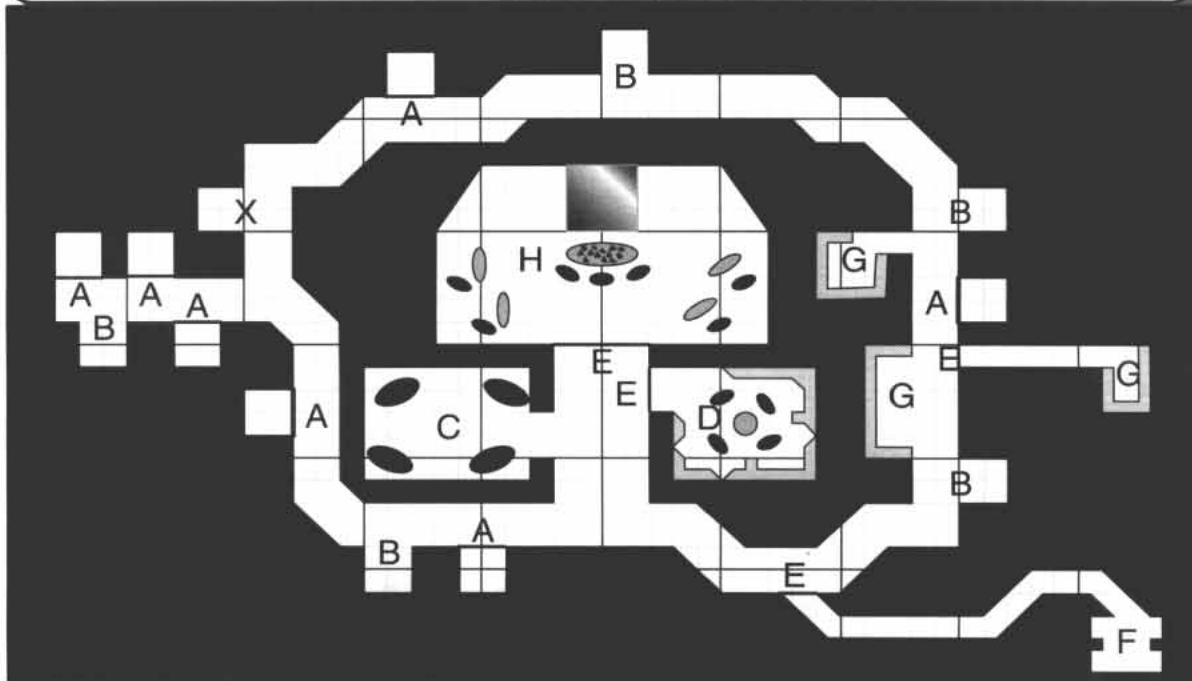
(c)1996 Andrew S. Lilly

Key
Holo-display
Couch
Shelving/Worktop
Console

However, if the characters put their crystal into its matching slot nothing will happen.

X — Working Lift Room. This is the lift room the characters entered on the surface.

More crystals are required to activate the control system, but let the players guess that for themselves.

The most important item in the control room is actually a bas-relief diagram on one wall of the room: the only wall decoration they have seen in the complex. This shows ten designs side by side. Each design has one diagonal line with small circles spaced irregularly along it and ending in a larger circle. There is also one small rectangle on each line. These rectangles are all linked by a further, fainter, line.

Each design represents a star system (the large circle is the sun, with planets and gas giants marked along the line at rough intervals corresponding to their orbit number from the sun. However, the scaling is very approximate! In the illustration of these designs, the systems of note are Kisi Sa, Iinka, and Sharim, which are the second, third, and fifth boxes on the top row.

If the characters think to check this design against their ship's star charts, they will realize that one of the systems matches with a planet in the Sylean core (you should select a world appropriate to your campaign — perhaps Sylea itself!). Furthermore, if they check the survey they (should) have made of the Kisi Sa system, they may recognize that this too is represented in one of the designs. From this they may deduce that there may be up to eight other gateways back to Sylea (two of which are on Iinka and Sharim, but

the characters could not yet determine this as they have insufficient data on either system). However, they have no idea where these gateways are, nor which crystals they require to operate them.

The True Story

The pyramids provided accommodation for the 13 technicians who worked on the gateway. To activate the system, three technicians were required (hence the three seats) to operate the main controls (the larger podium). When the appropriate crystals were placed into the depressions the control center would be activated — holoprojections of the controls would appear over the podiums, allowing touch-sensitive operation. Since the same research team worked at all the portal sites in this area of space, the crystal signs will be the same at all the portal sites that the characters may visit. The characters' untimely arrival and improper use of the tunnel caused the receiving portal to overload and its power plant to explode. Frankly, the characters are lucky to be alive. The portal is certainly inoperative for the moment, although perhaps a sufficiently large replacement power plant (just in case the players wonder about this, it would have to be far larger than that of their ship!) might allow the gateway to be opened once more. However, the characters have no idea whether the control systems suffered damage during the overload. The players may guess at parts of this, but for the moment you should not confirm or deny their suspicions . . .

1991 Andrew S. Lilly
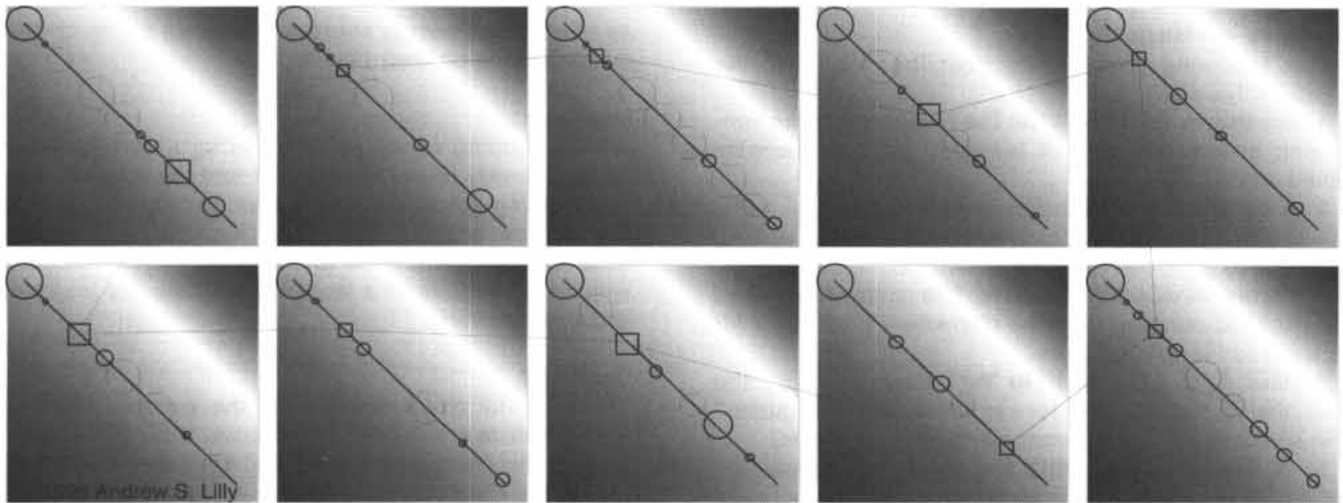
Returning to the Surface

Note that the elder will expect the crystal returned at the earliest opportunity. Now that the characters know its value, they will have to work out some way of taking the crystal with them. They might try theft (not too difficult) or barter (unlikely to work) or perhaps switching the crystal for a replica (this will work until someone tries to use the replica to open or close a pyramid . . .).

11. The Way Ahead

Scene: When the characters have finished exploring the complex and return to their ship . . .

> *You sit around the ship's rec' area, staring into your drinks. The silence is palpable as you each think through the implications of what you have discovered. Perhaps you'll find another jump space tunnel or perhaps you should start plotting the hundred-odd jumps required to limp your damaged ship back to Sylea. Whatever you do, it'll be a long way home . . .*

Action: Hopefully the characters have successfully explored the complex and determined that there may be other gateways by which they can return home. Clearly they need to gather more keys — but how many? With their ship only capable of Jump-1, their possible routes are limited, and with their weapons almost useless, they must

proceed carefully. They should realize that they need to find a high-tech' world to get their systems repaired. There is little else to be gained by staying here, since the Kisi Sa gateway is now inoperative and the civilizations here are too low tech' to be of help.

One clue is buried in their Library Data: Digur has a race who are not noted as hostile and who may have some skill at working materials — implying that there may be workshops there capable of handling the repairs required by the ship. Naturally, the characters can only hope that the Library Data is accurate.

Once the characters are ready, they may wish to perform remote surveys of the nearest systems and plan which they are going to jump to. It is possible that exceptional success at this point might indicate to them that (for example) Iinka may be a gateway system; if possible, you should guide the players in that direction (i.e., clockwise around the cluster), for in the other direction are the worlds of Gaash Khe, Vlapdaar, etc., which do not have the necessary facilities to repair their ship and are not gateway systems. If necessary, let the players find this out for themselves.

After they have decided where to jump, you should check where in the system they wish to attempt to arrive — the habitable zone is the obvious choice. Then it's just a matter of plotting the jump course and hoping the repairs to the jump drive hold. The adventure has only just begun . . .

23

Water, Water, Everywhere

The characters visit the waterworld of Digur, which shows signs of a moderately developed civilization beneath its waves. The party land in the hopes of finding some means to repair their ship and, perhaps, aid in returning home. However, something unfriendly is lurking in the depths of the ocean . . .

Summary of Nuggets

The following text briefly describes each of the nuggets in this adventure:

1. The Warm Glow of Life: The characters make contact with an aquatic race of humaniti on an otherwise parched world.

2. A Guided Tour: In their search for ship repairs, the characters are taken to a metalsmith in an artists' colony, and thence to a production town.

3. Water, Water, Everywhere: The colony is attacked by a giant sea-creature, and the characters must fight for their lives as the colony floods.

4. Not Out of the Kelp Yet! Escaping from the colony, the characters come face to snout with the "queen" of the sea creatures, and somebody gets a headache!

5. A Terrible Accident: The characters follow the creatures to their lair, and discover that a mining operation has caused their aggressive behavior.

6. An Important Message: The characters return to the city, hopefully having arranged a truce. With their new machined parts they can repair their ship and leave.

1. The Warm Glow of Life

Scene: This is the characters' first jump in their damaged ship, so make sure they have plenty of minor alarms and faults during the flight! As they exit from jump space, tell them the following:

> *The jump field begins to ripple and bend. From your action station you can hear the shallow breathing of your colleagues as you each wait for jump exit. Then jump space gives a final wrench and a starscape suddenly fills the screen. Your navigator does a quick initial check of star positions and says the jump was A.O.K. You say a silent prayer and start to scan your displays in earnest.*

Action: The characters should be thankful to have come through the jump. They have no effective ship weaponry and so they should be edgy while they run through the system scans (passive, then possibly active; see the survey rules earlier in this book). Be sure to implement a few "phantom" traces at first — the ship's sensors and computer are all a little dodgy after the crash in Scenario 1.

When the characters start checking communications and broadcast bands for signs of life, their chance of picking anything up should be increased by two levels of difficulty, or by one if they came out particularly close to Digur. When they do pick any signals up they will be surprisingly weak but with the fingerprint of a moderately complex digital signal, which suggests a TL7-8 civilization.

The obvious move is to approach the source of the signals — Digur, the sole planet of the secondary star. As they move closer they'll pick up a few more signals, but all quite weak. If they scan the world's surface they'll find no signs of life — which should again intrigue them. It's only when they start looking at the oceans that they'll pick up a myriad of heat and energy sources — they've got an underwater civilization on their hands.

Descent

Descending to the surface will be a bumpy ride. The world has very heavy cloud cover and much thermal activity, resulting in the high surface temperatures which make the oceans scalding hot. The characters will probably choose to put down close to one of the larger heat sources which is indicative of a large town. There are no obvious city-sized sources.

Contact!

Once the characters are on the surface, 40 minutes elapse before a submersible appears. If the characters are getting impatient they can try and head underwater themselves, but the water temperature will require them to wear full environment suits. The submersible is about 12 m long and made mostly of a transparent material. Its interior is set out like a bus, with seats and some cargo space. Inside are 4 humanoids, but even from a distance it can be seen that they are adapted to a semi-aquatic life (see the Library Data section on Scanians). The humanoids will pull alongside the ship and, in broken Galanglic, ask to come aboard. They are friendly and open (all interpersonal tasks are at one level of difficult less than usual) and will accede to any reasonable request of the characters (with regard to security, etc.).

Only one of the visitors carries a weapon — a fearsome looking speargun — which she will leave on the sub' if asked. The humanoids will introduce themselves as Scanians, naming themselves Glard, Ontsoo, Alktoym, and Dalm. Alktoym and Glard are from the local security force, Dalm is from the local government, and Ontsoo is a doctor. They will explain that the world's limited space defense systems tracked the starship's descent and a reception party was organized to meet them. If asked, they will reveal that they are occasionally visited by starships: there is some sporadic trade with the aliens from neighboring Sidur Ishki (see Scenario 5) and sometimes with humaniti free traders.

If the characters ask about repair facilities, they will gather that these people have no facilities or equipment for repairing the jump drive, but their workshops should be able to handle the other repairs. The characters may opt to return with the aquans there and then, or agree to meet up at a later time. Either way, they will have to bring the damaged components, or suitable diagrams and measurements, for the repair work.

The Reception Committee

Dalm, 789664, Age 28, Male, Carousing-4, Computer-3, Diplomacy-4, Environmental Combat-4, Linguistics-3, Watercraft-2.

Glard, 6A9569, Age 22, Female, Computer-1, Environmental Combat-3, First Aid-1, Speargun-3 (as Rifle), Watercraft-2.

Alktoym, 24A566, Age 24, Female, Brawling-2, Environmental Combat-2, Fast Talk-2, Investigation-2, Leadership-1, Watercraft-2.
Ontsoo, 566797, Age 29, Male, Environmental Combat-3, Medic-3, Watercraft-2.

2. A Guided Tour

Scene: Whenever the characters opt to enter the submersible, read them the following:

> *The submersible dives beneath the waves and you are transported to a world of shifting blue light. Dalm pilots the craft effortlessly around banks of coral, and eventually you glimpse in the distance the sparkling lights of an underwater town. The craft slows, and the transparent domes of the complex come into clearer focus. The sub' heads for the large central dome, slips underneath it, and surfaces in an air-filled hangar bay. Dalm says "Welcome to Keselpia."*

Action: Dalm will lead the characters into the town with Alktoym and Glard close at hand. Although very friendly towards the party, the latter two will ensure that the characters do not bring any harm to themselves or the Scanians.

The dome is typical of a Scanian town, being shot through with several water shafts. Accommodation units typically have frontages on both a shaft and the air-filled corridors and plazas. The air side is a series of levels, each with thoroughfares linking several plazas, from which one can usually see two or three of the water shafts bringing their sparkling aquamarine glow into the depths of the complex. Some plazas have a residential bias, others a commercial or governmental one, while many are mixed, with an interplay between the air-side and water-side groupings.

This particular town has an arts bias and the characters will see many workshops — particularly those working in crystal, glass, and bio-geneered coral (a common building material here). If the characters ask they will learn that the dome itself is in fact a special form of coral which was developed many centuries ago to create a dense honeycomb of crystal, resembling clear or translucent plastic. Metalwork is rare here due to the difficulties of refining and working metal underwater.

If the characters desire, they may be able to barter for some of the artwork — assuming, that is, that they have something useful to trade to these aquatic people.

The Metalsmith

Dalm will eventually lead the characters to see Geouss, a metalsmith based at the complex. He will study the parts the characters need repaired (particularly the weapons mount) and after a few minutes consideration will say that although he cannot mend them here, there is a larger machine shop at an industrial town nearby. He will happily escort the party there to have the work done.

If the characters want to go without Geouss, or want to send Geouss off on his own, he will explain that he needs the characters to help guide the manufacture and to check that the new parts are correct. As soon as the party is agreed, they, Dalm, and Geouss will return to the sub' and head off towards the industrial town of Ilyath, a journey of about 20 minutes. This involves passing through large plantations of kelp, strange coral structures, and a myriad

of strange aquatic life-forms.

If any of the characters express an interest in piloting and/or navigating the sub', they may attempt this task:

> To understand the sub' controls (10 minutes)
> (Intelligence + Watercraft) < Average (2D)
> (Intelligence) < Formidable (3D)

Awars' Workshop

Ilyath will seem very similar to Keselpia but has a distinctly "industrial" feel to it. The town itself is surrounded by spheres and pipe-works. If asked, Dalm will explain that these are processing stations for geneering the coral and growing basic building blocks. Once within the dome, Geouss will lead the party through thoroughfares into the heart of the domes, to the shop of Awars.

The Craftspeople

Geouss, 5784AA, Age 66, Male, Art-6, Craftsman-7, Instruction-4, Liaison-3, Trader-5, Watercraft-3.
Awars, 9D6632, Age 58, Female, Craftsman-9, Instruction-5, Small Blade-1, Trader-4, Watercraft-2.

3. Water, Water, Everywhere

Scene: Once the characters have been introduced to Awars, tell them the following:

> *Awars listens while you explain what requires repairing, presenting her with the parts and diagrams. She looks concerned at the amount of metal required but sets to work with Geouss, saying that the job shouldn't take more than a few hours. Meanwhile Dalm takes you outside to a communal seating area where he introduces you to wraca — a local beverage. It's surprising how pleasant and homely this place feels, with passers-by giving you no more than a glance — some even smiling at you.*

If the characters want to explore or ask specific questions, they have several hours to pass with Dalm. Otherwise he will spend the time telling them a little of the Scanian history and showing them the high quality mechanical devices produced here, in wood, stone, corals, and small amounts of metal.

> *Returning to Awars' workshop, you find an array of bright newly-machined metal parts awaiting you. You take a good look over them, compare them to the blueprints and images in the service manual dump on your hand computer, and express your satisfaction. Surprisingly, Awars appears to have no interest in payment, and you are on the point of leaving her shop when there is an almighty crash which echoes through the dome. Within seconds a wall of water surges into the plaza!*

Action: Unknown to the group, a giant Gianduja (see Library Data) has attacked the dome, fracturing the walls and causing water to rush in. The same thing has also happened to most of the other domes in the complex, and to the processing stations. Even though most Scanians will be able to survive for some time in the water, there is still panic at such a catastrophe since at this depth the strength and pressure of the water is itself enough to cause injury, especially as the waters are picking up anything unsecured, creating a wave of dangerous flotsam.

Within seconds of the characters' seeing the first water, the main tidal wave will sweep through. Each character should make the following roll:

To avoid being swept away by the wave
(Strength + Athletics) < Difficult (2.5D)
(Dexterity + Environmental Combat) < Difficult (2.5D)

Apply a DM of +2 if anyone thinks quickly and is already grabbing hold of something solid when they first see the wave. The Scanians must roll as well, but their task is only Average difficulty. Success indicates the person has survived the initial onslaught, while failure means that character has lost his or her footing and been carried off by the initial wave. Such characters will be swept 1D x 10 meters away in a random direction (roll 1D and use the compass rose on the map). Geouss will be swept away by the wave unless saved by a character, and his will be the first dead body they encounter later on.

Note that the water will be channelled along the main passages between the plazas, but there are many smaller interconnecting passages, stairwells, lifts, etc.

After the initial rush slows (safety valves are shutting throughout the domes), all subsequent tasks are increased by one level of difficulty (even interpersonal tasks, etc. — the rush of water and general panic makes even communication difficult).

Significant failure of any such roll means the character has lost his or her grip or footing and been carried off by undercurrents. You should roll for direction (using the compass rose on the map) and distance (1D x 5 meters) and place the character at the new position on the map.

Any characters swept away must also roll to determine if they are injured when they are swept off:

To avoid injury when swept off
(Dexterity + Athletics) < Formidable (3D)
(Dexterity + Environmental Combat) < Difficult (2.5D)

A minor failure reflects a minor wound (1D) from hitting debris or swallowing water. A drastic failure may indicate the character is drowning (1D damage per round) until the character succeeds at the following task:

To avoid drowning
(Endurance) < Average (2D)

The characters must quickly decide upon a strategy. If split up, they may use radios to keep in contact, but these will fail when submerged. Possible plans are

Try to get back to the other characters at the plaza (if anyone strayed from the main group).

Find an air pocket and wait until rescued.

Try to get back to the dock and get hold of a sub'.

Good role-playing, clever ideas, and "humanitarian" acts such as rescuing others should be encouraged and appropriately rewarded at the end of the game.

Once the initial rush has subsided there will be about 1 meter of water in the corridors. Some valves between floors are closed but others appear jammed by debris with

Ilyath Underwater Town — TACTICAL MAPPING DISPLAY — 10 m per square — DIGUR

220 m   200 m (below sea surface)

Random Direction

Awar's Workshop

(c)1996 Andrew S. Lilly

Cutaway view

5 m

Residential / Workshops / Plant level
Hangar   Air-lock

Key
Main plazas
Interconnecting hallways
Dome wall
External plant machinery
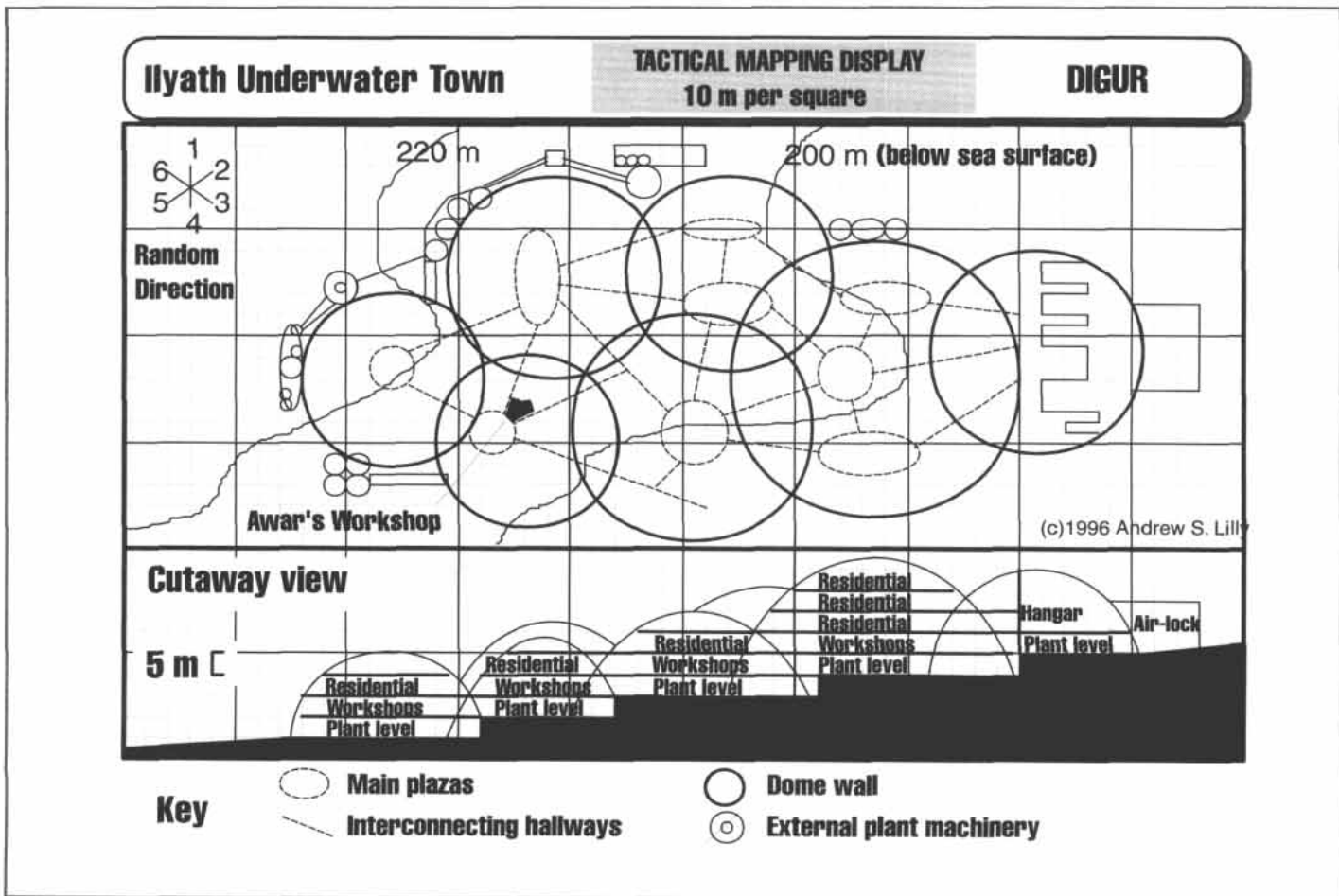
water cascading down from upper levels of the dome. With the ceilings at 3 meters and the water level rising about 20 cm every minute, the characters have little time to get out! Movement within the dome during this period is shown in the following table. Characters may opt to start swimming at any time.

Time after first wave	App. water depth/ Movement per minute
0 minute	1 meter
	50 meters
1 minute	1.2 meters
	50 meters
2 minutes	1.4 meters
	30 meters
3 minutes	1.6 meters
	30 meters
4 minutes	1.8 meters
	30 meters
5 minutes	2.0 meters
	Swim
6 minutes	2.2 meters
	Swim
6 minutes	2.4 meters
	Swim
7 minutes	2.6 meters
	Swim
8 minutes	2.8 meters
	Swim
9 minutes	3.0 meters
	Swim
10+ minutes	Submerged
	Swim submerged

In this semi-flooded environment, characters with Strength of 4 or less can swim 10 meters per minute, those with Strength 5-9 can swim 20 meters per minute, and those with Strength 10+ can swim 30 meters per minute.

