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GATEWAY!

Adventure Two



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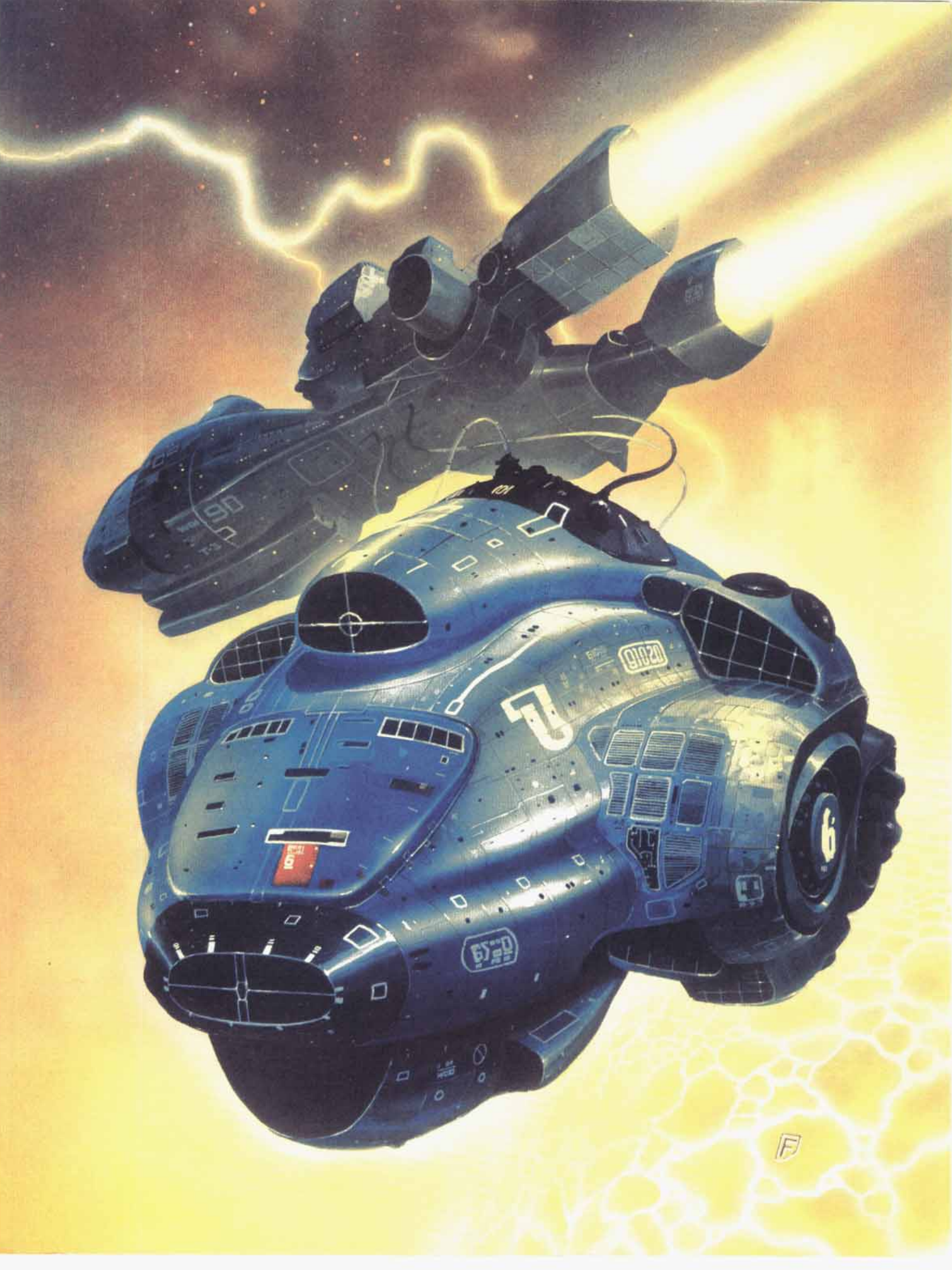
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M A R C M I L L E R ' S **TRAVELLER**[®]

G A T E W A Y !

Science-Fiction Adventure in the Far Future

Learn all about adventuring in Milieu 0 on page 7.

The excitement begins on page 11.

Distress calls and planet wide diseases, oh my...18.

The fur flies on page 26.

An unknown object enters the system around page 35.

A way out between a war and a hard place on page 39.

Out of a jump and into the fire...45.

The Future is Just Around the Corner

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The First Adventure

The Long Way Home was first published in September 1996 by British Isles Traveller Support (BITS). In early 1996 it became evident that the release of Marc Miller's 4th-edition Traveller® would lead to a demand for adventures using the revised rules and setting. With the agreement of Imperium Games, Andy Lilly (founder of BITS) and BITS member David Burden wrote an epic adventure that would appeal to all Traveller players, old and new.

David worked on Gushemege Sector for the History of the Imperium Working Group (HIWG), so it seemed appropriate to place the following adventure there. The adventure drew upon this background, plus work from Jae Campbell and Leighton Piper of the UK 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 tagged with the logo of CORE, a growing group of budding Traveller writers.

The adventure was targeted for release at Euro-Gen Con (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 roleplaying magazines and on the Internet. The original intention was that Sword of the Knight (publishers of the US *Traveller Chronicle* fanzine) would print additional copies for the U.S. 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 second part of that adventure.

Traveller®,

Science-Fiction Adventure in the Far Future

by Marc Miller

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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.

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Introduction

Gateway is a Traveller adventure that follows the exploits of the crew of an Imperial scout ship, struggling to return to Sylean space after a misjump 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 readily can be transplanted to other settings and time frames.

This book contains five linked adventures and an introductory scenario, together with all the background material a referee needs to run each adventure. Some 50 worlds from the Gushemege Sector are described in this book, as well as deck plans for a new design of scout ship, sample player and nonplayer characters, and a comprehensive section of useful library data, including descriptions of new alien races. Even after the adventure has been played, these data provide a useful pre-generated area of space in which the referee can run other scenarios.

The Continuing Story

This book is the second part of the campaign adventure *The Long Way Home*. (The first part is presented in the adventure book of the same name.) This book, *Gateway*, is also set in the Sidurii Cluster and provides the conclusion to the story line begun in "The Long Way Home." However, this book can be used as a stand-alone mini-campaign. To this end, the appropriate background, rules, and other information from the first book is repeated here. The "Beltbound" option in the introductory scenario leads the characters through a jump space gateway near Imperial space and carries them to the Sidurii Cluster. This provides a starting point for referees who do not have *The Long Way Home*, or whose players returned to Imperial space at the end of that book and now wish to continue the adventure.

It is assumed that if you have already played *The Long Way Home*, the players have (so far) survived with their original ship. If the ship or other details have changed, adjust the text accordingly.

Emerging From The Long Night

After a millennium of watching the systems around them stagnate and collapse, 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 Corpss spearheading 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 is a plethora of dangers too, but the opportunities for fame and fortune are such that the Scout Corpss must now 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 intrepid.

Requirements

Only the Traveller 4th edition rule book is needed for this adventure, in addition to a few six-sided dice, paper, and pencils for both you and the players. 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. Nuggets are generally presented in the order in which they are likely to occur, and some 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 channeled along a predetermined story line. Dividing each adventure into smaller chunks also makes it easier for you to run them without 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 that guides you through the adventure and may include more snippets to be read to the players. Sidebars are occasionally used to present relevant data. More extensive background information is provided in the "Library Data" section near the end of this book. Very little of this will be available to players, even from their ship's computer. The majority must be learned by research, and some may never be revealed.

Characters

The characters may be members of the Sylean Scout Corpss or may be independent adventurers. A set of pre-generated characters is offered below, but the players can use characters from a previous game or generate new characters specifically for this one. If not using the pre-generated characters, the career types should still be roughly the same. The players are going to undertake a long-distance surveillance operation; and their knowledge and experience should be appropriate to the task.

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 Corpss.

Pre-generated Characters

Scout Aran Jain (Commander)

UPP 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 proved 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.

Scout Belinda Ovsu (Pilot)

UPP 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 in the Navy Flight Corps. 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 makes sure that all team members show the ship appropriate respect!

Scout Chris Quino (Astrogator)

UPP 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 Corps, which recruited him. His combination of skills make him invaluable for navigating the ship and for surveying new worlds. Unfortunately, he can be a little over-confident of his driving ability, especially when trying to show off in front of Belinda, for whom he has a soft spot.

Scout Deda Sotot (Engineer/Gunner)

UPP 979987 Age 28, Male
Computer-2, Electronics-2, Engineering-4, Grav Craft-1, Gravitics-2, Gunnery-1, Mechanics-3, Recon-1, Rifle-1, Telepathy-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 Corps. Like Belinda, he never paid much attention in his technical classes, yet 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!

Rogue/Scout Ellen Colti (Medic/Gunner)

UPP 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 traveled the space lanes and, five years ago, finally found a permanent job with the Scout Corps. She resents anyone asking about her background.

Scholar Fox Namaa (Xenologist)

UPP 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, which eventually earned her a senior position at the Institute of Exotic Fauna. Her knowledge of xenobiology is extensive and she has traveled widely, collecting rare life forms on various planets. She undertakes occasional sabbaticals to work for the Scout Corps. Although she is very well paid for her troubles, her only real interest is in seeking, analyzing, and collecting new forms of life.

Ship's Locker

The ship normally carries the following basic equipment. (The characters should 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 normally carries:

- 1 enclosed air-raft (driver plus eight passengers)
- 2 x grav bikes (driver plus one passenger).

Tasks

Throughout this adventure, the characters must make 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)
- Target number (primary characteristic + skill) + Die Modifiers (DMs) < difficulty (nD)
- Special condition (qualifier for special condition)
- Explanatory text

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

The target number for the task is the sum of the acting character's relevant primary characteristic, skill level, and any Die Modifiers. That target number must be less than the total rolled on the number of dice indicated by the difficulty level. Note that the operative primary characteristic may not always be the default indicated in the rule book. DMs are indicated in the explanatory text. The difficulty will be one of the standard levels from the Traveller rule book (Easy, Average, Difficult, Formidable, Staggering, Impossible), followed by the appropriate 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.

There is a special condition used in this book: Uncertain (nD). The player rolls for the task as described above, but you determine the actual result by adding n dice to the player's roll. You should not reveal the results of task

rolls in numbers, although the players may be able to guess if they made particularly good or bad rolls. Thus, players may think they have succeeded when, in fact, they have failed. For example, they might believe erroneous data from a sensor.

An example task might be:

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

Using Survey is a Difficult task, Sensors makes it Formidable, and Astrogration makes it Staggering. The task takes about 12 hours and there is some chance of uncertainty (1D) in the result. Most failed tasks can be attempted again unless the explanatory text (or common sense) indicates otherwise. The text usually includes 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 in this text. It should be noted that some aspects of world data can change quite rapidly: A government can be overthrown; law levels can rise or drop; populations can increase dramatically, from an advance survey party to a full colonization effort, or decrease due to ecological or biological disasters; technology can rise relatively quickly if a world is "uplifted" by a more developed neighbor, or plummet if a world loses some critical infrastructure or resource upon which it depends. Bear in mind that First Survey presents Sylean world names, but the natives usually have their own name for their home world.

Alien Races

The alien races encountered in this campaign are presented as if they were totally unknown to the characters. Depending upon the exact year in which you choose to set these adventures, some minor knowledge of these races may be known to the Syleans. In such cases, library data on these races is available to the players. However, the detailed characteristics of aliens should not be known, even to the Scout Corps.

Scenarios

The Long Way Home, which precedes this adventure, contained the following scenarios:

Scenario 1: The Hyper-Tunnel

The characters' starship was thrown off course by a jump space phenomenon, and it crashed on the barren surface of Kisi Sa, in the Gushemege Sector. Investigation of a nearby Chirper settlement revealed a control base for the jump gateway through which their ship was pulled. A wall

display within this base indicated that other gateways may exist on nearby worlds.

Scenario 2: Water, Water, Everywhere

The characters encountered sentient life on the waterworld of Digur. Some ship repairs could be performed there, and after a suitable adventure, discover further information.

Scenario 3: Raiders!

The characters arrived on Kadkaagi and may have found the survivors of this planet, pillaged by Gumahl raiders.

Scenario 4: Inertial Guidance

The characters encountered the eccentric rulers of Sidur Ishki and had the opportunity to prevent a global disaster.

Scenario 5: The Hunt

The characters discovered a gateway on linka. However, the world was now run by the ferocious Gumahl. If you ran *The Long Way Home*, then the outcome of this scenario decided whether you let the players return home to the Imperium or continue straight on to *Gateway*, which contains the following scenarios:

Introductory Scenario: Beltbound

Either accidentally, or as the result of a targeted search, the characters find an ancient alien installation on a small asteroid. Upon investigation, they discover that it controls a portal to a distant part of former Imperial space. Accident or intention, they soon experience jump tunnel travel.

Scenario 6: Children Of A Future Age

Answering a distress call from a space station orbiting Arishshir, the characters discover the world is dying from an unknown virus. The characters are the only ones who can hope to pull together the necessary data and scientists to stop the plague before it wipes out every last inhabitant.

Scenario 7: Marks Of Weakness

The characters enter the Anmiinuu system, where they encounter a human ship and an alien craft locked in combat. It appears these aliens have enslaved an entire world. The characters must try to resolve the conflict, but should they choose war or some alternative means?

Scenario 8: The Ark

This scenario can be used at any time during which the player characters are in deep space. They detect a large craft decelerating rapidly into the system. If they plot a course to investigate, they discover a generation ship launched around the end of the First Imperium, and which is now in a state of barbaric chaos.

Scenario 9: Gateway!

Arriving in the Sharim system, the characters rejoice when their sensors confirm the presence of a gateway. Unfortunately, it's buried under a huge city which is currently hosting a violent war between its human and alien inhabitants.

Scenario 10: Home-Coming

With their ship in the hyper-tunnel, the characters hope they're safely on the way back to Sylean space. However, things start looking bad when jump space phenomena begin to impinge upon the ship.

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, nor was it merely a 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 provide a fairly trustworthy database of the surrounding planetary systems—from stellar types 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 are now considered little more than "fables." Almost all the data inherited by the Sylean Scouts are little more than useless. The role of the Scout has thus become paramount: collecting sketchy data, venturing into mostly unknown space and retrieving information and (hopefully) forging relationships on which the new empire can be built.

Library Data

The Long Night saw great gaping holes appear in humanity'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 constant verification it became difficult to tell true data from false and 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 EMS includes visible light, so the suite includes high-powered telescopes with image enhancement and other features. The radio-frequency (RF) sensors can detect sentient activity (like radio, television, radar, etc.) and electrical interference (such as gas giant atmospheric storms). Higher frequencies (such as infrared) allow spectral analysis of suns, measurement of planetary body temperatures, and the reflected warmth of planetoids.

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, 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 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 at a difficulty of 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, plus rough numbers of satellites around each. If only barely successful, you might only tell them of the largest bodies in the system. If barely failed, you could give the players the same data but with some errors, such that when the characters' ship jumps into system, expecting to arrive near a particular planet, they actually are some distance away (requiring days of travel in-system). If the task is badly failed, they might derive totally false information or gain 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 makeup of the system. Long-range sensors may determine if planets exist. Combining data from multiple 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 less noticeable gravitational effects. Given these details, orbit predictions can be made and any peculiarities in the data can be 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 gives 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 (such as ice or desert worlds).

Looking for Life

Life is usually found only in the habitable zone of a solar system unless other planets have been colonized by a spacefaring society. The habitable zone is normally the first area to survey in detail.

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

This task confirms 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.

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 such as satellites, spaceships, or perhaps even a spaceport. The scan results 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 requires a number of days equal to the world size code. A detailed map, including minor urban roads, buildings, overhead power lines, and more may take up to five times as long. A detailed map of a small town or such 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 might not show a gate halfway down the alley (and the map certainly can't tell the players whether the gate is locked!). Although 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 player characters have to roll for this every time, they will soon grow 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, whether between worlds or simply leakage from terrestrial or satellite communications (television, radio, cellular telephones, and so on). 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

To decode (civilian) radio signals (variable):

TL3:	Formidable,	1 day
TL4-6:	Average,	6 hours
TL7-8:	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; and trying to make sense of speech or text is another. Most worlds have had minimal off-world contact for hundreds of years, so even if they originally spoke Galanglic it is now very different to that spoken in Sylea. If a race's native language wasn't Galanglic, then the need to use it within an interstellar culture has disappeared, and so the native language is likely to have undergone a resurgence. As a general rule, however, all humaniti encountered speaks 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 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 two levels for the first 2D days. Adapted characters cannot disguise themselves as natives and expect to get away with it. Their voice patterns are still different, even though they may speak and understand the language. To imitate a local, a character must be able to mimic their vocal patterns, gestures, clothing, movement, and more.

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

The character must make this roll each time he 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.

In an alien language environment all interpersonal tasks should have the following effects applied: Number of days spent attempting to speak the language equals the interpersonal task adjustment. If successful, the interpersonal task adjustment is negated for this one task. If the recipient alien has some linguistic skill (and wants to use it), he can also attempt this task. The use of portable computing technology makes translation, sign language, and so forth far easier—such Linguistics tasks then become Average. After day six, a character can attempt to build a mem-clip for the language.

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 adds 1D to the uncertainty roll on interpersonal tasks. If the fault is determined, the clip can be fixed, using the same task but taking only two days. Or:

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 requires six days.

Tack Mee Tor Youz Ledder

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

Generic Planetary Event Table

The following table can be used for generic encounters in inhabited areas. Roll 1D every six hours—an encounter occurs on a roll of 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").

A minor social gaffe might be misunderstanding a local's speech or causing offense by breaking a minor custom or by not showing proper deference. An example of a major social gaffe would be appearing on local television eating meat on a vegetarian world. You are encouraged to think up appropriate gaffes to hinder or amuse your players!

Alien Flora and Fauna

Alien flora and fauna use the standard creature descriptions in the Traveller rule book. The "Attack and Flee" values given for each animal (for example, A9 F6) indicate the chance of the creature attacking (9- on 2D) or, subsequently, fleeing (6- on 2D). The speed factor (S) is in multiples of normal human movement.

Space Encounter Table

Every 12 hours, roll 1D. On a roll of 6, some form of space event or encounter occurs. If so, roll 1D on the following table, with a DM +1 if the system is TL8+ and a 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).

If the event indicates a ship, roll on the following table. Roll 1D for ship type. Then roll 1D for the race of those aboard, with a DM -2 if within one parsec of Anmiinuu and a DM +2 if within two parsecs of Iduup Ka, or if in any of the worlds trailing Kadkaagi. Finally, roll 1D for the ship's mission (DM +3 if Gumahl, DM +1 if Aslan). Consult the Traveller rule book for detailed descriptions of these ships.

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

Patrols from hostile races (such as the Gumahl) will undoubtedly attack the characters' ship. Patrols from neutral races will require the characters to identify themselves and may escort them to the main planet in the system to be interrogated. Piracy indicates that the ship may claim to be on an innocent mission (perhaps masquerading as a patrol ship) but intends to attack the characters.

Roll 1D on the following table to determine the ship's disposition (apparent or actual).

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

To find a gateway, a system must be visited or remotely scanned, and the success of the scan should affect the difficulty of the identification. An inaccurate survey might lead the characters to think a system has a gateway when it does not. If the survey is very successful, or the characters take very precise measurements or photos of the system diagrams, lower the difficulty by one level. Gateways are generally found on worlds within the habitable zone. 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) x 1 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 that have nuclear or fusion power systems, since these 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.

Beltbound

This introductory scenario is only for characters who either returned to Imperial space at the end of "The Long Way Home" or who have not played "The Long Way Home" and are starting in Imperial Space. In the latter case, begin at Nugget 1. If the characters returned from the Sidurii Cluster and reported their adventures to the Scout Corpss, then begin at Nugget 2. If the characters were not debriefed by the Scout Corpss after their return, start at Nugget 3. If you let the characters enter the jump tunnel on linka without telling them whether they made it back to the Imperium, start at Nugget 4. If you have run "The Long Way Home" and decided not to allow the players to activate the gateway on linka, then they will enter the Arishshiiir system via a normal jump; proceed directly to Scenario 6.

Summary of Nuggets

1. A Little Rumor Goes A Long Way: For characters who have not played "The Long Way Home," a late night encounter in a starport bar points the way to fresh adventure.

2. We Want You To Go Back: The Scout Corps needs someone to go back and investigate the gateway that the team discovered in their first adventure.

3. The Promise Of Treasure: The characters have decided that there may be significant rewards back in the Sidurii Cluster, and since they're the only ones who know how to get there . . .

4. Back Where We Started: They thought they were on their way home, but a fault in the jump tunnel throws the characters back out in the Sidurii Cluster.

5. Finding The Needle: The characters search the asteroid belt for the gateway control center.

6. On The Surface: What Do You Think This Does? The characters investigate the outside of the gateway asteroid.

7. Anyone At Home?: The characters explore the gateway control center.

8. Leaving Kansas: Whether by design or accident, the characters get to find out whether the gateway still works!

9. Welcome To Sidurii: The characters' ship emerges in the Sidurii Cluster.

1. A Little Rumor Goes A Long Way

Scene: This introduction can be run in any star system in or near the Imperial border. The system should possess at least one asteroid belt. It all starts with a chance encounter in a bar.

With all of Cleon's expansion going on, you'd have thought there'd be plenty of work for a crew of space jocks, but not on this deadbeat world. You're all vaguely wondering where the money for the next drink is going to come from, when you overhear someone cry out from the next booth.

Action: The cry comes from a drunk having a nightmare. This is Rani Terall, an ex-scout, ex-miner, ex-everything. No one else will take much notice of his cry. The characters should be encouraged to examine Rani who, at first, appears almost dead. If they don't awaken Rani to see if he's okay, then the bartender will notice them and think Rani is a colleague of theirs; he'll tell them to "take that old drunk out with them." If they need any further encouragement, Rani murmurs, "The gateway . . . the ghost . . ." in a drunken stupor.

Once the characters waken Rani (inside or outside the bar), they find he's still very drunk but will answer any of their questions quite enthusiastically. He scrapes out a liv-

ing helping scrub out ships and doing odd jobs around the starport. In his day he was an adventurous sort, and he now regales anybody who will listen with some of the more colorful stories of his life. If the characters ask about the gateway or ghost, tell them the following.

"You want to hear something interesting? It was out in the belt, hidden from prying eyes. We were on a mining trip, oh, a few years ago, and me and Jazzer—my partner, you know—detected a real strange densitometer reading. Thought it was the mother of all iron strikes, didn't we! When we got close, it was real big, but the strange thing was that one side of the asteroid had a big flat stone stuck in it, and then there were the pyramids in a natural hollow on the other side.

"We landed and had a look around. Jazzer found that one or two pyramids appeared to open into the asteroid, but then we saw this figure, see? It must have been a ghost because it just walked straight through the rock. Big round black eyes, sort of reptilian. Gods, we got off that place so damned fast we left a vapor trail! Never did get the nerve to go back there, and Jazzer took a rock soon after. Got it all on the ship's log—not that I've got a ship any more."

Further questioning while Rani's drunk will indicate the following:

- The large stone might have been more than a hundred meters across and was a sort of gray oval with blue lines in it;
- There were about a dozen pyramids, each about two-to-three meters high;
- The ship's log is stored on a couple of holocrystals which Rani has kept with him as a memento after his luck ran out and the bank repossessed his mining ship.

Rani fights to keep the holocrystals, but if paid a moderate price he'll allow the players to copy the data. The more sober they allow him to become before concluding the deal, the higher the price he'll ask for the data.

Allow the players some time to equip themselves for the job. (Perhaps they even need to hire a ship.) They should have no difficulty navigating to the asteroid belt. When they're ready to start the adventure, go to Nugget 5.

2. We Want You To Go Back

Scene: Read the following to the players.

This Scout Corps 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 holodisplay 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 Corps is just putting the finishing touches on 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: an asteroid field materializes out of the blackness of space. This all feels strangely familiar. . . .

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

"Welcome. Glad to have you back again. I know some of you won't be familiar with Corps procedures, so if you've got any questions, just ask. We like to keep things informal around here. Just one point, as per your original contract with us: I'm obliged by Sylean law to remind you about the Survey Discovery form that you all signed as part of your contract."

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 Corps. Naturally, there are rewards for particularly good finds (rare natural resources, and so on), but these are uncommon. After any other questions, the Colonel continues.

"Following your previous experiences with the jump space phenomenon that took you to the Gushemege Sector, the Corps has performed extensive investigation into the potential of this discovery. It has been decided—at the highest level—that your team should return to the gateway asteroid from which you returned to this area of space. You will determine whether the gateway can be brought to operational status. Clearly, this requires you to pass through the Gateway and return safely. Once you have tested the operation of the gateway, a larger Corps exploration team will join you.

"However, it has also been agreed that this mission is so politically and militarily sensitive that it is to be classified Black Three. In order to not attract attention to the mission, you will be provided with false orders for a long term survey in another system, allowing you to draw appropriate supplies without attracting attention to yourselves. You are not to communicate this mission to anyone outside this room. The penalty for disclosure may be extreme!

"The Corps 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 Corps 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 punch out in four hours, so let's get to work!"

Black Three is one of the highest-level Imperial security classifications and is reserved for matters of Imperium-wide importance. Eirano will provide the characters with just about any equipment they desire (within reason). Allow the players plenty of time to plan what their characters need to take with them. Remind them that, to avoid

attracting attention, no other ships will be sent with them. The hold of the Lintula Sunrise can take up to 20 displacement tons of cargo, and the player characters can fill this with food, equipment, vehicles, and so forth as desired. If your players are inexperienced, you can help them by submitting a prepared list of equipment (offered by Eirano). If the players forget important items (like food) or ask for ridiculous items (like huge amounts of weaponry), Eirano sarcastically reminds them that they may be there for some weeks investigating, and they're not trying to start a war.

The group will have no problems getting to the asteroid belt, although you may wish to keep them on their toes by having mysterious figures shadow their movements. This can be a figment of their imagination or a genuine interest by (for example) a megacorporation. When they're ready to start the adventure, go to Nugget 5.

3. The Promise Of Treasure

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.

It's been a while since you returned from your nerve-racking trip through the jump tunnel. Maybe you swore you'd never go back, though you were curious, just the same. What else was in the Sidurii Cluster? It was a little difficult to track down the old library data, but the information was there when you knew what you were looking for. Before the Long Night, quite a few of the worlds might have seemed special, but Sharim is the find of the bunch. Just a few parsecs from where you left the Sidurii Cluster, yet with a history indicating an incredibly high tech level. The relics that might be found on such a world might buy you ten starships and cash to live on for the rest of your lives.

Who knows? There might even be all sorts of goodies waiting for you at the asteroid gateway from which you emerged. There must surely be a control center there. Imagine the power you'd have if you controlled the gateway itself! All you need is to make sure you have the appropriate equipment and that no one else gets there before you.

Equipping the party should be performed as in Nugget 2, although with no quartermaster to guide the player characters, you may need to give them more direct hints as to the equipment they should or should not take. As in Nugget 2, they should find the asteroid with no trouble; proceed to Nugget 5.

4. Back Where We Started

Scene: This nugget is for use if the players passed through the gateway from linka but you left them hanging as to whether or not they made it home. If you've had a break before bringing them back to the campaign, you should give them a day in the jump tunnel to help the players get back into their characters. Everything will appear normal, but after approximately 24 hours, tell them the following.

After a few hours, you stopped checking the external video displays. There was nothing to see but the apparently endless tunnel stretching ahead and behind you. However, as you look up from your bridge controls, you notice a faint change. There's something ahead, a vague distortion in the wall of the tunnel. Within an instant the distortion is alongside—a gaping, swirling hole in the side of the tunnel. You try to move, but the air feels like it has been turned into pudding and everything begins to blur. You see into another tunnel, identical to that you are traveling along. The ship shudders, slows, and is drawn into this new tunnel. Within moments you are heading backward along the tunnel, the junction disappearing rapidly from view.

Go directly to Nugget 9.

5. Finding The Needle

Scene: The characters approach the target asteroid.

It's always easy to forget just how empty an asteroid belt really is. Space is just big. With the densitometer on wide sweep, and the navcomp directing you toward the asteroid's expected position, this shouldn't be too hard. As you come closer, however, the sensors indicate a small area ahead which is a blizzard of small rocks. You double check the sensors, hoping this is not your target, but the screens confirm that the asteroid is hidden within the cloud of debris. Your collision alarm sounds!

Action: Whether the characters plow straight on or try to slip slowly through this compact asteroid field, they will have to make the following task roll several times.

To avoid collision with an asteroid:
(Dexterity + Pilot) < Difficult (2.5D)

Feel free to impress the players with a description of dramatic near misses (or perhaps even hits). However, unless they critically fail every roll, their ship should not suffer significant damage—just enough to worry them.

You emerge from the hail of rocks and find yourselves in a relatively quiet central space within the dense cloud of asteroids. Ahead lies a single asteroid about half kilometer across, whose signature matches exactly with your expected densitometer scans.

No asteroids seem to enter this clear area, which is about 5 kilometers in diameter. Closer inspection reveals a huge, flat oval of translucent gray stone with pale blue striations embedded in one surface of the asteroid. The stone is approximately 200 meters by 300 meters. In a nearby hollow of the asteroid surface are 13 pyramids, laid out in an apparently random pattern. (If the players ask for the specific layout, consult the map of the gateway control center; a pyramid is positioned over each area marked "A" or "B.")

The asteroid is tumbling but very slowly. The characters could bring their ship in very close, but the best option would be to orbit at about 500 meters and EVA across to the asteroid surface.

If the group has neutrino sensors, they find a strong source somewhere within the center of the asteroid.

6. On The Surface

Scene: Once the characters have suited up and landed on the asteroid, they can investigate the pyramids more closely. This should all be familiar to characters who have played "The Long Way Home."

Moving gingerly around in zero-gravity and vacuum, you move carefully toward the pyramids. They are made of the same stonelike substance as the huge oval. Closer inspection shows that each pyramid has a shallow geometric depression on one face, about one meter above the ground. Each depression has a different shape, but all are about 10–20 centimeters across, with an irregular edge. It is not immediately clear whether the pyramids are solid or hollow, but then you find one that is completely missing one of its side walls. Inside, a dark shaft appears to lead into the innards of the asteroid.

Action: On the far wall of the pyramid is a 50-centimeter-wide ledge that might serve as a seat or bed. There are copies of the same depression within the pyramid, on the far wall, on the wall to the right, and one above the platform/bed. Because of the striated appearance of the rock, these will be difficult to see from outside. If the pyramid door could be closed, it would be seen to have a depression on it (matching those inside the pyramid), which could be used to open the door.

The various depressions require a crystal (see below, in this nugget) to perform functions such as opening the door side of the pyramids and causing the pyramid to descend down its shaft to give access to the control center. However, none of these are functional, so none of the closed pyramids can be opened—even the ship's lasers could not cut through this material!

Examination of the huge oval stone reveals that it is made of the same material as the pyramids. Although apparently slightly soft, it cannot be cut or damaged with any tools or weapons available to the characters, including the ship's weapons.

The only way in is via the two open shafts, each of which descend 30 meters into the asteroid, to either of the two areas marked "A" on the map of the gateway control center. Examination of the base of these two pyramids shows that there was originally a floor, which has been cut away using some form of energy weapon.

7. Anyone Home?

Scene: The characters search the gateway complex.

The shaft is about 30 meters deep. At the bottom, still floating in zero gravity, you look out into a corridor. Your flashlights provide an oasis of light in an otherwise pitch-black environment. You feel a deep sense of foreboding.

The center is deserted but is in surprisingly pristine condition, having somehow survived the ravages of long-term exposure to vacuum. However, there are a few energy weapon scars on the walls, indicating conflict at some point in the indeterminate past.

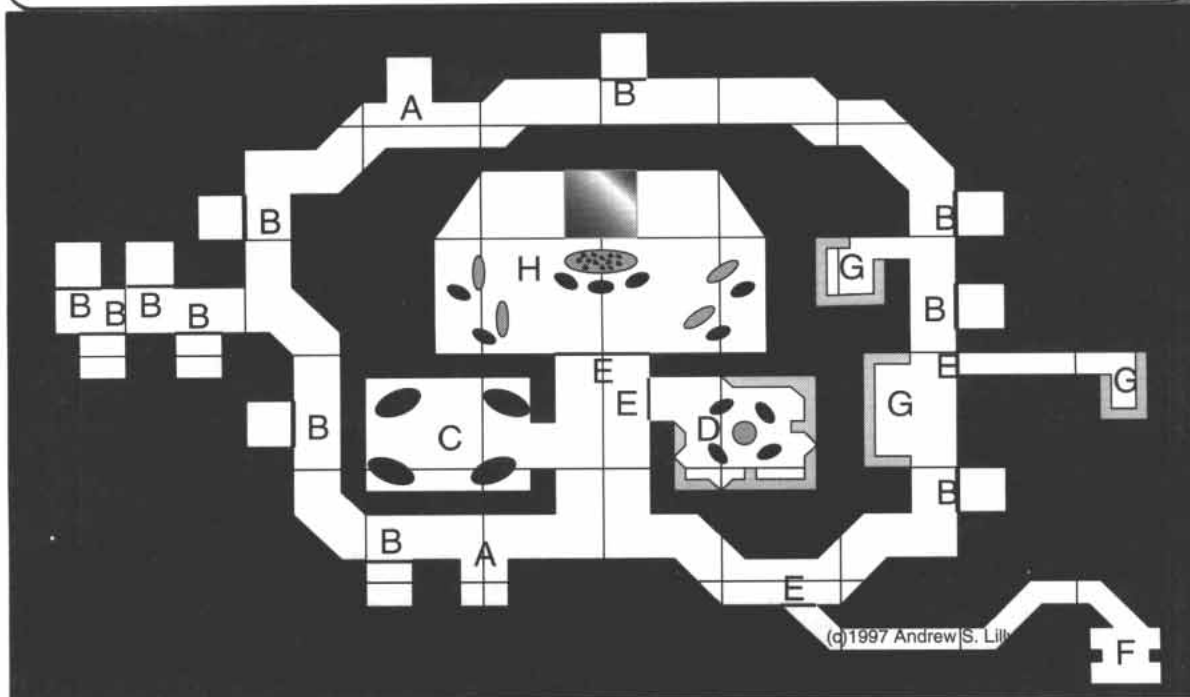
The Complex

The map of the complex shows where the characters can explore. The only structural material is a featureless plasticrete, similar in property to the gateway stone but a constant, boring gray. There is no interior illumination. The

Gateway Control Complex

TACTICAL MAPPING DISPLAY
1 m per square

SYLEA/SHARIM



corridors are about 2 meters wide and 2 meters high. Rooms are slightly higher except the control room, where the ceiling is 4 meters. There are no obvious ventilation, power, or comms ports, and no artifacts.

The key locations in the complex are described below. The characters should not need to spend a long time determining the purpose of each room, as most of the facilities are now inactive. There is not much to find except for the control room and, scattered randomly about the complex, one or more crystal keys.

Each crystal is pale blue, about 20 centimeters by 10 centimeters by 2 centimeters, with an irregular outline. If the players think to ask, the shape is similar to that of the indentations on the pyramid walls on the asteroid surface. The players may also notice that the crystals are the same color as the blue striations in the gray stone from which the pyramids and gateway are fabricated.

If the characters have already played *"The Long Way Home,"* they should know that the gateway needs crystals in order to work. If they are new to this adventure, they'll have to work this out for themselves. Either way, a hunt for the crystals should ensue. They will need three crystals to activate the gateway—if they have retained any crystals from *"The Long Way Home,"* you should only allow them to find enough crystals here to bring their total up to three. The crystals can be hidden wherever desired. Possession of one crystal provides access to the control room (H). Each crystal also matches to the depressions on one of the closed doors (marked "B" on the map) and to the corresponding pyramid on the surface.

A. Open doors to shafts that lead to the open pyramids above. The characters must enter via one of these two shafts.

B. These walls have depressions matching those on the pyramids on the surface. These are the doors to which the other pyramids would descend.

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

D. Work area with tabletops 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 seem like walls with a slight circular depression (30 centimeters across) in their center. Any crystal placed within the circle opens the door (which closes again after a short period of time).

F. Hygiene areas. 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 chamber is significantly larger than the rest. There are several consoles around the room that look like angled mushrooms of featureless plasticrete. Most have small chairs by them, built into the floor. The far wall, which most of the chairs face, appears to lean ominously toward them—it is a view screen, slanted for a better viewing angle. Just in front of this is a large rectangular block 10 centimeters high and about 3 meters square: the base of a holoprojector. In front of this is a wider, curving console with three chairs facing it. The other consoles have no discernible features, but this one has 13 depres-

sions in it. (The players may remember there are 13 pyramids on the surface.) If anyone noted the symbols from the other pyramids, they match on a one-to-one basis.

The final important item in the control room is a bas-relief diagram on one wall—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, 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 scale is only approximate. In the illustration of these designs, the systems of note are Kisi Sa, linka, and Sharim, which are the second, third, and fifth boxes on the top row. If the characters have been to the Sidurii Cluster, they should recognize some of these. One oddity is the bottom, right-hand diagram, which is actually the Arishshiiir system but which is shown prior to the star formation experiments performed here by the gateway makers, which caused the outer system bodies to be altered or lost. The characters should eventually figure out that their current system matches one of the other diagrams on the bottom row. (Select one appropriate to the system in which you placed this first gateway.)

If the characters place fewer than three crystals into the main console, each glows slightly but no other effect occurs. If three crystals are placed in their matching depressions, the holocontrols over each console flicker briefly, then light up. A glow appears just above the surface

of the holodisplay cube and a faint hum becomes audible. The subsidiary consoles have no useful function—the characters should concentrate on the three sets of symbols that 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; and 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

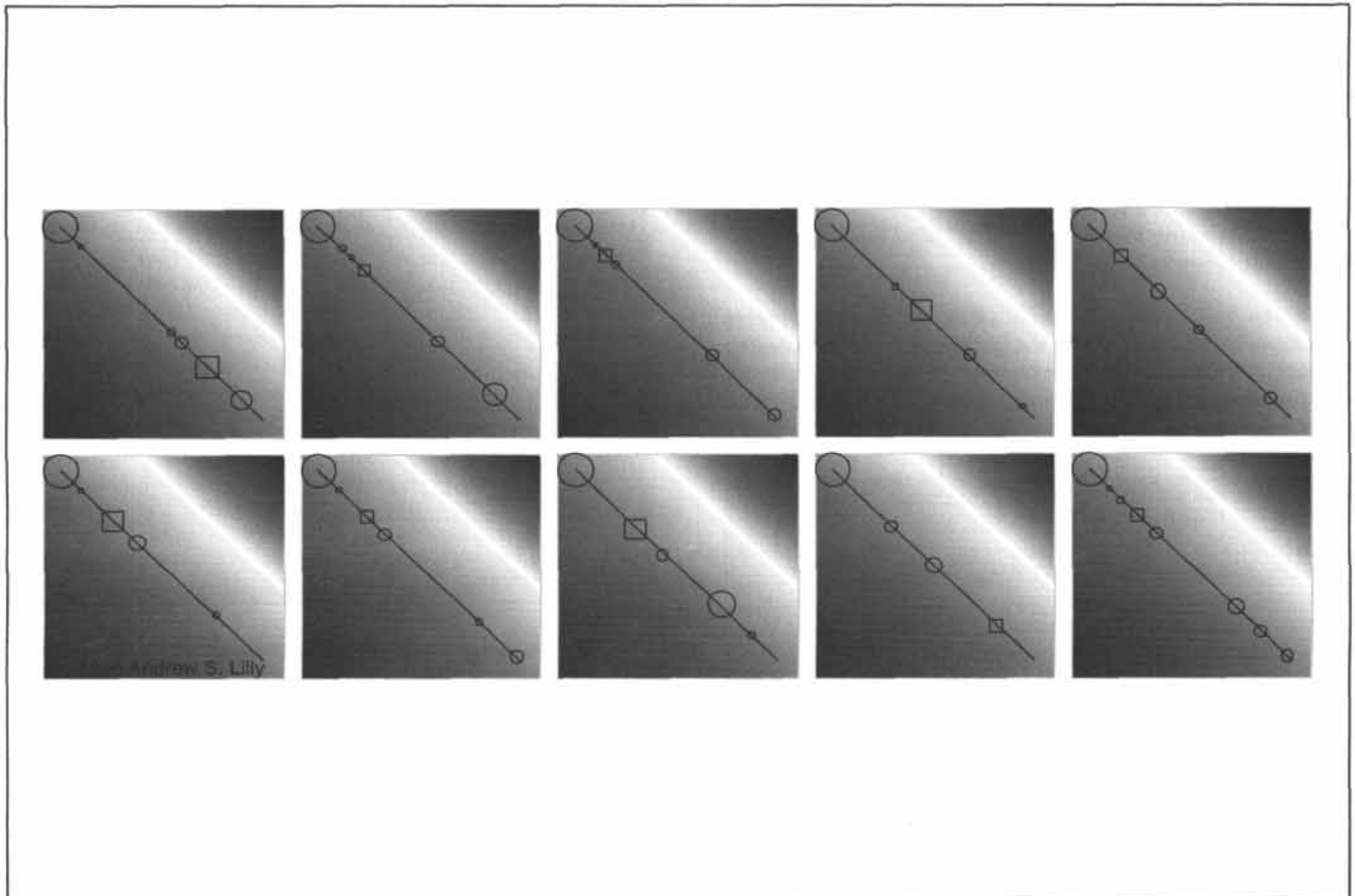
A1: (Already lit.) This starts the power plant. If pressed, all other "Set A" lights dim: the power plant has been shut down. Note the time before it is pressed again, for an equal amount of time will pass before any of the other "Set A" symbols will be usable. (Once powered down the plant takes an equal time to come back on line.)

A2: Causes a sphere to appear in the left side of the holocube. 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 enlarge and turn orange. (The power plant output is increased.)

A5: Causes the sphere to grow 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: (Already lit.) Control center environmental controls.
- B2: Opens all pyramid doors on surface.
- B3: Shows holoview 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 show a glowing link from the current star system to one of the other gateway systems.
- C2: Displays a complex graphic pattern of rotating and intersecting circles (a field stability meter).
- C3: Displays a holoview of the area around the gateway.
- C4: Selects the destination star system. For each press, the glowing link (see C1) changes to the next system. Apart from the current system and one other (the Arishshir system—the bottom, right-hand picture), all the systems light up only dimly. (They all have some form of fault.)
- 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 holoview shows the disappearance of anything in front of, and within 50 meters of, the gateway stone.

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 two obvious options:

1. Work out a means by which the controls can be operated remotely from the starship (such as radio-controlled switches or a robot);
2. "Make the supreme sacrifice" and leave a character behind (especially an NPC).

When the gateway is finally activated and the players maneuver their ship close to the gateway stone, proceed to Nugget 7. It may be that your players are too nervous to try entering the gateway. In this case, at any point after they've played with the controls, the gateway can suffer an anom-

The Gateway Complex

The pyramids provided accommodation for the 13 Ancient 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 console). When the appropriate crystals were placed into the depressions, the control center activated—holoprojections of the controls appeared over the consoles, allowing touch-sensitive operation. Since the same research team worked at all the portal sites, the crystal 'signs' are the same at all the portal sites that the characters may visit. Due to previous faults and (from "The Long Way Home") the characters' own actions, the majority of these gateways are now inactive. See also the "Gateway" entry in the "Library Data" section.

alous power surge and activate anyway (when the characters' ship is close to it for scanning). They must pass through the gateway to begin the adventure.

8. Leaving Kansas

Scene: When the group finally activates the gateway.

One more time, you run through the sequence of controls. As the control room switches are activated in sequence, your sensors show a flare of energy as the giant oval of translucent stone bursts into life. The ship is drawn towards the gateway. It's too late to back out now.

As the ship passes through the stone, a hazy gray wall cuts through the ship from bow to stern. Your vision blurs and all you can hear is a cacophony of random sounds, like some gigantic orchestra gone insane. Your vision clears, but every system on the ship seems to be going haywire, from the food dispenser spraying out random drinks to the jump drive flashing every overload light on the board. Orange sparks and blue fire dance over the bridge consoles. The main view screens are showing random crackles of static but seem to be slowly clearing.

Action: The gateway isn't functioning perfectly, so the characters' ship will experience some problems. Every time anyone tries to use any function on the ship, they must make a Difficult task roll as though they were trying to repair the item.

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 entry into the gateway. You've managed to reverse the power flow by turning the power plant to its minimum level and draining power out of the jump field. This seems to have stabilized things . . . for now. About half the warning lights on the bridge are out now, and your sensors are working well enough to tell you you're in some form of jump space. Tiny blue lights flicker occasionally over electrical systems, but basic functions such as ship's gravity seem okay.

The view screens clear to show you the normal silver/gray haze of jump space, but forward and aft the grayness becomes a deepening black spiral, stretching away into infinity. The ship is rushing at a seemingly impossible speed down a tunnel in jump space. A silver glint shows somewhere ahead. Hopefully that's the exit? What's worse, behind you the walls of the tunnel are starting to wobble and constrict!

The players should be concerned, as the tunnel doesn't look stable. If they've already experienced a collapsing tunnel, they may really be 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 manifest themselves, requiring frequent task rolls from the players. Any mishaps should be superficial: varying gravity fields, loss of lighting, electrical panels sparking, computers going down, and so forth. During this time, emphasize that the collapsing

tunnel seems to be gaining on them, the silver glint ahead is 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.

9. Welcome to Sidurii

Scene: The starship materializes in the Arishshiiir system.

White light engulfs the ship, followed immediately by a great booming and a drastic lurch, as though the craft is being thrown around by a giant hand. The external view screens show blackness all around, though a shower of bright white sparks surrounds the ship. There is the faint sound of impacts on the hull, followed by alarms as the engineering boards turn red with warning indicators. Your blurred vision clears and you can make out that you are in space, but an unfamiliar sun lies ahead of you.

For a moment, the rear screen shows a dark, cratered world—a familiar gray/blue oval receding behind you. But then the stone appears to fold in upon itself. A moment later, the screens white out again. As the picture returns, you see the planet now further away. Through clouds of dust and debris, the outline of a huge new crater can be seen. Of the gateway stone, there is no sign.

As the ship emerges from the gateway, each character should make the following roll to avoid personal injury:

To avoid injury as the ship emerges:
(Strength) < Average (2D)

Failure inflicts 1D wounds, which are reduced by any armor a character wears. If the character is strapped into an acceleration couch, the task need not be rolled. The most immediate tasks after personal damage assessment are to determine the ship's position and check what structural damage has occurred. The task for the former is as follows.

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 traveled nearly two whole sectors, to arrive in the Arishshiiir system of the Laeth subsector of Gushemege, close to the Great Rift. It could take them years to get home from here! If the characters have not visited the area before, they can run some computer searches and generate the player subsector data provided near the end of this book:

An initial sensor sweep puts you in the Sidurii Cluster, Laeth subsector, Gushemege—two whole sectors from Sylea. The old records you've pulled out of the computer archives suggest that you're in the Arishshiiir system. You seem to have arrived on the unnamed world one orbit in from Arishshiiir itself. (See the system map for Arishshiiir.)

The only major ship system to have suffered damage is the jump drive.

To determine the damage to the jump drive (1D hours):
(Education + Engineering) < Difficult (2.5D)
Uncertain (1D)

If failed, the character may still make a repair attempt but at one difficulty level higher. The jump drive is currently inoperative due to the series of power surges it suffered upon entering and leaving the gateway. A very large number of components have burned out, but there is a possibility some repairs could be effected.

To jury-rig working parts for the jump drive (1 day):
(Intelligence + Electronics) < Formidable (3D)

To install new parts in the jump drive (1 day):
(Intelligence + Engineering) < Formidable (3D)

This may be repeated as often as required. A bad failure indicates that one or more replacement parts are not in the ship's stores and cannot even be jury rigged. (Perhaps the nearest planet will have some parts that can be adapted.) However successful their work, the jump drive cannot be repaired beyond Jump-1 operation, due to the extensive damage.

Proceed to Scenario 6.

Children of a Future Age

Answering a distress call from a space station, the characters discover the world Arishshir is dying from an unknown virus. The characters are the only ones who can hope to pull together the necessary data and scientists to stop the plague before it wipes out every last inhabitant.

Summary of Nuggets

1. Marooned! The characters pick up a distress call from a space station. The crew is stranded without supplies because a virus outbreak on its home planet has stopped all space traffic.

2. Rescue: It's touch and go as the characters try to maneuver their starship to rescue the crew from their space station.

3. Medics Only: The characters may opt to lend a hand with basic field work to start limiting the death toll of the virus.

4. Bug Hunting: The characters have to find the cause of the outbreak. The first step is to help the locals analyze the virus, determine its nature, its possible origins, and any potential antidotes.

5. Into the Forest: One team of characters has to go halfway around the planet to a jungle, where they must track down an insectoid creature that may carry the antidote.

6. The Ketis Institute: The characters should also investigate the laboratory that was working on organisms similar to the virus. However, the lab is a wreck and the professor is missing.

7. Here We Go Again: Another chase across the globe to reach the professor, who is working for a strange sect. The characters must try and retrieve the last vials of the pure virus.

8. Ever Onward: The long journey home continues.

This scenario does not distinguish whether the characters have only just been transported through the jump tunnel (either from linka or from Imperial space) or have jumped in directly from linka. The default assumption is that they were unable to use the gateway on linka (in Scenario 5 of "The Long Way Home") and have jumped in. You should adapt any descriptions appropriately if this is not the case.

1. Marooned!

Scene: After the characters have performed their first in-system scans, tell them the following.

A quick scan picks up the three gas giants and the three inner lumps of rock. Between them there's a reasonable-sized world with atmosphere and water. It's not long before the EMS scan picks up a torrent of radio broadcasts. Most seem chaotic and intermittent from the planet, but one signal is much clearer and seems to be coming from a source in orbit. As the computer works, the garbled message becomes comprehensible speech:

"Mayday! Mayday! This is the space station Tadow calling any ship. Oxygen is low and food supplies are minimal. Mayday! Mayday! This is the space station Tadow calling any ship. . . ."

Action: The characters can try tuning to the distress channel and sending a message back. If so, then through the broken Galanglic of a spaceman on Tadow, they'll be

able to find out what is going on. Tadow has a crew of four astronauts who are stranded, with supplies of food and oxygen running low. Their home planet has been crippled for nearly a month now, by a virulent plague that has rendered the entire planetary infrastructure inoperable. Nearly a million people are dying and thousands are already beyond hope. The supply ship that was meant to arrive at Tadow three weeks ago is still sitting on the launch pad.

The astronauts have a simple rescue pod, but such a device has never been used in anger, and without a recovery team on the home planet they could be stranded in the midst of the ocean without hope of rescue. Their oxygen will run out in about two days, at which point they would have no choice but to take the pod down.

2. Rescue

Scene: The characters approach the space station.

You swing around the planet without getting a single radio message from the surface. Things are obviously too dire down there for anyone to monitor your presence. Ahead of you is the space station. You might have guessed these people must be at TL7, but this station looks better—perhaps TL8 or 9. It just goes to prove that the Long Night hasn't seen total desolation, even out here in the depths of space.

On the other hand, if this plague continues out of hand this system will soon be uninhabited. . . .

You scan for craft and pick up only the escape pod, affixed to the space station's central spine. The station itself is an old cylinder design, with five modules spread along its axis. There are two pairs of solar arrays for power and three booms; one with radio dishes, another with what looks like a reactor at the end, and a third with an array of scientific instruments.

Unfortunately it seems to have lost some stabilization because it is slowly rolling.

Action: The characters must get close to Tadow and then either EVA across, or get the astronauts to EVA over to their ship. The starship can maneuver easily to within 1 kilometer of the space station, and the closer the better for the EVA. However, it cannot get closer than 100 meters because of the booms of the tumbling station.

To maneuver close to the Tadow (1 minute):
(Dexterity + Pilot) < Variable (range-dependent)

The difficulty level for 1 kilometer is Simple; for 500 meters, Average; 250 meters, Difficult; 100 meters, Staggering; and closer than 100 meters, Impossible. (A very skilled pilot might be able to match the tumble!)

The characters can EVA in vac suits or use a sealed vehicle (like an air raft). If using a vehicle, they can use the above task to move closer but at one level of difficulty less than for the ship. In vac suits, each character should make the following roll.

To avoid a mishap crossing 100m of space (1 minute):
(Dexterity + Vac Suit) < Average (2D)

The astronauts can get into their own vac suits and open their airlock once the characters are ready. They should attempt the same task as above if crossing from the station to the air raft or the starship.