When swimming submerged, characters can only do so for about 10 seconds per point of Endurance. They must find an air pocket:

To find an air pocket (10 seconds)
(Endurance + Athletics) < Average (2D)

Once found, an air pocket will remain for up to an hour provided only one character is breathing within it; reduce the time for multiple characters (or Scanians). Failure to find an air pocket will cause 1D damage per 10 seconds while the character continues to search. If unconsciousness results the character is likely to drown unless rescued by a colleague. If necessary, a character in distress may be saved by a Scanian good samaritan who carries him or her to an air pocket. Otherwise the bodies of drowned characters will float "downstream".
Once inside an air pocket, a character will regain 1D of drowning damage per minute rested.
Characters can keep together unless hit by a surge of water. Dalm will initially stay with the characters, urging them to head for the sub' dome — this has a single high roof and thus will take longer to fill. However, after a while he will head off to save a fellow Scanian and will not return to the characters. If anyone manages to ask a Scanian (other than Dalm) what is happening, they will be told that

the dome appears to have been attacked by a Gianduja. The Scanian will seem shocked — despite their size the Gianduja are normally very docile.
During this period each character should make a 2D encounter roll every minute:

Roll	Encounter
6–	None, but there will be a resounding crash as another part of the dome is attacked by the Gianduja.
7	The body of a dead Scanian floats by; this will be Geouss unless he was saved earlier.
8	A shoal of tiny fish dart past, blinding the character and halving progress this round.
9	A sudden surge of water stops the character's progress for 1 minute.
10	The character becomes stuck in debris: a Difficult Strength or Dexterity roll is needed.
11	A Scanian swims up and helps the character along; if swimming this doubles the character's movement rate and gives a +2 DM on finding air pockets.
12	A Scanian rescue team arrives. They have breathing equipment and a first-aid kit. Movement is aided as per "11" above and they can help track down other members of the party.

If the characters manage to regroup and get to the dock, they will find the area slightly higher than the other domes and the water still fairly shallow, allowing them to get to one of the submersibles.

To pilot the sub' out of the dome without mishap (1 minute)
(Intelligence + Watercraft) < Difficult (2.5D)

For every 10 minutes that the characters are in the submersible, roll 2D for an encounter:

Roll	Encounter
6–	None.
7	A shoal of fish impede progress for 1 minute.
8	A cloud of algae reduces visibility for 30 meters for about 5 minutes.
9	A Scanian swims up to you looking for a lift. She had been returning to Ilyath when the attacks started and she headed out here for safety.
10	A Scanian paramilitary submersible approaches. If the party are with Gianduja, the sub' may attack; if not, it will want to know what the party are doing.
11	The submersible's propellers become entangled in kelp, reducing its speed by half unless someone swims out and cuts the kelp off.
12	The submersible springs a (minor) leak!

Sample Scanian NPCs

Mercer, 887646, Age 70, Male, Computer-5, Environmental Combat-5, Watercraft-3.
Amadir, 388936, Age 50, Female, Biology-4, Chemistry-6, Environmental Combat-5, Watercraft-5.
Cahst, 399733, Age 35, male, Blade-5, Computer-4, Environmental Combat-7, Watercraft-10.
Khana, 99865A, Age 15, Female, Brawling-2, Environmental Combat-3, Watercraft-2.

4. Not Out of the Kelp Yet!

Scene: The only way out for the characters is via submersible:

> *Soaked, but still alive, you all take deep breaths, savoring the sweet air. As the sub' moves out from under the lip of the dome you can see several huge Gianduja close to the domes — they do not appear to be attacking physically, but suddenly your sub' shudders and a deafening ringing sound fills your ears.*

Action: The characters have just encountered a Gianduja using its sonar attack. Brave characters may try and frighten a Gianduja off:

To maneuver the sub' to scare a Gianduja (1 minute)
(Intelligence + Watercraft) < Formidable (3D)

If successful, the Gianduja will head away from the sub', into the kelp. Failure will result in the Gianduja attacking the sub' — anyone not strapped into his or her seat will take 2D damage. There are a total of 6 Gianduja here if the characters feel inclined to take them all on!

The characters may attempt to follow a scared Gianduja, or simply head off back towards the first town from which they came (Keselpia). If they are reluctant to leave the area of the disaster, the processing units can start exploding, which should give them cause to leave. Whatever their intention, even if they head for the surface, they will have to pass through an area of thick kelp forest.

10 minutes out from Ilyath, you should hand one of the players a card with "You begin to feel angry" on it. Do not allow the other players to see the card (although the character can opt to say something to his or her colleagues). If the characters have already assessed their psionic capabilities you should give the card to the character with the highest Empathy/Telepathy rating. For the sample characters provided at the start of the book (page 4), this is Ellen Colti.

Shortly after, hand the player another card with "Must stop them!", then "Why attack us?", then "Protect home!" If the characters head deeper into the kelp, and particularly if the chosen character makes a successful Empathy or Telepathy attempt, then the feelings will become stronger and clearer: "What did we do?", "Why did they attack our home?", "We must protect ourselves!". Sonar works poorly in the kelp, but infra-red sensors will show a hot spot about 500 m ahead.

Traveller Submersible Craft

Pollensa Submersible

This submersible is a standard transport on Digur. It has an elongated saucer design and comes in two versions: an open top for "wet" Scanians and a closed (pressurized) model for "dry" Scanians. The former seats 8 and the latter 6, although occupancy can be doubled for short durations. There are pilot and co-pilot seats in both and a sophisticated civilian sonar suite. The "dry" version has a small air-lock where the two rear seats would be.

Constructed at TL8, the craft displaces 6 tons and is armored to allow it to operate at depths of 1,000 meters or more. It masses 12 tons and its powerful drives allow it to carry up to 20 tons of cargo. It has a powerful radio (only useful near the surface), sonar, and a range of EMS sensors. Dual computers control the craft.

The Queen

If the characters approach they will see a huge Gianduja, about twice the size of those they saw earlier, flanked by four others. When the Gianduja see the characters the largest will retreat with the other four maneuvering to defend it. If the characters get too close with the submersible they will almost certainly be attacked. However, if any of them are thinking "peaceful" thoughts (particularly one receiving messages) then the Gianduja will hesitate.

Once within 50 meters, the characters can attempt to communicate with the Gianduja. If none of the characters have psionic statistics, treat the chosen character as Psi-6, Telepathy-2. The large Gianduja is Psi-9, Telepathy-9. Successfully reading thoughts will yield that this is the "queen" Gianduja, and that she is concerned that the "little fish" have attacked her shoal's lair. Her shoal must therefore defend its territory and destroy the "little fish" before they destroy her.

By sending thoughts the characters can open up a dialogue. The queen is not overly intelligent but will be difficult to deceive since she can detect if the characters are lying. The characters must try to convince her they mean no harm and ask for the assault to stop. If successful they might then ask where the lair is, and who exactly has been attacking it. Key tasks (assuming telepathic contact is established) are as follows:

To persuade the Gianduja that they are friendly (2D minutes)
(Social + Diplomacy) < Difficult (2.5D)

To persuade the Gianduja to stop the attack (3D minutes)
(Intelligence + Diplomacy) < Formidable (3D)

To persuade the Gianduja to lead them to their lair (2D minutes)
(Intelligence + Diplomacy) < Formidable (3D)

For each task, if the players role-play well and suggest intelligent means of helping persuade the Gianduja, reduce the difficulty by one level.

5. A Terrible Accident

Scene: If the party could not persuade the Gianduja to take them to their lair they may try to follow covertly. Make them roll some submersible tasks, but allow them to succeed whatever the result.

> *You follow the great creatures down through the avenues of kelp into the deeper ocean. As you break out of the forest a vast rocky sea floor spreads before you, cut by deep troughs and littered with spiky pinnacles of rock. The Gianduja swim ahead of you, making good speed, and 5 kilometers of sea bed passes quickly beneath you.*
>
> *Then a cliff comes into view, rising majestically from the rocky floor to a height of several hundred meters. Great black holes perforate the cliff except in one area where an entire section of cliff face has collapsed, spreading a great swathe of broken rock across the sea bed. On closer examination several Gianduja appear to be lying inert around the edge of the rocks.*

Action: If the characters were led here, the Gianduja will take them to the inert Gianduja and telepathically tell

them that these were killed by a huge noise which caused the cliff to collapse. More Gianduja were trapped within their caves and have not yet been dug out. The empathic character will feel a deep sense of sorrow mixed with anger.

If the characters followed secretly, the Gianduja will probably notice them at this point and turn on them — the empathic character will get a very clear feeling that they are regarded as being to blame for the dead Gianduja lying there. This should give the characters just long enough to make another attempt at convincing the Gianduja that they mean no harm — the character will clearly know nothing of the collapsed cliff and the Gianduja queen, detecting this telepathically, will halt her companions before the characters are harmed.

A successful telepathic conversation will reveal that earlier that day the whole lair was shaken by explosions. Such "assaults" had been happening more and more frequently, but some distance away — this one was sufficiently close that the explosion was channelled through the cave system, collapsing the cliff and killing several Gianduja. After all was quiet they pushed their way out past rock and debris, and the queen decided a revenge attack must be launched against the "little fish".

The characters should realize that there has been a terrible misunderstanding — the explosion is almost certainly due to a Scanian mining operation some distance away on the top of the cliffs. If they think to check the collapsed rocks, these will show traces of metals:

To identify the metal within the rock (10 minutes)
(Education + Geology) < Average (2D)

The traces are of platinum — a metal much prized by the Scanians. If the characters search along the cliff top, they will find a blasting site about 1 km away which shows signs of recent activity but which has been abandoned (the miners were called back to help the attacked domes).

It should not now be difficult for the characters to explain to the Gianduja what has happened and how this is almost certainly a terrible accident. However, to ensure that all the attacks on the domes are stopped, they must return as quickly as possible to the Scanian authorities. Keselpia should be the characters' goal, since Ilyath is still flooded and Keselpia is the only other town they know of.

6. An Important Message
Scene: Tell the players

> You take your leave of the Gianduja and head back for Keselpia. The submersible's auto-guidance system makes the journey easy, and the trip is uneventful. As you travel you think about how to tell the Scanians what has happened, and about what you can do to stop the misunderstanding.

Action: On return to Keselpia all is in turmoil — this town is unscathed, but news of the attacks has caused a panic. The fastest way for the characters to get anywhere is to find Glard, Ontsoo, or Alktoym — the only Scanians they know here. Once informed of the news from Ilyath, any one of these will agree to take them to see Cloa, a senior townswoman here.

The encounter between Cloa and the characters should be role-played cautiously. Cloa knows that miners from Tenelk township have been looking for new precious metal sources and have had to go deeper than usual to find new seams. If they have inadvertently damaged a Gianduja lair then she is sure it is an accident.

The Gianduja are not often encountered, being creatures of the deep ocean, but whenever they have been encountered to date they have always been peaceful creatures. That they are psionic will be of interest to her (any Scanian psionic ability was lost during their geneering), and she will be shocked that the Gianduja are apparently semi-sentient. A diplomatic team will be sent immediately to extend the temporary truce made by the party — any characters with psi abilities will be asked to stay a few days until some other means of communication can be found with the Gianduja.

This period can be role-played if desired, or you can gloss over this and merely tell the players how the Scanians are grateful for their aid. The characters may be able to gain some reward beyond the repair of their weapons mount (the parts will be transported from Ilyath in a day or two when the domes have been repaired, none the worse for their submersion) — perhaps in the form of valuable art objects from Keselpia.

Once the new parts have been fitted to the ship (a few days work), the characters will be ready to take to the stars.

29

Raiders!

Kadkaagi is scarred with the wounds of long-term warfare. However, the characters will soon find this damage is not self-inflicted but is the work of alien raiders. Perhaps they can aid the last few survivors of the original colony, now forced to scratch a living hiding in the mountains.

Summary of Nuggets

This scenario is set in the Kadkaagi system. The following nuggets occur in this scenario:

1. The Scars of War: This colony world is now, apparently, lifeless. However, a strange marking on the surface may indicate that not everyone is yet dead.

2. A Warm Welcome: Landing on the world, the characters meet a pair of survivors who lead them to a cavern where the remaining colonists have fled.

3. Desertion: The refugees tell of the withdrawal of their navy and the resulting carnage as ferocious raiders overran them. Can the players help them?

4. Intercept: A raider ship appears. The party must stand and fight or flee the system.

Referee's Notes

This scenario involves both Sidurii colonists (see Scenario 4 and the Sidurii Library Data entry) and Gumahl raiders (see Scenario 5 and the Gumahl Library Data entry). The surviving colonists have been forced to relax many of their social rules but should still be played as aliens — the characters must work at understanding their language and customs. It is unlikely the characters will meet Gumahl face-to-face, but the colonists can describe them in most unflattering terms!

1. The Scars of War

Scene: The characters enter the Kadkaagi system:

The jump was, thankfully, uneventful. An initial scan picks up no signs of life within range — no ships, no radio signals, no heat sources from the planet. However, as your active sensors scan the world's surface, large structures become visible. There appear to be several settlements located close to a starport. However, every one of these areas has been subjected to extensive long-term bombardment at some point in the past. There is nothing left but ruins.

Action: The party should investigate the planet, since the starport might have spare parts they could use to repair the Lintula Sunrise. Whether they perform a more detailed scan of the ruins or simply head for the surface, they will discern a peculiar feature on the planet's surface . . .

Looking down on the devastation, you thought at first that your eyes were playing tricks. But a careful look at the area northwest of the starport shows that there is some form of symbol picked out in the thick compacted dust which forms the planet's surface. It appears to be a cross, with one line longer and ending in a point. A short distance to the left of the point are a large pile of stones — a cairn, perhaps.

A player may guess that the cross is a compass rose. Alternatively, any character with Navigation should eventually work this out. The arrow does not point North, but if

it did, the cairn would be approximately northwest. The survivors deliberately misaligned the compass to prevent the Gumahl (who do not understand the human compass system) from finding them.

If the characters search to the northwest, they will pass over the caves in which the survivors live. However, these people will not signal to the Lintula Sunrise for fear that it is a Gumahl ship.

The characters must determine precisely at what dis-

You fly approximately northwest. After a few kilometers the ground becomes broken, with large faults and crevices. These lead towards a range of sheer mountains, thrusting from the planet's surface like huge teeth. However, your sensors show no signs of habitation nor life.

tance to look. If they land near the "compass" and examine the cairn, close inspection shows it is definitely not a natural structure. About thirty stones of almost identical size have been carefully piled together to form a near-perfect circle.

If the players count the stones, there are exactly 32. This is intended to indicate that the survivors are 32 kilometers northwest of the compass.

2. A Warm Welcome

Scene: If the characters follow the directions from the compass/cairn:

Action: If the characters put down here, they will be

You fly slowly towards the mountains. The range indicated by the cairn stones brings you to the edge of a large cliff. You scan the area carefully, but there is no sign of life. Then you notice that an area at the base of the cliffs appears to have been cleared of rocks. You wouldn't have noticed it unless you knew where to look, but it appears to be a landing place.

able to see a number of cave entrances within the cliffs. No beings will be evident, but if an infra-red scan is made, two figures can be seen to be watching the ship from within one cave.

If the characters leave the ship, the watchers will see they are not Gumahl and come running to meet them. Both are Sidurii (see Library Data entry for description) — one female, one male. The pair will be overcome with emotion, making their Galanglic more difficult to understand!

"Dear Zaran above, aargh nerer thowt youwd come barck to thave us," cries one in a strange form of Galanglic.

"Are you winte Sidur army, yor navy, yor what?" asks the other, enthusiastically shaking your hand.

"Quicks, you muzt come win us. Ve might hard little time beforl te Gumarl come."

"Yes. Yes. Aanyar muzt shpeak win you. Where ard te other shipz? How will you getz uz all awff te planet?"

The players should work out that the pair believe them to be sent here to rescue them. However, unless the characters mimic this adaptation of Galanglic, the pair will quickly realize their mistake. For a moment they will be uncertain, but then they will resume welcoming the party. In either case they will insist that the group follow them into the caves to meet someone called "Aanyar" (Anya).

3. Desertion

Scene: The party are led into the caves:

> The cave quickly narrows to a tunnel, with other tunnels and crevices branching from it. After a few minutes you have traveled about 200 m into the cliffs and descended 20 m. Light flickers ahead and suddenly the tunnel opens into a huge cave, with a lake at its center. Perhaps a thousand people are camped around the lake, ranging from the very young to the elderly. All are thin and dressed only in rags. Many look sick. The light of many hundreds of primitive torches and candles dances across the water.

Action: The characters are led to one side of the cave where a lanky middle-aged Sidurii woman awaits them. People will begin to gather around the party, fascinated to see human off-worlders. The woman is Anya Karesk, leader of these survivors.

Sample Surviving Colonist

Anya Karesk, 595BA9, Age 36, Biology-3, Geology-4, Leadership-3, Small Blade-2, Survival-4.

Anya will ask the characters who they are and how they came to Kadkaagi. She will then explain the situation. The characters will pick up most of the basic information, but extracting detail from Anya will require someone with suitable Linguistics skills.

Kadkaagi was a colony of Sidur Ishki until fourteen months ago. When Gumahl raiders first threatened the colony, the Sidurii naval forces stationed here chased them out of the system. However, two years ago, an administrative error halted local funding for the navy. The pompous Kadkaagi and Sidur Ishki officials blew the situation up into a major diplomatic incident. The homeworld withdrew its forces until the finances were settled. Within days, the Gumahl had attacked their defenseless world. After a few weeks of raids, the major industrial centers and cities were smoking ruins.

Prior to the attacks, Anya was a senior government advisor on natural geological resources. She knew of the water sources in the mountain caves and realized that the remaining inhabitants might find safety there. A born leader, she tried to organize a mass evacuation. However, the government resisted her efforts, convinced instead that their homeworld would come to their rescue.

Anya knew better. She collected relatives, friends, and colleagues and headed for the mountains with as many supplies as they could carry in their few grav' vehicles (these are now hidden in another cave near the surface). Over the following weeks Gumahl attacks wiped out the last cities. Anya picked up the remaining survivors, swelling her followers to over two thousand. She believes there are other survivors, but her group has not been able to search for them, for fear of attracting the attention of passing Gumahl ships.

Clearly the characters' ship cannot hold these refugees, but perhaps they could go to Sidur Ishki and get the homeworld to organize a rescue mission?

The group may be able to offer some help to the survivors: food, first aid, perhaps a few items of equipment. The survivors have avoided starvation only through eking out their rations and fishing strange fauna from the lake. However, their stocks of food and fuel are almost exhausted. There is no way the colonists can survive here more than a month or two longer. The only answer is to get help from Sidur Ishki.

4. Intercept

Scene: When the characters have had some short time to render aid, etc., an alarm is sounded:

> A survivor bolts from the entrance tunnel and skips nimbly across the rocks to Anya. After a few hurried words, she signals to you.
> "Ourz zentries have theen a Gumarl scout ship hovring almozt overhed — it mayz have theen yourz ship. If it inveztigathes more clozly they ar bound to difcover our caves. Ourz only chance is if youz can destrow it beforz it reportz back!"

Action: The characters should return to the ship as quickly as possible. If they camouflaged the ship, the Gumahl scout will be hovering quite low, confused by the anomalous sensor readings. If the Sunrise is in the open, the scout will be turning away to report its findings to its mother ship — a large raider, currently approaching the planet from the opposite side.

The players have two main options:

Leave the system now. The scout will report its findings and the Gumahl will likely investigate the caves and kill or enslave the colonists.

Shoot down the scout before it can get around the planet to communicate with the raider. The colonists may be saved, but the characters must then jump out of system before the raider catches them.

Gumahl Scout Ship

Scout/Courier (100 tons) from the Traveller rule book (or Starships book).

Gumahl Raider Ship

Suitable ships include the Mercenary Cruiser (800 tons) from the Traveller rule book (or Starships book) or the Corsair (400 tons) from the Starships book.

The Lintula Sunrise is no match for the raider, but it should be able to out-gun the scout. Even if the Sunrise's turret wasn't repaired on Digur, both turrets can be brought to bear by maneuvering the ship. It is suggested that you ensure the Sunrise does not take damage to its jump drive.

However, for a real challenge, you may allow the Gumahl scout to knock out all the Sunrise's drives. The scout will then approach and attempt to board, giving the characters the opportunity to kill the Gumahl crew (not an easy task!) and take control of their ship. The loss of the Sunrise might initially seem a great sacrifice (and could cause problems in Scenario 4), but ownership of a Gumahl ship might make things easier in Scenario 5.

Inertial Guidance

The characters are met with a potentially hostile welcoming party, but they soon find that this is merely a reflection of the eccentric aliens who inhabit this system. However, the turmoil of their political system threatens the planet with global catastrophe. The characters are the only hope for resolving this crisis!

Summary of Nuggets

This scenario is set in the Sidur Ishki system. The following nuggets occur in this scenario:

1. The Welcoming Party: As their ship drops out of jump the characters are soon met by a patrol craft from the planet. The party must either accept an alien boarding party or have a fight on their hands.

2. Down Port: Assuming war didn't break out, the patrol ship escorts the group to the world's surface. The characters meet an alien race, who may be valuable allies but seem to have problems of their own.

3. The Heat Is On: The party discover a huge fusion plant is unstable and might explode, perhaps causing the planet's ice cap to melt. The plant is jointly run by the many governments of this balkanized world, operating under a multiple key control system. However, bitter in-fighting is preventing a majority decision to resolve this crisis. Only one splinter group seems to have any common sense.

4. Can I Count On Your Vote?: After failing to talk sense into their hosts, the characters finally realize they can only save the plant by persuading, cajoling, or (perhaps) threatening various powers into agreement.

5. Breaking In: The characters realize they may find evidence or useful plans at the offices of the company which built the plant. However, they probably can't just walk in and ask . . .

6. A Show of Force: The characters may decide to resort to covert means — breaking into the plant and closing it down themselves.

7. A Show of Hands: Eventually the vote is made and the results of the characters' work can be seen — if they have persuaded sufficient Sidurii, the motion is passed; the plant must be shut down.

8. The Hot And The Cold Of It: The party head off into the frozen wastes to help the aliens close down the plant. Unfortunately there are still those who are opposed to the idea . . .

9. Taking Leave: Assuming all went well, the characters depart as heroes.

1. The Welcoming Party

Scene: The characters enter Sidur Ishki:

> *Your ship drops out of jump close to the asteroid belt around one of the two stars. You know that you'll be able to refuel in the belt, and you begin plotting a course for the carbonaceous belt. As you do so, your EMS suite comes alive with messages indicating that it is picking up a host of radio frequency transmissions from the planet Sidur Ishki.*

Action: Whether or not the party go to investigate the planet, just minutes after arrival their sensors will detect a craft closing fast on their position (either from the planet or from the asteroid belt — whichever is closer). A sensor scan will show this to be some form of system defense boat (SDB) — probably about 600 displacement tons in size

and built at a tech' level which may be comparable to their own ship. It is moving at maximum speed to intercept their starship.

Some minutes later they will begin to hear messages from the SDB: crackly old space authority recordings announce that they are in Sidurii space and must follow the SDB down to the planet.

If the characters try to evade the SDB, they will find that it appears to have quite primitive engines, but it is sufficiently fast that it can catch the Sunrise. It also appears to be heavily armed — more than a match for the characters' ship. If the players still try to run for it, the SDB will fire warning shots. If this escalates to space combat, the party's ship will almost certainly be out-gunned — the SDB will knock out the ship's turret(s) and drives and then close in for a boarding action, giving the characters a chance to surrender at each point. If the characters somehow defeat the SDB, four more SDBs will arrive a few hours later to chase the characters out of the system.

At any point that the characters try to hail the SDB the only response will be an apparently random collection of more old recordings ("Prepare for customs boarding," "Your transponder is not recognized," "Your fuel tank cap is loose," etc.), interspersed by a fast chirping chatter. Try to make this sufficiently light-hearted that the players opt to follow the SDB rather than fight it!

If the Sunrise is boarded, the players may be horrified to find the Sidurii troops on an unstable emotional "high," waving their guns around in a dangerously aggressive and random fashion (refer to the Sidurii entry in the Library Data later in this book). They will require the characters to take their ship down to the planet.

Sample Boarding Group Sidurii

NCO, 838454, Age 26, Environmental Combat-2, Interrogation-2, Pistol-4, Small Blade-2, Vac Suit-4.
Marine, 597543, Age 18, Environmental Combat-1, Rifle-2, Vac Suit-2.

If the characters have taken control of a Gumahl ship in Scenario 3, the Sidurii SDB will be more cautious (and likely to open fire). A heavily armed boarding party will be sent over, but will react quite positively to finding that the ship is not run by Gumahl.

2. Down Port

Scene: However the characters get here . . .

> *The SDB keeps station with you the whole way to the innermost world. As you dive into the atmosphere you are joined by two powerful-looking atmospheric fighters, which scuppers any final plans you might have had for a break-out on the way down. Finally the clouds clear and you see below you a large city, covered in a haphazard patchwork of bulging domes. Beside it are laid out the tell-tale pads of a starport.*

Action: The ships should put down on a pad on the edge of the starport. There will be a heavy military reception committee including TL10-11 tanks and troops dug into battle positions. Once the ship is safely down, a reception committee will come forward. Three are in full military armor but will drop back to allow three other aliens to approach unarmed. If the characters did not encounter the Sidurii on Kadkaagi, this may be their first good look at the race, whom they may consider vaguely reptilian. The welcoming party will be wearing surprisingly few clothes, except that two of them are wearing large gloves, heavily adorned with jewels and fine laceries of filigree.