Minor mishaps could involve the character tumbling, overshooting, hitting a structure, or losing motive power. The character can usually recover without great difficulty. A bad failure involves a similar event but results in suit damage, nausea, or perhaps a blackout. In such cases the character needs assistance.

To stabilize a distressed character during EVA (30 seconds):
(Dexterity + Vac Suit) < Difficult (2.5D)

If one character has to tow another, their mishap task becomes one level more difficult. At the end of the EVA, the characters should have got all the astronauts back to the starship. The NPCs introduce themselves and show extreme gratitude to the characters. After all, they had pretty much resigned themselves to dying—starships do pass through occasionally, but they have no real hope.

If the characters do not volunteer to help with the virus situation, then the astronauts try to convince them. If the characters still refuse, the astronauts become abusive and (perhaps) violent. After all, these off-worlders are abandoning millions of fellow humans to certain death.

Tadow Station Crew

Kasle Odai (Commander): UPP 496A84; Age 28; Male; Sensors-3, Electronics-3, Computer-3, Vac Suit-3.

Kuke Oniant: UPP 75C8A6; Age 34; Female; Biology-5, Computer-2, Vac Suit-3.

Adllo Mahki: UPP A466A8; Age 41; Female; Astrogation-4, Sensors-4, Computer-1, Vac Suit-3.

Kiher Nattaper: UPP 787A93; Age 35; Male; Medic-5, Biology-3, Computer-4, Vac Suit-3.

3. Medics Only

Scene: The characters opt to go down to the planet.

Action: The purpose of this Nugget is to allow the

You all zip your environment suits firmly shut before nosing the craft down, into the atmosphere. One of the astronauts guides you down to Bodanis, a city of about 70,000, located near the equator and home to what they optimistically call their spaceport!

characters to experience the horror of the virus firsthand. If they want to do more than watch people die, then they need to collect data: existing scientific studies, raw samples, and infection data. Secondly, they need to ensure that their work, and that of any natives, doesn't put them at risk.

To minimize the risk of infection they can:

- set up a pressurized dome camp outside a native settlement (probably in an inhospitable area, although getting equipment here may be difficult);
- use a vehicle as a base (cramped but mobile);
- use the starship as a ground base (potentially risky);
- use the starship as an orbital base (preferably in conjunction with a ground base, as transferring samples into space will waste time);

- use the space station (though it must be resupplied with food and oxygen, and has the same problems as the starship).

They could also work in an existing laboratory, but the risk of contamination may be high and the equipment is lower in tech level. However, they can supplement this with their own equipment, and there is a plentiful supply of trained staff who can help.

A Base

Once the characters have decided upon the location and type of base, it must be prepared for use. All tasks using Mechanics can be performed at one level of difficulty higher using an alternative engineering skill.

To set up a domed camp (4 hours):
(Strength + Mechanics) < Average (2D)

Such a camp incurs a -1 DM on all research tasks, or +1 if located on a lab campus.

To set up a vehicle base (2 hours):
(Strength + Engineering) < Average (2D)

The cramped conditions impose a -3 DM on all research tasks, or -1 if located on a lab campus.

To set up the starship as a base (2 hours):
(Intelligence + Engineering) < Average (2D)

All research tasks are at -2 DM if in space, +2 if on the ground, and +4 if located on a lab campus.

To set up Tadow space station as a base (12 hours):
(Intelligence + Engineering) < Difficult (2.5D)

This assumes the necessary oxygen and supplies have been obtained. All research tasks are rolled with a -4 DM.

To set up an existing lab as a base:
(Social + Diplomacy) < Difficult (2.5D)
(Intelligence + Fast Talk) < Formidable (3D)

The necessary bureaucracy must be persuaded, bribed, or bypassed. However, such a site enjoys a +3 DM on its research tasks if used as the main research site. For the purposes of the adventure, whichever lab the characters choose to use is referred to as Biolare and is part of a large university complex at the nearest city.

Time requirements include setting up a working area, configuring equipment and communications, and for an existing lab, procuring samples and existing data. The research DM reflects analysis and computing resources.

Note that the above tasks and research DMs are only listed guidelines; the characters may decide to combine several of these options or think of alternatives.

On the Streets

The characters could help the local authorities with some basic life preservation, perhaps helping to repair or stabilize infrastructure systems (power, water, communications, and so on), or to distribute medicines. Although important, these actions will not help stave off the virus and may waste valuable time.

On the streets, or through talking to doctors, the characters learn of the effects of the virus. Its initial symptoms (stage 1) are shivering and a high temperature. The victim becomes extremely apathetic and tired. About 48 hours after the first signs, the victim becomes too weak to get out of bed (stage 2). After five-to-ten days, the victim is unable to eat or drink and their extreme temperature causes dehydration and death.

The effect on the planet has been devastating: All work has ceased, there are no infrastructure repairs being carried out, and major systems are beginning to fail. (If desired you can roleplay various failures of power, water, and so on during the characters' time here.)

The following task should be rolled for every 12 hours a character spends on the planet outside a sealed environment (a vac suit, pressurized dome tent or the starship).

To avoid contamination from the environment:
(Endurance) < Average (2D)

Add a DM +2 if exposure is short (for example, unsealing part of a vac suit for a few minutes), and a DM -4 if in close contact with virus victims.

We're All Dying

One option that you might like to use, to put a sense of drama or urgency into the game, is to give the characters a daily status report on the population dead or dying. On the day the characters rescue the station crew (Day 1), the virus has infected 75% of the population, broken down as 10% at stage 1 and 65% at stage 2. Transition rates thereafter are:

uninfected to stage 1: 5% per day;
stage 1 to stage 2: 5% per day;
stage 2 to death: 5% per day after day three.

In effect, the characters have a few days grace, then the population starts dying off at 5% per day. The entire planet will be dead within three weeks!

Sample Academics

Academic 1: UPP 675A9A; Age 29; Male; Biology-6, Computer-2, Research-3.

Academic 2: UPP 427889; Age 55; Male; Chemistry-8, Biology-4, Computer-2, Research-4.

Academic 3: UPP 7A79A8; Age 50; Female; Medic-4, Biology-4, Research-3, Computer-1.

Academic 4: UPP 348687; Age 37; Male; Biology-3, Chemistry-3, Research-2, Computer-1.

Encourage the characters not to rely too greatly upon the skills of these academics, for although their skills are high, their knowledge is several tech levels below that of the characters. Note that Kiher and Kuke from the Tadov space station are likely to remain with the characters to help them.

4. Bug Hunting

Scene: The characters have begun work trying to analyze the virus.

You put the latest virus sample into the scanner and wait while a hiss indicates the vacuum is being formed, and then a hum begins as the analyzer does its work.

Seconds pass like hours, but eventually the screen shows a new array of spectra, DNA types, and summary data. You wave Kiher over, who looks at the information then shakes his head.

"No good. We'll have to try again."

Action: Analysis of the samples and data can be carried out using the characters' own skills and equipment, or that of the locals, or a combination. The characters (and particularly Kiher and Kuke) can act as the hands and eyes of the natives, and the best strategy may be to use the more extensive local facilities, backed by the starship's computer.

Using the surface facilities does increase the risk of virus exposure, but then it might be better not to let virus samples onto the ship anyway! Every 24 hours that analysis is performed, the lead researcher must roll the following task (on behalf of the entire team).

To safely handle virus samples:
(Education + Biology) < Average (2D)

A minor failure indicates a small sample leakage, and the entire team must make a roll to avoid contamination (see Nugget 3). A major failure indicates a significant spillage, perhaps contaminating a whole lab or ventilation system—all characters in the locale must make the contamination roll, at a -8 DM if they are not in an environment suit.

Few players will be interested in fully roleplaying the scientific investigation of the virus. Hence, this adventure revolves around a few tasks performed each day. The primary purpose of the research is to isolate the critical DNA tags from the virus, to try to determine its method of operation. The team leader should roll the following task each day.

To isolate the DNA tags in the virus (1 day):
(Education + Biology) < Difficult (2.5D)

Apply the base research DM. Medic counts as Biology-1 for this task.

The Senger Link

Once the DNA tags are found, the team must scan native publications and electronic databases to find a match.

To find a match for the Virus (6 hours):
(Education + Biology) < Difficult (2.5D)
(Intelligence + Medical) < Formidable (3D)

If successful, the search leads to a series of papers by Professor Vatio Senger, dated over the last two years, detailing a virus which he found in the stomach of a small Arishshir insect—a Sevalid. Its purpose was to kill any animal that ate it, which may not have been an evolutionary advantage for the Sevalid in question but was for the species as a whole.

Its effects appear to match those of the current virus, but the Sevalid virus is only active once ingested and lives only briefly within its victim before becoming inactive. If the characters don't conclude anything from this, Kiher will conjecture that Senger has engineered, or accidentally mutated, the virus into a free-living, airborne form that is now spreading across the planet as easily as pollen.

The papers contain two further critical pieces of information: They all originated from the Ketis Institute, and the Sevalid also carried its own antidote to the virus to stop itself being infected. The characters' course should be abundantly clear: They need to find some Sevalids to develop the antidote (there are no records of any in captivity except for Senger's research), and to track down Professor Senger.

Sevalids

Sevalids are 3 centimeters long, with segmented bodies and six legs. They have small pincers which can give a person a nasty nip but are not fatal. They have a black-and-orange striped coloring. They typically live in colonies of 20 to 50, with an egg-producing queen that can grow up to 6 centimeters long and has a large white egg sack on her belly. They live mainly on the jungle floor and lower branches, and they feed on dead organic matter. They are native to Arishshii.

5. Into the Forest

Scene: The characters arrive in the jungles that are home to the Sevalids.

Your craft hangs above the tree canopy. The jungle below is a dense mat of greenery, too dense to land even an air raft. There are two choices as far as you can see: Land the craft at the edge of the jungle (50 kilometers away) or use a rope to climb down, into the forest (assuming you brought a rope).

Action: The characters may have tried to find Sevalids at the Ketis Institute but will have been unsuccessful (see Nugget 6). Their only option is to head for the Sevalid habitats—the Ferab jungle, halfway around the planet from their current base (see planetary map). If they think to ask, the authorities can give them the navigation coordinates for a small ranger station located at the edge of the jungle. On arrival at the station, the characters find that the six rangers present are only in the first stage of the virus and are still able to help the characters track down the Sevalid. They also have a large helicopter which can carry 12 people and has a range of 500 kilometers.

Rangers

Tonig: UPP 876986; Age 34; Male; Leader-3, Biology-3, Gun-3, Survival-3.

Marak: UPP 857768; Age 38; Male; Biology-4, Survival-4.

Senia: UPP A94864; Age 28; Female; Leader-1, Biology-3, Gun-2, Survival-2.

Barkis: UPP ABA653; Age 25; Male; Biology-1, Blade-3, Gun-2, Survival-2.

Tanya: UPP 764875; Age 21; Female; Biology-1, Gun-1, Survival-2.

Peiri: UPP 875678; Age 22; Female; Biology-1, Blade-2, Survival-2.

The rangers know roughly where to find the nearest Sevalid nest, but it is a good 200 kilometers from the station. The rangers won't last a sustained hike, so the characters need to approach by air. If the characters have no air raft to use, the rangers have a large helicopter. The jungle canopy is too dense to allow the characters to land at the main area, so they can either descend by rope down or land about 50 kilometers away, at the edge of the jungle.

To descend through the canopy (1 minute):
(Strength + Athletics) < Difficult (2.5D)

Mishaps could include getting stuck and needing rescue (a second rope?), twisting an ankle on landing, dropping equipment into the trees, and so on. A very bad failure indicates a rope or clip has malfunctioned and the character falls into the trees, suffering 3D damage.

If the characters choose the jungle edge, it takes 18 + 2D hours to walk in. However, they should take care not to get lost or separated since, without the rangers as guides, they will have great difficulty finding the Sevalid nests, or even their way out again! Once in the area, the characters have to decide how to split up and find the elusive creatures. A team mixing jungle/weapon skills (for survival) and biology skills (to find and identify the Sevalids) works best. The team can be drawn from the characters, Tadow's crew, and the rangers (but remember that after two days the latter will be incapacitated by the virus).

To find a Sevalid (4 hours):
(Intelligence + Perception) < Difficult (2.5D)

Roll for each member of the team who is actively searching. If all claim to be searching, that's okay, but remember that they can be surprised by hostile animals since no one is acting as a lookout. On a reasonable success, they find 1D Sevalids feeding 4 meters up the trunk of a tree (a little difficult to get at!). On exceptional success, they find a group of 3D Sevalids around the entrance to a nest.

To capture the Sevalids (20 seconds):
(Dexterity) < Difficult (2.5D)

Repeated attempts are fine; this is just to make the characters sweat it out! A bad failure may result in a bite for 1 point of damage, but this will not cause a virus infection (although the characters may worry about this).

Jungle Encounters

While the characters are in the jungle, they may encounter wild animals. Roll 1D every six hours. On 4+, an encounter occurs.

2D Event

- 2 Sticky Vines entangle one character and then gradually try to suffocate him.
- 3 A plant fires spores into the face of a passing character, rendering him blind for 1D hours.
- 4 A plant fires barbs at the character, which penetrate clothing (but not armor) and cause vomiting for 1D hours, halving movement rate and imposing a -2 DM on all tasks.
- 5 2D flabby hippopotamus-like grazers—400 kilograms, 5/3 hits, no armor, trample 4D, A3 F8 S1.
- 6 1D fast-moving orangutan-like intermittents with leathery wings stretched between their arms and legs—200 kilograms, 4/2 hits, no armor, claws 2D, teeth 1D, A4 F9 S2.
- 7 A three-headed, crocodile-like killer—400 kilograms, 6/2 hits, armor 2, 3 x bite 2D, tail 2D, A10 F3 S1.
- 8 A near-transparent trapper, about 2 meters square, lies on the floor. It folds around anyone stepping on it, causing 1D acid damage per round until killed—30 kilograms, 4/1 hits, no armor, A0 F0 S0.

2D Event **Jungle Encounters Continued**

- 9** 2D carrion eaters scuttle along the branches above the characters. If anyone becomes injured or ill, they take a close interest—30 kilograms, 3/1 hits, armor 1, bite 2D, A3 F10, S2.
- 10** 1D elephantine eaters plow through, devouring anything in their way. Thankfully, they make so much noise, they can be heard some distance away—12,000 kilograms, 12/5 hits, armor 1, bite 10D, A0 F4 S1.
- 11** Lead character falls into a pit and must roll a Difficult Dexterity task to avoid a 2D injury. It takes 1D x 2 minutes to get the character out.
- 12** Random character twists an ankle on a tree root. Halves movement rate for next 2D hours.

Returning to Base

Once several Sevalids have been captured, the team(s) must find their way out of the jungle. One option is to walk back to the jungle edge, or they may still have their air raft or helicopter available. (Remember that the helicopter has limited fuel and will have gone back to base after dropping them off.) The characters can then climb or be winched up to their craft and flown back to base. Repeat the rope-climbing task (used to descend) for getting back aboard safely and, if the characters have not suitably protected the containers holding the Sevalids, roll a Difficult Dexterity roll for whoever is carrying them, to see if they are dropped or damaged.

The rangers can be dropped off at their base, or they may wish to return with the characters. (After all, the characters have the antidote!) The available space in the characters' transport is important (unless they bring the starship down) since the rangers' helicopter can't fly halfway around the world!

The Antidote

Once back at the research base, the characters and Arishshiiir scientists can determine how to create the antidote:

To make the first batch of antidote (6 hours):
(Education + Medical) < Formidable (3D)
Uncertain (2D)

There is no guarantee the antidote works correctly, so it must be tested on one or more patients. This is why the task is uncertain. Failure means the patients continue to die and another batch of antidote must be attempted. (Each batch requires one Sevalid but could probably cure around 10,000 people, so the characters better have brought back enough!) Success means the patients begin to show signs of recovery after six hours.

Once a successful antidote has been made, the Arishshiiir scientists can begin making larger batches. Further trips to the jungle may be required, but they can arrange this themselves. The antidote will take time to spread, and people in remote locations will continue to die, but the major populaces can be saved. If running the virus clock, you can now reduce all three transition rates by 1% per day, such that after five days people at stages 1 and 2 are stabilized and will eventually recover.

The focus should now switch to finding out who did this and why.

6. The Ketis Institute

Scene: The characters arrive at Lalan city, site of the Ketis Institute:

Lalan city is smaller than you expected. A fire is burning out of control somewhere in the suburbs, and one or two vehicles still appear to be moving about, but otherwise it's deathly quiet.

The hexagonal shape of the Ketis Institute is clearly visible on the slight hill just outside the city. Also visible even at this range is a large, black gash in one side of the building—a fire, or something else?

Action: While one team searches the jungle for the antidote, another can head for the Institute, to find Professor Senger and see if there is an antidote there. They should already know that the Institute conducts research into bioscience and bio-engineering, and it is supported by the Ketis Foundation. It occupies a large hexagonal building on the edge of Lalan City, which is itself situated on the edge of one of the equatorial seas.

The characters can land as close to the Institute as they wish—most likely right outside the entrance or by the damaged section. The place will appear deserted, but some scientists are still here. They were working on trying to counter the virus as long as they could but have been infected and are now lying helpless (but alive) in their laboratories.

If asked about the damage, or about the Professor, the scientists tell of a bomb exploding about 10 days ago. It happened at night so nobody was hurt, but the bomb was planted in Professor Senger's lab and he has not been seen since. His lab student and assistant are also missing. The Professor was working on some obscure tranquilizer, but the staff doesn't know the exact details. If questioned about the Institute, itself, they know only that it is run by a Mr. Tradem, who visits from time to time and appeared to show a particular interest in the Professor's work.

The characters can check out the site of the explosion. It will bear out the scientists' story.

To look for clues in the rubble (10 minutes):
(Intelligence + Forensic) < Difficult (2.5D)
(Intelligence + Perception) < Formidable (3D)

Although there is a lot of damaged lab equipment here, there is absolutely no sign of any remains of the Professor's samples or files. Notably, there is one locked fire safe which, if broken open, is empty. This should arouse their suspicions and, in breaking it open, they will find lying underneath an old tourist map of the Ferab jungle, with a couple of grainy photos of Sevalids. It appears these must have been lost under there for some time.

If the characters wish to know more about the Ketis Foundation, they can search the offices of the administrator or director, or try a computer search.

To search for hard copy data on the Foundation (1 hour):
(Intelligence + Admin) < Formidable (3D)

To search for computer data on the Foundation (10 minutes):
(Intelligence + Computer) < Difficult (2.5D)

For each successful search task, reveal one of the following:

- The other Foundation directors are: Trica Lorie, Vedice Tofac and Ramel Lacom;
- the funding for the Professor's work was quadrupled in the last six months, on the express orders of Mr. Tradem, and against the wishes of the Institute Director;
- the Foundation never appears to be short of money.

The characters can follow up these leads by searching the world's information networks.

To find follow-up information on the world net (10 minutes):

Intelligence + Computer < Formidable (3D)

A challenging task, given that Lalan is rapidly losing its network links as equipment fails and isn't repaired. If the characters can contact their research base, they can double the number of people searching.

For each successful task roll, tell them one of the following (in the order given).

- Apart from links with Ketis, there are no other references to Mr. Tradem or Ms. Tofac on the global network (they don't exist.);
- Lacom is the leader of a sect called the "Children of a Future Age." It preaches that there is a new age coming to Arishshir and that its disciples will be the inheritors of the world within their lifetime; everyone else will die;
- the sect is based in a secluded mountain fortress called Mahsir (see planetary map). Mahsir is believed to be home for up to 200 followers;
- Lacom has been under investigation by the authorities, on charges ranging from fraud and extortion to assault, conspiracy, and murder. Through his lawyers, or the disappearance of key witnesses, none of these cases have ever stuck.

The characters' course of action should be clear: The Professor is almost certainly at Mahsir. The question is, is he working for Lacom under duress, or is he another member of the sect?

7. Here we go again...

Scene: The characters approach Mahsir:

Lalan city is smaller than you expected. A fire is burning out of control somewhere in the suburbs, and one or two vehicles still appear to be moving about, but otherwise it's deathly quiet.

The hexagonal shape of the Ketis Institute is clearly visible on the slight hill just outside the city. Also visible even at this range is a large, black gash in one side of the building—a fire, or something else?

Action: How the characters play this is up to them. Key elements of the fortress (see map) are highlighted below. Fortunately for the characters, Lacom is too confident to have organized surveillance. (He believes everyone outside Mahsir is dying, so why worry?) The characters should find it relatively easy to conduct a close reconnaissance. At its closest point, the forest comes within 500 meters of the compound wire.

The following task is required to move a vehicle close to the site without being seen by workers, passing craft, or sensors.

To approach unseen within x kilometers of the fortress: (Dexterity + Pilot) < Formidable (3D)
Uncertain (1D)

Anything within 500 meters will automatically be seen during the day; at night, apply a -6 DM. Otherwise, for up to 1 kilometer apply a -4 DM; out to 2 kilometers, -2; and beyond 2 kilometers, no adjustment. The task is one level easier for a vehicle (ground or grav) and two levels easier for individual personnel with grav belts or grav bikes. In addition, the task is one level easier for personnel or small vehicles if conducted at night.

To scale the wire fence (10 seconds): (Strength + Athletics) < Average (2D)

The wire is not alarmed, so any failure indicates getting stuck, cut, or spraining an ankle upon landing. Once in the complex, characters must make a task roll to remain unobserved (assuming they are trying to do so). During the day, this should be rolled once per combat round; at night, roll once per two minutes.

To move about the complex unobserved: (Dexterity + Stealth) < Difficult (2.5D)
Uncertain (1D)

If in a vehicle, this becomes a Staggering task. Making moderate noise increases the difficulty one level. Gunfire almost certainly is heard throughout the compound. If the roll is failed very badly, then assume that the intrusion has been noticed and a silent alarm has been tripped—the characters will be unaware that the occupants are preparing for a fight!

The Fortress

A. Main Gate: Locked at night. During the day, one follower stands guard, armed with a nightstick and a short-range radio to communicate with the complex gatehouse.

B. Open Garden: Scattered fruit trees.

C. Helipad.

D. Hangar: A four-seat helicopter is inside, fueled and ready to go. The fuel is stored in two large tanks beneath the floor.

E. Pasture: 20-30 large herbivores grazing.

F. Animal Sheds: Animals are kept here at night.

G. Market Garden: A variety of fruits and vegetables, and a couple tool sheds.

H. Wire fence: 2 meters high, with razor wire on top. Not alarmed.

J. Complex Wall: 4 meters tall. There are two small gates that are open (and unguarded) during the day while there are workers outside. At night they are locked.

K. Complex Gatehouse: Two heavy wooden gates, shut and locked at night. Watched from a guardhouse where two followers with nightsticks are on guard, day and night. At night, one of them patrols around the complex for 10 minutes every hour. There is a small armory here (10 pistols, 10 assault rifles). If intruders are detected, these are distributed to other followers. If attacked, one guard stays at the gate and hands out arms while the other provides

covering fire. They have a silent alarm wire to Lacomp's anteroom (T) and the temple (R), but a siren on the roof is used to rouse the compound in an emergency.

L. Dormitories: One hundred and fifty followers sleep here at night. During the day they spread throughout the complex, working in the fields, studying, praying, and so forth. If they hear the alarm, they panic. Most run outside and then promptly run back in again if they hear shots. If roused by a guard from the gatehouse, 20 of them follow him to get weapons. If in a panic, only six have the presence of mind to go to the gatehouse.

M. Guest Rooms: Professor Senger and his two assistants each have a room. The rooms are unlocked. If they hear shots, the professor keeps his assistants in the building with him. The professor is here of his own volition and calls for the guards if the characters try to "rescue" him.

N. Study Rooms: Unlocked.

O. Laboratory: This study room has been converted into a makeshift lab. A selection of the professor's equipment is here, moved from the Ketis Institute over several months so as not to cause suspicion. A locked wall safe contains a good quantity of both antidote and virus. Only the Professor and Lacomp have the combination.

P. Restaurant, Cookhouse, and Recreation Rooms.

Q. Fountain.

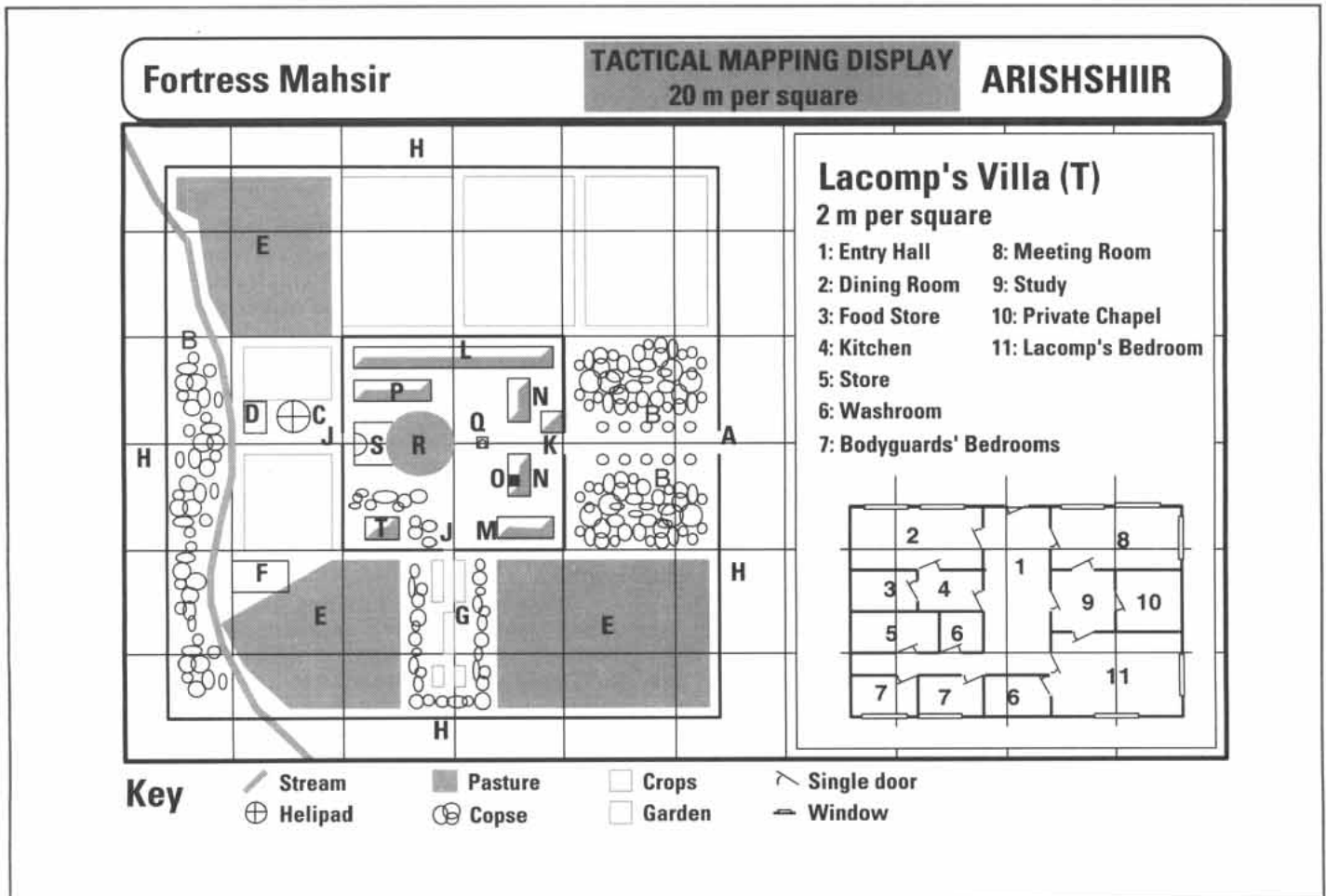
R. Temple: There are always two followers here in prayer. At 0500 and 1500 each day, all followers gather for prayer, except for those on duty at the gates or cookhouse. If they hear the alarm or fighting outside, they bar the gate to the inner sanctum, pick up any weapons they can find (clubs and small blades) and guard it with their lives.