If the characters delay in opening the air-lock, the three civilian Sidurii will wait patiently, eventually signaling to have yet more old audio tapes played from speakers around the landing pad. When the characters meet the party (taking necessary precautions against the very thin atmosphere), the aliens will nod their heads in welcome and hold out a sheath of grass-like plants. The ungloved Sidurii will attempt a short welcome speech in very broken Galanglic: it is difficult to make out, but she appears to be called Ve Nuserm and is offering some form of peace welcome. If the characters don't understand, she will take a little of the grass and chew it, then pass it to them. The sharing of food is symbolic of friendship and the characters should each eat a little. However, it is also a mild intoxicant! (It is left to you to decide how you role-play this.)

You should read the Sidurii entry in the Library Data thoroughly and remember to gradually introduce their various alien attitudes. For example, when offering the initial peace offering of grass, Ve will be very careful not to intrude upon the 2 meter private space — it may appear she is trying to keep away from the characters, offering the grass at arm's length.

The party may be quite confused, since most of these social customs were not displayed by the surviving colonists on Kadkaagi.

The Welcomers

Ve Nuserm, 554749, Age 46, Art-6, Admin-4, Computer-2, Diplomacy-5, Linguistics-4, Research-4, Leadership-6.
Diplomat 2, 94487B, Age 47, Diplomacy-7, Electronics-5, Leader-6.
Diplomat 3, 45358B, Age 58, Admin-8, Broker-6, **Diplomacy-4**, Persuasion-4.

Trust?

As trust begins to build, the ungloved alien will start mentioning things like "food," "drink," "fuel," and "safety," eventually ordering the troops away and a ground crew forward. The characters can then arrange refueling of their ship, accompany the aliens to their ground car, or ask them into the ship.

If they accompany the Sidurii, the characters will be taken inside the nearest domes and along a fast moving freeway with a few other cars to a tall office tower. While other Sidurii stand and stare, the party will be taken up in an elevator to a large and comfortable office suite.

Sidurii office design is unusual: the whole floor of this office tower is open but divided into hundreds of square areas, each having a pillar at each corner and a domed, tent-like ceiling. In some areas greater privacy is afforded by the tenting dropping down close to the floor. While the characters get a chance to look out across the city domes,

Ve will answer any immediate questions they have about the Sidurii. She will also mention their problems with the Gumahl (see the Gumahl entry in the Library Data).

If the characters ask her about rescuing the colonists on Kadkaagi, Ve will seem quite confused. She will seem to be unable to understand the problem. She will say that the withdrawal of naval support for Kadkaagi was perfectly legal, and that the navy is just about to complete its withdrawal from the Sidur Haski system. She will claim this is all part of a government rationalization program which includes centralization of major military forces. If pressed about a rescue, she will admit that the government did not know for certain whether there were any survivors, but as soon as the requisite seventeen committees (army, navy, transport, finance, rehabilitation, housing, etc.) have concluded their reports, a rescue force will be despatched. If asked, she will say that the committees have been working much faster than normal and have only been in session for about a year . . .

The players should, by now, have gained some understanding of the plodding, blinkered nature of the Sidurii government! There is clearly little else they can do for the survivors on Kadkaagi, although Ve will assure them that their news should expedite matters and allow the rescue to be undertaken "almost immediately" (i.e., within a month, rather than next year, as was originally planned).

After an initial question and discussion session, they will be allocated a ground car and driver (they may not use their own vehicles within the city). Apart from a couple of daily meetings to discuss Sylean technology, local space, and language, the characters will be left to explore. If they seem surprised, Ve will tell them the Sidurii respect and value privacy and do not seek to intrude upon the characters.

Cautious characters will note that the Sidurii questioning about Sylea, although apparently friendly, is carefully focused upon determining military strength, expansionist tendencies, etc. The Sidurii may be quite worried if they discover that the characters are an exploratory Scout force! However, once they realize the distance to Sylea, they will be less concerned.

The Driver

Ipson, 683852, Age 32, Ground Craft-4, Pistol-1, Small Blade-1, Streetwise-4.

3. The Heat Is On

Scene: The characters won't have to stay on planet for long before they encounter an inter-city meeting, broadcast across the planet.

> Your interest in the planetary broadcasts is heightened when you pick up on some form of riot. The screens show a large circular chamber, divided into many sectors and with perhaps two hundred scantily clad Sidurii, wearing various types of ornate glove, probably indicating that they are representatives from different cities. This is hardly a debate, though — there are small skirmishes breaking out while some groups are standing talking quietly, apparently ignoring this. In the background a view screen shows the plans of some huge building, which appears to be the focus of their "discussion."

Action: Any Sidurii will be able to tell the characters that this is a meeting of the leaders of the 20 largest cities.

The world has enough problems as it is, with its atmosphere gradually leaking away. However, about five years ago a novel super-huge fusion plant was commissioned. It was hailed as the solution to the planet's power needs, able to sustain the power levels required for terraforming and thus begin to reverse the loss of their atmosphere.

Unfortunately, there has been a lot of argument over whether there is some problem with the plant. The appropriate authorities are currently determining the correct approach to handling this problem; at the last vote a motion to close the plant pending an investigation mustered only 11% support — 80% or higher is required for action.

The characters might be a little worried at this, particularly if they ask how long this has been going on — the Sidurii will say something along the lines of "Three years — there have been some remarkably swift political moves to get this going with such speed."

This demonstration of indecisive Sidurii politics may sting the characters into contacting senior scientific staff to determine what is going on. The scientists will be unreceptive and eventually tell them to talk to those "cranks" in the EcoTech Party (ETP).

If the characters do not pursue the matter, some members of the ETP will soon turn up and ask for their help. They will attempt to approach covertly but are fairly inept at subterfuge (to a comical degree if you desire).

EcoTech
However the ETP made contact, what they have to say should worry the characters. The local leader, Hu Tolsam, will tell them:

These Sidurii would like the characters to help in trying

> "Unfortunately, recent indications are that this plant has a major design fault and is fluctuating in and out of stability, throwing off considerable bursts of high energy radiation and liable to explode if one of these surges becomes too great. Such an explosion would be catastrophic, with six cities — each of a million people — within its blast radius. Even if it didn't melt the ice cap, which is likely, the radioactive fall-out might affect hundreds of other cities, contaminating the land and, ironically, the precious atmosphere."
>
> "Of course, the plant should be closed down and repaired but it is jointly operated by the technocrats of nearly one hundred of the cities, and our culture is . . . well, let us say inertia-ridden . . . so that trying to get anyone senior to accept that there may be a problem and do something about it has proven impossible. At the last vote we managed to achieve only 11% support to close the plant — getting the remaining 69% needed for the motion to pass looks impossible without outside help."

to get the plant closed — at least temporarily to allow it to be repaired. They argue that by dint of the characters' superior technology, their views will carry more weight and they might be able to offer some expertise in repairing the plant. At the moment, many people don't even accept that the plant is dangerous!

There are a number of approaches that the characters can now take (short of saying "Thanks very much but it's nothing to do with us" and losing a host of karma points in the process). A number of possible approaches are outlined in Nugget 4 but you should encourage them to think up their own ideas.

Selected Members of the ETP
Hu Tolsam, 815739, Age 58, Computer-3, Electronics-2, Leader-2.
Wyarn Het, 966776, Age 28, Admin-4, History-2, Research-4, Survival-2, Navigation-4.
Royix Ho, 564737, Age 41, Biology-5, Computer-4, Research-6.
Hi Sonet, C72A87, Age 35, Intimidation-4, Leader-4, Perception-2, Pistol-2, Stealth-2, Streetwise-3.

4. Can I Count On Your Vote?
The characters need to know how the "democratic" inter-city voting system works. Hu can tell them that the vote is repeated at 20 day intervals; the last being 3 days ago. The direct voters are the leaders of the hundred cities involved and, although only two from each city will cast the vote, they represent the votes of around 200 leaders from their city, giving a voting populace of about 20,000. The voting is electronic and anonymous but very carefully monitored for fraud.

The following are schemes the characters may think of (or which may be suggested by the ETP).

Making a Netcast
Scene: The characters, through the ETP, can ask to be allocated up to 10 minutes of video time to broadcast to the voters the day before the next vote.

> You sit in the uncomfortable glare of the studio lights as Sidurii technicians scurry around fixing mikes and cameras, and a Sidurii make-up artist complains yet again about your soft pale skin. You glance across at Ve and Hu, who are arguing the running order with a Sidurii whom you can only assume is the producer.
>
> "10 seconds," comes the yell as you stare into the tri-clops eye of the camera lens. Oh well, you think, you've seen some of the other groups trying to put across their opinions and they were all pretty dreadful, just a few minutes of incoherent excuses, accusations, and swearing. Hopefully you can't do any worse . . .

Action: If the characters opt to make a broadcast, this will boost the vote by 10% simply from the shock effect of having an outsider contributing to the discussion. Allow a 10% bonus if the player role-plays a convincing speech (allow the players time to prepare this if they wish). There is another 10% bonus if the player makes the speech in Sidurii. If the role-playing isn't so good, allow a 5% bonus for skill use:

To make a convincing speech (10 minutes)
(Social + Leadership) < Difficult (2.5D)
(Intelligence + Diplomacy) < Difficult (2.5D)
Uncertain (1D)

Whether role-playing or roll-playing, a minor social gaffe will lose 5% for the next vote, a major one may lose 10-20%. The characters cannot determine the effect until the vote is taken. If the vote is failed and repeated later, another broadcast will only boost the votes by half as much unless the characters have a new message.

All Aboard the Tour Bus!
The characters could attempt to make speeches in person at the major cities involved. These will each take four

days to set up and one day to deliver. Each such speech will give a 2% increase in the vote, with bonuses of 1% for language and 1% for role-play as per "Making a Netcast." These votes will be lost after 20 days unless another speech is made. Clearly only 1% of the voters will actually be accessible within any one city, but such events will be watched — through news channels or covertly — by other cities; hence the possibility of swaying the vote by 4%.

Remember to roll for casual encounters during all these speaking trips. A minor social gaffe will lose 1 or 2% for the next vote, a major one 3-5%.

The Scientific Approach

The characters could use their own sensors to get hard scientific data from the site. Their patrons have found this hard because they cannot access the necessary sensors and the area around the plant is prohibited air space.

The characters could undertake an orbital survey without entering controlled airspace. However getting sufficient evidence to convince anyone is difficult:

To obtain convincing sensor data (1 hour)
(Education + Sensors) < Formidable (3D)

Such data would be worth a 5% vote increase, or an additional 10% if used during a broadcast (see "Making a Netcast"). However, a ground survey will provide much more visual data which the characters could present to scientists or even make into a documentary. For this, use the information in Nugget 6, but replace the assault by a survey task:

To obtain convincing scientific data (20 minutes)
(Education + Sensor) < Difficult (2.5D)

The following DMs apply according to how close they can get to the site: +4 if within the security fence, +2 if within 250 m of the building. For each point by which the task roll succeeds, the characters will gain a 1% vote increase when this data is distributed to appropriate scientists, or twice that value if made into a brief documentary (see "Making a Netcast").

The characters could even attempt to enter the site to look at computer data, take internal readings, etc. In this case, add a +15 DM to the Sensor roll above.

Computer Modeling

One area where the characters have a significant edge is in computing power. If asked, the ETP could lay their hands on enough data to set up a model of the plant systems which their starship's computer could process to find evidence of the instability.

To create a model on the computer (1D days)
(Intelligence + Computer) < Difficult (2.5D)
Uncertain (1D)

Success will indicate there truly is a significant danger — this will give 15% extra votes if released the day before the vote (panic!) or +10% at any other time. A failure (whether apparent to the characters or not) indicates a fault in the model which will be picked up by an opposing group after 2D days. This revelation will cause a -15% swing in votes and accusations of fraud against the characters.

Dirty Tricks

The characters might decide that whoever built the plant may have incriminating evidence or plans of how to shut the plant down (see Nugget 5).

5. Breaking In

Only if prompted will the ETP reveal that the manufacturers of the plant are a consortium called Ar Lumu Gug (ALG), based in Nya Ste city. They will agree that ALG may have incriminating information about the plant design, but this cannot be guaranteed unless someone breaks in and steals the data.

Key elements of the consortium's headquarters are described below (see map). A major feature of the site are the security cameras: roll for detection (2D for the indicated value or greater; default of 11+) every time the characters enter a new area or every 5 minutes if they stay in one place. The characters might instigate a fault or wire a camera to replay one scene continuously:

To fix camera/alarm system (1D minutes)
(Intelligence + Electronics) < Difficult (2.5D)

Creeping about will increase the required roll for detection by 1, to a maximum of 12 (on 2D):

To avoid detection by stealth
(Dexterity + Stealth) < Average (2D)

A — Security/Reception. The characters may try to bluff their way in or make a legitimate appointment with someone within ALG. Four guards are always here, armed with nightsticks and short range radios, watching the security video monitors but also a television set one has smuggled in. Every hour, two of the guards perform a half-hour sweep of the complex. If intruders are spotted on the cameras, two guards will investigate (arriving in 2+1D minutes), while another watches on the cameras and guides his colleagues by radio. The last calls the police: after 8+2D minutes a security team of 6 (flak jackets, assault rifles) will arrive.
B — Security Fence. Alarmed, but fairly easy to detect and disarm given appropriate Intrusion or Electronics skill. Anyone crossing this perimeter will be noticed by a security camera on 11+.
C — Emergency Exits. If opened without disarming the alarm, this will alert the guards at A to an intrusion.
D — Service Bay. Alarmed as per C.
E — Laboratories. Materials sciences. The filing here is haphazard, and finding anything is one level of difficulty higher. Finds are worth 5%, to a maximum of 15%. Camera 10+.
F — Shielded Laboratory. Used for high power, chemical, or fusion tests. Thick metal doors, locked and alarmed. Alarms and locks are two levels harder to crack. Camera detection is on 9+.
G — Laboratories. Electronics and computing areas. Otherwise as per E.
H — Design Offices. The characters can hunt through a plethora of paper files or crack the computer; each find here is worth 5% (to a maximum of 15%). Camera 10+.
J — Chief Engineer's Office. As per the Design Offices, but successful finds are worth 10%, to a maximum total of 20%.
K — Chairperson's Office. There is plenty of paperwork here but nothing incriminating. However, cracking the

computer will reveal data showing short-cuts and problems at the plant, worth a 10% vote increase. Camera 10+.

L — Stores Office. Nothing of use here.

M — Stores. Large quantities of equipment here from electronic components to chemical supplies. Because of pilfering, security watch the cameras here more diligently (10+).

N — Staff Canteen.

P — Kitchen.

Q — Meeting Rooms. Camera 12+.

R — Standard Offices. None of these rooms have anything of interest, being mainly support staff.

S — Washrooms.

Generic tasks are as follows:

Detecting/disarming an alarm on a fence or door (1D minutes)
(Intelligence + Intrusion) < Average (2D)
(Education + Electronics) < Formidable (3D)
Uncertain (1D)

A failure will cause a fault to be shown on the desk at A; two guards will be sent to investigate. A drastic failure, or repeated normal failures will set off the alarm, which is linked to the police...

To hack into an unsecure computer terminal (5 minutes)
(Intelligence + Computer) < Formidable (3D)

Drastic or repeated failures will cause a silent alarm to be transmitted through the computer network to the desk at A; two guards will be dispatched to investigate. DMs can be given if the characters have clues to help them crack the system (e.g., having gone through employee dustbins, raiding employees homes, or noting that the password is written in an employee's book, open on their desk!).

Finding relevant plant data (5 minutes)
(Intelligence + Perception) < Difficult (2.5D)
Uncertain (1D)

Relevant skills include Engineering, Electronics, and Computer. This task must be rolled whenever the characters are searching for data, whether on a computer or shifting through paperwork. Success indicates that they have found something which they recognize to be of value. Failure may mean there is nothing of value here or they have failed to realize its importance.

Note that understanding documents and using computers is dependent upon understanding the Sidurii language (see the rules at the start of this book). Of course this isn't a problem if the party brought along ETP patrons.

Whatever the data found at the offices, the characters cannot gain more than +40% on their vote from it since some data will be duplicated between rooms.

Strategies

Possible player strategies might include any of the following:

daytime overt entry, try to surreptitiously obtain data while not being watched.

ALG Headquarters — TACTICAL MAPPING DISPLAY — 2 m per square — SIDUR ISHKI

(c)1996 Andrew S. Lilly

Key
⌐ Single door
⌐⌐ Double doors
▯ Desk or workbench
= Window
▓ Adjacent buildings
● Shrubs
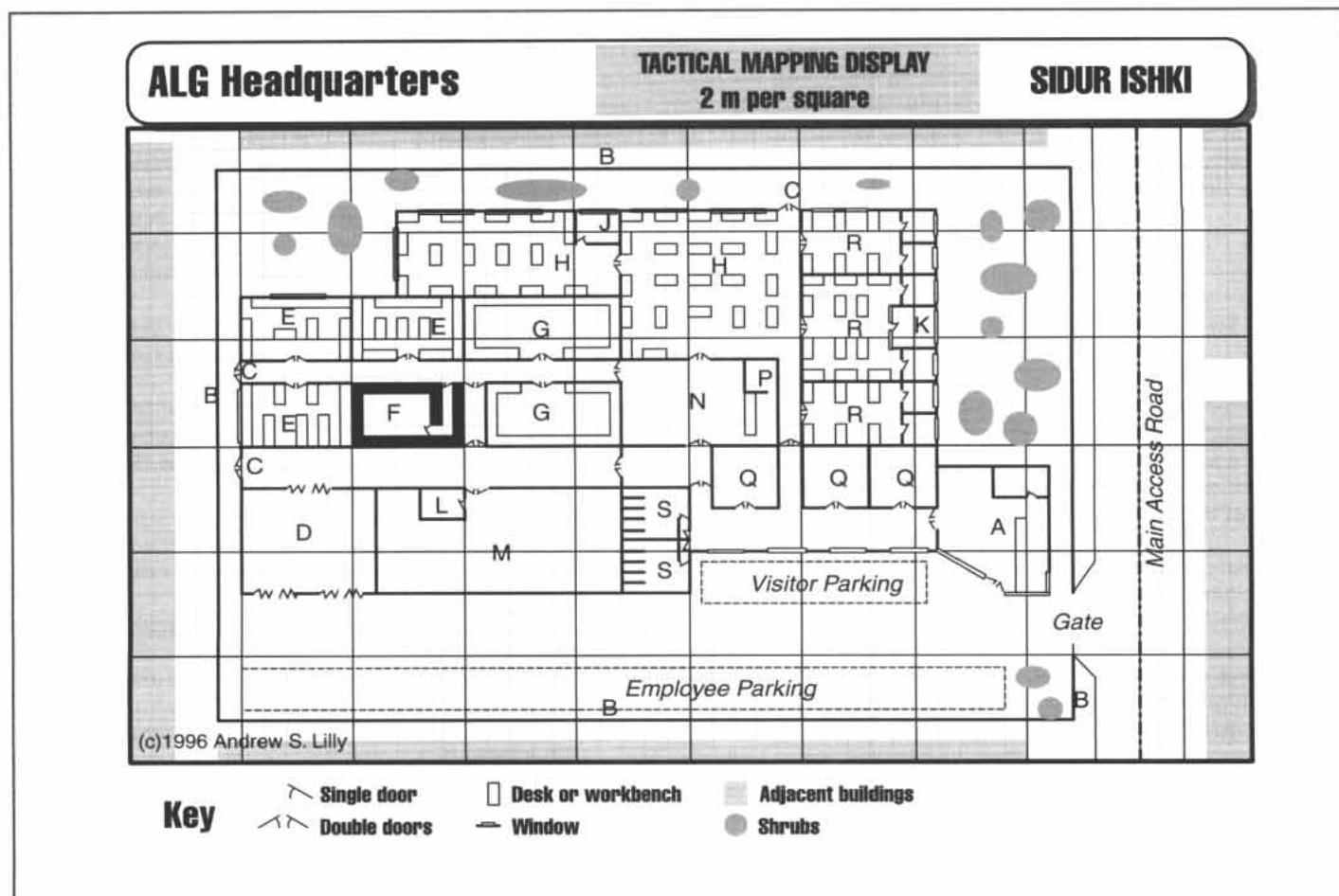
daytime overt entry, one or more characters then hide somewhere and go hunting at night.

night-time overt entry (unlikely but might be possible if they could bluff their way in).

night-time covert entry.

During the day, any room will be occupied 1-5 on 1D at any time; at night this becomes 12 on 2D. In the former case, roll 1D: on 1 there is paperwork left out on a desk, on 2 a computer has been left unsecured. Characters will typically have 1D minutes to make use of such a situation before someone returns.

It is possible that the characters might opt to kidnap or blackmail a member of the staff. This will be probably only be successful if they have the direct help of the ETP. Remember that news of such an action might prejudice reception of any data acquired.

Remember that there is not really a deliberate attempt to cover up the problems, merely a sense of fatalism and commitment to past decisions so that nobody is prepared to do anything about it. This should limit the physical force the characters need to use, particularly in Nugget 6, where workers will be willing to shut the plant down if commanded (a gun at their head helps to emphasize the urgency . . .). A particularly appropriate adage in this society is "Don't assume that a conspiracy is to blame where incompetence could be the cause!"

Sample ALG Security

NCO, A58363, Age 66, Brawling-1, Ground Craft-2, Leadership-1, Pistol-2.
Guard, 896746, Age 58, Brawling-1, Ground Craft-1, Melee-3 (night stick), Pistol-2.

6. A Show of Force

Scene: The characters may have failed to get the necessary votes or may decide it is most expedient to take the direct approach; either way, they are heading for the plant to close it down themselves.

> You move up to the final ridge before the power station. The plant is faintly visible as twinkling lights ahead of you in the blinding snow which whips round you, carrying ice particles that seem like bullets (you'd swear they're going straight through your suit!). Your life support is on full but you're barely warm enough even now. You check that your gun is ready and pray that it doesn't seize up the instant the cold gets to it.

Action: It could be hard convincing the ETP that this is a viable option, but either their expertise or comprehensive plans for the plant systems (perhaps obtained from a raid on ALG — see Nugget 5) will be required to safely shut down the plant.

Key locations on the plant map are described below. Security cameras are placed throughout the plant and operate in the same manner as those at the ALG offices (see Nugget 5), except that the chance of being detected inside any building is 10+ on 2D; outside this is 12+ on 2D, due to the blinding blizzards which constantly sweep the area. The guards here are more alert and careful than those at the ALG offices.

If anything suspicious is spotted, the guards in A will awaken their colleagues in B and send 4 guards to investigate. If a serious emergency arises, the guards can remotely lock all major internal doors (all external doors are already locked), scientists will be told to keep to their quarters, and up to 8 of the guards will go to deal with the intruders. A radio call will be sent out, but since the plant is fairly isolated and it is difficult to get aircraft through the blizzards, it will be 1D hours before further security forces arrive. Such forces are likely to include substantial numbers of troops and special forces personnel!

If the characters (through repeated task failures) manage to make the plant truly unstable, it will explode in 10 x 2D minutes, causing most of the horrific effects the ETP predicted. The characters might find that a good time to make a rapid exit from the planet.

A — Main Gate. Characters could bluff their way in (with stolen passes from the ALG offices) or have a legitimate appointment. There are 6 guards here 24 hours a day carrying flak jackets, assault rifles, and short-range radios. Lockers contain cold weather clothing and survival kits for the entire complex. One team of two guards performs a perimeter check every four hours, in full cold weather clothing, using an enclosed-tracked "snow jeep"; this takes about an hour. A second team of two performs an internal search of the buildings every two hours, taking about an hour to do so.

B — Security Living Area. The six guards not on duty are asleep or relaxing here.

C — Security Fence. 3 meters high with an alarm to detect if cut or broken. Watched by cameras mounted on nearby buildings.

D — Control Room. Manned by 4 scientists at night and 2D during the day. The sequence to gracefully shut down the plant can be obtained from paperwork at the ALG offices or by persuading one of the scientists.

E — Field Power Plant. Generates the power for the fusion containment field. 2D engineers are here during the day, 1D at night. Cutting off power here in a controlled manner can close down the plant, but this is more difficult than from the control room and a serious failure could result in plant instability. The power plant or power lines could be destroyed using explosives, but in this case any failure could be catastrophic!

F — Hydrogen Storage/Purifier. This provides the fuel to the reactor. 1D technicians are here during the day, 1D-3 at night. Shutting off the fuel would close down the plant but could cause dangerous pressure build-ups unless done carefully. Using explosives here would be very stupid — any hydrogen leak is dangerous due to the extreme cold of the hydrogen, followed by its vaporizing to form the equivalent of a fuel-air explosive mixture which the slightest spark will ignite!

G — Power Generator/Distributor. These units convert the heat from the reactor into electrical power and feed it into the distribution network. 1D technicians are here during the day, 1D-3 at night. Tampering with this system will have no useful effect unless it is shut down altogether, in which case this may cause the reactor to overload . . .

H — Access Doors. Each pair of doors forms an air-lock which prevents the external cold from entering. In routine use they take 2 minutes to cycle through the heating/cooling process. Either door can be overridden and forced open before the time is up, but this will trigger an alarm at A unless the alarm circuits are also disarmed.

Fusion Power Station
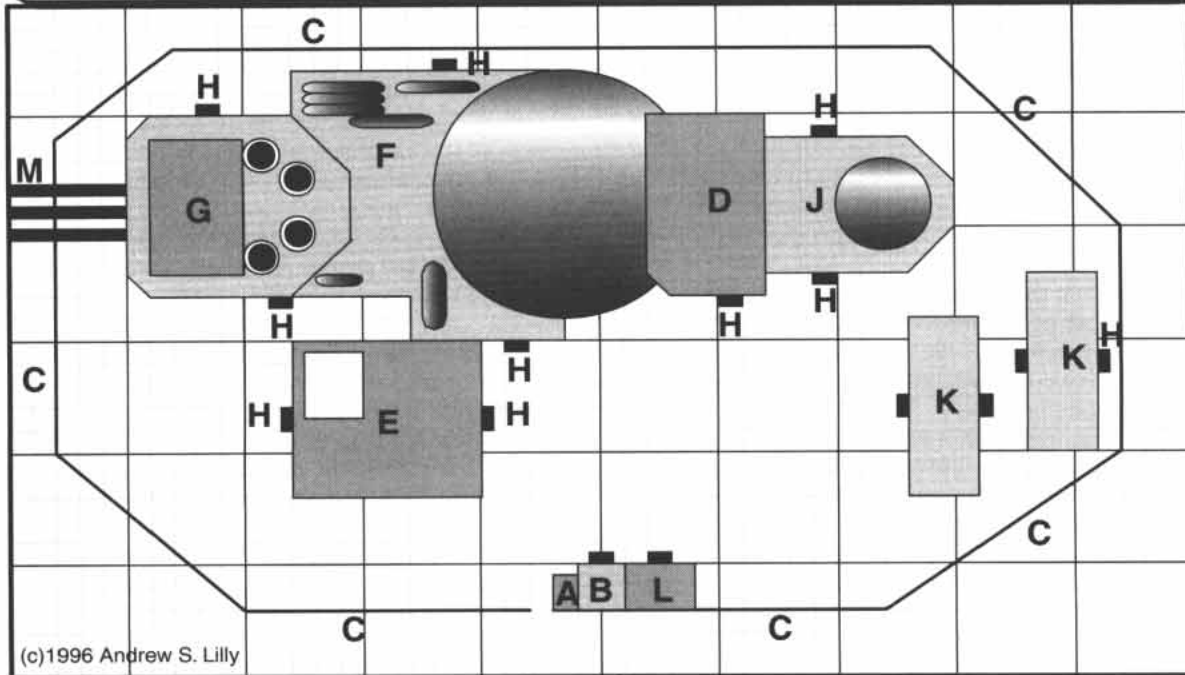
(c)1996 Andrew S. Lilly

Side view

J — Admin Block. 5D people work here in the day.

K — Accommodation. Rooms for all personnel with recreation facilities, canteen, etc. During the day, 3D off-duty personnel are here; at night 20+3D (mostly asleep).

L — Garage. 4 APCs (armored personnel carriers) designed to carry staff away from the site in an emergency or for hazardous security operations, 2 ATVs (all-terrain vehicles) for carrying supplies, 2 enclosed-tracked snow jeeps for security patrols.

M — Armored Power cables carry the power to the nearest cities.

Major tasks characters are likely to attempt are as follows:

Detecting/disarming an alarm on a fence or door (2D minutes)
(Intelligence + Intrusion) < Average (2D)
(Education + Electronics) < Formidable (3D)
Uncertain (1D)

A failure will cause a silent alarm at the desk at A; two guards will be sent to investigate.

To shut down the plant gracefully (20 minutes)
(Education + Engineering) < Difficult (2.5D)
(Intelligence + Computer) < Formidable (3D)
Uncertain (1D)

Drastic failure indicates some form of serious fault — perhaps the system is going unstable?

To persuade a scientist to close down the plant (1 minute)
(Social + Leadership) < Difficult (2.5D)

Additional modifiers are allowed for player creativity (particularly good threats, etc.).

To shut down the plant by controlled reduction of its electrical power or fuel supply (30 minutes)
(Education + Engineering) < Formidable (3D)

Failures are likely to be more critical than from the control room, since the characters are having to bypass many of the safety systems!

To shut down the plant by destroying its power or fuel supply (10 minutes)
(Intelligence + Demolitions) < Formidable (3D)

To over-ride a temperature-lock door (1D minutes)
(Dexterity + Intrusion) < Difficult (2.5D)

Strategies

Potential strategies (which might be suggested by the ETP) will be similar to those for Nugget 5. It is possible someone may suggest blasting the plant with the ship's lasers from a safe distance, but the ETP will not allow this (if the characters act foolishly and endanger the plant and surrounding cities, the ETP might well betray their plans to the authorities).

There is no security outside the site itself — few people could survive trekking across the exposed icy plains to

reach the plant. However, the airspace is covered by radars from several towns, and thus the characters must roll the following task to approach the site without being seen by the radar, plant personnel, or passing craft.

To approach the site unseen
(Dexterity + Pilot) + DMs < Formidable (3D)
Uncertain (1D)

Adjust the task for the range: DM -10 if within 500 m, DM -7 out to 1.5 km, and DM -3 for ranges from 1.5 km to 5 km. The task is one level easier for a vehicle (ground or grav') and two levels easier for individual personnel, grav-belts, or grav-bikes.

The Plant Is Closed!

If the plant was closed down with minimal damage and casualties, then the characters or ETP should announce this to the world via a broadcast or somesuch so as to put the best possible light on the situation. The military will arrive but will then sit about in the cold outside while the cities try to agree whether or not to assault the place. Basically, the characters will have succeeded, because it will take months for the Sidurii to agree to turn the plant back on and by then the ETP will hopefully have instigated appropriate repair work to fix its instability.

If the characters massacred most of the workers or blew up the plant, now would be a good time to leave!

Sample Security at the Fusion Plant

NCO, 739467, Age 24, Ground Craft-1, Leader-1, Intimidation-2, Melee-2, Persuasion-1, SMG-2.
Guard, 889654, Age 34, Brawling-2, Ground Craft-1, Melee-3, Rifle-2.

7. A Show of Hands

Scene: If the characters rely upon democracy:

> *You sit around the screen as the VoteNet feeds become active. Seconds pass, numbers indicating who has voted, but not what the results were. A minute, two, then the last vote is accepted and the computer announces the result . . .*

Determine the vote for closing the plant, given all the votes the characters have gained through their actions in Nuggets 4 and 5. Add 10+2D percent for those who were already in favor. If the vote is at least 80% then the characters have won — the plant will be closed. The characters will be invited to an official ceremony for closing the plant (see Nugget 8).

If the vote was failed, then they must try again, aiming at the next vote in 20 days time. At least they now know how successful their tactics have been so far. If necessary, they could adopt an alternative approach (see Nugget 6).

8. The Hot and the Cold of It

Scene: The party are invited to the ceremony to close the plant.

> *This sounded like quite a triumphant occasion when you were invited, but so far it seems to have consisted of being packed into one half of the control room with around a hundred gauntleted leaders, some of whom seem to be on the verge of starting fights much like the inter-city council meeting which first brought this affair to your attention.*
>
> *Finally the crowd quietens as the speakers blare out the agreed closure and the chief engineer begins operating the controls. Suddenly one Sidurii steps from the crowd, draws a gun, and puts it to the engineer's head. As he cries out some declaration of intent, several others join him, all pointing guns at the huddled crowd of dignitaries.*

Action: Radicals have decided that the plant must not be closed — either because (a) they fear it will never be reopened, thus damning the world's last chance of saving its atmosphere, or (b) they fear that any investigation will so damn them for the decisions made during the plant's development that their entire political group will fall.

Any nearby Sidurii will be able to tell the characters that this is a radical leader, putting forward their point of view. The characters might be surprised at how calmly the other dignitaries take this; apparently this is an accepted — though rare — means of political debate.

However, it will quickly become apparent that the characters must act, for not only is it clear that some of the dignitaries are being swayed by this action (nodding agreement, murmuring that maybe the plant should be left open for a while longer) but also the radical is trying to show that the plant is safe by ordering the engineer to turn it up to maximum power.

If the characters disarm or kill the radicals, their ETP colleagues will quickly calm the crowd and, once the bodies have been removed, the plant closing ceremony will be restarted. If they delay, it will not be long before the plant's instability becomes apparent! They must then either neutralize the radicals and hope the engineers can stabilize the plant or join the dignitaries in a sudden panic rush for the exits!

9. Taking Leave

Assuming the characters have not totally alienated the Sidurii, most of the cities will be grateful for their help and several characters may be offered diplomatic posts (their experience of Sidurii bureaucracy should dissuade them from this!).

The Sidurii will provide the characters with whatever supplies and information they can, including whatever little data they have on the surrounding star systems. You should decide how much you wish to reward the players for their efforts in this scenario.

The Hunt

The characters discover a second gateway, on the surface of the planet linka. However, the resident Gumahl are ferocious high tech' predators who sacrifice humans and other aliens in savage, violent ceremonies. The characters must try to reach the gateway covertly, or they may become the next delicacy on the Gumahl menu.

Summary of Nuggets

The following text briefly describes each of the nuggets in this adventure:

1. To Find The Gate: The characters conduct an orbital scan and find the gateway on the edge of an alien city. Monitoring radio and video emissions shows that these creatures are a violent species who slaughter humans, Sidurii, and anyone else they can get their hands on, in their bloody ceremonies.

2. Softly, Softly: The characters carry out a covert recon and narrowly escape with their lives.

3. Dungeon Experience Useful: Using whatever information they gained in Nugget 2, the characters explore the gateway control center but make a disappointing discovery: it doesn't work. At least there is another crystal "key" here. Matters are only made worse when they are surprised by the aliens.

4. Life in Captivity: If the characters failed to evade capture, they will discover what it is like to be held prisoner on an alien world.

5. Rescue from Orbit: If the imprisoned characters have colleagues in orbit, then rescue could come from the skies.

6. Escape and Evasion: If the whole team was captured, they will have to find their own way out!

7. Thanks But We've Got To Go: Hotly pursued by their ex-captors, the characters make a break for it to the safety of jump space.

8. Homewards Bound! The characters activate the gateway and hope it takes them home.

Referee's Notes

When the characters arrive in the linka system they should be able to confirm the presence of a gateway (by matching the gateway system bas-relief from Scenario 2). Undoubtedly they will hope that the gateway can be used to return home, or at least to gain whatever additional keys they need to make this (or another) gateway function.

There are two methods of running this scenario:

Option 1: If you intend to continue directly on to the second part of this campaign (*Gateway*), then the characters can obtain extra gateway keys here but the gateway itself is not operational.

Option 2: If you would like to continue but do not yet have *Gateway*, or if you wish the players to return home to undertake other adventures, you can allow them to use this gateway to return to familiar space. *Gateway* will include an introductory section allowing your characters to return to the Sidurii Cluster at a later date.

If you wish to use the first option, follow the "Option 1" instructions in Nugget 3 and end the scenario with Nugget 7. If you wish to use the second option, follow the "Option 2" instructions in Nugget 3 and conclude the scenario with Nugget 8.

This scenario revolves around the inhumane Gumahl. The party should have been provided with information about this race's atrocities during earlier scenarios (especially Scenario 3). It is up to you to decide whether your players should be captured by the Gumahl during this scenario. If it is the climax to the campaign, then you should make the acquisition of the crystals (and control of the gateway) appropriately challenging, with the Gumahl harrying the characters at every opportunity.

The Gumahl are described in the Library Data section. It is important to note that the Gumahl have starships and a number of spaceships, but the former are typically out of the system raiding alien planets and the latter are generally spread widely across the system's military bases, so that they are unlikely to be encountered unless the characters make their presence known.

To determine if a Gumahl starship returns to the system, roll on the space encounter table given earlier in this book (page 9). Any craft encountered in this system will be of Gumahl race unless you roll 11+ on 2D, in which case roll the race normally; this exceptional case is probably a group trying to find and/or recover some of their own kind lost to the Gumahl. They might even be willing to team up with the characters . . .

1. To Find The Gate

Scene: As soon as the characters confirm this is a gateway system, tell them

> The computer silently processes the system survey data and the pictures from the gateway control room. After a few moments it displays the data for both overlaid — a match of about 90% is indicated.
>
> You all grin at each other — there is almost certainly another gateway here, and hopefully a way home.

Action: The characters can scan other system bodies if they wish, but the logical place to look for the gateway is on the world in the habitable zone.

From orbit, or perhaps further out, the characters should commence their scans. There do not appear to be any spacecraft, but fairly quickly they will start receiving video pictures . . .

> The picture is grainy at first, as the computer tries to resolve the picture encoding. Some colors obviously can't be converted, as patches of the screen remain black. However, your first look at the output from this world is quite startling — six-legged creatures racing through some form of jungle after what appears to be a humanoid. The view cuts to some form of map showing an oval area with colored spots. Most of the red spots appear to be converging on a single white spot. Again the scene cuts to what can only be the viewpoint of one of these fierce creatures as it darts through the undergrowth, one moment crouching low under a branch, the next two or three meters in the air for a quick look round.

> *Then a black figure is glimpsed — the black becomes colors as the viewer approaches. The figure turns, revealing the features of a small bipedal alien with a look of absolute terror on its face. The view changes a last time and you see yet more of the six-legged aliens entering the area, slowly approaching, standing over the alien. Then their claws flash brightly and you watch as the alien is killed . . . slowly . . . .*

The point of this excerpt is obviously to worry the characters — was this merely a horror film? No — for the continuing video imagery shows these aliens are the rulers of this world and their transmissions seem to center around violent martial sports, hunting, and combat games. The black "colors" are those in the infra-red region which the ship's view systems are not designed to handle, but which Gumahl tech' translates into a visible form.

The planetary TL appears to be around high 7 or 8, although there is no evidence of spacecraft.

Where's the Gateway?

If the characters scan for the gateway, they will find a weak signature, comparable to that of the earlier control room. A power plant cannot be located. The control room's apparent position is just on the edge of one of larger alien cities (point P on the map of the City and Surroundings).

A weak reading 2 km south of point P appears to indicate the position of the gateway stone. It is buried beneath a few feet of top-soil. The site is reasonably secluded, lying in a broad valley.

Finally, just to really depress the players, they should see some more alarming video imagery:

> *The computer activates the view screen. It is another combat game in a large high-tech' arena. This time the aliens appear to be stalking a quarry in a maze, with one-way doors, traps, and the like. Individual aliens have guns and bladed weapons. The cry goes up as one finds its prey. The camera zooms in from above. As the monster closes for the kill you gasp as you realize the quarry is a human . . .*

If they really want to watch, the human is killed, slowly and unpleasantly. This will at least confirm that these aliens are "bad guys" and allow them to compare the alien size, etc. with that of a recognizable human. Anyone watching the killing will gain a +1 DM on any future combat roll (physical or ranged weapon) against these aliens.

2. Softly, Softly

Scene: Time for the players to plot a way down to the gateway.

> *You sit round the mess table, paper-thin view screens showing images of the gateway site. Superimposed on a larger map are features such as potential military depots — you hope the computer has identified them correctly. The question is, what's the safest way to get down to the control room and locate any crystal keys? Assuming there are any there at all!*

Action: Before contemplating any drop to the surface the characters would be advised to do a sensor check on air defense radars (but leave it to them to think of it). Such a scan will show that there are two sites within range of the gateway city (each about 70 km away). If the characters wish, they can try to rig electronic countermeasures (ECM) on whatever vehicle they use to descend to the planet. Depending upon their success at the following task, give them a DM of +1 to +4 on avoiding detection when landing:

> To rig ECM against air defense radars (12 hours)
> (Education + Electronics) < Difficult (2.5D)
> Uncertain (1D)

The time includes scanning the air defense systems to determine how best to deceive them, as well as creating and configuring any necessary hardware on the starship, grav' vehicle, personal armor — if using grav belts or low level parachutes — or (if they've brought them) drop capsules, emergency re-entry systems, etc.

Hitting the Dirt

The characters might opt to send a light recon team of two to four people, or a full away team. They should select an appropriate landing zone (LZ) according to the transport they will then use to reach the target. This may range from landing the ship many kilometers away and then using a grav' vehicle to approach below the level of the radar, or perhaps landing in drop capsules directly on top of the control center.

The rest of this adventure will assume a recon team is sent in first, landing some way from the target and approaching in a grav' vehicle.

Whenever the characters move between orbit and the planet surface, there is a chance that the alien sensors will detect them:

> To evade detection by alien radar
> (Education + Sensors) < Difficult (2.5D)
> Uncertain (1D)

Add any ECM adjustment (see above) and adjust the difficulty upwards depending on the size of vehicle: one level for a grav' vehicle, two levels for the ship.

If failed, the aliens have detected the characters and will send an atmospheric fighter to check (arriving after 20+2D minutes). However, if the roll was only marginally failed, the fighter will search an area close to the characters but will not find them (just close enough to scare them). After 10 minutes the fighter will leave.

A drastic failure means that two fighters will arrive after 10 + 1D minutes and over-fly the LZ; provided the characters have hidden themselves the fighters will find nothing, but if they are still in the open then troops will arrive on the scene 20 + 2D minutes afterwards. Any troops or aircraft will remain on the scene for about 2 hours after the last sighting of the characters and all encounter rolls during this period are made at +3.

Once Landed

The characters should try to camouflage their vehicles. This is very difficult for a starship but possible for a grav' vehicle — using camouflage netting and local foliage (5 + 2D minutes) or perhaps finding a cave (3D x 5 minutes) or a small wooded valley (3D x 3 minutes). Remember how quickly the alien forces will appear on the scene if the characters were detected by the air defense systems. Also, once every hour that they are on the planet they should roll on the encounter table below (see "Encounters on linka").

Once their craft is stowed, the characters can move towards the gateway:

> *Ahead you see the familiar grouping of small pyramids in a field, only a few hundred meters from the edge of the city. Densely packed houses crowd the city, all using a tall (about 3-story) conical design and typically grouped into clusters of between 3 and 5 units.*
>
> *Aliens can be seen moving about outside, but the dwellings appear to have no windows. A stream runs in a small ditch along the edge of this field, but the pyramids stand in the open . . .*

Each cluster is centered on a carer's house (see the Gumahl entry in the Library Data). The stream will afford reasonable cover, but the characters will be exposed when moving around the pyramids.

Intelligent characters might have planned to arrive at dusk; if not, then it is 2D standard hours to dusk and the characters may opt to wait or risk being seen. What they may not realize is that the Gumahl have some infra-red vision and thus can see moderately well in the dark and, to a limited degree, through smoke and light foliage.

To avoid detection during a close recon
(Attribute + Skill) < Difficult (2.5D)
Uncertain (1D)

Applicable skills might be Camouflage, Recon, Stealth, or Tactics. The task difficulty is reduced by one level if the characters are well hidden (e.g., in the stream) and another level if it is dark.

The Pyramids

The pyramid layout is identical to that on Kisi Sa (see Scenario 1), but their condition is far worse. Almost all the pyramids are open, many apparently damaged by energy weapons, with their tops or sides blown away. The subsequent weathering shows this damage was sustained many centuries ago. Several are floorless, the void being filled with dense vines. The pyramid matching the characters' crystal key is jammed in its "down" position and thus is inoperative. Careful testing will show that once a hole is hacked through, the vines are strong enough to support a climber. Alternatively, a rope could be fixed to a nearby pyramid for rappelling down. There are no keys or other artefacts around.

This is probably as far as the characters will want to take the recon. If carefully planned and executed, it should pass peacefully and they'll get back to their ship safely (remember to check for encounters and radar detection).

If there is a major confrontation, the characters may be captured (see Nugget 4). Even if they escape, and particularly if a large fire-fight occurred, the landing zone and/or gateway area will be covered with Gumahl military for about 24 hours afterwards. If the characters watch the area from close by they will realize that the aliens do not seem to be interested in the pyramids and clearly do not think the site significant in any way.

Encounters on Iinka

Every hour, roll 2D; on 11+ an encounter has occurred. The following DMs apply to both this roll and the 2D roll on the table: +1 if the characters were detected by radar, +2 if they have been seen on the ground, +4 if a direct con-

City and Surrounds   TACTICAL MAPPING DISPLAY 500 m per square   **IINKA**

50m   100m
50m   100m
50m
100m
150m

(c)1996 Andrew S. Lilly

Key

| / Major road | ☐ Forest | X Prison camp | 50m Contour line |
| ▦ Buildings | ◼ Lake | P Pyramid Complex | G Gateway |
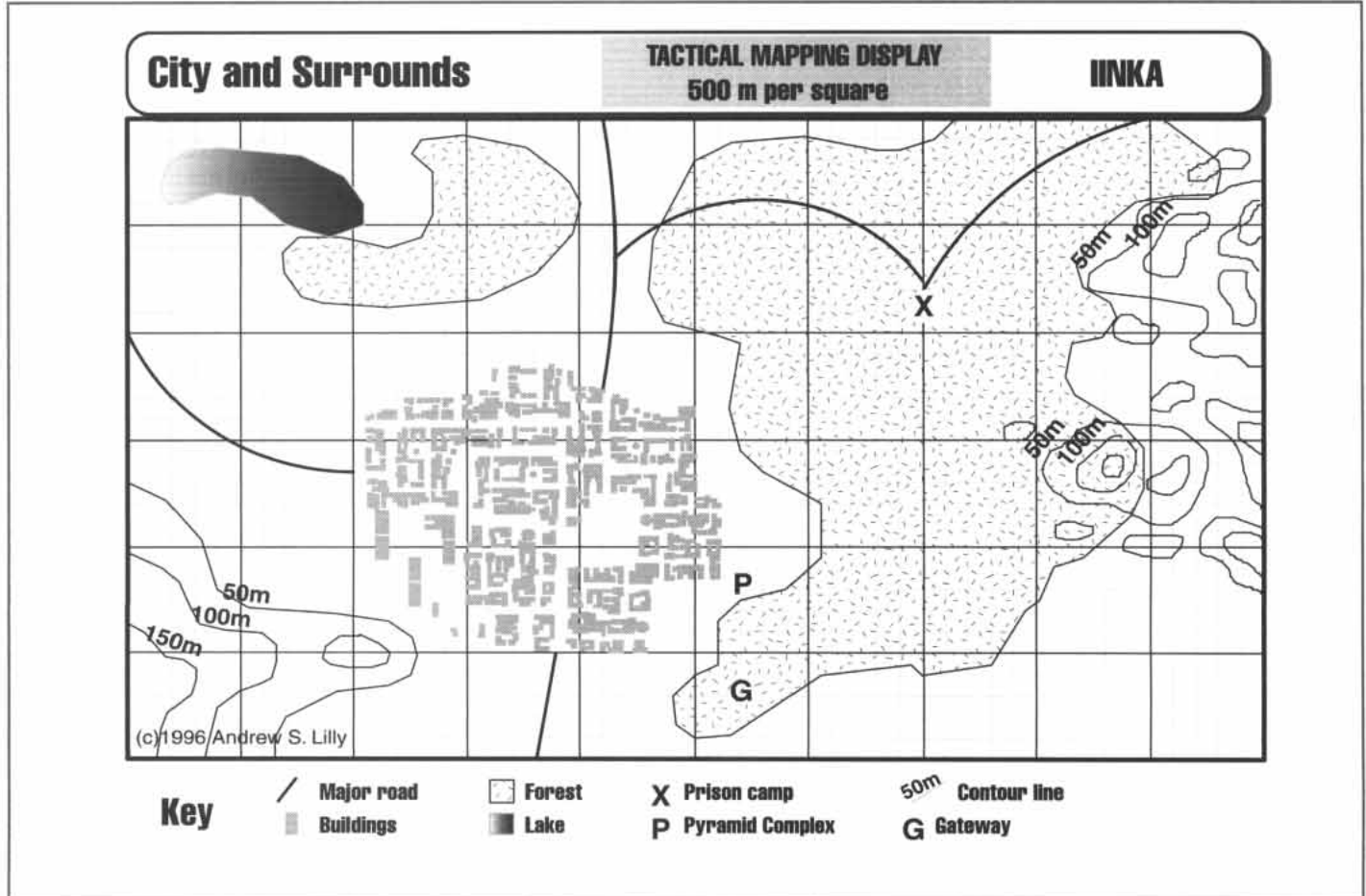
frontation with alien military has occurred, -1 at night. Use the column appropriate to the characters' current environment:

2D	Wood	Field	City
1	Animal	None	Animal
2	Animal	None	Animal
3	Animal	None	Animal
4	Animal	Carer + juves	D3 Thugs
5	D3 Civilians	D3 Civilians	D3 Civilians
6	Animal	Animal	Carer + juves
7	Animal	Animal	Civ. vehicle
8	Animal	D6 Civilians	D6 Civilians
9	D6 Hunters	D3 Police	Police vehicle
10	D3 Troops	D3 Troops	D3 Troops
11	D6 Troops	D6 Troops	APC
12	APC	APC	APC

Carers will be alone apart from their 1D juveniles. A juvenile might attack the characters but otherwise the carer will try to herd them out of danger and sound the alarm.

Civilian aliens will initially be surprised at encountering a human, so that the characters will have a few valuable seconds of thinking time. If outnumbered the aliens will head off to gather their colleagues. Note that this may well be just some fellow Gumahl who fancy a private hunt ending in a good meal (yes, the characters!) unless the party were clearly well armed, in which case the Gumahl police or military will be called.

Civilian vehicles contain D3 civilians (see above).

Police will be armed with projectile sidearms (remember they can fire two at once using their many arms) and will expect a quick surrender from the characters. If badly out-gunned they will call in police vehicles and the military.