S. Inner sanctum: A small courtyard with a smaller temple. Only Lacomp and his key followers are allowed here. The temple contains a small nuclear bomb, which is linked to a detonator constantly carried by Lacomp.

T. Lacomp's Villa: Lacomp spends most of his time here. He is always accompanied by two attendants in flak jackets, each carrying a concealed submachine gun. Lacomp wears concealed diplomatic armor and has a pistol under his pillow, although he does not carry a weapon during the day. The attendants sleep in an anteroom to his bedroom.

On hearing either the silent or siren alarm, Lacomp's guards wake him. He tells one of them to go and protect the lab while he goes with the other to get the professor and use him as a hostage. On the way, he encourages his followers to attack the unbelievers and is annoyed at their failure to rally to his cause. (Most are not combat trained.) Lacomp has no compunction about shooting the professor and his assistants if this will persuade the characters to surrender. He is confident that the virus has done its work and that the world will soon be his. Needless to say, the professor will be horrorstruck at Lacomp's sudden treachery.

If the characters refuse to surrender, Lacomp announces the coming of the future age. He brings out the detonator and holds it with his finger over the button. He then spends a considerable time bragging about his god-like powers and how a mere press of his finger will cause the end of the world for everyone within 100 kilometers. His long monologue is intended to give the characters time to react and (hopefully) disable him or the remote control



before he presses it. Besides, Lacomp is trying to overcome his own fear of death and gather him the courage to actually press the button.

If the characters really screw up here and that Lacomp presses the button, then either the device misfires—only the conventional explosives go off, subjecting the entire compound to a 6D concussion explosion—or you could let the players think nothing has happened until someone looks at the remote control and realizes there is a countdown timer running on it. Either way, the end should feel like a dangerous climax to the players!

The Villains

Lacomp: UPP 656B58; Age 41; Male; Leader-6, Persuasion-6, Intimidation-4, Blade-1, Gun-2, Psychology-4, Philosophy-1.

Bodyguard 1: UPP 985464; Age 28; Male; Gun-4, Melee-4, Blade-3, Brawling-2.

Bodyguard 2: UPP A76553; Age 32; Male; Gun-3, Melee-3, Blade-3, Carousing-2.

Professor Senger: UPP 589DC9; Age 38; Male; Biology-5, Chemistry-5, Research-4.

Assistant 1: UPP 6888A6; Age 54; Female; Biology-4, Chemistry-2, Research-2.

Assistant 2: UPP 95B985; Age 32; Male; Computer-4, Electronics-2, Biology-2.

Guard: UPP 45A576; Age 28; Male; Dance-1, Art-1, Music-1, Gun-2.

Guard: UPP 985786; Age 19; Female; Art-3, Blade-1, Gun 1, Melee-1.

Follower 1: UPP 864837; Age 53; Female; Craft-1, Music 1, Blade-1.

Follower 2: UPP 669479; Age 29; Female; Dance-1, Art-3, Blade-2.

Follower 3: UPP B67456; Age 38; Male; Art-1, Music-3, Melee-1.

Follower 4: UPP 837368; Age 56; Male; Dance-1, Art-1, Music-1, Gun-1.

Follower 5: UPP 357775; Age 33; Female; Admin-3, Trader-2, Art-2, Craft-2.

8. Ever Onward

Scene: Having resolved the virus problem and (hopefully) found the Professor . . .

Everybody has gathered back at your research base. At last it is safe to get out of your environment suits. The distribution of the antidote is going well, and although some deaths were unavoidable, a great loss of life has been avoided.

The locals are passing around congratulatory glasses of Uinea. With your mind now clear of the virus, you realize you haven't had a chance even to ask about where to go next. What interstellar gossip might these people know? What should your next port of call be?

Action: This adventure is at an end. The natives are extremely grateful for the characters' help and reward them in any way they can. They have had some interstellar contact and can tell the characters the following:

- They have suffered from occasional raids by the Gumahl and live in fear of their arrival in force, hence the need to get their own space program going. They know that traveling coreward would be hazardous in the extreme. (If you do not have "The Long Way Home," then this warning is intended to dissuade them from traveling away from the remaining scenarios. Naturally, it is up to you whether you allow them to wander around nearby worlds before heading to Anmiinuu.)
- They have been visited by occasional traders and even the odd pirate.
- As for the worlds rimward, they know there is a human settlement on Anmiinuu which has starships, but they haven't seen any sign of the settlers for a year or so. They also know of a big, fierce alien race which shared their world, and with whom they had an uneasy truce. Other than that, there is little more they can say.

The characters can now refuel, replenish their stores, and get on their way, hopefully with the knowledge of a deed well done.

Marks of Weakness

The characters enter the Anmiinuu system and witness a battle between a human ship and an alien craft. They discover these aliens have enslaved an entire world of humans. The characters must try to resolve the conflict, but should they choose war or some alternative means?

Summary Of Nuggets

1. Into The Crossfire: The characters emerge from jump space, right in the middle of a duel between two ships. When they identify one as alien and one as human, they must decide whether to help.

2. A Sad Tale: With the battle ended and the alien ship gone, the characters hear the human crew's story of alien invaders and a struggling resistance movement. They also learn that there is a stockpile of starship spares—in alien territory.

3. The Rebel Base: The characters are taken to a rebel base beneath a lake and then to a local village. The rebels are planning for war, but should the characters support them?

4. Life In The Woodlands: The characters learn about the Maerni and the alien culture, and find that their rebel hosts may not be telling the whole truth.

5. A Visit Too Far: Against rebel advice, the characters return to their ship once too often and get ambushed.

6. A Close Encounter Of The Feline Kind: The aliens arrive unannounced in the town, and the characters have to pass themselves off as locals.

7. Knowing Your Place: The characters witness a disagreement between aliens which gives them an insight into their culture.

8. Cash On Demand: Another cultural lesson, and one which could land the characters in a duel.

9. An Invitation To A Duel: The characters are hauled before the alien regional governor, who gives them a choice: Fight an honorable duel or die!

10. The Duel: This isn't quite what the characters had planned. The duel involves a competitive fight in the planet's badlands. The reward is planetary peace and, perhaps, the parts for their jump drive.

11. Burning Bright: The characters take their leave and head for the next world.

Important Notes

Useful references in the library data are the Aslan, Maerni, and recent Maerni history files. The library data reflect the fact that the Maerni refer to their planet as Maernon rather than Anmiinuu. Note that the Maerni populace generally refers to the Aslan using the derogatory term "Furball." (Feel free to make up other terms.) The Aslan call themselves the Fteirle. During play, particularly with experienced players who may recognize the race, avoid using the term "Aslan;" use only "Furball" or "fteirle."

Through one or more mishaps involving the jump tunnels, the characters' ship should only currently have jump-1 capacity. A critical part of this scenario is the search for the components to allow the players to repair their jump drive sufficiently to achieve jump-2. Without this capability, they will be unable to make the jump to Sharim, where the gateway home is to be found.

1. Into The Crossfire

Scene: The instant the ship drops out of jump space .

You drop out of jump space, but before you've even had a chance to look at your sensors there's a blinding flash—a missile detonation nearby! As the glow subsides, your screen displays two craft involved in a violent dogfight. One looks pretty much like any Sylean or Solomani spacecraft, but the other is unlike anything you've seen before. Its body is all bulging curves, with what looks like decorative arcs and scripts. It's hard to even tell bow from stern.

As you take the scene in, the alien ship lands some punishing laser blows on the human craft, and then your comm channels pick up a radio broadcast. After a few seconds of processing, you hear a desperate voice calling out in garbled Long-Night Galanglic: "Calling fellow human starship. Help us! Please help us! We are under attack! The aliens . . ." . . . crackle . . . "soon destroy us. Help us please, for the sake of all humankind!"

Action: The dueling ships are an Aslan courier and a human system defense boat (see sidebar). The characters have two probable courses of action: Go to the rescue or stand by and watch. If they attack the Aslan ship, it almost immediately engage its jump drive and disappear from the system. If the characters opt to wait and watch, the Aslan ship fire a further shot or two on the SDB but then take a severe hit and quickly enter jump space to make good its escape.

Appearances can be deceptive: The Aslan ship was actually heading out of system and was ambushed by the humans (hence its preference to jump out rather than try to return to Anmiinuu).

Since this is about the only chance the characters get for starship combat in this campaign, you might opt to lengthen the combat, perhaps by having another alien courier arrive, or by having the first courier fight to the death. If they have any sense, the characters will not want to sustain damage to their ship. (It's still damaged from the misjump.) By pursuing a fairly defensive strategy, the combat may be lengthened appropriately without causing serious further damage to the characters' ship.

2. A Sad Tale

Scene: When the alien ship is destroyed or has jumped, the captain of the human ship contacts the characters

A woman in oil-spattered camouflage clothing appears on your vid screen.

"Geez! Thanks for saving our necks! Those Furballs were hell-bent on making a kill of us there. Look, it's not safe to hang around here, I'm sure they'll have one of their big ships up here in no time, and I don't want to be here when it arrives. If you want to stay alive, I suggest you don't hang around either.

"Things are pretty desperate, down on the planet; those invading Furballs are making our life hell and the Resistance is finding it hard-going, trying to protect our women and children. We could sure use some help. That ship of yours looks like it could sure give them a good lick-

ing. If you follow us down, we can take you somewhere safe, where you can get a good drink and good hospitality. You comin'?"

Action: The human captain Sen Tomall is quite desperate and says anything to get the characters to come with her. She truthfully answers any questions about jump spares by saying that the old Vertase Starport has a good collection of ships in it, some of which were operational until a few years ago; but the place is now in "Furball" hands. If the characters need further persuading, you can have a large Aslan cruiser exit jump in some distance behind them—it will give chase but lose the ships as they enter Anmiinuu's atmosphere.

The human ship is the SDB Iflama. It heads for the far side of the planet (Anmiinuu) and the characters either have to follow or jump out to avoid the Aslan cruiser. Iflama loops under the planet's south pole and then dives into the atmosphere at a high attack angle. The re-entry is far steeper than normal and the characters' starship signals several heat and stress warnings as its hull glows white-hot. Re-entry fire plays across the external viewers and the ship is buffeted.

To keep control of the ship during re-entry (5 minutes):
(Dexterity + Pilot) < Difficult (2.5D)

A minor mishap indicates a bad re-entry angle, which imposes a -2 DM on the crew injury roll below. A major failure indicates the heat and stresses have damaged the ship—roll a single surface damage result from the starship combat rules.

Also make each character roll:

To avoid injury during the steep re-entry:
(Strength) < Difficult (2.5D)

Apply a +4 DM if the character is strapped down, or -2 DM if the pilot failed to control the ship correctly. Damage is 1D, adjusted by armor (such as a vac suit). Then read out the following.

As your ship dips below the heavy clouds, you see a rugged mountain scene below. Ahead of you, Iflama is heading for a narrow valley. It screams into it at high speed, flying as close to the ground as a ship of its size can. The question is, can your ship do the same?

To manage this maneuver requires the same control and then injury rolls as for re-entry. If the control is failed, the ship doesn't hit the rocks but has to veer to one side abruptly, causing an increased likelihood of crew injury (through g-force or being thrown around). Now tell them:

The pass widens into a small bowl-shaped mountain valley. A lake fills the valley floor. Iflama arches upwards, turns and dives straight into the center of the water!

If the characters dive straight in after, they'll need another set of control/injury rolls! A more sensible approach this time is to descend slowly into the lake and get their bearings.

Iflama's momentum is still carrying it downward. This lake seems to have filled a huge mountain rift such that it is very deep with steep sides. Iflama then levels out and

heads for a dark cavernous opening in the rock wall. It slips through (you can follow fairly easily), and after a few moments comes to rest in a huge cavern. Faint lights pierce the water and you can see docking ports already extending to connect to your airlocks.

Human System Defense Boat (SDB)

Tons 400	Volume 5600	Cost(MCr) 296.7
Crew 16	Pass Hi/Med 0/0	Low Berth 0
Cargo 17	Controls Fib/Bridge	TL 10
8	Size Rating	0 Jump Rating
3	Fire Control Rating	6 G Rating / Thrusters
3	Missile Barbette 15(6)	10 Power Plant Rating 2000MW
		134 Fuel Rating / S / R
		0 Meson Screen Rating
		2 SandCaster Rating (36)
		0 Damper Rating
		A4 P4 J0
		20 Armor 16 Structure

Notes: Hull is a streamlined sphere; improved comm systems; minimal hangar for 10-ton launch; can refine 10 tons of fuel per hour; small staterooms are provided for all crew except for the Captain, who has a large stateroom; 70 G-turns of maneuver fuel.

Crew Details: Engineering 2, Electronics 3, Maneuver 2, Gunnery 4, Command 2, Medical 1, Small craft 2.

Mission: System defense boat.

Aslan Courier Ship

Tons 400	Volume 5600	Cost(MCr) 107.2
Crew 13	Pass Hi/Med 2/4	Low Berth 0
Cargo 125	Controls Fib/Bridge	TL 11
8	Size Rating	2 Jump Rating
3	Fire Control Rating	1 G Rating / HEPlar
1	Military Lasers 3-0-0-0	2.5 Power Plant Rating 500MW
		100 Fuel Rating / S / R
		0 Meson Screen Rating
		1 SandCaster Rating (24)
		0 Damper Rating
		A1 P2 J0
		10 Armor 12 Structure

Notes: Hull is a streamlined globe/disk design; advanced comm systems; minimal hangar for 10-ton launch; can refine 10 tons of fuel per hour; has collapsible fuel tanks which increase capacity to 220 and reduce cargo to 11 when filled; small staterooms are provided for all crew except for the Captain, who has a large stateroom; 40 G-turns of maneuver fuel.

Crew Details: Engineering 1, Electronics 2, Maneuver 2, Gunnery 2, Command 2, Stewards 1, Medical 1, Small craft 2.

Mission: Fleet courier which can jump a total of 5 parsecs (2 + 2 + 1) without refueling if using collapsible fuel tanks; otherwise, it is limited to 2 parsecs range. The sub-optimal sensors are a function of its usage as a courier, not a warship.

3. The Rebel Base

Scene: As soon as the characters decide to allow the airlock to be cycled and opened, they will be met.

With your ship safely moored and the airlock pumped free of water, the hatch hisses open. The captain of Ifflama is standing there. She enters with a warm smile.

"Hi, I'm Captain Tomall—Sen Tomall. Thanks for your help out there. You really saved our bacon. Now that we're down here, we're pretty safe. The Furballs still don't know about most of these old defense sites.

"We're heading for a town about five kilometers away, at the head of the valley. We use it as a base. There's plenty of space for you there, and we can talk things over ... over a few slugs of gut-rot if that's your fancy."

Action: This is an old SDB base; abandoned before even the Aslan came to Anmiinuu. It is small and compact, with no sign of recent decoration. The internal corridor lights flicker intermittently and are all fairly dim. The sub-lake dock has just enough space for the SDB and the characters' starship. There are flexible airlocks which can be extended to either personnel or cargo doors, and there are just two rooms in use as fuel and missile stores. There's an engineering control room, an operations briefing room, a crew room, and dormitory room for about 12, but apart from two mechanics there is nobody else here. The SDB crew and the mechanics are changing into civilian clothes, storing their ship gear in the crew room lockers, and picking up a small knapsack each. They all work quietly and efficiently, and obviously aren't hanging around. Tomall is the only one willing to talk with the characters; the others will simply refer the characters to her, politely but firmly.

The characters can either go with Captain Tomall (perhaps leaving a skeleton crew on the ship) or decide to wait on the ship. Tomall tries to persuade the characters to come, but if the characters leave anyone here, Tomall leaves two of her own crew here (in addition to the two mechanics) "for company." If the characters won't leave the ship, Tomall brings back a limited delegation to talk to them, and some rumors can be picked up from the native crew (see later Nuggets).

The Back Door

Before leaving, the characters should change into civilian clothing. (Tomall has a few spare sets of clothes if necessary.) She is not averse to them carrying hidden personal weapons but won't let them take anything that can't be concealed. When all are ready, she leads her crew and the characters to an elevator that rises for some seconds, then opens into a poorly lit passage. At the end is a door rimmed with yellow and black tape, with a video display showing a rocky outcropping. Tomall briefly checks to see if the coast is clear, then taps in a code on the door's keypad. The door slides open, revealing the back of a large thorny bush. The party moves along a narrow path between the wall of the rocky outcropping and the bush, and emerges in a wooded hillside.

It's a pleasant walk down through the wood, and the SDB crew starts chattering almost immediately, taking on the personae of hill walkers. After about an hour's walk, they approach Eenjit, a small mountain town. Characters who try to remember their route notice that it was fairly circuitous—whether to avoid "Furballs" or to confuse them is not clear. The town is home to about 5,000 humans. The

houses are large—generally two stories, with shallow sloping roofs. As they reach the first gardens and pastures, the SDB crew starts to split up, each heading his own way. Tomall takes the characters to a small hotel down a side street. She obviously knows the proprietor, who immediately shows the characters to well-appointed rooms on the first floor.

The Rebels

Sen Tomall: UPP 787786; Age 39; Female; Pilot-6, Engineering-4, Sensors-4, Gunnery-2, Gun-1, Leader-3, Ground Craft-1.

Rebel 1: UPP 576575; Age 28; Male; Engineering-3, Electronics-3, Computer-2, Gunnery-1, Gun-1, Ground Craft-1.

Rebel 2: UPP 727A86; Age 34; Female; Pilot-1, Mechanic 2, Computer-3, Gun-2, Ground Craft-2.

Rebel 3: UPP 8934B8; Age 51; Male; Gun-3, Stealth-2, Demolitions-2, Intrusion-1, Small Blade-1, Ground Craft 1.

Rebel 4: UPP 567687; Age 33; Female; Gun-2, Stealth-1, First Aid-1, Navigation-2, Ground Craft-1.

Rebel 5: UPP 847684; Age 21; Male; Gun-1, Stealth-1, Navigation-1, Ground Craft-1, Engineering-1.

Hotel Owner: UPP B45977; Age 34; Male; Admin-3, Craft 3, Ground Craft-2.

Villager: UPP 3A6986; Age 20; Female; Equestrian-2, Small Blade-1, Trader-2, Broker-1, Ground Craft-1.

Villager: UPP 3A6986; Age 27; Male; Equestrian-1, Small Blade-1, Trader-1, Mechanic-2, Ground Craft-1.

4. Life in the Woodlands

Scene: At the hotel.

You dump your equipment in the room and look around: Twin beds, a chest of drawers, a table and chair—spartan but all surprisingly good quality. That bed sure looks comfortable!

Tomall sticks her head into the room and says, "I'll see you down in the bar in an hour. Don't leave your rooms until I return, just in case. . . ."

Action: If anyone tries to leave, the hotel proprietor tries to usher them back to their rooms. If they make a forced exit, he calls the SDB crew, thinking the characters may be Furball spies. Otherwise, the characters may run straight into an Aslan patrol (see Nugget 6).

Assuming they remain in their rooms, Tomall returns.

Gathered in the bar, you sip the cool drinks that Tomall has provided. Apart from yourselves, the bar is deserted.

"Okay, so I guess you're all wondering what's happening here. Until about 200 years ago, Maernon was a peaceful place. We had a bit of trouble occasionally from the Gumahl but managed to give them a bloody nose each time they tried anything. Then, out of jump space came these huge, organic-looking ships—all curves, like the one you just saw. They struck hard and fast, took out our orbital stations, our spaceports, our command and control. Most of our SDBs went down too. This base is one of the few that survived.

"Then their infantry landed. They were ferocious warriors, towering a good head above us and wielding powerful weapons. Although they got a lot of pleasure finishing off our people with their bare claws. Now we live

under occupation, fighting what guerrilla actions we can. With your help, maybe we could make a real dent in their capabilities."

Tomall acts the part for this—suitably distraught when she talks about their losses and so on. She talks about the sort of target she has in mind: a major military base at the old starport of Vertase. She reveals that it does have quite a few old jump-capable ships there but none in working order. Most have already been cannibalized, but there's a good chance that the characters can find components to repair their jump drive.

It will take several days to plan the attack (see later), and in the meantime the characters will have the chance to explore the town, picking up rumors. Tomall allows the characters one trip back to the SDB base, but no more because of the risk of their detection by a Furball patrol. Eenjit lies 15 kilometers from Jotail, an important regional center and also the nearest Aslan base. At some point Tomall or another of the guerrillas suggests a trip to Jotail, to meet with an informant or to pick up supplies. Jotail offers the characters the possibility of more rumors and a closer look at the fearsome aliens. There is a regular hoverbus between the two towns, and Tomall can supply a small amount of money for travel and expenses.

Jotail is far larger than Eenjit and supports a sizable Aslan population, mainly to service the Aslan army camp and regional headquarters there.

Rumors

When in either town, roll 1D every 6 hours. On 5+, the characters find a "rumor." Impose a DM -1 if they are lying low, a DM +1 if actively looking for information, and a further +1 DM if they are in Jotail. On any roll of 1, the characters hear information which corroborates Tomall's story. Otherwise, roll 1D to determine the rumor, or select from the list as you feel appropriate. The characters must encounter rumor 4 at some point.

1. An old man in a bar says that Tomall's story is right, but it was the Furballs who beat off the Gumahl, not the humans. The ships here have been in a rough state for decades, and there is no way that they could have fought off the Gumahl. The Furballs are better masters than the Gumahl any day! (TRUE)

2. While talking to a woman working her vegetable plot, the characters hear that the Furballs originally arrived peacefully. There was a summit between the humans and the Furballs, under which the Furballs were granted large tracts of land on both continents, and access rights through human territory (one such route runs through Eenjit) to the rich equatorial seas. But the Furballs grew greedy and demanded more and more land, and eventually went to war and took the land by force. (PARTLY TRUE)

3. A bartender tells the characters that Tomall and her fellow guerrillas have worn their welcome thin here. The Furballs know something is up and keep Eenjit under close observation. Houses are always being searched and people questioned. If Tomall left, life would be far simpler and they could live peacefully with the Furballs. (TRUE)

4. An elderly woman tells the same story as rumor 2, but she reveals that the fighting didn't start with a Furball attack but when newly elected President Vitiv reneged on the centuries-old agreements and began trying to restrict the Furballs to their "reservations." (TRUE)

5. While talking to an old man in a store, the characters hear about an incident that happened a couple of years

ago. A Furball patrol was conducting routine searches when one Furball called out something to another. The second snarled back and shouted something else, which caused an amount of laughter in a third Furball but appeared to offend the first. This slanging match rapidly developed, the two antagonists moving closer and closer. Finally they stood no more than a few feet apart, dew-claws bared, and each raised to his full height. Then there was a sudden seriousness, a few more words were growled, and then a hush fell over the whole group. Somebody spoke in a very authoritative manner and the crowd dissolved away in two groups and continued their work. That evening, all the Furballs gathered on the edge of the town, with sentries posted to keep humans away. From his top story, the old man could see the two Furballs fight a duel, with dew-claws only. After several minutes of circling and lunging one appeared to cut the other and it was all over. The winning Furball seemed satisfied and the two antagonists left the field together. The Furball group was in good humor for the rest of their stay. The man says that he has heard similar stories from other villagers and villages. There is clearly a strong honor code among these people, although they now hide it from the humans. (TRUE)

6. The characters talk to a woman named Dika Igshi. She says that she has heard that the Furballs would like to speak to the crew of the human ship that arrived here recently. They hold no malice but would like to make contact. She doesn't know why. If questioned about the source, she only says that she makes regular trips to Jotail and trades with Furball females there (TRUE). She also adds that a reward has been offered (FALSE).

As the characters gain more information, they may begin to question Tomall's opinions of the Furballs. Tomall simply says they have been talking to cowardly turn-coats, bribed and brainwashed by the Furballs, and steps up her efforts to get the characters to attack the Furballs base as soon as possible.

During their time in the town you should keep an eye on the characters' general conduct. If they do not keep their identity concealed, there is a chance that one of the locals will inform the Aslan of their presence. Even Tomall may consider this an option if she feels that the characters are certain not to help her.

If the characters wish to start detailed planning of Tomall's suggested military operation, then you may wish to map out some details of the Aslan base. However, the characters should be caught by an Aslan patrol (either in town or while plotting; see Nuggets 5 and 6) before the players spend too much time on this approach.

Alternatively, if you wish to run the military attack, do so, but ensure that the characters are not killed; the superior Aslan firepower should quickly repel the rebel forces and the characters should be captured and taken to see the regional governor (see Nugget 9). However, in the meantime, you may allow some of the characters to escape with sufficient components to repair their jump drive.

5. A Visit Too Far

Scene: If the characters return to the SDB base too frequently—particularly if the attack on the Aslan starport has been executed—they are likely to be intercepted.

You make your way through the forest, following the barely visible track across the twig- and leaf-strewn floor. The ground rises slightly ahead, and as you reach the crest you hear the crack-thump of a high-velocity round whizzing past your ear! Seemingly, all around you are heavily armored Furballs carrying automatic weapons.