Police vehicles contain D3 police (see above).

Troops will be heavily armed and armored but will still prefer subduing the characters rather than killing them unless taking heavy casualties, in which case they will fight to the death.

APCs are armored personnel carriers and carry 3 + 1D troops.

Sample Gumahl

All Gumahl have armor of 1 and can attack up to twice per round with their claws (count as small blades, with skill level 3).

Civilian, 99A259, Age 30, Admin-2, Athletics-4, Carousing-3, Ground Craft-1.
Civilian Carer, B6A554, Age 23, First Aid-2, Ground Craft-1, Instructor-2, Streetwise-1.
Police, BCB565, Age 25, Blade-2, Gun-3, Investigation-2, Intimidation-2, Perception-2.
Troop NCO, 88C24A, Age 20, Blade-2, Forward Observer-1, Ground Craft-2, Gun-4, Melee-4.
Trooper, 986246, Age 23, Blade-3, Ground Craft-1, Gun-2, Melee-2.

Animal Encounters use the following table:

1D	Wood	Field	City
1	Scavenger	Scavenger	Scavenger
2	Intimidator	Flying Intimidator	Scavenger
3	Flying Intimidator	Flying Intimidator	Scavenger
4	Eater	Flying Intimidator	Flying Intimidator
5	Animated Vine	Intimidator	Flying Intimidator
6	Pouncer	Intimidator	Pouncer

Scavengers: 1D cat-sized hexapods with sharp teeth which will threaten but only attack if themselves attacked (10 kg, 2/0 hits, no armor, bite 1D+1, A5 F9 S3).

Flying Intimidators: 2D small flying bat-like creatures which follow a vulture-like philosophy but will bite viciously if cornered. Their lairs consist of dried mud cocoons hanging from a branch or building ceiling (1 kg, 1D/0 hits, no armor, bite 1D-2, A8 F5 S3).

Animated Vines: Appearing like a normal vine but capable of grasping slow-moving creatures which pass by. If the victim does not realize what is going on, the vine will gain a hold; it is tough and wiry and difficult to cut through. The plant does not constrict — normally it simply holds on to its prey until the creatures die of hunger or exhaustion (whole plant is 50 kg, 4D/2D hits, armor 1, gradual constriction, A11 F0 S0).

Pouncer: A single eel-like creature about 3 meters long which strikes from a hidden lair then drags its victim away (150 kg, 5D/2D hits, armor 1, bite 3D, A10 F4 S1).

Intimidator: 1D dog-size hexapods with large claws; similar to a hyena in their habits (50 kg, 4D/2D hits, no armor, bite 1D, A5 F9 S2).

Eaters: A swarm of cockroach-sized creatures, constantly on the move, which eat almost anything in their path. Each has a single poison spine on its back, easily visible in good light (a natural deterrent against being eaten or stepped on). The poison will paralyse a human for 1D minutes, during which time he or she may well become the Eaters' next meal! (0.1 kg, 0/0 hits, armor 1, stinger-spine, bite 1 point per minute, A12 F0 S1).

Handling Alien Encounters

Unforewarned aliens will be surprised to see the characters and will believe them to be escaped specimens. Even if the characters announced their presence on radar, etc., the aliens will still be aiming to capture the characters (once they are subdued, an appropriate military or police vehicle will arrive to collect them - see Nugget 4).

Police and military encounters will be more immediately hostile but both forces carry an array of non-lethal weapons (as well lethal ones) with glue sprays, tranquilizer gas grenades, rubber bullets, etc. These are often used because direct physical combat between two aliens is usually a short and bloody encounter. When using these non-lethal weapons, allow the characters to see what the aliens are using and, if they don't then react by getting out of the way, they will likely be incapacitated and taken into captivity (see Nugget 4).

3. Dungeon Experience Useful

Scene: The only way down into the control complex is via the open shafts in a few pyramids (see Nugget 2).

> *You start to descend into the shaft, hacking the creeper away. After a few meters it becomes easier, and the mouth of the shaft gradually disappears from view as you break into open space. The tunnel walls are wet, grimy, and moss-covered. Below you can just make out the triangular doorway at the bottom.*

43

Action: The characters can descend by rappelling or using a climbing hoist (although the noise of powered devices will likely attract attention; +2 on the encounter roll while in use).

The shaft is 50 meters deep. During each use of a shaft, an encounter will occur on 11+ on 2D; choose either 1D small Flying Intimidators, or an Animated Vine (see the Animal Encounter table above).

The complex contains the same structures as the first (Scenario 1) but has suffered significant damage from some form of ancient energy weapon and has had water leaking in for centuries.

At the bottom of the shaft is a typical triangular doorway, blasted open. The floor is covered in a wet mossy growth, and there are occasional pools of brackish water. In many areas the moss is quite thick (10-20 cm) and grows on wall and beams. In some places vines push across the walls and ceiling (from seeds dropped here by small animals). In a few places they form a near-impenetrable barrier. There is the very shallow hum of a power supply and about every third emergency light is emitting a dull glow, enough for the characters to use light intensifiers but not the naked eye.

The basic room locations and layouts are as in Scenario 1, but shelves are pulled from walls, plinths smashed, and the characters will get the impression they are being watched.

Option 1: Two keys may be found here (in areas E and G). If the characters already have one key from Kisi Sa you can opt whether to allow them only to find one further key (assume this is in G, but if they don't find this, then use the one in E).

Option 2: Both keys must be found and the players should have the key from Kisi Sa. If they have not got this, you may opt to allow the gateway to be activated using only two keys.

A — Depressions in walls matching those on pyramids on the surface. These are the "doors" to which the other pyramids would descend.

B — Open doors to pyramid rooms which are stuck in the "down" position. The crystal matches only their own room, so the players can't use these.

C — Open doors to open shafts; the lifts for these shafts were destroyed, allowing access from above. Water leakage through one particular shaft has caused quite a substantial flood (water several cm in depth).

D — Lair. As B but 2D Flying Intimidators have made their lair here: dried mud cocoons hang from the ceiling.

E — A Find? As B but this room contains a crystal key in the holder above the bench. However, there is insufficient power to use the key to close the doors, let alone activate its lift function.

F — Open area with a few soft low "chairs," covered in creeper-like growth. The floor is carpeted with Eaters.

G — Work area with worktops, chairs, and the central pillar. All is covered in moss and ooze (from the leaking shaft outside). If the characters perform a detailed search of this room, digging through the moss and the ooze, then they will find a crystal key here. However, 1D Intimidators are digging through the moss here after grubs and they will have to be scared off before the room can be searched. Searching the floor of any room will take 2 minutes per square meter of floor.

Gateway Control Complex — TACTICAL MAPPING DISPLAY — 1 m per square — IINKA

(c) 1996 Andrew S. Lilly

Key

- Holo-display
- Couch
- Shelving/Worktop
- Console
- Flooded area
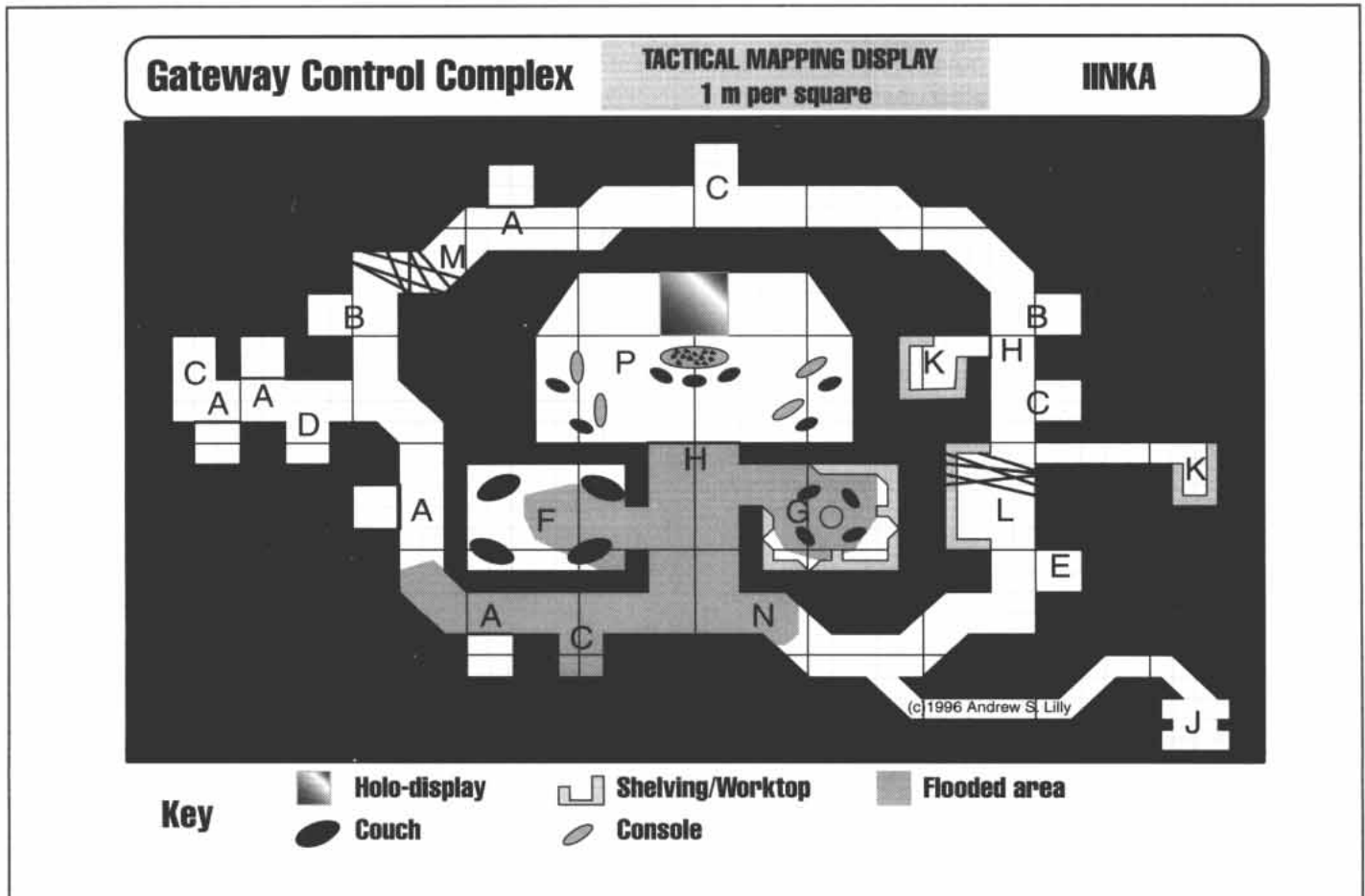
H — Doors which can be opened using any crystal (they close again after a short period of time).
J — Fresher. 1 Pouncer hides just inside the tunnel mouth and waits to attack creatures which pass.
K — Shelved Room for storage. Now empty.
L — Passive vine barrier. Can be hacked through.
M — Animated Vine barrier. Attacks all who try to pass through.
N — Cracked Floor. The flooring here was shattered long ago, and several cracks lie hidden beneath the moss. Anyone falling through will likely suffer a twisted ankle or perhaps a broken leg:

To avoid injury when falling:
(Dexterity) < Average (2D).

P — Control Room. This contains the same plinths and logos as the first complex but the consoles all show signs of vandalism.

The animals encountered within the complex are the same as those described in the Animal Encounter section of Nugget 2.

When the characters enter P, the results depend upon the play option you have chosen.

Option 1: If the characters have acquired three keys and place them in the depressions, the main console will glow and a few of the holographic control panels will appear, but after a few seconds everything will go dead and nothing can cause the system to restart.

Option 2: If the characters place three (or optionally just two) keys in the depressions, putting the crystals into their correct depressions will cause the holo-controls over each console to light up: a flickering glow appears just above the surface of the holo-display cube and a faint hum will become audible. The subsidiary consoles have no useful function — the characters should concentrate on the three sets of symbols which have appeared on the main console. Some are brighter than others. The symbols are meaningless to the characters, who must figure out their use by trial and error. Touching a symbol typically toggles it on (bright) or off (dim). The explanations below describe what happens when each symbol is on; the opposite happens when they are turned off. In general, the preceding symbols within a symbol set (A, B, or C) should be lit before subsequent symbols become valid:

Set A: Power Plant Controls
A1 — Lit at the start. This starts the power plant. If pressed, all other Set A lights dim — the power plant has been shut down. Note the time before it is pressed again, for an equal amount of time will pass before any of the other Set A symbols will be usable (once powered down, the plant takes an equal amount of time to come back on line).
A2 — Causes a sphere to appear in the left of the holo-cube. This is a power meter. If A3 is lit, the sphere is yellow; otherwise it is white.
A3 — Connects the power to the gateway (rather than just the control complex).
A4 — Causes the yellow sphere to get larger and turn orange (i.e., the power plant output is increased).
A5 — Causes the sphere to get even larger and turn red (the power plant is now outputting sufficient power to transfer a starship through the gateway).

A6 — Pressing this symbol does nothing. It is lit whenever A4 or A5 are lit. It shows the power feed to the gateway is working correctly.

Set B: Control Center Controls
B1 — Lit at start. Control center environmental controls
B2 — Opens all pyramid doors on surface.
B3 — Shows holo-view of the area around the pyramids
B4 — Opens all internal doors.
B5 — Locks all internal and external doors.
B6 — Shuts down the control console — all three sets of symbols disappear. The crystal keys must be removed and reinserted to reactivate the console.

Set C: Gateway Controls
C1 — Switches the gateway from standby mode to active mode. The wall star maps will show a glowing link from this star system to one of the other gateways (not the Sylean one).
C2 — Displays a complex graphic pattern of rotating and intersecting circles (a field stability meter).
C3 — Displays a holo-view of the area around the gateway. The characters should recognize this as the site 2 km south of them.
C4 — Selects the destination star system. For each press, the glowing link (see C1) changes to the next system.
C5 and C6 — When pressed simultaneously (a safety feature) this initiates gateway transfer. The graphic figure shows fierce fluctuations and after 20 seconds settles into a tunnel-like structure collapsing and expanding along its length. The holo-view will show an oval area of top-soil disappearing, to reveal the gateway stone beneath.

The characters should quickly realize that the transfer occurs for only a few seconds, then the gateway closes. In order to get their starship through, someone must be here to press the correct buttons at the exact moment the ship is at the gateway. They have several options:

work out a means by which the controls can be operated remotely from the starship.

get a local to handle the controls (requiring a considerable degree of trust!).

make the supreme sacrifice and have one character remain behind . . .

When they finally come to use the gateway for real, proceed to Nugget 8.

While the underground activity is going on, remember to make top-side encounter rolls every hour — if the characters are making significant noise or have left climbing equipment at the top of the shaft, this may well be noticed.

Once the characters return to the surface, they will want to make their escape back to their craft. If the party have evaded capture so far, then you should spring an alien patrol on them — either while they are still within the complex or on their way back to the ship.

If the characters still evade capture at this point, then they deserve to avoid Nuggets 4-6. However, rather than waste this material the characters could be encouraged to attack the main prison in an attempt to release the other humans kept there.

4. Life in Captivity

Scene: If the characters have been captured at any point, they will be sprayed with gas from a hand-held canister which knocks them out. You can then read them the following:

> The ride in the back of the APC must have shaken you awake. You don't know what was in that spray, but it was obviously pretty potent. Two aliens have carbines pointed at you and you're securely tied up, so there's not much you can do other than sit out the journey.
>
> Another 15 minutes pass, then the vehicle comes to a stop. The doors open and two waiting aliens manhandle you out. You are in a small circular camp — perhaps a hundred meters across — surrounded by high earth walls with higher conical towers spaced around it. Your equipment appears to have been taken from you while you were unconscious, for you see it being carried over to one building while you are led to a second. Both have the characteristic conical shape of the alien dwellings.
>
> Passing a small group of humans and other aliens exercising, you enter the strange building and find inside it has been adapted into a spartan bunk-room. An elderly human comes forward and greets you in broken Galanglic.

The characters will be rapidly assimilated into the camp routine. They will be allowed to keep their clothes, which gives them a slight chance of hiding a gateway key on their person:

To keep a gateway key hidden
(Dexterity + Stealth) < Formidable (3D)

You can adjust the task difficulty downwards for any particularly good ideas the players may suggest.

The characters share a bunk-room with 12 others and do all their activities with the same group: 8 humans and 4 aliens (your choice: perhaps Sidurii). From watching the Gumahl and asking their fellow captives, the characters will be able to glean most of the Library Data information on the Gumahl, and the following data on the camp:

There are 48 prisoners of various races. At any one time about 5 guards are on duty within the compound, another one is positioned in each of the 5 wall towers. There is a guard house somewhere outside from which another 10 or so can be on scene within seconds. All the guards carry a heavy snub-nosed pistol which fires exploding glue pellets, a can of tranquilizer spray, and a combat rifle. The other prisoners can tell how the curvature of the earth walls prevents their being climbed and how anyone causing trouble is simply glued down and then tranq'ed. Only one prisoner has been shot in the last year or so — an alien who wasn't affected by the tranq' and had sufficient claws to climb out. The alien was gunned down by the guards in the towers.

The characters may be surprised that every evening a truck brings fresh food and changes of bedding and clothes for those captives who require them. One of their fellows will point out that the Gumahl know little of human medicine and thus try to keep the camp as clean as possible — an epidemic could quickly wipe out their stock of victims for the games . . .

For the daily routine (remembering linka's day is only 20 standard hours), check the following:

Time	Action
06:00	Get up; bunk-room unlocked.
06:30	Breakfast in the mess hall.
07:00	Start day's activities, physical training.
11:00	Lunch in the mess hall.
11:30	Further activities, unarmed and bladed weapon combat training
18:00	Supper in the mess hall.
18:30	Chores (i.e., cleaning up the day's mess).
20:00	Lock-in and lights out.

It shouldn't take the characters long to realize that they are being kept for one of the "games" they saw on the Gumahl video transmissions. The other captives will fall silent if asked about this but will eventually reveal that because of their uniqueness, the characters are likely to be "exhibited" soon — probably at the next televised hunt, which they believe is in about 10 days' time.

No doubt the characters will decide it's time to leave. No amount of bluffing will get them out of the compound, but their two most likely ways out are outlined below. If they have colleagues in orbit, then Nugget 5 covers their possible rescue.

Selected Prison Guards

NCO, C75387, Age 27, Blade-2, Carousing-2, Gun-4, Intimidation-2.
Guard, B56993, Age 16, Gun-2, Interrogation-1.
Guard, ABB889, Age 35, Brawling-3, Gun-3, Melee-2.

Break-Out!

The characters will likely do this at night, requiring them to break out of the locked bunk-room, break into the store where their equipment is kept, and (if they have time) break open the safe which contains their weapons. They must then reach the compound wall, scale it, and head for cover outside. The following tasks are suggested:

To unlock the bunk-room door (1 minute)
(Dexterity + Intrusion) < Average (2D)
(Dexterity + Mechanics) < Difficult (2.5D)

A fairly simple mechanical lock.

To unlock the equipment store door (1 minute)
As above but increase difficulty levels by 1

A more complex mechanical lock.

To break into the weapons safe (5 minutes)
(Intelligence + Intrusion) < Formidable (3D)
(Intelligence + Electronics) < Staggering (4D)

A metal wall safe, too heavy to move, with a complex electronic lock.

To creep across the compound undetected (20 seconds)
(Dexterity + Stealth) < Difficult (2.5D)

During the day this is an Impossible (5D) task.

To climb the compound wall (1 minute)
(Strength + Athletics) < Formidable (3D).

This can be made easier if the characters can improvise ladders, ropes, or pitons. A Difficult Athletics task would allow them to create a human pyramid which could reach the top of the wall.

To reach cover 500 meters from the compound wall,
        undetected (2 minutes)
(Dexterity + Stealth) < Average (2D)
(Intelligence + Camouflage) < Difficult (2.5D)

If spotted at any point, the characters will be chased by guards who will initially attempt to subdue them. If there is clearly a large break-out with armed opposition, some tower guards may begin shooting — they will try to pick-off the trouble-makers (i.e., those shooting back), leaving as many prisoners alive as possible.

The Truck

The only vehicle that ever enters the compound is a supply truck which comes in every evening with food, clean clothes, etc., and takes out any rubbish. There is a chance that one or perhaps two captives might escape by secreting themselves within or underneath the truck. The guards do check, but only with a cursory search — someone in dark oily clothing might well go unnoticed if clinging beneath the truck. The truck leaves at dusk and the prisoners are used to unload it, giving characters a suitable opportunity . . .

To hide under or in the truck
(Dexterity + Stealth) < Difficult (2.5D)

To avoid detection at the gate
(Intelligence + Camouflage) < Difficult (2.5D)

To hang on underneath the truck until reaching cover
        500 meters from the compound
(Strength) < Average (2D)

Once outside, characters may try to aid their colleagues in escaping, perhaps by creating a diversion or by making or stealing tools, such as a simple ladder. However, their escape will be noticed early the next day, resulting in two APCs searching the compound vicinity, so any escape attempt would be best the same night.

Alternatives

The characters are welcome to try a more subtle approach, which you should role-play as you see fit. They may have the chance to steal a key (making the break-out tasks easier).

If all else fails, the other captives may eventually reveal that they have been digging a tunnel from under another bunk-room to outside the compound wall. It might be ready just in time to save the characters from their otherwise certain death . . .

5. Rescue from Orbit

Scene: If some characters were left on the ship during Nugget 2 and/or 3:

It's now an hour since the last message from your colleagues on the planet's surface. Suddenly, one of your communicators comes on, and weird alien noises are

Prison Camp

TACTICAL MAPPING DISPLAY
4 m per square

IINKA

Key

A - **Road from town**
B - **Guard Tower**
C - **Gate**
D - **Guard Barracks**
E - **Bunk-rooms**
F - **Kitchen**
G - **Store room**
H - **Equipment store**

Side view of bunk-room

heard. A quick sensor fix indicates the radio is outside the city but about 6 km northeast from the gateway site. Minutes later the video transmission monitor confirms the worst — an alien news program shows the capture of a group of humans and then cuts to a still of a circular compound which appears to be some form of prison. You recognize the faces as those of your colleagues . . .

Action: Faced with this, the orbital team is likely to want to plan a rescue. If possible, you should keep the captive group and the orbital team separate, so that each makes their plans in ignorance of what the other is doing. The available options for the orbital team depend on their numbers and what equipment and craft are left aboard the ship. They might try any of the following:

covert recon by grav' vehicle.

"hot" rescue by grav' or ground vehicle.

covert rescue by ground vehicle (perhaps by hijacking the evening supply truck).

"hot" rescue by grav' vehicle with the starship providing close air support.

Note that the Sunrise could not safely land in the small prison compound itself without damaging some buildings and thus possibly injuring prisoners.

Apart from the camp troops detailed in Nugget 4, the rescuers must avoid the air defense radar (see Nugget 2). Once the guards at the compound realize they are under attack they will call in everything they can — more troops will arrive in 10+1D minutes and atmospheric fighters will be on the scene soon after.

The rescue team shouldn't stay around that long, although they do have the moral dilemma: should they take any of the other inmates?

6. Escape and Evasion
Scene: If the characters have broken out of the compound and headed for cover:

You crash through the undergrowth and dive under a large broad-leafed bush. In the distance you can hear the aliens chasing you, with the occasional crack of a weapon being fired - - hopefully not at you.

Action: If the characters escape without detection, then the encounter rules in Nugget 2 apply until daybreak, after which their escape will be noticed and a +3 DM is applied. If the characters have a craft to head to or a pre-arranged rendezvous, then they can try to make their way there. Entering the city would be hazardous even at night, so they would be advised to skirt the edges.

If they have access to a radio, then they can contact their colleagues. If not, then their best bet may be to head for an open area where they can attempt to signal the ship, using an arrangement of large stones in the shape of the Scout "SOS" symbol or using fire, smoke, flares, etc. — a good test of the players' ingenuity!

However long the characters spend on the ground, remember to roll for encounters. If the characters are staying well hidden, encounters will still occur, but the characters will have a good chance of being unobserved — i.e.,

whatever animal or alien arrives will probably pass them by.

If their escape was detected immediately, 5 squads of 4 guards and 2 APCs will be in hot pursuit. It is up to the players to work out how best to avoid a major confrontation.

If the captives break out just before the rescue team arrives, there may be some confusion! If the ship team cannot communicate with the escapees by radio, then it must try to determine their location using its sensors and (if the players suggest it) by watching the search patterns of the aliens.

To track the escaping characters (2 minutes)
(Education + Sensors) < Difficult (2.5D)

7. Thanks But We've Got To Go
Scene: Whether using a grav' vehicle or the starship to escape the planet . . .

You're pushed back into your seats as your craft thrusts upwards into the atmosphere, heading for the welcoming blackness of space. Suddenly tracer fire arcs brightly past and there is a growing roar as an atmospheric fighter thunders towards you.

Action: However successful the characters have been so far at evading detection, you can opt to throw this last challenge at them. If they've been undetected so far, there will only be one fighter; otherwise there may be two or three. The fighters are very maneuverable but still no match for a grav' vehicle. If the starship is in low orbit, the fighters' missiles might just reach it; otherwise it will not be subject to attack.

While in the atmosphere, the characters must avoid the fighters' air-to-air missiles:

To avoid lock from missiles (30 seconds)
(Dexterity + Pilot) < Difficult (2.5D)
(Education + Sensors) < Formidable (3D)

Add any DMs for ECM which the characters may have set up at the start of this scenario. If lock is achieved then a missile may hit the party's current vehicle. If this is a grav' vehicle their best defense is to dodge it (they'll get two attempts; if it hits then it should only damage, not destroy, the vehicle and no one should be killed):

To dodge a missile (10 seconds)
(Dexterity + Pilot) < Difficult (2.5D)

If they are in the starship, the missile can be disabled with a laser or sandcaster (resolve this using the standard starship combat rules). If the missile hits, it shouldn't do much damage to the starship anyway.

Once they get into higher orbit they'll be home free. If they have not already done so, particularly noble characters may want to go back and break out the other prisoners; otherwise it's time for them to plot a course for the next jump, hopefully with one more key for the gateway home.

If you plan to run both halves of this adventure together, go to Scenario 1 in the Gateway adventure book at this point.

8. Homewards Bound

Scene: Time to try the gateway for real.

> *The gateway has worked so far — at least, whatever was on its surface has disappeared. You've no proof of where it's gone, though. If the controls aren't working quite right, you might end up at the wrong system or perhaps get stuck in the tunnel. You try to clear your mind of the horror of your first tunnel trip — the collapsing, fire-ringed tunnel that brought you here in the first place.*
>
> *Now it is your turn. With everybody safely strapped in at their jump station you start praying. You've been through so much to get here. Hopefully this thing is your way home — boy do you think you deserve a break! But you know what it was like in the tunnel on the way here, and there's no telling that it won't be worse on the way back — so whatever happens you'd better just stay calm, keep a clear head, and remember that you can't count on a 7 day jump transit, so you'll have to be ready to exit at any time.*
>
> *Your pilot drops the ship onto the gateway and you pray everything's okay in the control room. Then everything just starts to ripple, the view outside fades, and you're back in the jump tunnel.*

Action: There's not a lot for the characters to do here unless they are leaving someone behind or if they're relying upon a third party to throw the switch.

Once in the jump tunnel, the characters will have approximately 24 hours before anything further happens. After 24 hours...

> *You've been in the tunnel about 24 hours. Most of the crew is resting up. However, you drew the short straw and are on watch. The external views seem normal but . . . no, surely not . . . the rear screen seems to be showing some form of warping of the tunnel, the mercury walls beginning to close in on the ship, rotating faster and faster with an orange fire igniting at its core. It's like a replay of your first, fateful mis-jump. The jump-drive console lights up with overload indicators and blue fire begins dancing across the control panels. Then, like some recurrent nightmare, behind you the orange fire expands into a fearsome corora, bearing down upon the ship.*

Action: The characters should go to action stations and will need to try to stabilize the jump drive:

To stabilize the jump drive (2 minutes)
(Intelligence + Engineering) <Difficult (2.5D)
Uncertain (1D).

Until the drive is stabilized, you may play on their fears as much as you like, perhaps having parts of the ship phase in and out, or flash-backs in time to other events since entering this tunnel. Once it is stabilized, tell them:

> *The fire is now a huge red and gold disk, a rotating maelstrom of jump plasma, flames seemingly licking at the rear of the ship.*
>
> *Suddenly a curtain of mercurial greyness sweeps through the ship and, in a flash of dizziness, you realize you are in real space — somewhere! Outside there is an inky black starfield, but all around you collision klaxons are sounding. You're in the middle of an asteroid field!*

The characters have only seconds in which to react before their starship hits an asteroid!

To avoid collision with an asteroid
(Dexterity + Pilot) < Difficult (2.5D)

This task should be rolled several times, while you describe to the players just how many near misses (or perhaps even hits) they are taking! Once they have made several rolls, tell them:

> *You curve out of the asteroid field, the last major obstacles behind you. The klaxons stop sounding and, to some degree, calm returns to the ship's bridge. You all have the feeling that, just before the klaxons began, you were spinning away from a large mass . . . an asteroid. Perhaps, somewhere in the asteroid belt you have just left, there is a gateway, waiting to be rediscovered . . .*
>
> *Oh well. Maybe if you need to find it again some day, at least your ship's computers have got its sensor signature stored. That data could be worth something to somebody . . .*

The characters are now back in Imperial space. From this point on, the action is very much up to you. If you do not have any adventures planned, the characters can return to their base and be debriefed by the Scout Service. They could probably earn themselves quite a few drinks telling their tales of derring-do.

If you have the next adventure or campaign ready, the players can be launched straight in.

Either way, the characters are now back in Cleon's Imperium and ready to adventure again in Milieu 0.

The players will be rewarded for any useful artefacts or data they managed to bring back — they may be surprised at just how good these rewards are, too; perhaps even including a step up in the ranks or choice of next assignment.

You should have been keeping a check on how well they performed the adventure and, if the characters are going to be used in a subsequent game, you should determine whether they deserve to increase any of their skills (see the experience section of the Traveller rule book).

If the characters want to try to conceal anything they brought back (perhaps to sell on the black market) then you can role-play this, or assign an appropriate task (typically using Streetwise skill) to sell the stuff without being caught.

Whatever the end result, congratulate the players — managing to return home after all their adventures is no small achievement!

Returning to the Sidurii Cluster

If the players have enjoyed their adventures in the Sidurii Cluster, then they can always choose to return at a later data and play out the adventures in *Gateway*, which contains the scenarios for the second half of *The Long Way Home* campaign. *Gateway* provides players who have returned to Imperial space with an opening adventure, in which they can find their way back to the asteroid gateway, into the jump-tunnel, and back to the Sidurii cluster for more exiting adventures!

The Sidurii Cluster

This section describes in some detail the star systems in which the adventures are set, and also the surrounding star systems in case the characters decide to visit these. This data is for the referee only; the initial player data is given in the Player Library Data.

Detailed System Data

Star mass and luminosity are relative to that of Sol. Planet mass, gravity, etc., are relative to that of Terra. The majority of the system data is presented as Universal World Profiles (UWPs), which are explained in the Traveller rule book. In addition to the normal starport types A to E, some systems may include spaceports. Spaceports are intended for in-system traffic, rather than interstellar traffic, having the facilities shown in the Spaceport Type table.

System Maps
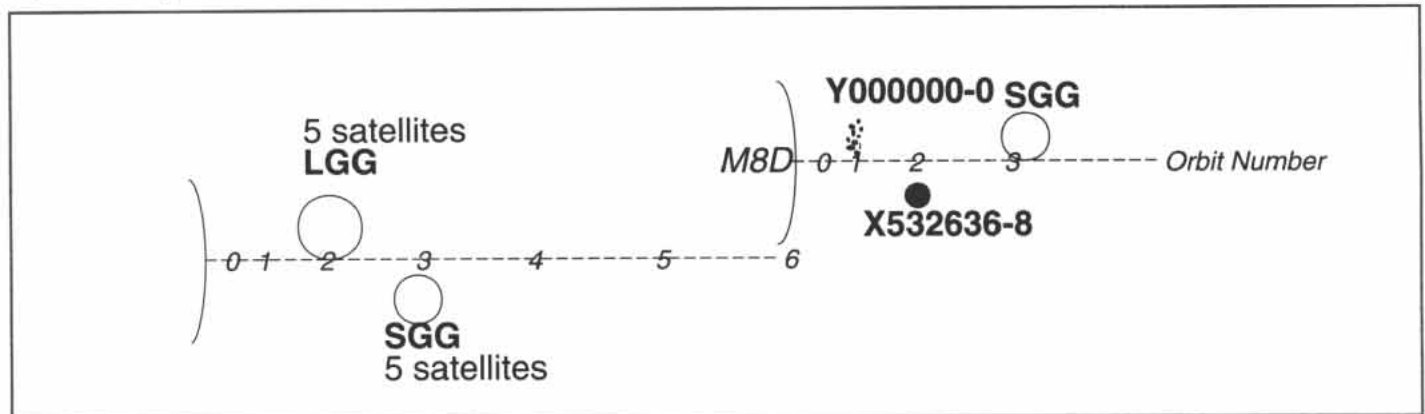
A — This represents the primary sun.

B — The numbers along the dashed line indicate the orbit number. Note that some orbits may be fractions of a full orbit. The numbers spread out slightly as they increase — this is to indicate the increasing separation of the orbits; however, this is only symbolic and the true distance between orbits should be determined from the Orbital Distance table.

C — A planetary body — in this case a large gas giant (LGG) in orbit number 2 with 5 satellites. Using the Sol system for comparison, Jupiter is a large gas giant, and has 5 satellites: a ring and 4 small planets.

D — Another planetary body — a small gas giant (SGG) in orbit 3, again with 5 satellites. Using the Sol system for comparison, Uranus is a small gas giant, and has 6 satellites: a ring and 5 small planets.

E — This system has a second star, typically orbiting the primary although the two stars may both orbit a common point. To distinguish this from the primary, the type (M8D) is given (see the Star Type table). This secondary is in orbit 6 of the primary and itself has some planets, which are shown along the second dashed line. Since these planets orbit the secondary, their orbit numbers start from 0.

F — An asteroid belt, with its accompanying UWP.

G — A planet of medium size, with its accompanying UWP. It has no satellites (i.e., moons).

There is also another small gas giant orbiting the secondary. It has no satellites.

Travelling In-System

The approximate time required to travel between any two orbits is shown in the Orbit Travel table. The planets are shown laid out on a single line in the star system maps. However, in reality, each is in orbit around the sun. Two planets may have adjacent orbits, but at any point one may be on one side of the sun, while the other is on the opposite side (i.e., the actual travel distance between the two may be much larger than that shown on the table). Given the significant time periods involved (and remembering that fuel does not last forever), players should decide carefully which orbit of a system they wish to jump into. By determining the star type from an adjacent system, they can calculate the most likely position of a habitable world (i.e., you can tell them the orbit in which the system's main world is found). However, they may wish to jump to an alternative point (e.g., to reach a gas giant for refuelling). The players may opt to use In-system jumps in some cases — for example, if the main world is very far from the system's gas giants.

AU are Astronomical Units. Using the Sol system for comparison, Terra is 1 AU from Sol (in orbit 3), Mercury is in orbit 1 and Pluto in orbit 9. Jupiter is a large gas giant.

THe Orbital Travel table does not extend beyond orbit 13 because the distances thereafter are prohibitive, given the fuel and life support limitations of most ships. To move more than one orbit, simply add up the times for all the intervening orbits. Remember that the time shown is the minimum possible when the planets are closest and conditions exactly right; when not in alignment the planets may actually be much further apart (up to and including on opposite sides of the sun).

Spaceport Types

Code	Description
A	Starport: Excellent quality with refined fuel, overhaul facilities, and shipyards.
B	Starport: Good quality with refined fuel, overhaul facilities, and shipyards for non-starships.
C	Starport: Routine quality with unrefined fuel and some repair facilities.
D	Starport: Poor quality with unrefined fuel but no repair facilities.
E	Starport: Frontier world with no facilities.
X	Main world has no starport or spaceport.
F	Spaceport: Good quality with unrefined fuel and minor repair facilities.
G	Spaceport: Poor quality with unrefined fuel but no repair facilities.
H	Spaceport: Primitive installation with no facilities.
Y	Spaceport: Subsidiary world has no starport or spaceport.

Gushemege Sector
The Sidurii Cluster

Map hexes and worlds:

0931; 1131; 1331 C; 1531 B; 1231 D Kimii Magar; 1431 C Diaar Mu; 1631; 1031; 0932; 1132; 1332 Piuug Manda; 1532 A Khim-khish; 1032; 1232; 1432 B Dirnas; 1632; 0933 E Gaash Khe; 1133 E Digur; 1333 A Idkha Puun; 1533; 1033 C Kisi Sa; 1233 D Kadkaagi; 1433 C Mar; 1633; 0934 D Vlapdaar Na; 1134; 1334 C Unpa; 1534 B Nuushish Biishir; 1634; 1034; 1234 A Sidur Ishki; 1434 B Laduu Ushku; 1535; 0935 C Aris; 1135 D Ashga; 1335; 1435; 1035; 1235 E Iinka; 1536; 0936 D Shiiamkhi; 1136 C Arish-shiir; 1336; 1436; 1636; 1036 C Anmiinuu; 1236 B Shiiki; 1337 C Gena; 1537; 0937 B Iidkek; 1137 B Liishi Uu; 1237 E Iduup Ka; 1437; 1637 D Miirkar Um; 1037; 1138; 1338; 1538; 0938; 1038 B Sharim; 1238; 1438; 1638 A Khabaa Id; 0939; 1139 A Sali; 1339; 1539 C Idma; 1639; 1039 D Sikam Ap; 1239 E Anaar Aapki; 1439 E Shupin; 1540 E Shiikash Iind; 0940; 1140 E Arkmii Maaguu; 1340 C Guupki; 1440 B Miish Agki; 1640 D Likha; 1040

Orbital Distance

Orbit Number	Distance from sun in AU
0	0.2
1	0.4
2	0.7
3	1.0
4	1.6
5	2.8
6	5.2
7	10.0
8	19.6
9	38.8
10	77.2
11	154.0
12	307.6
13	614.8
14	1229.2
15	2458.0
16	4915.6
17	9830.8
18	19661.2

Orbital Travel

Days to travel between orbits at

From-to	Speed: 1G	Speed: 2G
0-1	1.2	0.8
1-2	1.5	1.0
2-3	1.8	1.2
3-4	2.1	1.5
4-5	4.0	3.6
5-6	5.7	4.0
6-7	6.3	4.4
7-8	9.0	6.3
8-9	12.5	9.0
9-10	17.0	12.5
10-11	25.0	17.0
11-12	35.0	25.0
12-13	49.0	35.0

DIGUR

Digur	1133	E532633-7	Na Ni Po	713	A2V M8D

Stars

	Kyan A	Kyan B
Name:	Kyan A	Kyan B
Spectral class:	A2V	M8D
Mass:	3.2 standard masses	1.11 standard masses
Luminosity:	3.08 standard luminosity	0.07 standard luminosity

Main Planetary Body

Name:	Digur	Core:	Molten
Orbital radius:	0.7 AU (secondary)	Mass:	0.24 standard masses
Day:	22.6 standard hours	Gravity:	0.61 standard gravities
Year:	275 local days (secondary)	Tilt:	44°
	2569 local days (primary)		
Diameter:	8640 km	Eccentricity:	0°
		Stress factor:	0.0

Atmosphere

Surface atmospheric pressure:	0.18 standard atmospheres
Composition:	Partial pressure 0.04 atmospheres
Base temperature:	329K (56°C)

Surface

Hydrographics Percentage:	30% (2 major oceans, 9 minor)
Tectonic plates:	4
Geologic activity:	11 major volcanoes
Natural resources:	Agroproducts, non-metals, recordings, art works, documents
Native life:	Extensive aquatic flora and fauna.

System Map

World Map

Forest
Water
Ice
Mountains
Star/spaceport
Major cities
Adventure site
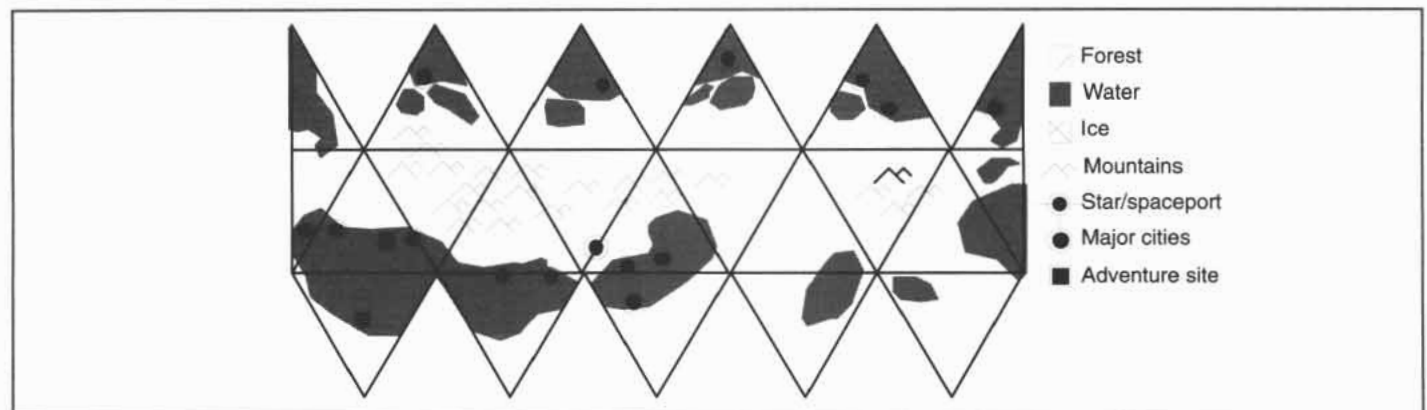
System Description

The high surface temperature has built up gradually as the world evolved but is now stable. The seas act to even out some of the day/night heating/cooling process and the constant dense cloud cover (produced by the high temperatures) both contains the heat and acts as a shield against direct sunlight. See also "Scanians" in the Library Data.
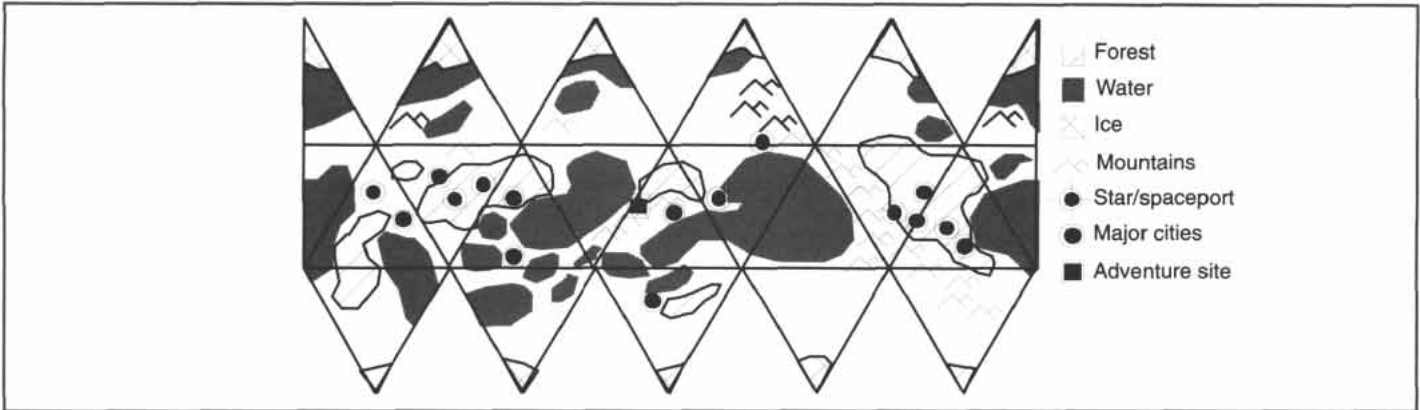
IINKA

Iinka	1235	E434567-5	Ni	815	K1V

Stars

Name: Harbane
Spectral class: K1V
Mass: 0.825 standard masses
Luminosity: 0.81 standard luminosity

Main Planetary Body

Name:	Iinka	Core:	Rocky
Orbital radius:	0.7 AU	Mass:	0.0875 standard masses
Day:	36.2 standard hours	Gravity:	0.35 standard gravities
Year:	100.6 local days	Tilt:	26°
Diameter:	4200 km	Eccentricity:	0°
		Stress factor:	2.4

Satellites

Name: Borlak
Orbital radius: 22500 km
Day: 21.5 standard hours
Year: 1.05 local days
Diameter: 975 km

Atmosphere

Surface atmospheric pressure: 0.38 standard atmospheres
Composition: Oxygen partial pressure 0.09 atmospheres
Base temperature: 283K (10°C)

Surface

Hydrographics Percentage: 39% (4 major oceans, 10 minor)
Tectonic plates: 1
Geologic activity: Minimal
Natural resources: Biomass, ores, crystals, radioactives
Native life: Extensive flora and fauna.

System Map
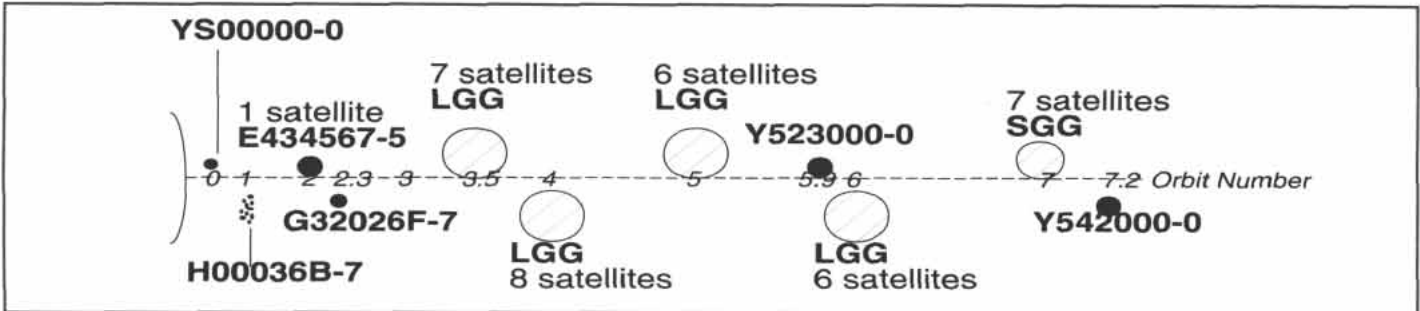
World Map

System Description

There is substantial mining of the inner asteroid belt. All inhabited bodies except the main world are military bases. See also "Gumahl" in the Library Data.

KADKAAGI

Kadkaagi	1233	D440355-7	Ni Po De LoPop	803	G1V

Stars
Name: Hynex
Spectral class: G1V
Mass: 1.04 standard masses
Luminosity: 1.05 standard luminosity

Main Planetary Body

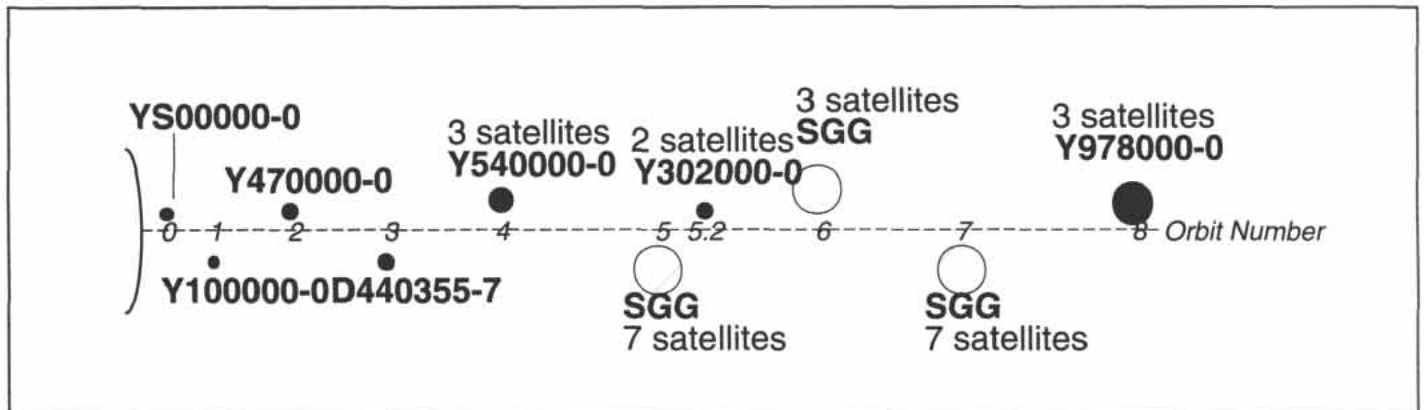|			
Name:	Kadkaagi	Core:	Molten
Orbital radius:	1.0 Au	Mass:	0.101 standard masses
Day:	14.0 standard hours	Gravity:	0.404 standard gravities
Year:	614 local days	Tilt:	15°
Diameter:	6080 km	Eccentricity:	0.015°
		Stress factor:	4.0

Atmosphere
Surface atmospheric pressure: 0.5 standard atmospheres
Composition: Oxygen partial pressure 0.3 atmospheres
Base temperature: 371K (98°C)

Surface
Hydrographics Percentage: 0% (no surface water)
Tectonic plates: 5
Geologic activity: Minimal
Natural resources: Ore
Native life: Minimal: algae and simple worms in damp sub-surface soil pockets.

System Map

World map

Forest
Water
Ice
Mountains
Star/spaceport
Major cities
Adventure site
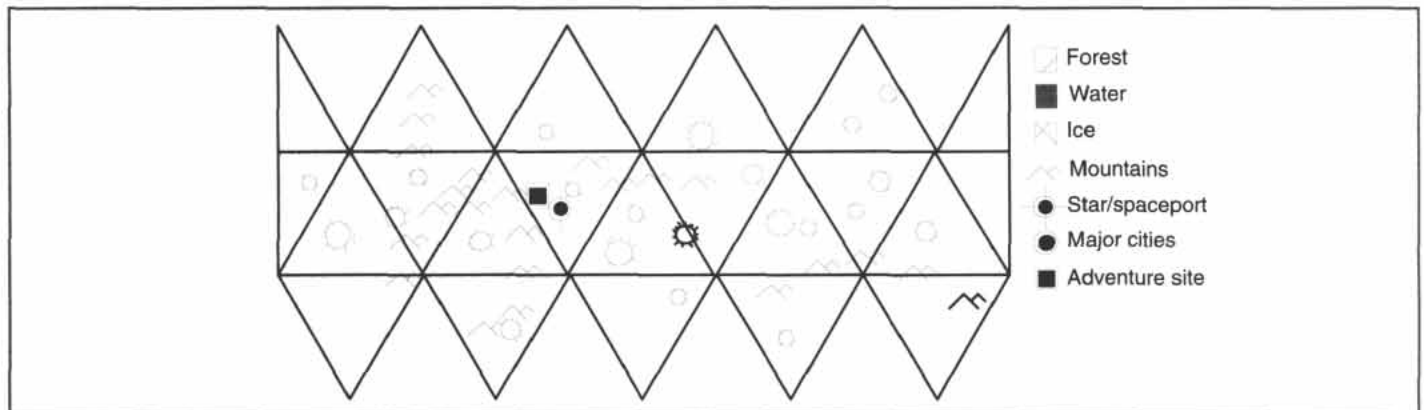
System Description
   Until recently a thriving colony, this world is now a ravaged ruin, thanks to Gumahl raiders.