Action: The Aslan move in quickly, forgoing an ambush in preference to more direct combat. Their combat team should outnumber the characters and is equipped with laser rifles. Their aim is to capture rather than kill the characters, and if they can get close enough, they use their dew-claws and great physical strength to disable the characters. They have two air rafts nearby, ready to take the characters to Jotail.

Aslan Security Team

Officer: UPP 949564; Age 40; Female; Admin-4, Diplomacy-2, Trader-2, Instruction-2, Tactics-2.

Soldier 1: UPP 72A538; Age 34; Male; Gun-3, Blade-3, Streetwise-2.

Soldier 2: UPP B6A699; Age 34; Male; Gun-2, Blade-2, Melee-3, Carousing-2.

Soldier 3: UPP A68956; Age 22; Male; Gun-2, Blade-2, Melee-2, Forward Observer-2, Brawling-2, Grav Craft-1.

Soldier 4: UPP 92C484; Age 18; Male; Gun-1, Blade-1, Melee-1, Brawling-1, Grav Craft-1.

Soldiers are normally equipped with laser rifles and flak jackets with a reflac coating. Aslan have a dew-claw.

6. A Close Encounter Of The Feline Kind

Scene: At some point during their stay in Eenjit, the characters witness the following.

You hear the whine of an engine overhead and look up. A large, bulbous air raft drops slowly from the sky, into the town square. Eight male Furball soldiers leap nimbly out, weapons at the ready, followed by a female who begins giving them orders. They split into teams of three and start knocking on doors. It is evident that they are looking for someone.

Action: The Aslan are indeed looking for the characters and ask any locals they meet if the characters have been seen. If the characters declare themselves, then they are escorted to the air raft and flown to Jotail. In that case, the characters may be surprised to find that the Aslan do not search them for weapons. (Since the characters have come of their own free will, disarming them would be dishonorable.) Otherwise, roll 5+ on 2D for each group of characters, to see if the Aslan come across them. Apply a +2 DM if the characters are out and about actively seeking rumors, -3 DM if the characters are indoors, and -6 DM if the characters are hiding.

Any characters encountered by the Aslan must attempt to pass themselves off as locals (see the "Going Native!" section in the rules at the start of this book); otherwise, the Aslan will be sufficiently suspicious to arrest them. Further questioning will soon that reveal their accents, speech, and habits are those of off-worlders.

(Use the Aslan security team from Nugget 5).

7. Knowing Your Place

Scene: This encounter should occur in Jotail but could be run in Eenjit.

You are walking the street, thinking over what you have learned today, when from out of nowhere a large Furball appears, his laser rifle held across his chest. He growls and gestures for you to stand still. Another Furball appears behind him, tracking a far rooftop with his laser rifle sights. The Furball speaks in a gruff and pidgin Galanglic: "Name, occupation, where you going?"

Action: The initial scene should unnerve the characters, but if they keep their cool and make a halfway decent response, then they should be fine. Halfway through the conversation, tell the characters:

As you feed your story to the Furball, another group of them comes past. One is obviously quite senior, and his companions might be aides or bodyguards. The Furball who was watching the roof snaps to attention, but your interrogator doesn't seem to notice, being more intent on your story.

The senior Furball appears to make some minor jest at which his fellows smile. Your questioner immediately whirls, uttering a response. On seeing his senior he freezes, ears pricked up and eyes wide in surprise.

The senior Furball strides across and snaps a retort. Your interrogator looks worried, but to your surprise answers back with an equally fierce voice. The pitch and tempo rise rapidly, then you can tell by the tone and the body language that your interrogator is showing deference and backing down. The senior Furball strides back to his group, is patted on the back by his companions, and they head on their way.

Your questioner bows deeply to the receding group and heads off in the opposite direction, smiling to his partner who follows behind. To be frank, you're not quite sure who won this argument.

The point of this encounter is to reinforce the Aslan mentality; the junior Aslan made a retort without realizing he was speaking to a senior, but once the confrontation had begun he could not back down without at least a token match of verbal insults. Once he was clearly defeated, both sides could leave the scene with their honor intact.

8. Cash On Demand

Scene: While the characters are in Jotail (or perhaps Eenjit), they have an educational encounter,

While wandering the town you happen upon a Furball—male, judging by the mane. You take a step back in case he notices you, but his attention is fixed upon a wood carving in a small craft shop. He picks up the carving—it seems to be a very ornate piece and quite beautiful—and starts to walk off with it. You watch, amazed, as an old man hobbles out of the shop, intercepts the Furball and starts gesticulating wildly and shouting. The Furball looks surprised and confused, turns away from the man, and heads in your direction.

"Thief! Stop him!" yells the old man.

Action: The characters should feel obliged to try to stop the Aslan. They need only delay him a second for the old man to catch up. The Aslan growls at them but doesn't attack. If the characters are more confrontational, then the Aslan growls ferociously and hurls a torrent of Trokh at them. Otherwise, the old man receives the verbal abuse. The man gives as good as he gets.

Whoever is involved in this scene, the verbal disagreement goes on for some time without the Aslan even baring his dew-claws. If the characters realize that the Aslan set a lot of store in the verbal exchange before the duel, then if they can acquit themselves through good roleplaying, and the Aslan may eventually back down. If the victim is a character who remains silent, then the encounter inevitably results in a duel—a point which is explained by a helpful passing Maerni who fancies a bit of entertainment. The Aslan stands back and roars his challenge, expecting the character to do the same. If the character draws any weapon other than a knife, or if more than one character tries to join the fight, the Aslan yells a few Trokh insults and turns to leave, as this dishonorable human isn't worth it.

The combat should be played using standard hand-to-hand combat rules. The combat ends with first blood. The Aslan will be happy whatever the outcome.

At some suitable point (if the characters are about to overreact and open fire, or if they have taken no part and merely watched the old man), a female Aslan arrives. She demands (in Trokh) to know what's going on. The male is suitably contrite, indicating the carving. She utters the equivalent of an Aslan sigh, gives the male a mild scolding, and pays the old man for the carving.

The message of this scene is that in Aslan culture only females are considered intelligent enough to handle money!

Aslan Civilians

Male: UPP B3A7A4; Age 29; Brawling-2, Blade-2, Gun-2.

Female: UPP A59976; Age 35; Trader-3, Broker-3, Admin 2, Ground Craft-1

9. An Invitation to a Duel

Scene: If the characters are captured by the Aslan at any point, they are taken to see the regional governor.

You are led past two of the biggest Furballs you have yet seen and into the courtyard of a large, solid-looking building near the center of Jotail. You are taken up the steps, your escorts sticking close to you. Everyone here is male and heavily armed.

You are finally led into an office where what you now recognize as a female Furball sits behind a desk. She begins to speak in fairly good Galanglic.

If the characters were captured in a dishonorable situation or during a "cowardly" attack on the Aslan, their reception will be unfriendly.

"Ah, what human slime is this to have crawled from beneath its rock? What fault of nature brought such dishonor upon your families that you should be thrown out from your clan? We, the Fteirle, would not deign to share the same food as you. Be fearful, humans, for we are those you humans used to call Aslan!"

If the characters have behaved in an honorable manner (including having fought Aslan honorably), she is much more reasonable.

"Welcome to the Fteirle province of Hwuiyahluir. We are sometimes called Aslan in your Solomani tongue. I am Regional Governor Hrahriu. What brings you to the world of Maernon?"

Action: Hrahriu's attitude is almost impossible to change, but the gist of her speech is the same whatever the route the characters have followed to reach here. If friendly, she puts the characters at their ease, and if not she insults them a bit more. In either case, she then recounts the true version of Anmiinuu's recent history (see the "Library Data" section) and explains that, as far as the Aslan are concerned, it is all the result of the Maerni being too spineless to accept the challenge that was originally made. In either event, the Aslan had no choice, under their code of honor, other than to invade. Until the challenge is fulfilled, the Aslan regard the occupied territories as forfeit to them.

Her implication is clear: If someone were willing to take up that challenge . . .

Of course, Hrahriu has her own agenda in all this. She would gain great honor by finding some suitable humans to undertake the challenge. (It matters little to the Aslan that the characters are visitors.) The Aslan find the strain of running an occupied province, particularly one where the ignoble ambush is the preferred form of combat, a significant strain. Although the challenge has gone on far too long, they cannot simply withdraw, for this would be a great loss of honor. Hrahriu has tried to find Maerni suitable for the task, but they have either been too afraid to try or they have not been honorable enough to understand "The Words."

Words of Weakness

If the characters do not undertake the challenge but are still regarded as honorable, Hrahriu requires them to leave the planet, on pain of death. The characters have thus lost any chance of gaining jump drive spares here. If Hrahriu regards them as "slime," then their execution is the next item on the agenda. The characters are imprisoned for 24 hours, to allow them time to change their minds (or escape), before they are killed by hand-to-hand combat with an Aslan; an unarmed human stands little chance against those dew-claws.

An Undertaking

If the characters agree to undertake the challenge, Hrahriu makes the arrangements. She has the characters put up in a hotel in Jotail and says that it will take several (2 + 1D) days to get the honor duel ready. She assures the characters that the duel is to first blood only, although she says that their opponents will be fighting in earnest—it would be totally against Aslan psychology to throw a duel. All she can tell the characters is that the duel will probably take place in a nearby area of badlands. While waiting, the characters can practice using a yurletya—a spear with a hooked blade at one end. (One attack may be made with each end in a single round, counting as a spear and short blade respectively.) Otherwise, they are allowed minimal equipment; concealed projectile weapons would be cheating!

During this time they may also have to fend off the attentions of Tomall and her group. Of course, they may be able to persuade Hrahriu to let them park their ship at the base they were going to attack!

The evening before the duel, Hrahriu comes and briefs the characters. (This is your opportunity to explain the rules to the players; see Nugget 10.) The Aslan dignitaries and duel team have arrived and everything is set. In the morning, the characters are picked up by a fleet of air rafts and taken out to the site of the duel.

10. The Duel

Scene: The characters are brought to the duel area.

The air rafts fly over mountain ridges and forest for some twenty minutes, then flatten out to reveal a vast mountain plateau stretched before you. The rafts arc down to where you can see tents and flags and Furballs milling about. "No," you remind yourself. You know them now as "Aslan," not "Furballs."

As the rafts land, the reception committee stands to attention and gives a slight bow. From the lead raft, a heavily decorated Aslan gets out and greets one of the others. The two head off for the largest tent while other Aslan file out of the air rafts and follow them. You are led by Hrahriu to a small tent, where she says her goodbye and leaves. Seconds later, another female enters, carrying a large book.

"This, Maerni, is the Ktyuikesiyyori, The Words Under Which We Die!"

Action: Unknown to the characters, Hrahriu has left to lead the Aslan team. (Make sure they encounter her during the duel.) The new Aslan, Kaiear, briefs the characters on any remaining points of the duel.

Aslan Duel Guide

Kaiear: UPP A67758; Age 21; Female; Admin-2, Tactics-2, Perception-1, Leader-1.

The duel resembles the capture the flag game, which the characters probably remember playing at college: The

characters have a home flag, as does the equal-sized Aslan team. The two flags are placed about 2.5 kilometers apart, although neither team knows the exact location of the opponents' flag. The characters must attempt to get the Aslan flag while preventing the Aslan from getting to theirs.

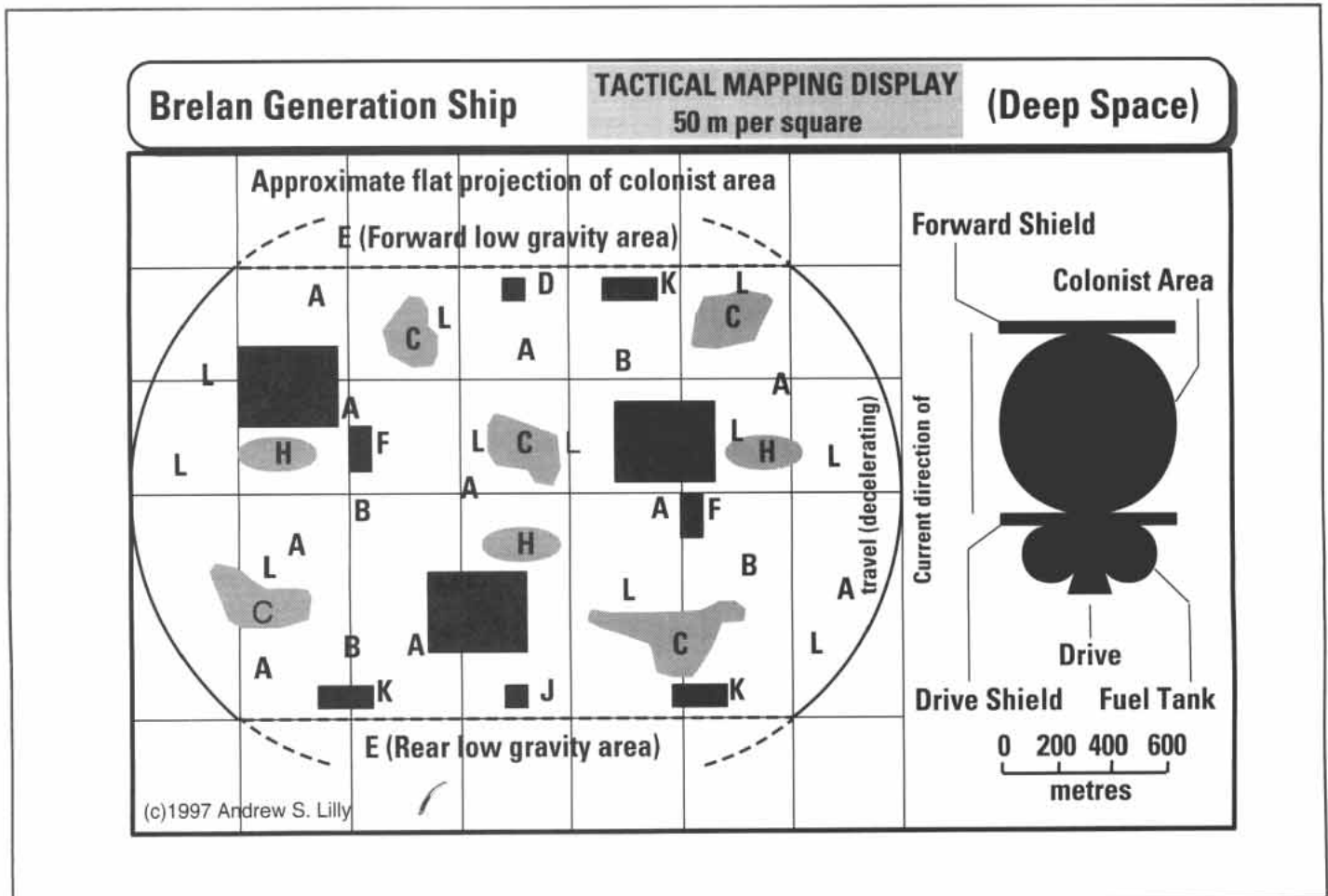
If a character encounters an Aslan, then hand-to-hand combat is allowed, using dew-claws, a yurletya (an ancient Aslan weapon similar to a spear, with a hooked blade at its end), or any other weapons found within the duel site. Any such combat is to first blood only, and the loser should remain put until picked up by the umpires.

The flags may not be moved, camouflaged, or otherwise hidden. This or any other dishonorable act may result in one or more members of the offending team being removed from the game (making it likely they will lose). Umpires will be watching using electronic sights from air raft circling high above the plateau. (In other words, their positions can't be used to determine where members of the opposition are).

When the briefing is complete, the characters are led out of their tent and presented to the senior Aslan, who appears to have a joke or two (in Trokh) at their expense before they are taken to an air raft and flown out to their flag. The air raft leaves and the duel starts.

Playing The Game

You should control the Aslan team unless some of the players want to. The latter may be a more enjoyable option since you can then control all blind movement and it prevents your knowledge of the player positions from biasing



your movement of the Aslan. All combat follows the standard rules. The duel should be played out using the map provided. Combat turns for this game are one minute long. The players may opt to position their flag in any of the hexes from A1 to S3 (the top three rows of hexes on the map). The Aslan flag should be placed somewhere in the bottom three rows, A16 to S18. All members of a team begin the first turn on their flag hex.

Movement: The map hexes are 150 meters in size, and movement is two hexes per turn if running, or one hex if walking. Shrub areas allow only walking, and broken areas apply a -2 DM to any event type roll. Hex edges marked as cliffs take two whole turns to climb up or down; and such obvious targets can be seen by almost anyone who cares to look! Each round, the players roll 2D and add any Tactics skill. Whoever gets highest is the first to act, and so on. This roll is critical in determining if a character can move into an opponent's hex before the opponent flees, and vice-versa.

A character with Athletics skill may attempt the following task.

To move 1 extra hex in a turn:
(Endurance + Athletics) < Formidable (3D)

Spotting the Enemy: The following task should be rolled for each character (and Aslan) each turn to determine what they can see.

To reconnoiter the area around a character:
(Intelligence + Perception) < Difficult (2.5D)
(Intelligence + Recon) < Average (2D)

Task Succeeded By	Range (hexes) at Which a Figure Can Be Seen If		
	Immobile/ Walking/ Running		
Failed	No	0	1
0-3	0	1	2
4-7	1*	2	3
8+	2	3	4

For example, if Hrahriu has a Reconnaissance task level of 11, and (for an Average task) rolls 2D to get 5, then she has rolled 6 under the required roll (11 - 5 = 6) and could thus see a running human up to three hexes away, two hexes if they were only walking, or one hex if the human was immobile.

Provided the vision task is not totally failed, either flag can be seen out to 600 meters (4 hexes).

Persons in the areas marked as high ground increase their vision range by one hex. (In the table, 0 becomes 1 hex, 1 becomes 2, and so on.) It does not make them easier to see, however. So, if Hrahriu were on high ground, she could see a running human at four hexes. Persons in areas marked as low ground have their vision range reduced by one hex. It is also more difficult to see them. Thus, they count as being one hex farther away unless the viewer is in an adjacent, higher level hex. If Hrahriu were in low ground, she would only see a running human at two hexes, but the human would have less chance of seeing her.

Any character with Camouflage skill may use the skill value (not the attribute) as a negative DM to his opponents' vision rolls against him when he is immobile. A moving character can use any Stealth skill in the same manner.

Vision rolls must be made each turn; and targets cannot be tracked from one turn to another because of intervening scrub cover.

If none or few of the characters have Reconnaissance skill, then you might opt to give each a temporary skill of 1D3 for the duration of the duel.

Combat: As noted under "Movement," the first character to move has the initiative and can opt to close to hand-to-hand combat range or to move away. Aslan always close for a fight! In combat, treat the yurletya as a spear or short blade (hook), and allow two attacks.

Random Events

Any time a player rolls doubles on movement (two 1s, two 2s, and so on), a random event occurs: roll 2D.

2D Event	
2	Twist ankle; miss 2 turns, and all future movement at walk only.
3	Fall and gash leg; all future movement at walk only.
4	Get stuck in quicksand; roll Formidable Strength task each round to escape.
5	Disturb a flock of flying animals; position revealed to anybody within three hexes.
6	Yurletya entrapped in thick shrub; roll Difficult Strength task each round until freed.
7	Dust in eyes; next vision roll at -4 DM.
8	Find good hiding spot; vision unaffected but you cannot be seen while you remain immobile.
9	Easy ground; double movement rate this turn.
10	Find bamboolike bush that could make good spears; collect one spear per two turns delayed here.
11	Find good observation point; vision rolls at +4 DM until move you from here.
12	A glint of sunlight catches your eye and you see the enemy flag, however far away.

Winning

A flag is captured when a character spends one turn in the same hex as it without being attacked. Whichever team wins, provided the contest was played honorably, the characters are given a good reception back at the camp, and after a few drinks are taken back to Jotail by Hrahriu. If the characters cheated or were otherwise dishonorable, they are welcomed back by armed guards who handcuff them, shove them into an air raft, and take them back for Hrahriu to talk to.

The Aslan Team

Hrahriu: UPP A4782A; Age 28; Female; Diplomacy-6, Admin-4, Linguistics-2, Language-2, Music-2, Carousing-2, Perception-2, Leadership-4.

Member 2: UPP C3B798; Age 34; Male; Gun-4, Blade-3, Melee-2, Stealth-2, Navigation-3, Leadership-2, Grav Craft-1, Camouflage-1, Survival-1.

Member 3: UPP 97B986; Age 32; Male; Gun-3, Blade-3, Melee-2, Stealth-2, Navigation-2, Leadership-1, Grav Craft-1, Camouflage-2, Survival-2.

Member 4: UPP 9685A5; Age 19; Male; Gun-2, Blade-3, Melee-1, Stealth-1, Navigation-1, Grav Craft-1.

Member 5: UPP 858757; Age 27; Male; Gun-3, Blade-3, Melee-2, Stealth-3, Navigation-2, Grav Craft-1, Survival 2.

Member 6: UPP 968574; Age 25; Male; Gun-2, Blade-2, Melee-1, Stealth-2, Navigation-2, Grav Craft-1, Camouflage-2.

11. Burning Bright

Scene: If the characters won the duel.

Hrahriu walks around the office, looking both smug and pleased.

"Thank you. You have done much for Maernon, for the Maerni, the Aslan, and myself. Hopefully, the Maerni have learned their lesson and will understand us better. You are free to bring your ship to the port to effect whatever repairs or resupply you require. We can provide an escort for you to wherever the ship is hidden, and at the base. To ensure that this new peace is maintained, however, we must deal with those whose minds are corrupted by their hatred of us."

If the characters lost.

Hrahriu walks around the office in silence. She's spoken hardly a word since you left the duel ground. Finally she speaks.

"I'm sorry. I know that you did your best. It was too much to hope for. Perhaps eventually we will find some Maerni worthy of our challenge. You are free to go, but I would suggest that you leave here as quickly as possible, although if you need supplies or spares we may be able to get them for you. I can provide an escort to your ship, wherever it is hidden, but I cannot promise that you will be safe from the rebels."

If the characters were particularly dishonorable during the duel.

Hrahriu stalks around the office in silence, scowling at you. Finally she speaks.

"I should have known it was too much to hope for your kind to understand honor. Perhaps eventually we will find some Maerni worthy of our challenge. You will be kept here until you can redeem yourselves."

A sudden light seems to come to her eyes and she turns and points a sharp dew-claw at you. "The only thing that would make it worth letting you go free is if you were to rid us of those troublesome scum that call themselves 'rebels.' If you take us to their base, then perhaps we can at least be avenged for the cowardly attacks they rain upon our people and our ships."

Action: Depending upon the outcome of the duel, the close could still be quite eventful. The characters, knowing now how Tomall lied about the "Furballs," may already have decided to betray her to the Aslan, or at least reveal the position of her SDB base. If they dishonored themselves in the duel, they may have little choice but to do so. Whether or not they betray the rebels, and whether they won or lost the duel, Tomall and her group take a dim view of the characters' close liaison with the Aslan. Tomall may attempt to forcibly stop the characters leaving, or try to take control of their ship in the hope of attacking the Aslan. If the outcome is positive (if dishonored, the characters could still redeem themselves, perhaps by saving Hrahriu's life while attacking the rebel base), they should be able to find the new components they require for their jump drive. If not, they have to try to steal them so they can achieve jump-2 status and make the leap across to Sharim, where they should (by now) have worked out that the next gateway can be found.

The Ark

The characters encounter a huge spaceship which is decelerating for solar orbital insertion. The ship responds only with an automated message to any hails, and the characters go to investigate.

Summary of Nuggets

1. Something Silent This Way Comes: The characters detect a large ship moving into orbit and decide to investigate.

2. The World-Ship: The group tries to find a way in.

3. It's A Jungle In There: The characters explore the ship and discover that its ecosystem is out of control.

4. The People Of The Sphere: The group encounters the remnants of the ship's crew.

5. Meet The Captain: The characters set off to find out who is really running the ship.

6. A World Of Opportunity: The players are presented with several options before returning to their journey home.

Note that this adventure has been written so that it is not tied to any particular world within the Sidurii Cluster, although it makes best sense if set in a relatively hospitable system. Although it is placed between Scenarios 7 and 9, you could use it at any point during the campaign (perhaps even inserting it into "The Long Way Home," if you have not as yet completed that part of the campaign).

1. Something Silent This Way Comes

Scene: The group detects the incoming craft.

Your ship's sensors have been scanning an object. Coming in from the outer orbits of the system, the object has been decelerating rapidly and is now coasting towards a solar orbit. The sensor returns and the precision of the insertion track suggest that this could only be an artificial object. You estimate its track is designed to place it into orbit in the habitable zone of the system.

Action: The detail which the ship's sensors can determine will depend upon how far away the characters wish to keep from the craft. However, it is soon clear that this is truly a ship. It has a very powerful nuclear propulsion system, a mass of several million tons, and has a length of some 800 meters. It appears to be almost as broad as it is long. Curiously, the ship gives off a very even infra-red signature except around the engine area.

If the group tries to hail the ship, they receive an old fashioned transponder signal identifying the ship as the Brelan. The coding and channels used for the signal appear to be archaic—perhaps dating back to before the Long Night. If the characters decide to investigate, they soon come into visible range:

As you approach, your powerful telescopes resolve the outline of the ship. It appears to be a large sphere,

The Duel Area

TACTICAL MAPPING DISPLAY
150 m per hex

ANMIINUU

Key

- High area of land
- Low-lying area of land
- Dense Shrub
- Rough ground
- Cliff

Movement

- Walking:** 1 hex per turn
- Running:** 2 hexes per turn (no running through dense shrub)
- Climbing:** 2 turns to ascend or descend a cliff

Flags

- Players:** Anywhere in A1 to S3
- Aslan:** Anywhere in A16 to S18

sandwiched between two disklike shields. The disk nearest the sun has some form of engine mounted on it. The entire craft is slowly spinning around its main axis.

2. The World-Ship

Scene: The characters draw closer.

The ship is huge, larger than anything you've seen apart from a few of Cleon's capital ships. Even from this distance it totally fills the viewscreen. However, there is no obvious indication of how to gain access to its interior.

Action: Having matched vectors with the ship, the characters can put their own craft into a slow orbit of Brelan. Since Brelan has just completed its deceleration burn, the huge nuclear engine is facing forward. Around this are three large spherical fuel tanks. A large thick disk, about 600 meters in diameter, separates this area from the sphere itself, providing shielding from the engines. At the stern is the other disk, which provides an ablative shield during acceleration.

Close inspection shows the surface of the sphere is a mess of pipework, sensors, ducts, and panels. In one or two areas there appear to be hangar doors and docking points. There are also several service hatches. Once the characters decide to investigate, they can EVA to the craft and check the entry points. During such zero-G maneuvers, check regularly for maintenance of balance and orientation, especially when working on the slowly spinning hull of Brelan.

To avoid a mishap for every 5 minutes in zero-G:
(Dexterity + Vac Suit) < Average (2D)

The task difficulty is increased to Difficult if the person is on, or very close to, Brelan.

The hatches all have black and gold frames. The hangar doors have no external controls, but most of the service hatches have emergency release handles (highlighted in red), set into the hatch frame. Twisting the handle causes the door to slide open, revealing an airlock which will hold four people. A red strobe light warns those inside of the lack of pressure. Once inside, the external door can be pulled closed. This locks and the airlock process begins automatically. The characters will also note that, due to the spin of the craft, there is discernible gravity. The external hatch is effectively in the floor while the inner hatch is effectively in the wall of the airlock. After a minute or so, the strobe stops and lights around the inner door turn green. There is a button beside the door.

3. It's A Jungle In There

Scene: Upon pressing the button, the characters can enter the ship itself.

At the press of the button, the door slides reluctantly open with a slight shudder. The view beyond is something of a surprise: You're sure that there is probably a gleaming white starship corridor there somewhere, but it is totally submerged in a jungle of vines and fungi!

Action: The sidebar describes the history of Brelan and how it got into this state. The characters must determine where they wish to go and how to get there through the vines.

A History of Brelan

In the mid-21st Century, the people of Terra reached out from the Earth, into their solar system, but for many people even this playground of worlds was too limited. By 2050, the first plans were made for manned sublight exploration of near space. The missions were generally of two types, using two designs of starship. Mission crews were either frozen or they formed a living generation ship. The craft were either based within a hollowed-out asteroid or upon the spinning space habitats, then built in Earth and solar orbit. The mission to the Islands cluster represented the frozen crew/asteroid school of thought, while that to Gushemege Sector was of the generation ship/spinning colony design.

Launched in 2072, just a few years before the Terran discovery of the jump drive, Brelan had a crew of 10,000. It used pulsed nuclear fusion to propel it at a fraction of light speed to Spin and Core of Terra. The initial vector was toward Antares.

Although there had been studies on the psychology of large mission crews since the 1990s, the mission designers erred with the crew of Brelan in a really big way! Within a few decades of departure, the crew started to fragment and lose direction, and within a century they were no longer an effective part of the ship. Unfortunately, the ship was not designed for autonomous operation, and over time the computer suffered increasing problems maintaining the ship and deciding upon mission choices. One outcome of this was a runaway ecosystem, which has allowed tropical vines to gain a stranglehold across the whole of the ship. Another outcome was that the mission vector strayed to Spinward, and Brelan is now decelerated and inserted into orbit around a less-than-totally promising target system, following the computer's misinterpretation of data from its 0.15c robot probes, which were sent to scout ahead of the main ship.

Brelan is, in essence, a hollow 600-meter-diameter sphere. It rotates twice a minute to provide the semblance of gravity (about equivalent to a size 4 world). The fusion engine is shielded from the sphere by a large disk, and around the disk are three large spherical fuel tanks. A similar disk at the front of the craft acts as a micro-meteoroid shield and is backed up by an array of point defense antimeteoroid lasers. Through the center and along the axis of the sphere is a long arc lamp that provides daylight, although the day/night control has now become random. Within the sphere, the usable area extends about 45 degrees up the side of the slope—beyond that gravity is too low for general cultivation (but great for recreation). The sphere has a thick outer wall to provide shielding from space. Within this is a level of crawl space and access ways before the subsoil and topsoil of the settlement.

As the crew broke down, they reverted to little more than Iron Age farmers. They managed to keep some animals tame, to establish some field areas, and moved gradually out of the high-tech dwellings and into tree and vine houses. Although they have rejected technology, they still understand at the basic level that they are adrift in space, so they will not be totally perplexed as to the nature of the characters as "visitors from space."

The crew now numbers about 6,000 people, split into about 50 village groups. The groups are fairly friendly and cooperative, although there is a small number of bandits who prey on the villagers. There is no governmental organization except for the elders within each village.

Generally, Brelan's crew preferred to live and work close to the open space of the ship's interior, so there are not miles and miles of corridor. Instead, most accommodation and work areas are conventional buildings on the inner surface of the sphere. Where access to the outside of the sphere is required, such as for service airlocks, a small building was built, with its "floor" one or two levels down against the skin of the sphere, and reached by stairs and landings. The airlock access door was set into the wall of this lowest level. The problem with this design was that, as the vegetation went out of control, it was easy for it to penetrate the building and then fill the well. The characters have to fight their way up, out of the near-impenetrable mass of vines and creepers into which their airlock opens. At the top of the building, a door provides access to the inner surface of the sphere.

To climb one "level" of vine or walk 100 m of vine without mishap (5 minutes):
(Dexterity + Survival) < Average (2D)

The difficulty should be increased by one level if encumbered, and one for each level or 100 meters already climbed/walked without a break.

Once on the surface, the characters find everything submerged under vines, ranging in depth from 30 centimeters to several meters or, occasionally, tens of meters. Progress is slow—about 50 meters a minute. Remember that whenever a character looks up, he sees the ground curving away from him, up into the sky, and ultimately right over his head. Combined with the weak spin gravity, this can cause disorientation. Every half hour, each member of the party should make the following task roll.

To avoid disorientation and motion sickness:
(Endurance + Environmental Combat) < Difficult (2.5D)

A failure increases the difficulty of all other tasks by one level for that character until the next successful disorientation roll. If a spectacular failure occurs, the character cannot operate in this environment and must return to the ship.

For every 10 minutes of movement, and every 30 minutes stationary, roll 2D and consult the encounter table below. If an encounter (animal, human, or event) occurs, roll on the appropriate subsequent table to determine the nature of the event. Animals should be based upon Terran equivalents (perhaps allowing for some evolution or engineering). All natives are equipped to TL1. Roll 6 on 1D for domesticated animals to be present: cattle, mounts, or beasts of burden as appropriate.

Encounter Type	
2D	Encounter Type
2-5	No encounter
6-9	Animal
10-11	Human
12	Event

Animal Encounters

1D Animal Type

- 3 intimidators; 200 kilograms; 20/13; +3; claws; no armor; A3 F2 S2.
- 6 grazers; 400 kilograms; 20/9; +5; teeth; no armor; A6 F5 S3.
- 5 intermittents; 1600 kilograms; 21/11; +13; hooves; no armor; A8 F8 S1.
- 2 grazers; 200 kilograms; 21/6; +6; hooves; no armor; A7 F5 S3.
- gatherer; 3 kilograms; 5/2; -9; stinger; A7 F8 S1.
- 3 chasers; 400 kilograms; 25/9; +6; spear; armor 2; A if more, F9, S2.

Events

1D Event Type

- A tremendous rainstorm breaks over the characters, inhibiting movement for the next 20 minutes and halving movement for 30 minutes after that. Brelan's computer has a totally unbalanced ecosystem regulator!
- The huge axial arc lamp goes out for two hours, plunging the sphere into total darkness. The lamp is actually shuttered by polarized filters rather than being switched off.
- A service robot is spotted. Roll 1D: On 1-3, this is a small catsize device scurrying through the undergrowth; on 4-6, it is a 2-meter-diameter grav-assisted sphere with four manipulators. Treat reactions as for a human NPC.
- A old relic is found, in a poor state of repair, hidden under some vines. Choose an item of TL8 to TL10 at random from the Traveller rule book or Central Supply Catalog.
- The characters encounter a 1D x 5-meter-diameter area where the surface soil is completely missing and the bare metal of the hull is exposed.
- The characters find a dead body in a pool of blood. The native has apparently been mauled by a wild animal.

Native Encounters

2D Native Type

- Native camp in the vines: 2D x 10 people.
- Temporary native encampment in the vines: 3D people.
- 1D religious natives hanging prayer flags and offerings on vines.
- 1D farmers working in a small clearing.
- 2D farmers working in a clearing.
- 3D workers gathering fruits and flesh from vines.
- 2D workers gathering firewood and craft material from beneath vines.
- 1D hunters hunting wild animals.
- 2D armed natives patrolling for wild animals and bandits.
- 2D bandits lying in ambush.
- Leader and retinue of 1D people moving through vines.

The map of Brelan's interior has the following key or typical locales for the characters to explore.

A. Village: Each village typically consists of a number of houses, a few offices, and a vehicle park. Typical Brelan houses are one story, some two. They are of plasticrete construction, now heavily overgrown. Little, if anything, remains inside except possibly an animal which has made its home. The offices, like most Brelan buildings, would once have been light and airy, with lots of window space. Now these are overgrown and home to myriad small creatures. Some of the office buildings are workshops, equipped for the repair and maintenance of the technology used on Brelan. These now contain little more than piles of rust or unused plastic. Close to each village is a park where small electric vehicles and bikes were parked. One or two such vehicles may be found at each site, totally beyond repair, with others scattered whole or in bits.

B. Shopping Area: While houses and offices tend to be scattered about, shops are gathered into groups. Each group has about a dozen stores, now overgrown and empty. Close to each shopping area is a large single-story building that acted as a store and had underground access to large storage areas. It is possible to work one's way through the undergrowth to access this lower store level, although the majority of contents are now unusable due to age, decay, and so forth.

C. Woods: In some places, vine fights for space with genuine trees. These areas are practically impenetrable without a flamethrower.

D. Control Building: Slightly larger than most other buildings, this acted as the command center and bridge for Brelan. While the control panels are wrecked, there are secure doors that lead underground. See Nugget 5.

E. Polar Cap: Toward the "polar caps," the vegetation at last begins to die out, and gravity is noticeably weaker. In the center of this area, the large arc lamp that provides the "sunlight" meets the sphere wall.

F. Processing Area: Small processing plants turned the foodstuffs grown on Brelan into food produce for distribution through the shops. Naturally, these no longer work.

G. Growing Area: Now unrecognizable. These areas were once hydroponics farms and gardens. They are now only distinguished by the absence of buildings.

H. Lake: Brelan had three large lakes and many smaller ponds stocked with fish. These are now heavily overgrown, and few fish survive. Animals use the pools.

J. Engineering Building: Similar to the control building but located close to the engine end of the craft. Doors lead through the hull to ducts for the engine and power plants.

K. Hangar Bay: Another large, low building. There are three of these, which provide access to hangars below and large airlocks for a variety of small shuttles, repair craft, and launches. Although entwined in weed, these archaic craft could (with a lot of effort) be made serviceable.

L. Native Camp: A small clearing with vine houses built into the creeper. See Nugget 4.

4. The People of the Sphere

Scene: At some point in their exploration, the characters encounter the inhabitants of Brelan.

You've been hearing sounds ahead for some time. Then, there is a glimpse of movement and there—crouching among the vines—is a dirty, hairy, spear-carrying hominid.

Action: Despite their savage appearance, the natives are not totally scared of their visitors. They have enough of a racial memory to understand that they might receive visitors from beyond the sphere. However, they are still nervous, and any sudden moves by the group may send them scurrying for cover. Once the characters win his trust, the native leads them to one of the settlements, a group of tree houses in the vines. Through broken proto-Galanglic the natives can relate their myths and legends, through which the characters may learn some of the history of Brelan.

If the group asks how the ship still functions, or who/what controls it, the native reaction is simply that it "just does." If the characters ask if any place holds any special value for the natives (a shrine or equivalent), they receive a similarly noncommittal answer. The natives are in their current situation because their forebears couldn't handle collective responsibility. They are now totally unconcerned about their environment. It's just there and they just have to survive in it.

5. Meet The Captain

Scene: If the characters investigate the control center.

It's quite clear that the natives aren't running anything here, so if you're to understand what's going on, you'll have to find out for yourselves. There must be a computer somewhere in this place. Hacking through the vines, you reach gain access to what appears to be a control center. Sure enough, there are computer screens vaguely visible within, although the vines have filled this area too.

Action: The control center is overgrown, just like everywhere else. The consoles are broken and sprouting vines. The computers and screens are all dead, with greenery sprouting out of air vents and grills. At the back of the main command room is a sealed door. There's a card swipe by the door but no cards. The characters may opt to try and override the electronics, cut through the door, or blow it open. Beyond the door, a dark passage leads down one level into an area free of vines. At the bottom is a significant array of computing power in a large, pitch-black computer center. There are about a dozen cabinets blinking an array of red LEDs and a few display screens. Although the crew may have forgotten their mission, it appears the mission computer has not.

The computer responds to verbal commands at any of the terminals, but its proto-Galanglic interpretation may cause problems. It can tell the characters what has happened to Brelan and tells them it has determined that the current star system is suitable for colonization. Unfortunately, it can't comprehend that the crew is now incapable of colonizing a world.

6. A World Of Opportunity

Scene: At some point, the characters have to decide whether there is anything they can do for the Brelan.

Action: Having explored Brelan, determined that the crew has gone native and that the computer is pursuing a hopeless mission, there is not necessarily much the characters can do. If a suitable planet is nearby and the characters really want to invest the time, they could try to get the Brelaners off the ship and down to the planet, to set up a colony. Once a course of action is decided on and run to completion, the PCs can return to their ship and carry on with the campaign.

Gateway!

When they arrive in the Sharim system, the characters rejoice when their sensors confirm the presence of a gateway. Unfortunately, it's buried under a huge city which is currently hosting a violent war between its human and alien inhabitants.

Summary of Nuggets

1. Looking Around: The characters arrive in the Sharim system and find the innermost planet has life. Unfortunately, the gateway they are looking for appears to be below a city.

2. The Roof Of The World: The characters go dirt-side to have a look at the huge main city on Sharim.

3. Down Into The Underworld: The characters make their way cautiously down through a derelict part of the city that is now a battleground between the Droyne and humans.

4. To The Bat Cave: A generic nugget for use if the characters decide to visit, or encounter, a Droyne village.

5. Your Enemy Is My Enemy: A generic nugget for use if the characters decide to visit a human encampment.

6. Gateway Control: The characters find the control complex and try to activate the gateway.

7. It's Been Raining In Here: The characters discover that the gateway is now active but is at the bottom of a reservoir.

8. Clearing A Route: The characters clear a route down through the city for their starship.

9. Into The Star Tunnel: The characters take a deep breath and enter the gateway.

1. Looking Around

Scene: The starship enters the Sharim system.

Your ship emerges from jump space. Everyone is on edge, fearing what might await you this time, but your sensors stay silent—no starships, distress calls, or other hazards. You start the routine scans, accumulate the data, and breathe a sigh of relief: The computer seems to confirm that this system matches that of one of the gateways. Now all you have to do is find it.

Action: The system is sparse, with no gas giants or asteroid belts. As the PCs approach the innermost planet, their sensors begin to pick up video and radio broadcasts. If they make the appropriate task rolls, the characters can estimate the tech level at between 5 and 8. What's more confusing is that there are two sets of languages in use on separate channels: Galanglic and something far more alien, with a dominant chirping sound (vaguely familiar?).

As they approach the planet, they are able to gain the following information from the various signals:

- There is a large human community. Most of the pictures appear to come from a large arcology. The humans appear to be at odds with the alien race and there are lots of shots of military and paramilitary forces training, again mostly within arcologies.
- There is also a large alien community. If you have played through "The Long Way Home," the characters notice some similarity between these aliens and the "bats" that the characters encountered in Scenario 1. However, these "bats" show far greater intelligence and technological development, and they have their own military forces training for war in similar arcologies.

- The world is cold, with snow and ice covering most of its surface.

If the characters want to track down the sites of the major cities—by checking nightside light emissions, infrared sources, radio signal density, or other means—then they may be surprised to find that there is only one huge arcology on the planet. Given its size, it must house the majority of the planet's population, and from the video evidence it is certainly a battleground for the two races.

The arcology is within a 5-kilometer-wide chasm and extends for hundreds of kilometers along the chasm floor. It also appears to be many levels deep.

If the characters look for the characteristic emissions of the gateway, they may be horrified to find that the gateway appears to be deep within the arcology!

2. The Roof of the World

Scene: The characters go down to visit the arcology.

Your craft drops down through the clouds, and below you the dark ribbon of the arcology stretches out across the landscape. In most places it shows the dark red of corroded metal. Even from this distance you can tell that it is not in the best of repair. By cross-referencing your position with your sensor scans, you look ahead to where the gateway should be. There, the arcology looks like it has had an even rougher time. The steel shell is missing in several places, rusted girders jut up like the skeleton of some great dead animal, and torn and bent metal plates litter the roof. Snow covers most of the arcology.

Action: The descent to the surface runs the risk of detection by the air defense radar of either race. Since both are on a war alert, any radar lock is swiftly followed by the arrival of fighters from one side, which is soon joined by those of the other side. At this point, the characters cease to be a concern as the two sides fight it out.

To avoid radar detection during descent (5 minutes):
(Intelligence + Sensors) < Difficult (2.5D)

If they are detected, four TL6 fighters arrive and engage them unless they make the following roll.

To make it to the arcology before fighters arrive (2 minutes)
(Dexterity + Pilot) < Difficult (2.5D)

If this is failed, the fighters each have time to fire a missile before the enemy fighters arrive to distract them. Missiles can be dodged or fooled using the characters' far-superior ECM technology.

To out-fly a TL6 missile (20 seconds):
(Dexterity + Pilot) < Average (2D)

To jam a TL6 missile (20 seconds):
(Intelligence + Sensors) < Average (2D)
(Intelligence + Electronics) < Formidable (3D)

Once they arrive on the roof of the arcology, it becomes apparent how difficult it will be to get down to the gateway. The arcology structure up here is unsound in the extreme, creaking and grating with every step. Even finding a safe way into the arcology will be difficult. The extreme cold of the planet certainly does not make their task any easier.

3. Down into the Underworld

Scene: If the characters have grav belts.

You hover gingerly down, steadying yourself on a passing metal girder and avoiding the ragged edge of a protruding metal sheet. The temperature rises above freezing once you have worked down a few meters and, descending carefully, you arrive on the floor below.

Otherwise they'll have to climb down.

You tread gingerly on the metal girder and let it take your weight slowly. Happy it is safe, you swing your other leg on to it, all the while keeping hold of the top of the rusted panel beside you.

"Always three points of contact," you whisper to yourself. At least it seems a little warmer down here—whatever snow has fallen here has melted. You move off the bar and onto what looks like a more solid beam, but from here you've got to descend a steeply sloping girder. At the bottom you can see the floor of the next level, and relative safety. With a deep breath—all the harder through the compressor—you begin the descent.

Action: The characters are entering an area occupied by a Droyne Oytrip (see the "Library Data" section), who occupied this area after it was laid waste in a ferocious battle several years ago. Even by arcology standards this area is derelict and a rough neighborhood. Only the network of steam pipes, which keep the planetary cold at bay, appear to be intact. A few low-life humans eke out an existence here, keeping out of the way of the Droyne.

Apart from the Oytrip's main living areas, there are no utilities here, but during the day enough light filters in through the plentiful holes to allow the characters adequate visibility.

At this point the arcology is 10 levels deep (0 = roof, 10 = bottom) and the gateway is at the bottom.

To estimate the layers to the bottom:
Difficult, Engineering, Uncertain.

If not quite successful, tell them 6 + 1D levels; on a bad failure say only 5.

Radio communications below level 1 may be hampered by the quantity of structural material shielding the party from the starship above. Whenever a radio message is attempted, roll 1D. If the current level number is greater than the result, then communications are blocked; the group must move to another location and try again. Any character with Communications, Sensors, or Electronics skill may add his skill level to the 1D roll.

Traveling within the arcology is divided into 10-minute periods. The gateway stone is 5 kilometers (10 horizontal travel periods) away from the control center pyramid site. When the characters reach level 10 the first time, they are 1D3 travel periods from their target (either the pyramids or

the gateway). During each period, roll 1D and consult the following table to determine the result, depending upon what the characters are trying to do. If using inertial locators, mapping their route, using densitometer scans from the starship, making Difficult Navigation task rolls, and so on, add 1 to the roll.

Situation	Roll	1	2	3	4	5	6+
First descent, levels 1-5			S	S	S	E	D
First descent, levels 6-10			S	S	E	E	D
Subsequent ascent or descent, levels 1-5		L	E	D	D	D	D
Subsequent ascent or descent, levels 6-10		L	E	E	D	D	D
Moving horizontally, levels 1-5		L	S	E	D	D	D
Moving horizontally, levels 6-10		L	S	E	E	D	D

D: The destination was reached, that is, if descending or ascending, a hole or stairs has been found; if trying to move horizontally, then a distance of around 500 meters has been moved in the desired direction. This assumes cautious movement and allows for the confusing jumble of corridors, rooms and open areas.

E: An encounter has occurred; roll on the encounter table below.

L: The characters have lost their way, doubled back on themselves, and so forth.

S: The characters are still searching for a means to reach their destination. If trying to ascend or descend, no suitable stairs have been found; if moving along a level, the desired direction is blocked by design (for example, with walls) or by debris.

Encounters

Roll 4D to determine the encounter type from the following table. Encounter range will typically be 1D x 10 meters; otherwise, normal encounter rules apply.

4D Event	
4	A random character falls through the floor to the level below, suffering 2D damage unless they succeed at the following task. To avoid injury when falling: (Dexterity) < Formidable (3D).
5	A sizable animal is nosing its way through the debris, trying to find something to eat: intermittent; 200 kilograms; 6/7 hits; no armor; 3 wounds; horns & teeth; F8 A4 S1.
6	There is a roar and three large, fierce-looking beasts with massive saber teeth hurtle out of a side passage: killer; 1600 kilograms; 11/5 hits; no armor; 11 wounds; teeth +1; A6 F7 S3.
7	A lone, drunken human in a tattered cloak stumbles out of a doorway. On seeing the characters, he hurls abuse at them and becomes aggressive. If they ignore him, he moves on. If they attempt to talk to him, he tells them nothing but will follow them doggedly for the next 2D travel periods.
8	2 + 1D human youths spring out, armed with clubs and knives. The youths have vivid color hair and their cloaks are covered with slits, exposing what on Sharim is a disgraceful amount of flesh. They were looking for a Droyne to attack, but if the characters

4D Event	Encounter Table Continued
	don't calm them quickly, then the youths may attack them instead.
9	A human special forces team of 3 + 1D soldiers on a recon mission appears at the end of a corridor. They are dressed in black and brown camouflage jumpsuits and equipped with automatic weapons and ballistic cloth armor. They initially view the characters with great suspicion but might be persuaded to give directions before slipping back into the shadows. (Don't roll during the next travel period; assume a 'D' result.)
10	Rounding a corner, they see a very large bird perched atop a ruined wall. The bird eyes them, squawks, and swings its vicious looking tail meaningfully: flying hunter; 50 kilograms; 5/2 hits; no armor; 2D thrasher; A6 F3 S1.
11	They hear rasping cries which forewarn them of six doglike creatures tearing out the guts of three large, dead animals. On seeing the characters, the creatures growl defensively: hijacker; 25 kilograms; 5/3 hits; armor 1; claws 1D; teeth 2D; A3 F8 S1.
12	1D Droyne on a foraging expedition. The Droyne flee if at all possible, as they are only armed with blades.
13	2D Droyne on a military patrol, armed with automatic weapons and ballistic armor (value 2). The Droyne probably attack.
14	1 + 1D Droyne on patrol, armed with automatic weapons and ballistic armor (value 2). The Droyne only attack if they outnumber the characters.
15	3D Droyne working to make safe part of the arcology. If threatened they flee. If cornered, they attack with their tools.
16	The roof above the characters gives way, inflicting 3D damage upon each character unless they succeed at the following task. To avoid being hurt by the falling roof: (Dexterity) < Average (2D).
17	A gang of 2D Droyne youths armed with short blades. They attack unless outnumbered.
18	As 17, but 1D Droyne youths, two of whom have significant psionic abilities: Droyne 1: Psi 7, Telepath, Telekinesis, Invisibility; Droyne 2: Psi 9, Telepath, Teleportation.
19	The characters come across a Droyne Dreskay community (see Nugget 4).
20	One of the characters notices a spot of blood on the floor. A second later, there's another drop, and another. They look up and there's an alien creature strung up in the ceiling, head almost hanging off, and blood oozing out (a Droyne symbol to warn off intruders).
21	The silence of the arcology is shattered by an ear-piercing yell that sounds all too human. (The source cannot be traced.)
22	There's a whiff of cooked meat in the air. The characters can trace it to a camp fire in a ruined building. Around it are a number of lumps of meat and some bones, some of which look awfully familiar from medical training. If they hang around too long, the resident—a slightly insane Droyne Hunter-Sport—will turn up and start shooting.
23	The characters hear a crunching sound. Looking down, they see the floor is covered in thousands of small insects, which begin crawling up their legs and biting them. Each character suffers 1 point of damage per minute until out of the area and all the insects are

4D Event	Encounter Table Continued
	picked or burned off (roll for each character). To remove all the insects (1 minute): (Dexterity) < Average (2D).
24	A strong wind is blowing down one particular corridor. A hail of rust, dust, and sand is carried along in the wind. To shield a character's eyes from debris: (Dexterity) < Average (2D); DM +1 if the character wears glasses, +2 for goggles, +4 if wearing a closed helmet. Any character failing the roll has a stinging sensation in his eyes which imposes a -1 DM on all tasks. Every 10 minutes, the stinging gets worse, and the DM is increased (to -2, then -3, and so on). If the character is not treated with an eye-wash and topical antibiotics, this continues until they are incapacitated by blindness. To cure the eye infection: (Education + Medical) < Difficult (2.5D).

4. Into The Bat Cave

Scene: If the players encounter a Droyne community.

All around, metal sheeting is wedged, propped, balanced, and even occasionally welded together to make houses. The floor is relatively clear and there are some ordered piles of metal, plastic, and organic matter. A few aliens are moving about, performing chores.

Action: Use this nugget if the characters get random encounter 19 (from the table above) or if they actively seek out a Droyne community.

This is a typical Droyne Dreskay (see the "Library Data" section). If the Droyne detect the characters' presence, the Technician and Drone Droyne hurry any juvenile Droyne inside their shelters. Any other Droyne enter their homes but soon emerge with a variety of weapons, ranging from clubs to automatic weapons. A Droyne Sport flies quickly away to warn other members of the Oytrip. 2D x 5 armed Droyne arrive in 3D minutes. Within the shanty town, a Leader Droyne is soon apparent, ordering 2D Warrior and 2D Worker Droyne to take up positions—some fly up to the top of houses and higher girders.