KISI SA

Kisi Sa	1033	E240523-2	Ni Po De	911	K2V

Stars
Name: Yradon
Spectral class: K2V
Mass: 0.825 standard masses
Luminosity: 0.81 standard luminosity

Main Planetary Body

Name:	Kisi Sa	Core:	Molten
Orbital radius:	0.7 AU	Mass:	0.01 standard masses
Day:	26.2 standard hours	Gravity:	0.16 standard gravities
Year:	139 local days	Tilt:	24°
Diameter:	2880 km	Eccentricity:	0°
		Stress factor:	5.2

Atmosphere
Surface atmospheric pressure: 0.5 standard atmospheres
Composition: Low oxygen taint (partial pressure 0.05 atmospheres)
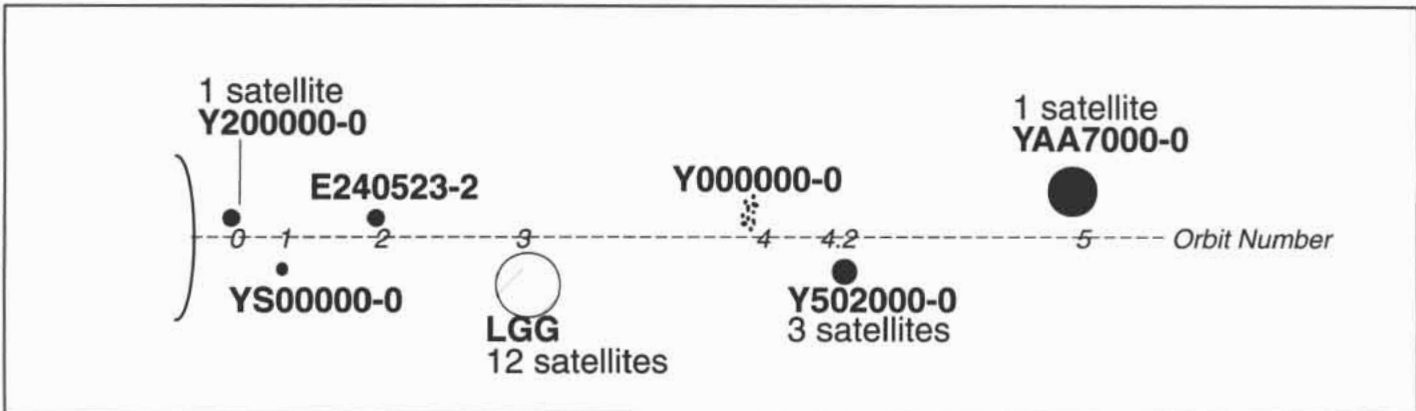Base temperature: 342K (69°C)
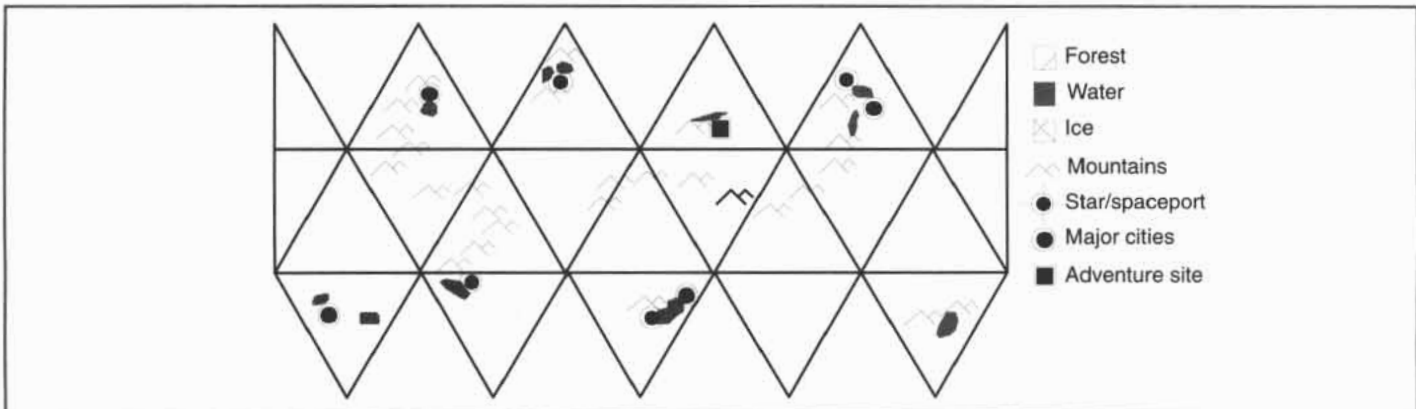
Surface
Hydrographics Percentage: 1% (scattered large lakes)
Tectonic plates: 1
Geologic activity: Minimal
Natural resources: Ore, crystals
Native life: None.

System Map

1 satellite
Y200000-0

E240523-2

Y000000-0

1 satellite
YAA7000-0

—0—1———2————————3————————————4——4.2——————————5———— Orbit Number

YS00000-0

LGG
12 satellites

Y502000-0
3 satellites

World Map

- Forest
- Water
- Ice
- Mountains
- Star/spaceport
- Major cities
- Adventure site

System Description

A desert world with small pockets of humans and "bats" living in the fertile areas around the lakes. See also "Chirper" in the Library Data.

SIDUR ISHKI

Sidur Ishki   **1234**   **A312A59-C**   **Ic Na In HiPop**   **620**   **M0V M0D**

Stars
Name:	Sidur Alpha	Sidur Beta
Spectral class:	M0V	M0D
Mass:	0.489 standard masses	1.11 standard masses
Luminosity:	0.45 standard luminosity	0.07 standard luminosity

Main Planetary Body
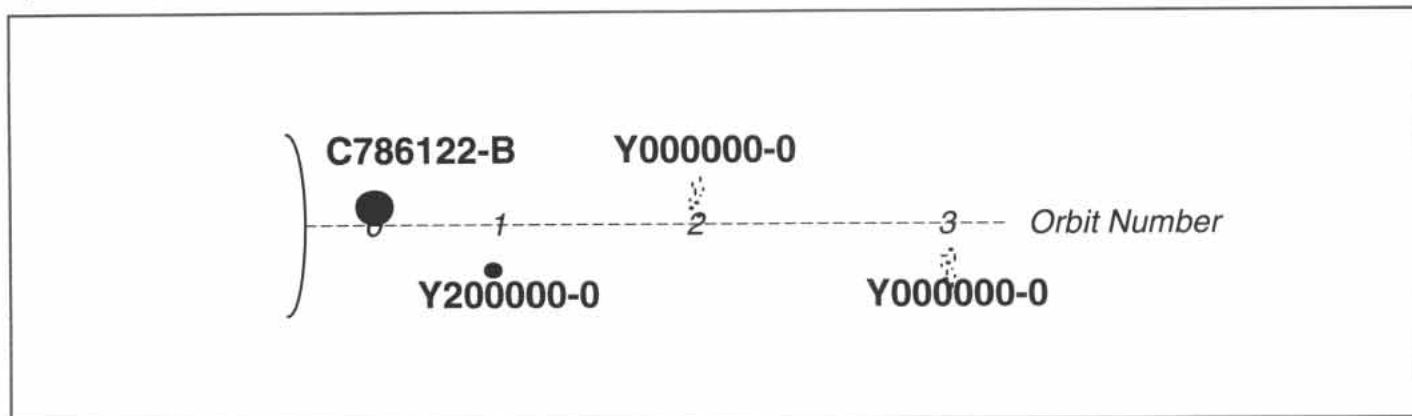|			
Name:	Sidur Ishki	Core:	Rocky
Orbital radius:	0.21 AU	Mass:	0.033 standard masses
Day:	29.6 standard hours	Gravity:	0.24 standard gravities
Year:	44.0 local days	Tilt:	40°
Diameter:	5280 km	Eccentricity:	0.005°
		Stress factor:	0.0

Atmosphere
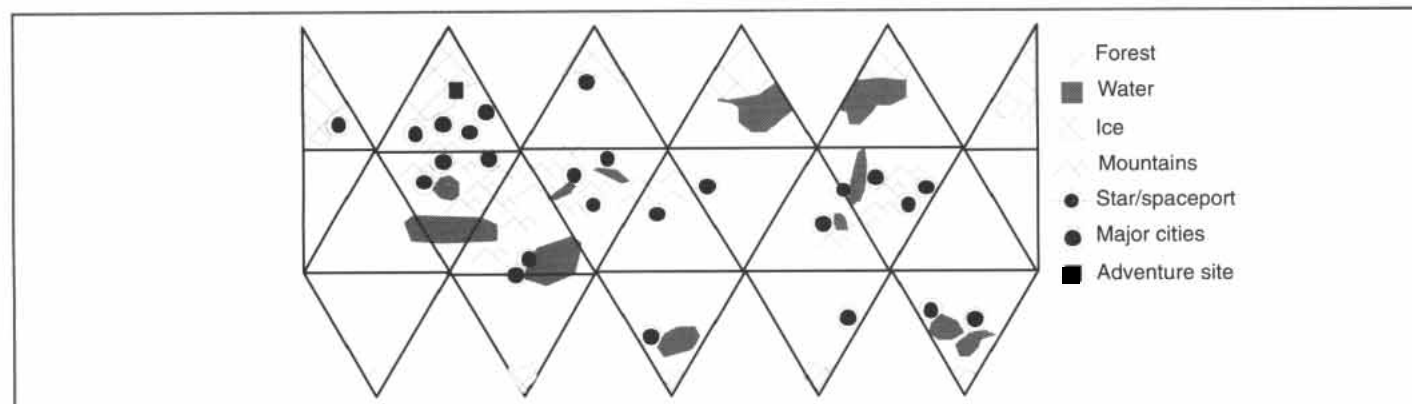|	
Surface atmospheric pressure:	0.05 standard atmospheres
Composition:	Oxygen partial pressure 0.01 atmospheres
Base temperature:	302K (29°C)

Surface
Hydrographics Percentage:	19% (1 minor ocean, 12 seas)
Tectonic plates:	1
Geologic activity:	Minimal
Natural resources:	Crystals, biomass
Native life:	Limited native life.

System Map

C786122-B   Y000000-0

Y200000-0   Y000000-0

0 ---- 1 ---------- 2 ------------ 3 --- *Orbit Number*

World Map

Forest
Water
Ice
Mountains
● Star/spaceport
● Major cities
■ Adventure site

System Description

For many millennia Sidur Ishki has been suffering from atmospheric leakage; the native Sidurii are now mostly confined to pressurized domes. The Sidurii maintain Scout stations, research bases, and mining operations on the other worlds and planet belts within the system. There is a moderate amount of in-system traffic, including bulk haulage ships. The system is protected by an extensive fleet of patrol ships which have repelled all intrusions by Gumahl raiders. See also "Sidurii" in the Library Data.

Library Data

The following data is primarily for the referee's use, although small (sometimes inaccurate) snippets may be available from the *Lintula Sunrise*'s computer. Although the detailed planetary data for an entire star system might become available to the characters simply through undertaking an exceptionally good system survey, the data in this section can only be acquired through long-term study of, and interaction with, the alien races and cultures described here.

Ancients

A highly intelligent race which existed some 300,000 years before the Imperium. Due to a "Final War" at about that time (lasting some 2,000 years), little remains of these people apart from ruined sites and a few intact artefacts, which typically end up in military research establishments or are never recognized for what they are. Ancient tech' levels far exceed anything even dreamed of by the Syleans.

The Ancients were responsible for transporting humans from Terra and, after genetically manipulating them, distributing them across known space (and perhaps beyond). Their connection with the Droyne is a secret which has yet to be discovered.

Chirper

Chirpers are semi-intelligent Omnivore/ Gatherers weighing about 25 kg and standing just over 1 m high. They live in small groups, foraging for foodstuffs and occasionally killing small animals with their simple weapons. Chirpers are so-named because of their characteristic speech patterns which involve many sharp bird-like chirps.

Some 3% of the Kisi Sa population are Chirpers. Although it is hard to apply conventional anthropological techniques to these Chirpers, some attempt can be made. Their limited society is, as best it can be measured, progressive and expansionist. This reflects their eagerness to develop new skills and put more land under cultivation. Their more feral side shows through in their sometimes xenophobic attitude towards strangers. The Chirpers rarely create items of jewelry and ornamentation although they will collect such bright trinkets from others and value them highly. On Kisi Sa the most notable jewelry are the shards of blue crystal worn on a leather thong around the necks of their limited scientific community. These crystals are worked from local rock.

The limited belief system followed by these Chirpers is deistic, with some concept of a future paradise, although it is not clear if this in an afterlife or is something potentially attainable during a Chirper's lifetime. The religion is controlled by a network of tribal elders with a large degree of local autonomy. The religion is linked to certain sites of ancient importance; although why such places are religious is no longer known to the Chirpers.

Kisi Sa Chirpers will typically enter a deep contemplative state about twice a week. This may last for up to a day and the Chirper may appear ill (to outsiders) due to the significant reduction in body life signs.

Like their fellow humans on Kisi Sa, these Chirpers avoid large cities; their settlements are never more than 1000 strong.

The relationship between Chirpers and the Droyne is as yet unknown to the Imperium. Chirpers are Droyne who have lost the knowledge of caste-determination. They are also psionic to a limited degree and can sometimes make themselves "invisible" (by affecting the minds of those from whom they wish to hide).

Gateway

The hyper-tunnel which begins and ends this adventure is one of the many wonders of jump space and is far beyond humaniti's current ability to comprehend.

Eons ago, there was a race called the Ancients (whose lineage is somehow linked to that of the Droyne), who developed these tunnels as part of an experimental transport system between far-separated worlds. On each such world a gateway, control complex, and power plant were established.

The gateway consisted of a crystalline substance, rock-like in appearance but actually a semi-organic product of the Ancients' high technology. Approximately 200 by 300 meters, these gateway stones were designed to provide the necessary focusing properties for creating a jump space gate within the gravity well of a planet. The associated power plant was massive, combining several advanced fusion reactors with a matter/anti-matter unit, the whole supplying the necessary pulsed power characteristics needed to energize the gateway.

At each control complex, a team of 13 technicians was based. The pyramids found on each planet's surface were the accommodation for the technicians. Only three were required to activate the system (hence the three seats at the main control console and the need for only 3 crystals to activate a gateway; the same set of 13 coded crystals were used at each site). The remaining technicians would be at the gateway or using the other control consoles to monitor the gateway experiments.

However, the gateways were never a complete success, due partly to the unusual effects which sometimes occurred when the gateway was activated within a gravity well. In some instances research technicians were "lost" (perhaps pulled into the tunnel — see Gateway). When the Ancients began their internecine war, some gateways were attacked (e.g., that on Arishshiir), while others were simply deserted and gradually covered by centuries of silt (e.g., those on Kisi Sa and Sharim).

The tunnels in jump space are almost infinitely small (yet large enough to carry a vessel of up to 100,000 displacement tons — a typical oddity of jump space physics). The creators were thus not overly worried about jump craft accidentally entering a tunnel. However, the characters in this adventure manage to do just that, resulting in the tunnel becoming unstable and overloading the power plant system at the moment of arrival on Kisi Sa. This gateway is thereafter, like many of the others, totally inoperable.

Gianduja

The Gianduja are large sea creatures native to Digur. An adult male Gianduja masses about 110 tons and is around 30 meters long (similar to a Terran Blue Whale or a Reginan Nodosa). Queens can grow to 60 meters in length. The Gianduja are more cylindrical than Terran whales and are more reminiscent of a stunted eel. Since they spend most of their time in deep water they have a pale coloring,

typically light grey or white. Around 90% of all Gianduja births are male. Once a Gianduja female reaches maturity she sets out with a group of males to build her own lair and become a queen, so it is very rare to see more than two adult females at once. Gianduja lairs are huge caverns and tunnels dug by the Gianduja into the soft porous rocks found on the Digur sea-bed. Apart from the queen's chamber there are usually one or two nursery areas and then communal chambers for the males. Gianduja young are born vipariously in litters of 4 to 6. Each female has a litter about every other year, and the juveniles take about 10 years to reach maturity. An adult Gianduja will typically live for 60 or 70 years. Gianduja are herbivores living on plankton, kelp, and other marine vegetation.

The most remarkable feature of the Gianduja are the psi powers present in the queens. This has not come to the notice of the Scanians of Digur since these latter have no psi ability. The ability is limited to simple telempathy and telepathy, but it allows each queen to co-ordinate the males and young within her lair and, occasionally, to communicate with other queens. Gianduja sentience is as yet undetermined — they have an organized "society" but only a very limited animal intelligence.

Gianduja rarely use physical means to attack although they may accidentally swallow very small creatures. Instead, they have developed a concentrated sonar pulse which can be focused on a relatively small area of a few meters across, at up to 100 meters range. This has the same effect as an 8D concussion explosion. Their thick tough skin gives them an effective armor of 1 and they can take up to 200 points of damage to kill! Their Flee/Attack/Speed profile is: F9 A6 S2.

Gumahl

The Gumahl are a minor race from Gumahler, Gushemege 1237. They are a vicious warrior race, and have been in conflict with their humaniti neighbors since their first encounter with the Vilani First Imperium. At that time the Gumahl were at TL7 and on the point of annihilating themselves with their own biological weapons. The Vilani were themselves in conflict with the Loeskalth at the time, and saw in the Gumahl a useful source of mercenaries. Unfortunately the Vilani/Gumahl alliance only led to the Gumahl gaining access to jump technology and more advanced weapons, which they soon put to good use carving out their own little empire. The Solomani were a slightly better match and managed to keep the Gumahl from expanding too much. It was only due to their own inability to maintain sophisticated technology that the Gumahl were not able to capitalize on the Long Night and dominate the Sector. By Imperial Year 0 the Gumahl were just beginning to re-establish contact between their scattered worlds, which were each now contesting the right to lead the Gumahl to new victories.

The main feature of Gumahl physiology, and indeed that of all of Gumahler's indigenous life, is their unusual skeleton. Instead of rigid bones they have cartilaginous telescopic rods that allow them to change from being tall and lithe one minute, to squat and strong the next. Mouth, eyes, hand/claws, fingers/toes are all similarly telescopic appendages.

They are bipedal, with strong telescopic legs, but have the last vestiges of a tail. They have four telescopic arms — a short set of arms on either side of the upper chest (usually used for delicate work) and a powerful set of full-length arms at the shoulder. The head is mounted on a telescopic neck and is itself quite angular with the telescopic mouth/jaw assembly and eyes. Their skin is tough but smooth and is generally stretched quite taught over their body — it is very elastic and does not appear to bulge when body parts retract. It is a sandy-grey color, with a light mottled pattern which tends to vary according to the Gumahl's native environment. They have no body hair.

An average adult Gumahl masses 100 kg and can change in height between 1.5 m and 2.5 m. Gumahl eyesight extends lower into the infra-red than does humaniti's, and their eyesight is generally better.

The Gumahl have three sexes. Two of these contribute genetic material during reproduction, and the third acts as a host for the embryo, and as a carer as the young develops. Gumahl genetic couples mate for life, but a Gumahl carer may be associated with several couples, with which there is again a lifetime bond. Birth is viviparous. Gumahl young reach maturity after 14 standard years, and typically live to 50 standard years. Although there is no obvious difference between genetic couples (there are infra-red markings evident to Gumahl), carers are generally larger by 10-15%.

Gumahl are true carnivores and have not adopted the omnivorous style of most sentients. The Gumahl are not too fussed whether their meat is cooked, although eating cooked meat is taken as a mark of refinement. The typical Gumahl meal usually includes a cut of meat of a large animal with smaller bite-size animals served as an accompaniment. Processed food is more common now than it once was, and is particularly in favor with the young.

Kisi Sa (Gushemege 1033)

The humaniti colony on Kisi Sa is conservative, unaggressive, and monolithic. Visitors can find them somewhat aloof. Their culture is awash with customs handed down through the ages. Examples include the requirement that women eat only what men leave of their food; a vehement predilection for vegetarianism; dealing with the few offworlders who visit the planet imbues great kudos; children choose their own first names on adulthood; upper class marriages cannot be ended within 10 years; upper class homes make extensive use of glass in their construction — the area of glass being proportional to their wealth.

The Kisi Sa government follows a feudal technocracy model. There is a nominal queen, but her role is not that of an overlord but rather to co-ordinate the public assemblies which are elected in each town. Through her vassals she exercises some judicial powers.

The Kisi Sa religion is called Bicon — a form of interactive monotheism which includes allowing believers to choose the form (creature) into which they shall be reincarnated when they die. Rigorous attendance at the ritualistic weekly services is required of all believers.

Scanians

The origin of the Scanians lies in Solomani geneering experiments in the -2,000s (two millennia before Milieu 0). They conducted their experiments on Gaea/Akiva in Dagudashaag sector, but before they abandoned that planet and their work around -1,800 they had transplanted small numbers of Scanians to a couple of other worlds in what the Third Imperium came to know as Dagudashaag and Gushemege sectors. One such colony was established on Digur, a world already teeming with waterlife.

Scanians divide themselves between "wet" and "dry" communities, the former preferring to live as much in the sea as possible, the latter preferring air-filled habitats. The two groups are quite tolerant of each other and sometimes share habitats, divided into "dry" and "wet" parts. The Scanians on Digur have all their habitations underwater because of the inhospitable surface conditions. Scanians shun large cities; the largest habitation on Digur accommodates only 8,000 people.

Digur Scanians average 2 meters in height and weigh approximately 70 kg. There are negligible differences between males and females. Their eyes, nose, and ear drums are protected by a membrane from the worst effects of salt and pressure. As a result the whitish-grey eyes have a vaguely (Terran) oriental appearance. This similarity is reinforced by their lack of body hair and smooth skin. They have very fair head hair, which is either worn short or in a pig-tail. Scanian skin emits natural oils which reduce friction and keep them warm and dry when swimming.

These Scanians have none of the extreme aquatic modifications of Aquan Scanians. However, extended proximity to water and undersea life has enabled them to swim without oxygen for up to 5 minutes and at depths of up to 250 meters without artificial aid. Although they show no respiratory adaptation beyond extended lung capacity, Scanians do have a thin fibrous webbing between fingers and toes.

They are a progressive and advancing race, peaceful, harmonious, and remarkably friendly towards off-worlders. Scanian culture has many idiosyncrasies. Their favorite beverage is "wraca," a form of cold tea distilled from the sap of the giant kelp found throughout the Digur oceans — it is an acquired taste at best. Scanians prefer light-weight, crisp-cut clothes designed so as not to interfere with swimming. While most will wear a variety of colors, academics avoid blue clothing, possibly a throwback to when research and exploration divers needed to be seen for safety reasons. Further, the academic community has an aversion to eating some colors of food; this is believed to date back to when scientists acted as food tasters for their rulers.

Marriage has a high profile among the Scanians, possibly due to the high degree of genetic breeding and manipulation that went into making the Scanian race. To this end Scanian doctors have a second role as matchmakers, arranging marriages traditionally as much for their genetic benefit as for the happiness of the couples. One particularly odd custom is that of police officers changing their name when they are mated — typically incorporating the name of their duty station. This practice is thought to originate from the times when single constables were dispatched as lone marshals to villages. Given that their assignments were for life, they would tend to marry into the village.

Class ranking — what little exists in their culture — is based mostly upon one's talents and achievements. Wealth is generally spread fairly equally among the populace with a welfare system for those whose talents are currently not required by society. Personal possessions are few and Scanians are quite happy to move between towns as required to find work. Although leisure and rest time is accepted as a requirement for a productive working life, undue laziness is severely frowned upon.

The major products of the Scanians include agroproducts, non-metals, recordings, art works, and documents.

Sidurii

The Sidurii are a minor race native to Sidur Ishki. They are bipeds with four toes (two being much larger and opposed) and with three fingers on each hand (no opposed digit). They are 1.9 meters tall but typically move around with their stork-like legs bent, giving a hunched appearance and a typical height of only 1.4 meters. They have large eyes but have limited color vision. Their small noses are slits over a beak-like mouth. They have no appreciable ears (having a very fine membrane over most of the ear opening) although their hearing is good. Their skin shows the remnants of many small scales which have almost been lost during their evolution. Sidurii are relatively light, mainly as a result of having hollow bones. Their limb muscles are surprisingly strong, particularly their legs, which can give a hefty kick. Their speech is chirp-like and includes ultrasonic frequencies inaudible to the human ear.

Because of the thinning atmosphere on their home world the Sidurii have retreated into 1170 domed cities, each supporting about a million people. The race is conservative and indifferent to its apparently doomed future, which they appear resigned to. They are relatively unaggressive and appear friendly to outsiders, although one might suspect that this is simply to gain whatever advantage they can over their fellows, for between themselves they have frequent and violent disagreements.