The characters have three choices: talk, walk, or fight. If they can convince the Droyne that they are off-worlders, with no intention of harming them, they might just manage to achieve a temporary truce. If they run, they are pursued, as the Droyne don't want them reporting the position of their town!

Sample Droyne

Leader: UPP 254166; Leader-4, Gun-2, Diplomacy-2, Interrogation-2.

Worker: UPP 753471; Brawling-1, Jack-of-all-Trades-3, Mechanic-1.

Worker: UPP 744271; Jack-of-all-Trades-2, Electronics-2.

Drone: UPP 351473; Instruction-2, Admin-2, Computer-1.

Drone: UPP 155243; Medic-2, Admin-2, Instruction-1.

Technician: UPP 221664; Mechanic-3, Electronics-3, Ground Craft-2, Computer-1.

Technician: UPP 323764; Mechanic-2, Electronics-1, Computer-1, Ground Craft-1.

Sport: UPP 243475; Ground Craft-2, Jack-of-all-Trades-2, Survival-2, Gun-1.

Warrior: UPP 345543; Gun-2, Melee-2, Recon-1, Forward Observer-1, First Aid-2.

Warrior: UPP 765832; Gun-1, Melee-1, Demolitions-1.

5. Your Enemy is My Enemy

Scene: The characters encounter fellow humans.

There's a campfire burning bright, and a group of 10 humans gathered around it. They wear dark cloaks pulled tight around them, and they are talking in animated tones. As you approach, they don't seem to notice; you can understand their speech fairly well, and they all seem to be concentrating on one who is bragging about how many "lizards" he killed the other day.

Suddenly you're aware that you are not alone. Behind you are five more humans, all armed. One calls and the entire group around the fire spin round, revealing a wide array of weapons in their hands. They must have somehow detected your approach. They close around you, faces cautious but then breaking into confused grins.

"Welcome strangers," says one. "Don't recognize you—which units you from?"

Action: The humans believe the characters to be fellow soldiers who have strayed into their area. If the party should reveal their true origins, or if the humans get a good look at any high tech equipment or weapons the characters are carrying, then they are very curious but also delighted to find some potential allies. They assume from the start that the characters will want to help them massacre the Droyne.

They lead the characters back to the fire and offer them food and drink. Their initial intent is to get the characters to join them on a strike into Droyne territory. If the characters accept, then use the encounter and movement rules in Nugget 3. The characters may want some intelligence on the Droyne, but there is little that the locals can reveal. (Pick out some snippets from the "Library Data" section.)

If the characters are already thinking about how to get their starship down to the gateway, then they may want to know if the locals have any explosives available. The locals say that they have a small quantity with them, but they know of a large store of explosives nearby. They have been saving them for a big attack, but reckon that using it for the characters' purposes might kill a fair few Droyne. The store is two levels down and five periods of horizontal travel away. 2D locals accompany them to bring the explosives.

Sample Humans

Leader: UPP 782A34; Age 32; Male; Leader-4, Tactics-4, Gun-2, Blade-1, Survival-1.

Corporal: UPP 845757; Age 27; Male; Leader-2, Gun-3, Blade-1, Camouflage-1, Medic-1.

Trooper: UPP; 858767; Age 36; Male; Gun-4, Blade-2, Intimidation-2, Survival-3, Medic-1.

Trooper: UPP 8A4399; Age 43; Female; Gun-3, Melee-2, Blade-1, Recon-2, Navigation-2.

Trooper: UPP; 47A5A9; Age 20; Male; Gun-1, Survival-1.

Trooper: UPP A57543; Age 27; Male; Gun-2, Tactics-2, Navigation-2, Melee-1.

6. Gateway Control

Scene: The characters finally reach the gateway control complex.

Finally, you descend the last ladder. You step into a deep puddle and curse, but then ahead of you is what you've been looking for: the pyramids which, with any luck, may be your ticket home.

Action: The layout of the pyramids is exactly as the complex site described in the Introductory Scenario. However, all the pyramids are closed. After some clambering over wreckage, the characters find a pyramid that matches one of their keys. (Pick any pyramid at random.) Once the crystal is pressed into the depression in the outside wall, the whole of that face of the pyramid slides silently into the ground. Inside is a small room, apparently featureless apart from a platform/bed set into the far wall. If the players think to have a good look before entering, they find three copies of the depression: on the far wall, on the wall to the right, and one above the bed. Because of the striated appearance of the rock, these are 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 they effectively have lost it, as they have no duplicate crystal with which to re-open the door. A better option might be to have the character lose his balance and fall in 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 holoscreen built into the wall above the platform. The holoscreen flickers 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 merely appears 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 has no effect; the room continues down. After 30 seconds, the room comes to a gentle halt and the open face now leads into a dimly lit corridor. Unlike the tomblike silence of the previous complex(es) they have encountered, they are immediately able to hear chirping sounds which appear to be coming from the main control room. Once the characters have approached close enough to look in, read the following.

Glancing very cautiously around the corner, you see ahead of you about two dozen Droyne. In front of the main control desk, an elderly Droyne holds an ornate bowl. In front of the bowl is a youthful-looking Droyne who is taking out small gold disks from the bowl. Each one it takes out, it hands to a third, adult Droyne, who chirps out something. After several disks, the juvenile looks upward and then back to a group of Droyne behind it. The elder speaks for a longer period, and all the Droyne seem to be concentrating or praying, then the juvenile, flapping its wings, moves back to join the group while another young Droyne comes forward.

Your view takes in the four guards around the edge of the room, who stand guard with rifles, but your eyes are transfixed by the sight of a blue crystal hanging on a chain around the neck of the elder Droyne: a key!

Apart from the four Droyne Warriors with automatic rifles, the other Droyne are unarmed. When the characters' presence is detected, the Droyne are more shocked than

anything else, for the characters have trespassed on their sacred Coyn ritual. After a moment, panic sets in and the Droyne fly or run to the exit shafts where pyramid lifts used to be. The Warriors engage the characters, providing covering fire for the elderly Leader as he hobbles after the juveniles.

If the characters only have two keys at this point, then they must try to stop the elder and gain his key. If they use the period of initial surprise to disable the guards before they react, then it is easy to catch and overpower the elder. The juveniles hesitate at this, but being unarmed, they have little choice but to flee to get help.

Activating the Gateway

With three crystal keys in their possession, the characters can try to activate the gateway. Putting the crystals into their correct depressions causes the holocontrols over each console to light up: a glow appears just above the surface of the holodisplay cube and a faint hum becomes audible. The use of the three sets of control symbols is exactly as described in the Introductory Scenario, Nugget 7.

When the gateway is activated, by pressing the appropriate controls (C5 and C6), the graphic figure shows fierce fluctuations, and after 20 seconds settles into a tunnel-like structure, collapsing and expanding along its length. The holoview now shows a very empty-looking reservoir, at the bottom of which the characters recognize the unmistakable shape of the striated gateway stone.

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 three obvious options:

1. Work out a means by which the controls can be operated remotely from the starship;
2. get a local to handle the controls (requiring a considerable degree of trust!);
3. make the "supreme sacrifice" and leave one character remain behind.

Sample Droyne

Leader Priest: UPP 331966; Leader-3, Persuasion-2, Instruction-2, Blade-1.

Warrior 1: UPP 152762; Gun-4, Blade-2, Recon-2, Ground Craft-2, Demolitions-2.

Warrior 2: UPP 333662; Gun-3, Blade-1, Tactics-2, Survival-2.

Warrior 3: UPP 344452; Gun-2, Melee-2, Recon-1, Forward Observer-1, First Aid-2.

Warrior 4: UPP 463172; Gun-1, Melee-1, Demolitions-1.

Juvenile: UPP 515440; Brawling-1.

Juvenile: UPP 243340; no skills.

7. Its Been Raining In Here

Scene: The characters approach the gateway. If they've not activated the gateway read the following.

You knock aside some expanded metal mesh, and there in front of you is . . . not the gateway you'd been expecting but a reservoir of dirty, brackish water. You can see boxes and poles floating in it and dread to think what bugs and wildlife might be in there. You recheck your position, but you're definitely in the right place. Perhaps the gateway is somewhere beneath the water.

If the gateway has already been activated, read the following.

You knock aside some expanded metal mesh, and there in front of you is the blue striated stone of the gateway. The air is humid, a reminder of the reservoir which was here before you activated the gateway.

Action: In the first case, a keen party might want to dive into the reservoir to confirm that the gateway really is here. Otherwise, they may want to try to pump the water out. This would take a very long time and would require some of the starship's air or fuel pumps to be adapted to the task.

8. Clearing a Route

Scene: The characters have to think.

Now seems to be the time to concentrate on how you're going to get your starship down to the gateway, through 10 levels—perhaps 100 meters—of fairly solid arcology construction. Well, the gateway area actually has a high ceiling—make that nine levels.

Various options are provided below. It is important to remember that in each case, debris tends to drop down onto the gateway. The only way to clear this is to activate the gateway and transfer the debris to another star system!

Just Try And Crash Through!

By using the starship's weight and thruster power, they may be able to crush the levels below, down onto the gateway, and then transfer the debris away.

To crash through a level (1 minute):
(Dexterity + Pilot) < Formidable (3D)

On a failure the starship has not broken through. On an exceptional failure the ship incurs one surface damage hit (as per starship combat).

Blast Through With the Ship's Weapons

The ship's laser can vaporize a ship-sized hole, using about two shots per level. However, this sort of action is likely to bring a large number of fighters to investigate!

To create a suitable breach in each level (2 minutes)
(Intelligence + Gunnery) < Difficult (2.5D)

Use Explosives to Clear a Way

Each level requires about 300 kilograms of TL5 explosive to breach a hole sufficient to drop the ship through (about 2700 kilograms for all nine levels). Ensure that the characters remember how encumbered they are carrying all these explosives around, and the high likelihood of a dangerous encounters during the long period of setting the explosives.

To create a breach in each level using explosives
(2 hours):
(Intelligence + Demolitions) < Difficult (2.5D)

A Safe Descent

Once the hole has been created, the starship must be guided down. The following task is required for each level.

To fly down through a breached level (30 seconds):
(Dexterity + Pilot) < Difficult (2.5D)

In each case, the ship descends a level, but on a failure it takes some small amount of surface damage.

9. Into The Star Tunnel

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 stations, 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 seven-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 in jump space.

Action: There's not a lot for the characters to do here unless they are leaving someone behind (in which case they may want to say a few last words), or if they're relying upon a third party to throw the switch (in which case, pray they do it right).

The adventure could be over . . . but no, that would be too easy!

Homecoming

The ship plunges into the jump space tunnel, hopefully on its way back to Sylean space. However, things start looking bad when jump space phenomena begin impinging upon the ship.

Summary Of Nuggets

1. Back To The Tunnel: The characters should be on the edge of their seats as their ship re-enters the jump space tunnel.

2. Ship Ahoy: The characters encounter a huge alien ship in jump space.

3. Jump, Boring Jump: The tunnel continues on and on and on. Perhaps they set the controls incorrectly and will be stuck here forever.

4. Jump Demons: The boredom is shattered by the arrival of two powerful demonic creatures with a strangely familiar shape.

5. Home At Last: The ship exits jump space as violently as it did the first time. The characters may be a little surprised at their location, but at least they are in Sylean space.

6. Debrief: The characters learn that their exploits now require them to spend weeks in debriefing. They might almost wish that the adventure hadn't ended!

1. Back To The Tunnel

Scene: Following directly from the last nugget of Scenario 9.

The arcology dissolves around you, to be replaced by the undulating steel gray of jump space. You used to think that jump space meant safety, but after your fortunes to date, you're not so sure. Looking forward, you think you can make out some depth and perspective in that swirling haze—the tunnel? Your engineer is keeping a close eye on the jump grid, but all the levels appear stable at the moment.

Action: The transition to jump space is uneventful, but that's no excuse for not keeping the characters on the edge of their seats. Have the engineering crew run some routine tasks to keep the jump drive fine tuned, the power plant energy levels stable, and so forth. If the ship is still damaged, they may have to compensate for any defects in the hull grid. They will also want to check that the drive repairs made on Anmiinuu are holding out.

Once everything has settled down, they have 1D3 days in the tunnel before anything untoward happens (see Nugget 2); get the players to decide on their daily schedule just as if this were any normal seven-day jump.

2. Ship Ahoy!

Scene: Something strange happens!

Suddenly the calm of your engineer's voice is gone. "The jump field bubble . . . it's distorting!" Sure enough the jump field is billowing visibly on the external view screens. "There's an energy surge. The bubble's really straining! I don't know how much longer we can hold it—diverting auxiliary power . . ."
The lights dim, emphasizing the number of warning indicators lighting up across the consoles. "Its going!" comes the yell.

With that you see the jump interface dissolve to nothing more than a light mist, and through it appears a ship the likes of which you've never seen before. It seems to go on forever, its featureless surface stretching away to infinity. It's going to collide with you and there's nothing you can do!

Action: Give the characters a chance to panic, but nothing they do avoids the collision.

There's a blinding flash as the ship makes contact and your ship shudders violently. No, not the shudder you were expecting, but more like a ripple, as though the whole craft flexed and bowed.

Inside the ship, it's as though you're looking through a gauze that's being dragged through the air, again and again. The movement slows, although the gauze effect is still there. As you continue to watch, the gauze becomes more substantial, and you suddenly realize that the walls of your own ship are beginning to fade!

The characters' ship and the alien craft have overlapped in jump space, and for a short period they remain intertwined there, each slightly out of phase. The characters can still see their own ship and, with some effort, they can make out the walls and details of the alien ship. As time goes by, the alien ship becomes clearer, partly due to their own acclimatization but also because of the jump space phenomena.

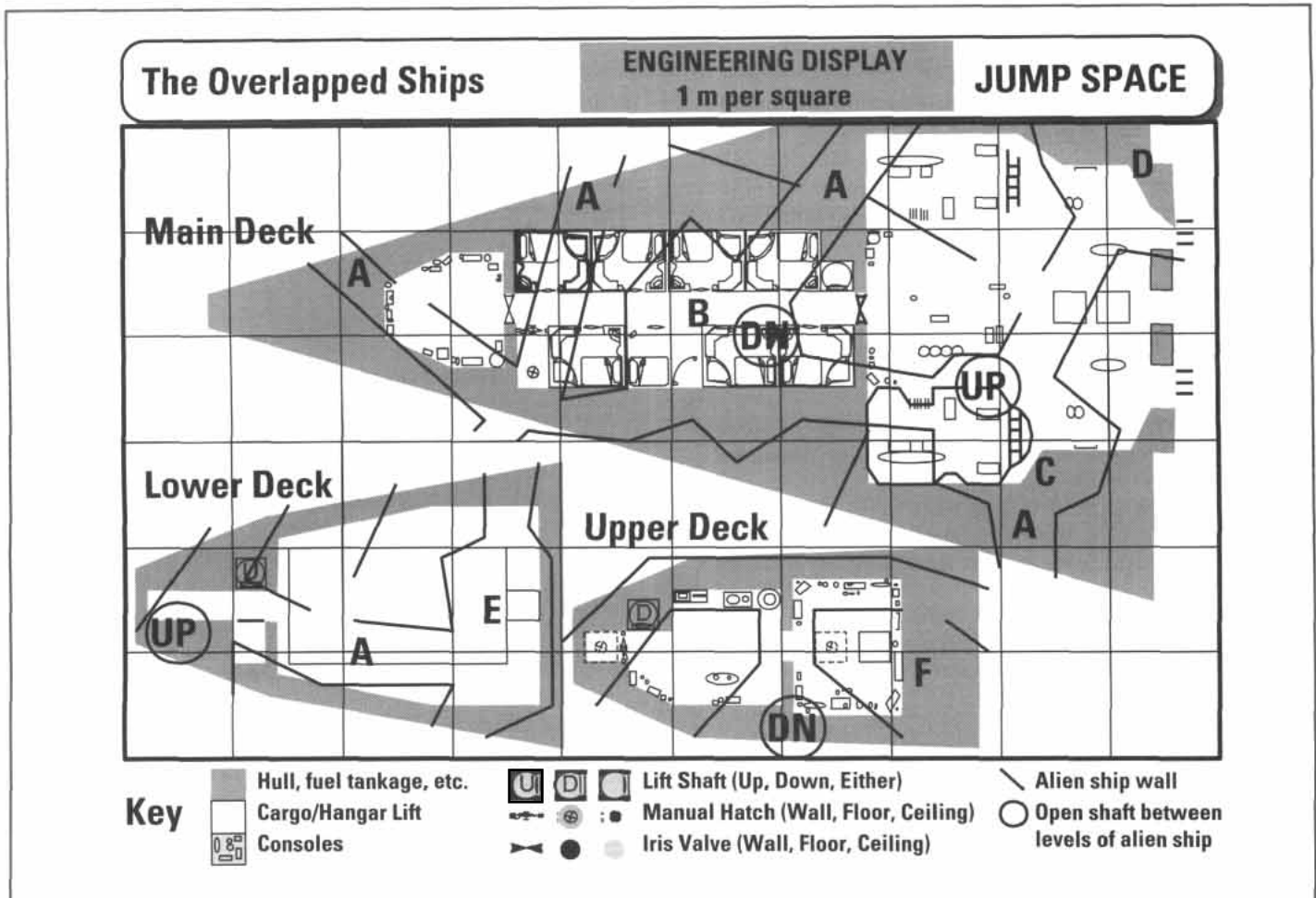
To perceive the interior of the alien ship (10 seconds): (Intelligence + Perception) < Difficult (2.5D)

Apply a cumulative DM of +1 per 5 minutes elapsed since the overlap occurred.

Moving about is, at first, restrained to the normal layout of the characters' ship. (It appears solid to them, and they can move through the alien ship's walls with only the faintest feeling of resistance.) However, after a while, the characters realize that their own ship does not seem quite so solid, and they may attempt to move through its walls. The cause of this is that the characters are gradually transferring from the phase of their own ship to that of the alien ship. By deliberately attempting to pass through parts of their own ship, they are actually dragging themselves into the alien ship's phase, where Lintula Sunrise is then only a faint projection. Do not explain this to the players; they should think only that they have found some strange power that allows them to walk through their ship's walls!

To move between phases (10 seconds): (Intelligence + Perception) < Formidable (3D)

Apply a cumulative DM of +1 per two minutes elapsed since the overlap occurred. Note that once in the alien ship's phase, the characters can pass through their ship's hull! Their ship's jump field extends about 1 meter beyond the hull. This seems quite solid (unlike the translucent ships). Anyone stupid enough to try walking through the jump interface is lost in space.



Once a character has succeeded in transferring to the alien phase, they do not need to make further attempts; they can walk through their own ship's walls with little difficulty. However, it is now be slightly more difficult to pass through the alien ship's walls. At any point, they can also elect to make the same roll to return to their own ship's phase. However, this roll is initially Average and has a cumulative -1 DM per two minutes. (It becomes harder with time.)

The accompanying deck plan shows the overlap between the alien ship and Lintula Sunrise. The following are the key items which the characters can perceive within the alien ship.

A. Corridors: Totally smooth and cylindrical with silver walls, about 3 meters in diameter. Some appear to extend beyond the bounds of the characters' ship (as does any room which goes beyond their ship's jump field).

B. Room 1: A room with four egg-cuplike structures grouped around a central large sphere. The sphere appears to contain some fluctuating colors—holoimages perhaps?

C. Room 2: A room with a series of pipes suspended from the ceiling, each hanging down about 2 meters. The room is about 4 meters high and appears to the characters to extend beyond the hull of their ship.

D. Room 3: Another room with hanging pipes. Attached to two pipes are two spheres about 1.5 meters in diameter. Like everything else on this ship, they are featureless and pearlescent silver.

E. Room 4: Another room with egg cups, but this time grouped around three large cylindrical columns that, to the characters, appear to stretch up to infinity. The first time they enter, a sphere (as per D) floats towards an egg cup and settles into it.

F. Encounter: Passing down this corridor, the characters see a sphere (as per D) moving toward them. It just glides past them, seemingly without noticing their presence.

The spheres ignore characters unless they have passed into the alien phase. In this case, the sphere changes course and moves toward them. It stops about a meter away and just hovers. A character in the alien phase who succeeds in a second phase roll is able to touch the sphere. It appears firmly held in place, and the surface is so smooth that pushing hard is almost impossible; anything pushed against the sphere simply slides off it. After a couple of minutes, two more spheres arrive and take up stations around any alien phased characters.

After 10 minutes, the walls of both the alien craft and Lintula Sunrise begin to fade. Each minute thereafter, have each character try the following task.

To notice that the overlap is ending:
(Intelligence + Perception) < Difficult (2.5D)

Apply a cumulative $+1$ DM for each minute after the tenth. The problem now is that any character who has entered the alien ship's phase must attempt to return to the Sunrise before the two ships totally dissociate, stranding the character on the alien ship.

About 30 minutes after the encounter started, the alien ship is visible only as a gossamer veil across the bridge of the characters' ship. There is one final ripple, the jump field stabilizes, and the ship is back in normal jump space.

3. Jump, Boring Jump

Another 1D3 days pass in normal jump space, but to keep the players on edge, make a "secret" 1D encounter roll every 12 hours. The result is always negative, but it should worry the players.

4. Jump Demons

Scene: The characters encounter Droyne "demons."

You are sitting in the rec area, talking to a colleague, when suddenly the hull ripples and your vision blurs. For a moment, you expect another ghost ship, but this time something far more solid-looking appears! Two metallic gray forms fly through the rippling wall, streak past you, and disappear through a wall into the interior of the ship.

Action: This should get the players (and their characters) suitably panicked. These "demons" are two of the original Droyne technicians who were working on the gateway project (see sidebar). A failed experiment caused them to become trapped in jump space, transmuted into the material of jump space: "jump plasma." These beings cannot physically interact with the ship or the characters (hence their ability to fly through the ship's hull and internal walls), but they retain their extensive psionic powers. Similarly, the characters cannot physically harm the "demons" unless they use their own psionics.

The "demons" appear in Droyne form, but this is difficult to determine at first since they have a shifting, mercurylike appearance. They also cause a slight ripple effect whenever they pass through solid items within the ship. It may occur to the characters that these creatures are somehow linked to, or made of, jump plasma. A logical conclusion is that they might be affected by the ship's jump field or a smaller scale equivalent. You should allow the characters the opportunity to come up with some devious use of the ship's jump drive, or a smaller device made from spare jump components, to restrain, harm, or annoy the "demons." You should create suitable tasks for whatever course the characters take (typically, Engineering or perhaps Gravitics for drive-related ideas, and Physics, Astrogation, or Education for general jump space theory).

At some point the "demons" no doubt use their invisibility. The characters may try to adapt the ship's jump field monitoring system to create a jump plasma detector.

To pinpoint a "demon" using jump grid monitors (1 minute):

(Education + Sensors) < Difficult (2.5D)

To track a "demon" once detected (Instant):

(Education + Sensors) < Average (2D)

Droyne Technician (2): UPP 000FG4; Telepathy-16, Clairvoyance-16, Telekinesis 16.

The movement rate of a "demon" for combat purposes is that of a running human. They can become invisible at will (but see text for how to detect them).

The "demons" stay on the ship for about an hour. If not deliberately following or tracking the "demons," then roll every five minutes to see if an encounter occurs (5+ on 1D), and if so, roll 2D on the following table to determine the event which occurs.

2D Event

- | | |
|----|---|
| 2 | Demon makes a hole appear in the ship's hull. Air escapes into the jump field outside the ship. Unsecured characters must make a Difficult Strength task to ensure they are not swept out! |
| 3 | Demon makes one character totally invisible to his colleagues. |
| 4 | Demon makes one character totally inaudible to his colleagues. |
| 5 | Demon makes one character hear nothing but an annoying buzzing sound. |
| 6 | Demon creates four Gumahl aliens who attack the characters with laser carbines. Note that if the characters fire back, they inflict real damage on the ship, but the aliens are phantoms; they cannot be harmed, and both they and any apparent damage from their lasers vanish after 60 seconds. |
| 7 | Demon hurls an object at a character; treat as a thrown knife. |
| 8 | Demon hurls an object at the character, treat as an attack with a club. |
| 9 | Demon starts replaying to the character one of the tighter moments they've had during this campaign. For the duration of the illusion, replay afresh that part of the adventure. |
| 10 | Demon makes a psionic assault on one of the characters. |
| 11 | Demon teleports a character to a random part of the ship (within the hull). |
| 12 | Demon hurls a plasma jet at the character; treat as a laser carbine. |

All these attacks, whatever their appearance, are psionic in nature and thus may be blocked. (See the psionics section in the Traveller rule book.)

If the characters manage to inflict damage on the demons through use of some clever jump drive gadgetry, then the demons look extremely displeased and disappear off the ship.

5. Home at Last

Scene: One hour after the Droyne encounter.

A mere hour has passed since the encounter with the strange "demons," and most of the crew is resting. However, you drew the short straw and are on jump 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, misjump. The jump drive console lights up with overload indicators and blue fire begins dancing across the control panels. Behind you, the orange fire expands into a fearsome miasma, bearing down upon the ship.

Action: The characters should go to action stations and need to try to stabilize the jump drive.

To stabilize the jump drive (2 minutes):
(Education + Engineering) < Difficult (2.5D)
Uncertain (1D)

Until the drive is stabilized, you may play on their fears as much as you like, perhaps having the alien ship from Nugget 2 zoom through, a quick appearance by a confused looking demon from Nugget 4, and flashbacks in time to other events since entering this tunnel. Once it is stabilized, read the following.

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 grayness sweeps through the ship and, in a flash of dizziness, you realize you are in real space—somewhere! Your gravity and proximity sensors alarms start wailing: You are 20 meters above a planetary surface in a gravity field—you're falling.

The characters can have a few seconds in which to react before their trusty starship crashes to the ground.

To avoid injury as the ship crash lands:
(Strength) < Difficult (2.5D)

Reduce to Average if strapped in. Apply 1D wounds to any who fail.

As the dust settles and your eyes stop blurring from the shock of the impact, you look at the view screens, and cannot, yet again, believe your eyes. This time there is no barren alien world outside, no warring nations, no jungle monsters out for your blood.

Your ship is sitting right in the center of Zilan Gravball Stadium, the biggest sports stadium in Sylean space! Thankfully, there isn't a game at the moment. Dusk's deepening shadows reach out across the stadium.

At last, you notice a groundskeeper lying near the edge of the playing area. It's not clear whether the ship's impact has injured him or whether he simply fainted at the sight of your ship appearing out of nowhere.