Up to 50 years ago, Sidurii government was that of a feudal technocracy, with the executive being made up of engineers — mostly those involved in keeping the race alive through control of the environment. However, their history books now recount how half a century ago this "repressive yoke" was "thrown off" and the legislature became a participatory democracy based around each city's populace. This worked fine where the cities could act independently, but for anything requiring communal agreement this soon became a problem. As the city government types diverged and some renounced democracy, while others took on a theological bent, about the only common link left was the judiciary, which was left in the hands of a few powerful law-lords, whose courts travelled between cities, dispensing justice.

The Sidurii ruling classes are recognized by their ornate and bulky gloves — the design indicating their city and rank. In many cities these are the nobles, but elsewhere scientists remain the core of the government. Almost all Sidurii have such busy and regimented lives that they accept visitors only at fixed times of the day and adhere strictly to appointment lengths (even if halfway through signing a critical document, when the appointment end is signaled a Sidurii will leave the document unfinished and head for its next task). Great offense can be caused (even by outsiders) if one is late for a business or social engagement! In some cities, great chimes ring out every ten minutes and the populace plan their day around these small time periods.

The Sidurii heroes of legend (often environmental scientists and engineers) are nowadays often figures of ridicule, as modern Sidurii consider it futile to try and challenge fate.

The dominant Sidurii religion is philosophical atheism: they do not conceive of a "god" but rather of the marvelous "machine" which is the Universe. They do however have social expectations of charity work, and most Sidurii commit at least some time each week to their favored charity.

As with government, Sidurii law varies significantly from city to city. The global law profile is 2-23505 and is maintained strictly by the law-lords.

Major areas of Sidurii life are collectivized, such as education and child care. Sidurii are socially mobile, with a Sidurii's position in society depending primarily on talent, charisma, and personal achievements. Sidurii travel frequently for work and pleasure, although they maintain life-long ties to their home arcology. They are a fairly emotional race and may at times appear excessively temperamental to outsiders.

They maintain a clear distinction between male and female roles: generally females do the majority of work, with males looking after the home and running the child care and education systems. Economically the Sidurii have a socialist system, with a major proportion of all earned wealth regarded as communal — a sort of informal taxa-

tion which leads to an even distribution of wealth. Their society has a strong sense of privacy, and requires legal clearance for official monitoring and eavesdropping. Social distance is around 2 meters, which is linked to the minimal levels of clothing that they regard as acceptable — body visibility is fine but touch is rare.

Sidurii displays of emotion can often result in bloodshed, and such crimes of passion are condoned by society — one of the few echoes from their carnivore past. However, all other animal life on their planet is fiercely protected — perhaps as some form of payment for past misdemeanors.

Sidurii are not typically very ethical, although they may claim otherwise. However, any illicit gain they may make is not for personal use but for their community. Sidurii business life therefore tends to be quite relaxed within communities but quite aggressive between cities.

Player Library Data

Due to the loss of reliable information and changes during the Long Night, this data often is not accurate.

Computer Information Search Engine

Search Criteria: Space bounded by locations 0731 and 1640.

Search Result Advisory: This computer does not carry extensive records of space regions beyond the Core sector. The data available is in the form of computer-generated summaries of historic and archival information. This information is based on records which are old and may be unreliable. Since regulated and routine data collection from this area stopped around -1500, this data relies upon updates gleaned from the debriefings of the few spacefarers who have made their way from this area to Sylean space. Even these records are so old as to be of little value. The last update for this region is dated 253-(0412).

Search Output: The following statistics are taken from the Solomani Grand Survey of 2600 Solomani (-1918). Note that world names include some created by the Solomani. Given that this data is over a millennium old ratings could have changed.

Hex	World Name	UWP	PBG	Stars		
0732	Th'Dir	C100423-B	613	M4V		
0733	Dendaash	A977357-A	304	A6V	M6D	
0737	Zamashuug	B558234-A	600	M3V	K6D	
0738	Dikaash	C627672-C	802	F4IV		
0740	Wilson	C100540-8	310	M8VI	M4D	
0831	Tenraash	C79A357-7	302	G4IV		
0839	Ginupa	E559742-5	403	G0V		
0840	Teuterom	D503479-7	613	M2V		
0933	Taalish	E372565-2	802	M2V	M4D	
0934	Eycoltou	C887000-0	001	M9VI	M8D	
0935	Lemantine	B865683-8	400	G1V	M6D	
0936	Brindisi	D561638-4	504	G4V	M5D	
0937	Gamaliss	D372325-8	401	F3V		
0940	Swinedune	X000000-0	000	K3V		
1033	Kisi Sa	D240669-7	611	K2V		
1036	Maernon	B678763-6	513	G0III	M3D	
1038	Sharim	B435783-A	800	M3V		
1039	He'alaan'drl	E424645-5	501	K0V	M8D	
1133	Franklin	D532454-A	413	A2V	M8D	
1135	Podero	X265743-2	603	M0V		
1136	Uin	C543631-A	402	K0V		
1137	Draerch	X312000-0	000	M4V	M3D	M6D
1139	Weaf	B7A7753-A	402	K0V		
1140	Rellena	X898834-3	610	K2V	M6D	M0D
1231	Find	X675453-6	325	M2V		
1233	Menghai	D440774-5	713	G1V		
1234	Sidur Ishki	A322888-C	510	M0V	M0D	
1235	Iinka	X434314-4	305	K1V		
1236	Shiiki	C551804-8	311	G0V		
1237	Gumahler	X655643-8	805	K1V	M6D	
1239	Zalanor	C100785-A	424	M3V	G7D	
1331	Camal	No Data	—	G9IV	M6VI	
1333	Wingate	C877394-B	500	F0V		
1334	Hoeven	C7865AB-B	521	M6V		
1337	Saposoa	B745843-A	720	K4V		
1340	Depsorn	No Data	?03	F7IV	M3D	
1431	Arailiur	No Data	—	G8V	M4D	
1432	Confex	XAC4000-0	020	M0VI		
1433	Kuh-e-Sorkh	C629552-9	403	M2V	M6D	
1434	Lierneux	B6265B6-C	924	M0V	M7D	
1439	Shupin	E959875-6	804	M4IV		
1440	Ovchek	B635875-A	300	M2V		
1531	Oneria	C787564-A	405	M2V		
1532	Polygamy	C540764-7	500	K3V		
1534	Dannhauser	B656584-A	104	G1V	M6D	M2D
1539	Here	No Data	403	K4V		
1540	Chiras	X555000-0	203	M0V		
1637	Zinzan	E233765-A	700	K3V		
1638	Budeeshou	D597536-8	304	G2V		
1640	Llest	C78A564-7	403	M6V		

Output Explanatory: Map Hex, UWP (main world only), as per IISS standard flat-space parsec mapping format. PBG indicates population multiplier, number of planetoid belts, and number of gas giants in the system, respectively.

Output Summary: The following data has been summarized from textual records:

This region of space was called the "Sidurii Cluster" during the Ziru Sirka (Vilani First Imperium). The Gushemege sector name means "Highway to the Stars," referring to a major Jump-1 route from Vland to the Ilelish region and the Great Rift. The cluster was named after the dominant world in the cluster; Sidur Ishki (1234).

Sidur Ishki was the home of a minor non-human race called the Sidurii. Precise details of this race are unclear. They appear to be bipedal and vaguely reptilian. They had an extensive presence in the cluster and were reported to be a blood-thirsty race.

There are two other races thought to be native to the area, one referred to as the Gumahl from their homeworld Gumahler (1237), and the other the Lalanine, homeworld Lierneux (1434). The Gumahl appear to be similar to the Sidurii, although one report describes them as being hexapedal. The similarities in the reports between the Sidurii and Gumahl suggest that they may actually be the same race.

There are no details of the inhabitants of Franklin except that they are reputed to be experts in working various materials. The Lalanine are described as a pastoral race. They are bipedal, short, with an elongated head. The final world of apparent interest is Sharim. Sharim is shared by humans and an alien race; the latter appear to resemble small winged devils.

Advisories: The following advisories were generated by this record access:

As this area is almost totally unknown territory, proceed with caution.

The reactions, perception, thinking, and motives of any race encountered in this area should be considered carefully before first contact is established. This applies to human and semi-human races.

Historic factors may predispose a race to adversely react to mention of precise race and origins.

Do not reveal details of any type which might be detrimental to the Sylean worlds. This includes technical or logistical data of any type, but particularly data which might have a military application.

Do not allow aliens to analyze your equipment or, particularly, weapons or armor. This applies to personal equipment, vehicles, and your starship.

Try to retain samples of all interesting artefacts and phenomena encountered.

Try to establish the population, government type(s), law enforcement rating, and technological level according to Scout Corp rating methods A878-234-XXA3 Issue 3.2.

Gushemege Sector
The Sidurii Cluster
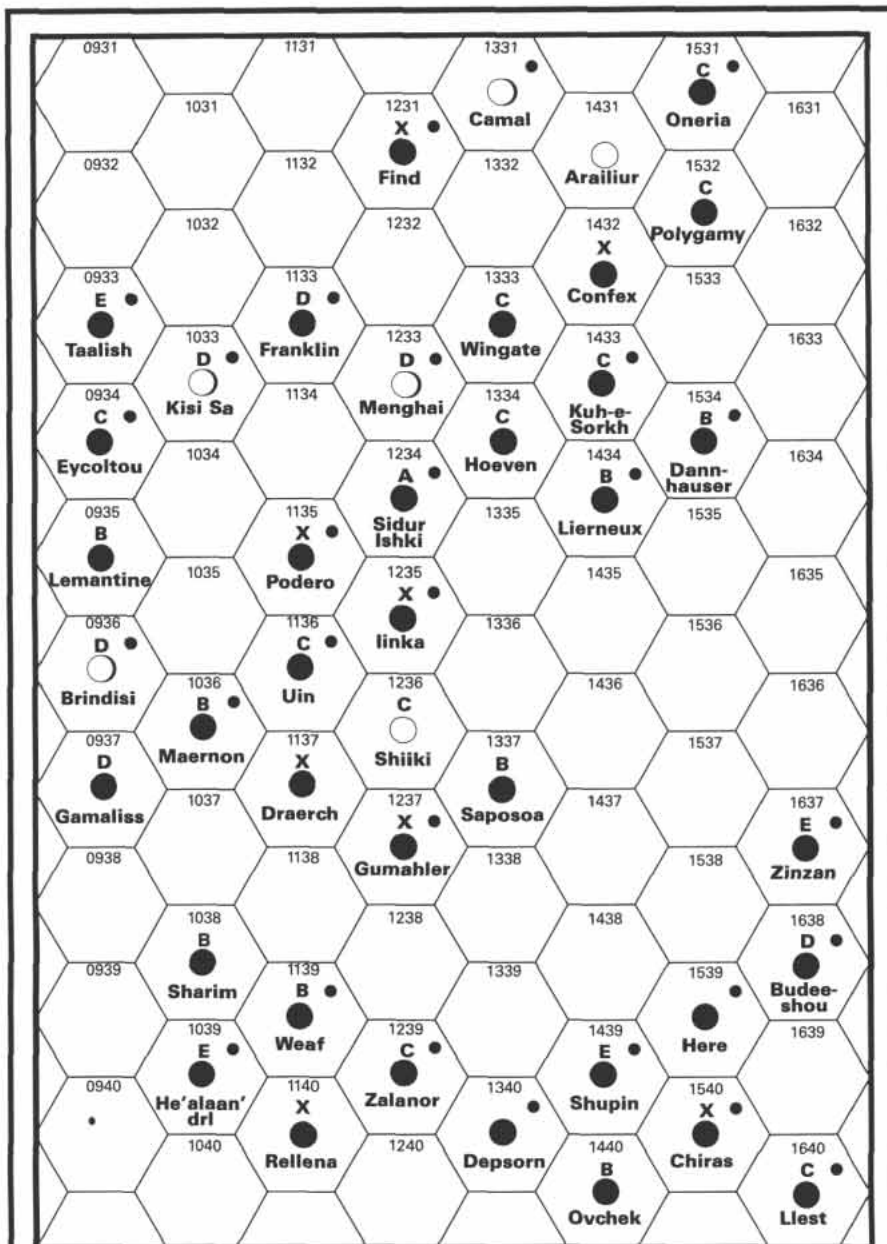
Lintula Sunrise

A scout exploration vessel which may be used for this adventure

Sylean Scout Corp Extended Duration Survey Vessel (EDSV)

This craft type is also known as the Fighting Scout, as it was originally produced in response to a demand for a robust starship capable of undertaking long reconnaissance missions in potentially hostile territory. It forgoes some comfort and cargo space for additional offensive weaponry and upgraded defenses. The standard crew is 6 — the minimum needed to support continuous deep penetration scout missions.

It was a natural extension of the craft's capabilities to begin using it for exploration missions. The extensive sensor suite was considered ideal for surveying planetary systems and its military parentage ensured that it would continue to operate for long periods with minimal maintenance.

The name *Lintula Sunrise* originates from the manufacturing center at Lintula where the first of the adapted exploration vessels was produced. Because of its bulkier nature, pilots of smaller scout ships sometimes use the nickname "Fat Boy" to refer to an EDSV.

Sylean Scout Corp Extended Duration Survey Vessel (EDSV)

Tons	300	Volume	4200		Cost (MCr)	131.7
Crew	2-8	Pass Hi/Med	0/0		Low Berth	0
Cargo	10	ControlsFib/Bridge		TL	12	

8   Size Rating
4   Fire Control Rating
1   Laser Battery 3-2-0-0
1   Missiles

2   Jump Rating
2   G Rating/Thruster
2.6 Power Plant Rating (400MW)
120 Fuel Rating/S/R
0   Meson Screen Rating
2   Sand Caster Rating
0   Damper Rating
A16 P5 J10   Sensor Rating
10 Armor
11 Structure

Notes: The hull is a modified needle design with airframe design allowing full atmospheric maneuverability. Advanced communications, military avionics, and a super-compact "Medium" military sensor suite provide excellent all-round surveillance capabilities. The cargo hold doubles as a hangar space for a small craft — occasionally a compact launch but more normally an exploration air-raft. The fuel scoops (integrated into leading edges of the forward surfaces) and fuel purification plant allow about 10 tons of fuel to be refined per hour. Large staterooms are provided for all the crew.

Crew Details: A full crew might consist of a Pilot, Astrogator, Engineer, Medic/Gunner, Sensors Op/Gunner, and up to three scientists. However, careful design and a high level of automation allows the craft to be run for short missions using only a skeleton crew of two: Pilot/Astrogator and Engineer/Gunner.

Mission: The ship is designed for extended duration exploratory surveys. It can carry sufficient fuel for two Jump-2s, which gives it a useful safety margin when entering relatively unknown systems.
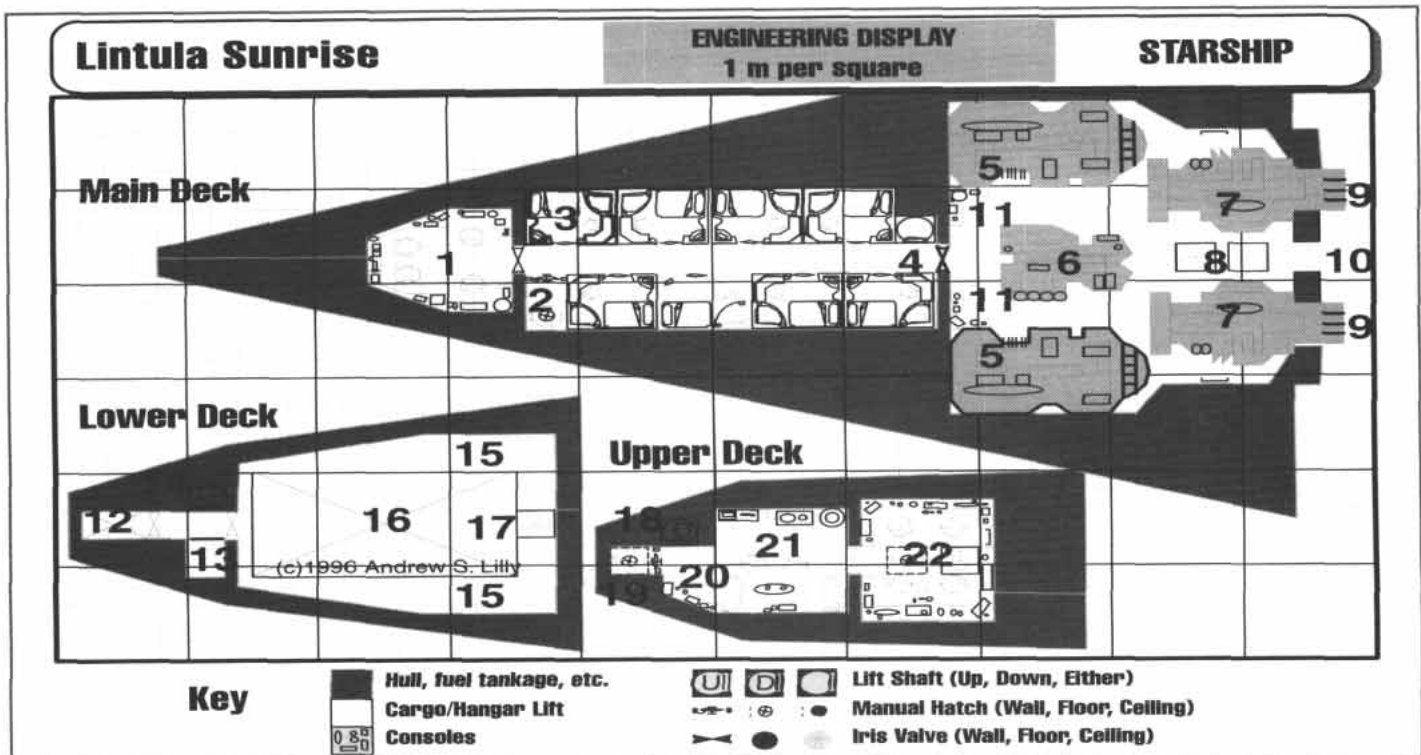
History: The ship type was adapted from a military reconnaissance design. One turret and most of the missile magazine was removed to fit in the extra sensor suites.

A Walk-Through (see deck plan)

A personalized introduction to the Lintula Sunrise, by Lieutenant Arak "Timer" Bjorg.

Starting outside the ship, one enters up the ramp to the air-lock at the front of the lower deck. Once in the air-lock, on the right side is a walk-in locker for EVA and other equipment. On the left is the lift shaft to the upper decks. Walking straight forward through an iris valve (OK, so we open it first . . .) we enter the hangar/cargo area. A large 10 m x 5.5 m loading lift fills most of the floor space — big enough to allow the launching of a small craft. Either side towards the rear are cargo spaces. Here the design's bad — the cargo has to be piled high and strapped in to make sure it doesn't fly about. Plus, some idiot forgot that when you launch anything in space, the hold's got to be in vacuum. So you can't be storing passengers or livestock in here, get my drift? I can tell you, at least no one's going to be nicking these ships for their trading company!

Anyway, back to the lift and up to the main deck. Forward, eight cabins — not luxurious by any stretch of the imagination, but at least they're a fair size — and the bridge. What? You want to see the bridge? You're kidding? It's just a few consoles with flashing lights . . . oh, okay, we'll walk up to the bridge. By the way, at the forward end here on the left is our escape air-lock. Note these are all *manual* hatches — preferable to having to crank a damned iris valve open in an emergency. There . . . . the bridge . . . just flashing lights like I said. Pilot and Astrogator up front, Engineering on the left and Gunnery on the right. Now, back down the corridor — let's go somewhere interesting.

Main Deck

Lower Deck

Upper Deck

(c)1996 Andrew S. Lilly

Key

	Hull, fuel tankage, etc.
	Cargo/Hangar Lift
	Consoles

[U] [D] [E]	Lift Shaft (Up, Down, Either)
	Manual Hatch (Wall, Floor, Ceiling)
	Iris Valve (Wall, Floor, Ceiling)

1. Bridge.	12. Forward entry ramp.
2. Manual (emergency) air-lock.	13. Locker.
3. Crew cabin.	14. Lift to upper decks (4, 18).
4. Lift to upper (18) and lower (14) decks.	15. Cargo/Hangar area.
5. Dual power plant units.	16. Cargo/vehicle lift.
6. Jump drive unit.	17. Iris valve to engineering (8).
7. Maneuver drive units	18. Lift shaft to lower decks (4, 14).
8. Iris valves to upper (22) and lower (17) decks.	19. Manual (emergency) air-lock.
9. Thruster plates.	20. Food dispensers.
10. Engineering air-lock.	21. Crew lounge.
11. Engineering consoles.	22. Survey control room.

Here we are: engineering. Smell that polished metal. Mmmmm. What we have here either side of us is a dual Cytia 1836 power plant installation giving us the necessary power to push the two Sabelline RX101 thruster units towards the back. Very reliable and good linear thrust ratio throughout their power range. This blob in the middle is the Exxier "Topper" jump drive. Oh, I almost forgot — those Cytias also power our dual Archangel 2-Z 56 MW lasers. Not that we like to fight, but you never know what you might encounter out there. These consoles on either side are for engineering. Look, I'll just run up a few performance curves . . . oh, you're a bit short of time? Okay, before we head back to the lift, note the iris valves behind the jump drive — one up and one down into the cargo bay. Just gives us an extra route up and down if we need it, plus the iris valve at the rear we sometimes use for engineering EVA.

Right, we're coming out into the forward end of the crew rec' area. On the right is another emergency air-lock. Opposite is our favorite toy — the auto grunge dispenser. It's supposed to produce food, but frankly no one's ever managed to get anything other than tasteless colored gunk. Heading toward the rear, on the left is all the fitness kit which we need to keep us in trim, and to the right our comfortable little lounge with the obligatory holovid unit for replaying ancient films. Yep, we get an allocation of a whole 5000 vids in the datbank, but frankly, after a few six-month trips, you've seen everything — the Corp doesn't have a big entertainment budget, so we bring along our own. Finally, through the iris valve is the survey room. Another bungle here - they should have had this next to the bridge, but when it came to redesign, this was the area with space. Can you believe it? The Corp didn't want to reallocate a few little staterooms up here so instead they crammed the whole multi-mil' cred' suite in here! Oh, and there's a manual hatch up to the ventral turret if you ever need to service it or reload missiles. Yes, it's a real pain — you can only sensibly reload this baby when you're on the ground. The dorsal turret? Oh yeah, forgot to tell you, that one's got a service hatch down under the front lift.

Well that's the Lintula Sunrise. Any questions? Wanna go for a ride?

MARC MILLER'S
TRAVELLER®

LONG WAY HOME
Adventure One

The mission: a covert reconnaissance deep into uncharted territory beyond the borders of the new Sylean empire. But that mission is quickly disrupted as the adventurers jump out of system in their extended-duration survey class Scout ship. Only skill and determination will see the crew safely home through the perils of unexplored space.

The Long Way Home is a complete adventure for Marc Miller's Traveller, set in Milieu 0. Each section of the adventure is presented in the easy-to-play nugget format, complete with star system diagrams, planetary surface maps, starship deck plans, and necessary structural layouts.

51295>
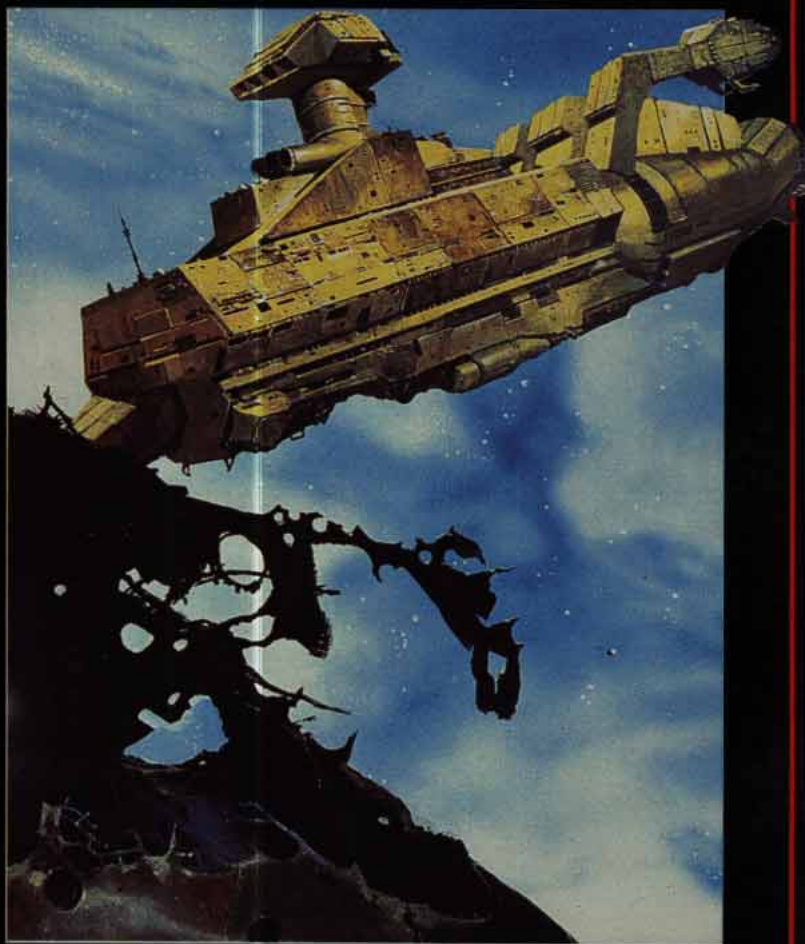
9 781578 283989
ISBN 1-57828-398-1 $12.95 IGI-3001

T4
Marc Miller's
TRAVELLER 4TH EDITION