Once the characters get out and check their ship, they'll be pleased to see that it survived the landing with only cosmetic damage. The groundskeeper recovers from his shock in a few minutes and other stadium staff comes running to know what all the noise was. If the initial gateway usage dumped the reservoir water and debris into this system, the staff won't seem quite as surprised as the characters might have expected.

"It was a total wash-out," one of them says. "Mid match, too!"

"Then there was the hundred tons or so of scrap metal—took us hours to clear that out."

Incidentally, if any of the characters check the local date, they find that they appear to have been away from Sylea for nearly a year.

From this point on the action is up to you. If the characters were originally sent by the Scout Corps, or want to report their findings anyway, then proceed to Nugget 6. Otherwise, if they want to keep quiet about things, just read through the last few paragraphs of Nugget 6. If you have the next adventure or campaign ready, the players can be sent straight into it.

6. Debrief

Scene: The characters report in to the local Scout base.

Your arrival seems to have warranted the attentions of the big brass. No less than four top-ranking Corps officers sit behind the desk, eyeing you as you stand to attention. They shuffle papers for a few moments, then one of them—a woman—stands up, walks around the desk, and her hardened face cracks into a grin.

"Welcome back. We've all been a little worried about you since you failed to return from your mission. A month or two overdue isn't unusual, but six months overdue? Well, from the gossip I've heard already, it sounds like we were right to worry. But now you're back, safe and sound, so it's time to see if all the money we invested in your training was put to good use.

"Before we leave this room tonight, I need a top-level description of every world, alien, ship, plant, and animal you've encountered. Tomorrow, we'll bring in the specialist teams, and between us we'll have every moment of your mission documented. It's real hard information like this that is critical to the Corps' future missions, and what you tell us in these next few days could alter Cleon's strategy of expansion. We need to know what and who's out there, and if they're going to be friend or foe. Let's get to work."

You sigh inwardly. Suddenly, the Sidurii cluster doesn't seem like a bad place to be after all.

Action: The players are rewarded for any useful artifacts 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 tracking how well they performed during 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.

If the characters want to try to conceal anything they brought back (perhaps to sell on the black market), then you can roleplay 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!

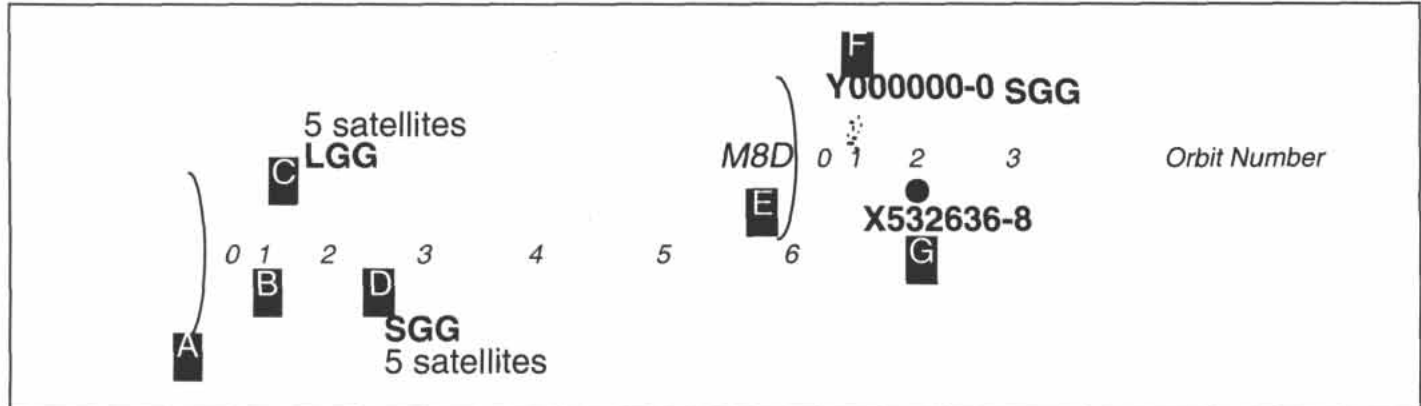
The Sidurii Cluster

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.

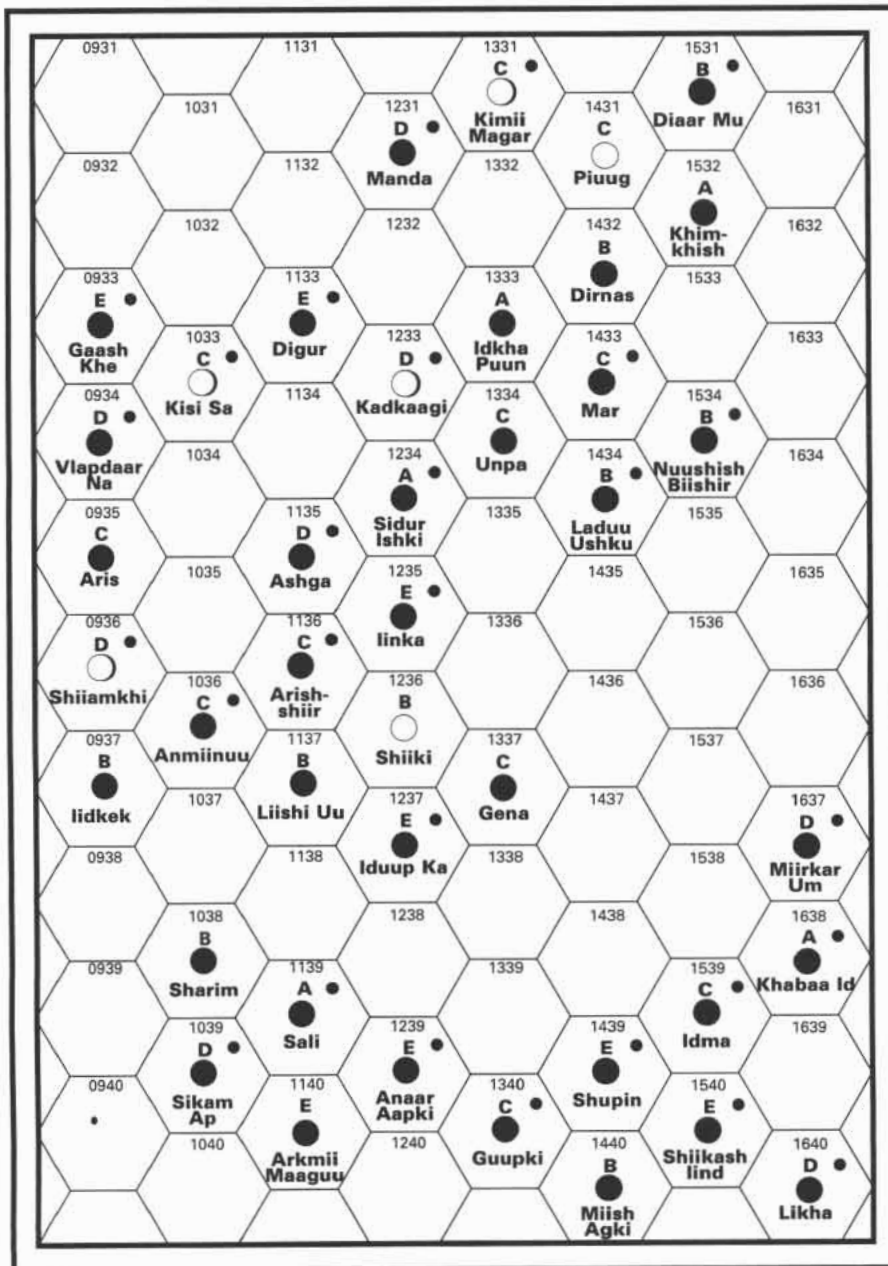
The Orbital Travel table does not extend beyond orbit 13 because the distances thereafter are prohibitive, given the fuel and life support limitations of most ships. To move more than one orbit, simply add up the times for all the intervening orbits. Remember that the time shown is the minimum possible 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



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	Speed: 1G	Speed: 2G
From-to		
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

ANMIINUU

Anmiinuu **1036** **C678654-9** **Ag Ni** **803** **G0III M3D**

Stars

Name:	Forein	Kalacab
Spectral class:	G0III	M3D
Mass:	2.5 standard masses	1.11 standard masses
Luminosity:	2.66 standard luminosity	0.07 standard luminosity

Main Planetary Body

Name:	Anmiinuu	Core:	Molten
Orbital radius:	5.2 AU	Mass:	0.388 standard masses
Day:	13.5 standard hours	Gravity:	0.69 standard gravity
Year:	4874 local days (primary)	Tilt:	20°
Diameter:	9760 k	Eccentricity:	0°
		Stress factor:	8.1

Satellites

Name:	Annelie
Orbital radius:	43920 km
Day:	8.5 standard hours
Year:	4.7 local days
Diameter:	964 km

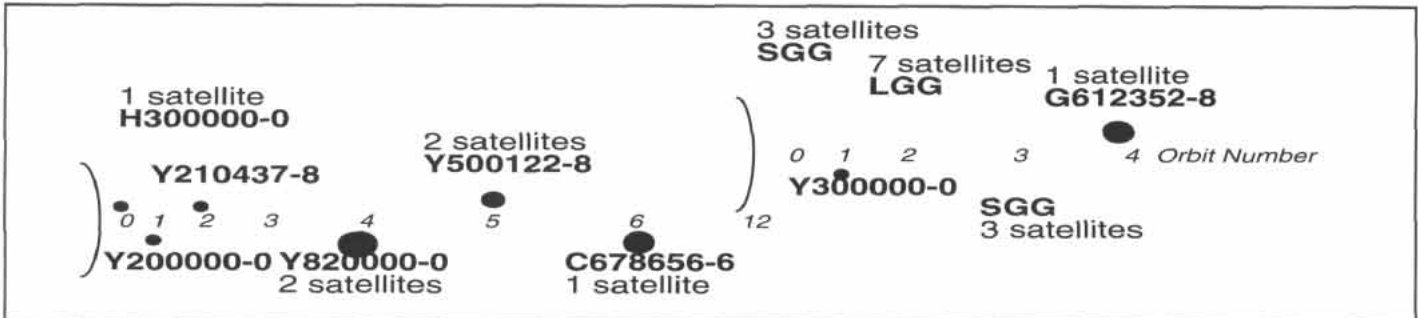
Atmosphere

Surface atmospheric pressure:	0.9 standard atmospheres
Composition:	High oxygen taint (partial pressure 0.45 atmospheres)
Base temperature:	305K (32°C)

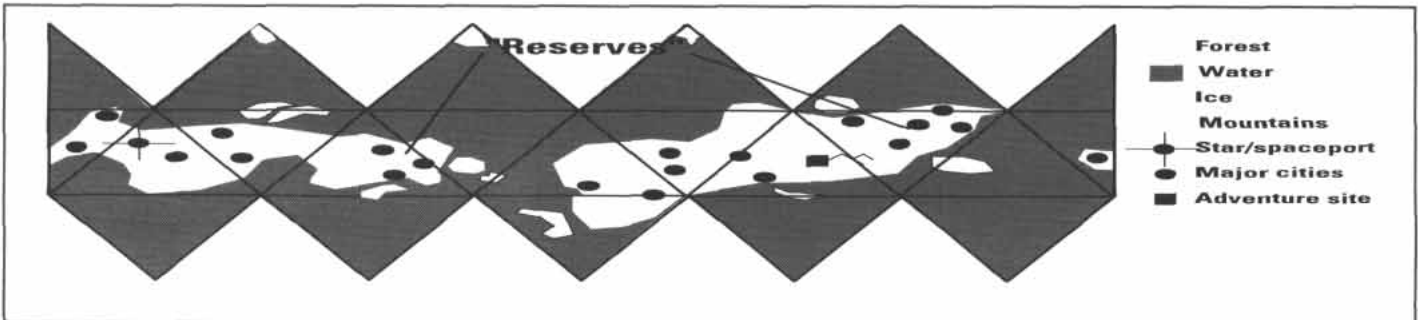
Surface

Hydrographics Percentage:	78% (2 continents, 9 minor)
Tectonic plates:	7
Geologic activity:	Minimal
Natural resources:	Biomass, radioactives, metallic ores, minerals, organic compounds
Native life:	Moderate flora and fauna.

System Map



World Map



System Description

A rich agricultural world inhabited by humans of Solomani stock. Some 200 years ago, Aslan colonists arrived on the world and settled. Initially, an amicable arrangement was made with the human government. However, this was later disputed by the humans, resulting in a coup by the Aslan military. The Aslan rule with a strict but fair hand. They have retained some starfaring capability and have recently begun to strike back against the Gumahl in neighboring systems. This world is the setting for a major adventure in "Gateway."

See also "Aslan", "Maerni" and "Maerni History" in the "Library Data" section.

ARISHSHIIR

Arishshiir **1136** **E5437BD-7** **Po** **903** **K0V**

Stars

Name: Amarjit
Spectral class: K0V
Mass: 0.825 standard masses
Luminosity: 0.81 standard luminosity

Main Planetary Body

Name:	Arishshiir	Core:	Molten
Orbital radius:	0.7 AU	Mass:	0.244 standard masses
Day:	25.3 standard hours	Gravity:	0.625 standard gravity
Year:	176 local days	Tilt:	8°
Diameter:	8160 km	Eccentricity:	0.01°
		Stress factor:	3.2

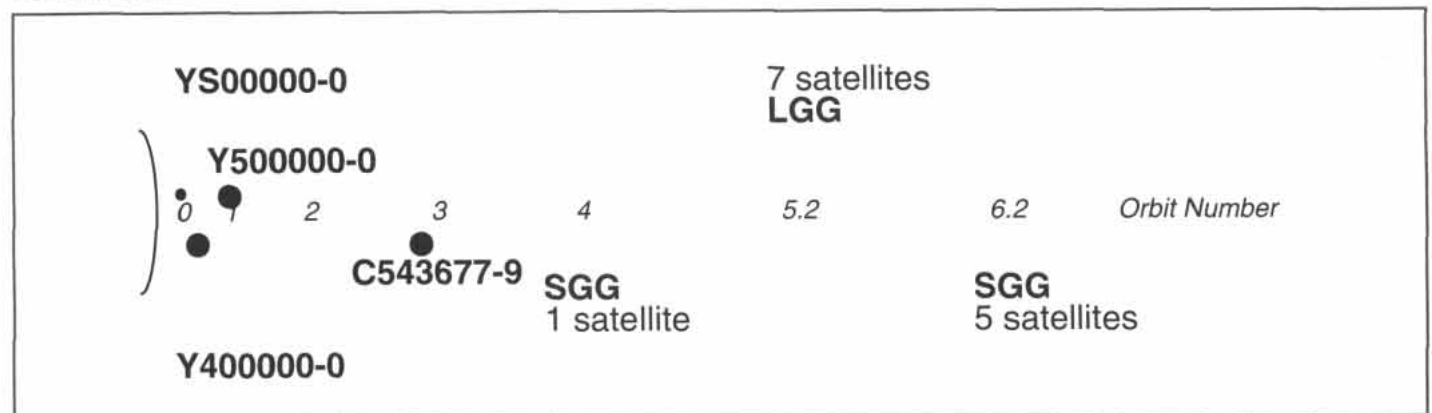
Atmosphere

Surface atmospheric pressure: 0.52 standard atmospheres
Composition: Sulfur compound taint. Oxygen partial pressure 0.11 atmospheres
Base temperature: 297K (24°C)

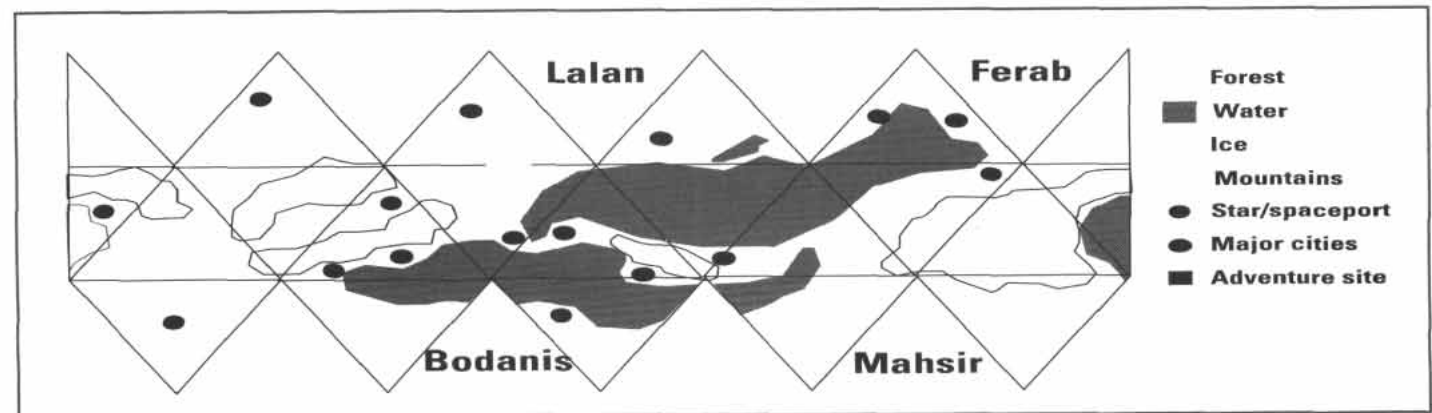
Surface

Hydrographics Percentage: 29% (2 major oceans, 3 minor)
Tectonic plates: 1
Geologic activity: Minimal
Natural resources: Radioactives, metallic ores, organic compounds.
Native life: Extensive flora and fauna.

System Map



World Map



System Description

A tropical garden-world which has suffered from lack of development and investment, such that its economy barely survived the Long Night. However, the world is now growing again, and has developed its technology sufficiently to make its first step back into space. This world is the setting for a major adventure in "Gateway."

SHARIM

Sharim **1038** **D43579D-6** **D7** **&00 M3V**

Stars

Name: Larkhir
Spectral class: M3V
Mass: 0.41 standard masses
Luminosity: 0.2 standard luminosity

Main Planetary Body

Name:	Sharim	Core:	Molten
Orbital radius:	0.2 AU	Mass:	0.105 standard masses
Day:	31 standard hours	Gravity:	0.42 standard gravity
Year:	39.5 local days	Tilt:	10°
Diameter:	6080 km	Eccentricity:	0°
		Stress factor:	7.8

Satellites

Name: Gezu
Orbital radius: 30400 km
Day: 26.4 standard hours
Year: 1.66 local days
Diameter: 3680 km

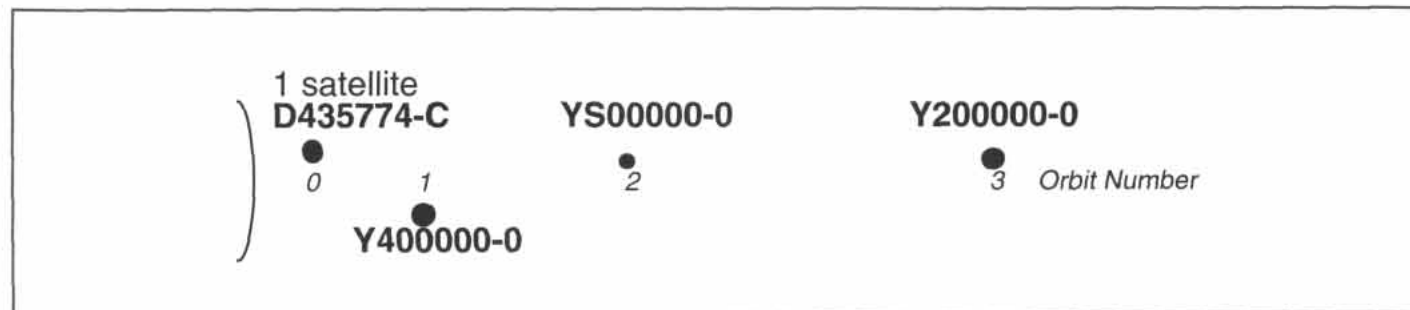
Atmosphere

Surface atmospheric pressure: 0.35 standard atmospheres
Composition: Oxygen partial pressure 0.07 atmospheres
Base temperature: 244K (-29°C)

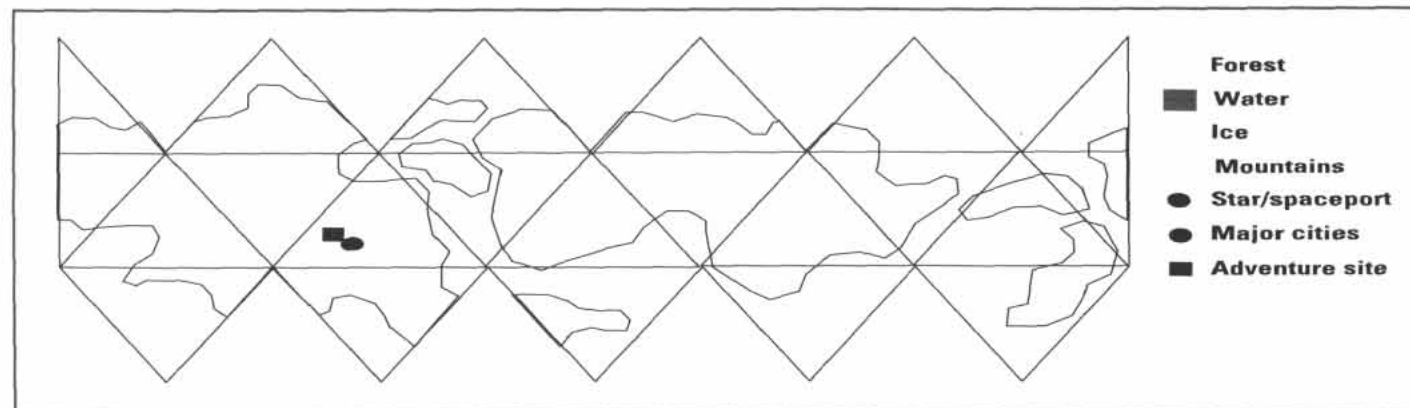
Surface

Hydrographics Percentage: 32% (2 continents, 3 minor)
Tectonic plates: 3
Geologic activity: Minimal
Natural resources: Metallic ores, minerals
Native life: No native life. Extensive arcology.

System Map



World Map



System Description

A barren world whose sole inhabitants live in an immense arcology, which now supports its own small ecology of imported creatures in addition to the sentient races who inhabit it.

See also "Sharim" and "Droyne" in the "Library Data" section.

SIDUR ISHKI

Sidur Ishki **1234** **A312A59-C** **Ic Na In HiPop** **620** **MOV MOD**

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

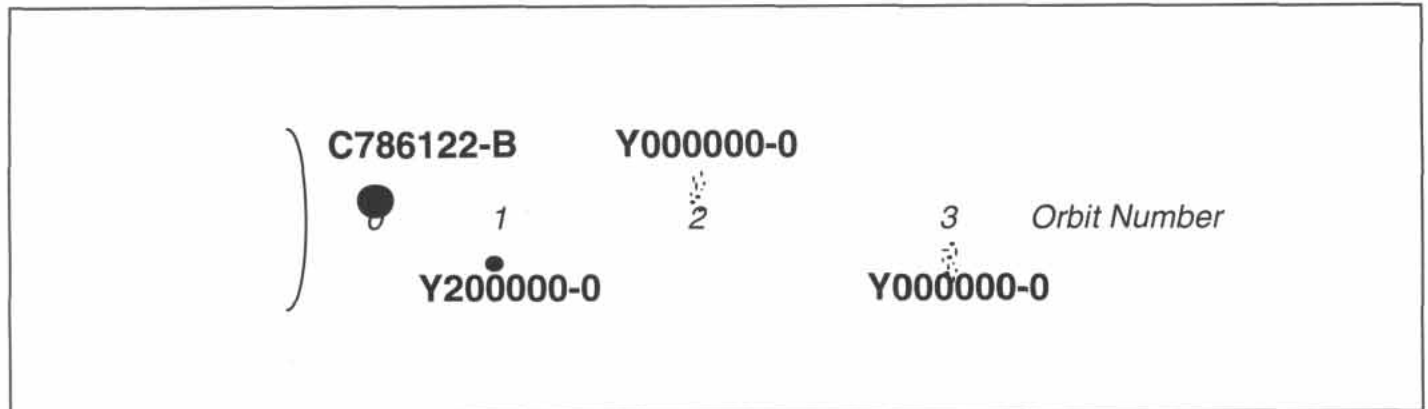
Atmosphere

Surface atmospheric pressure:	0.05 standard atmospheres
Composition:	Oxygen partial pressure 0.01 atmospheres
Base temperature:	302K (29°C)

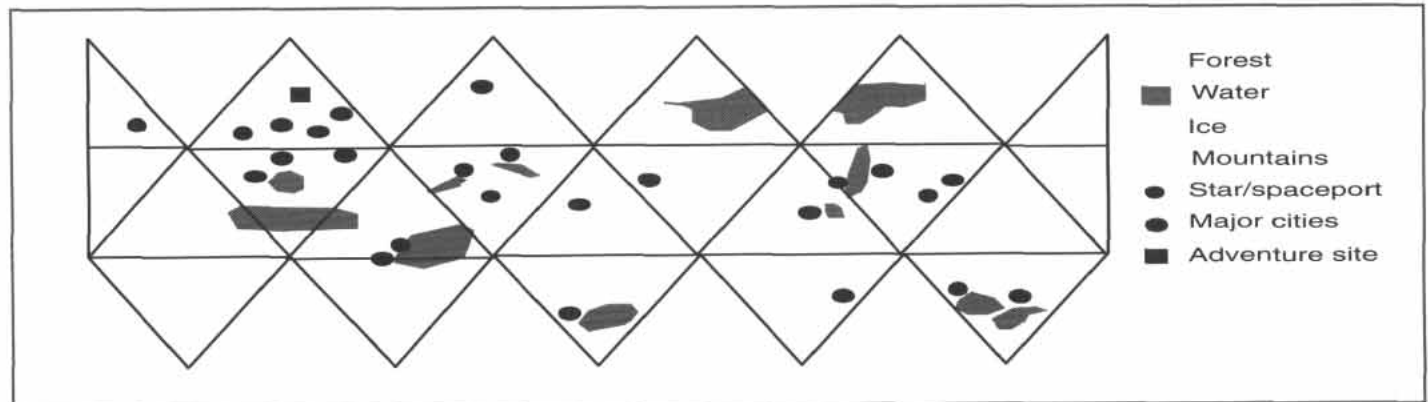
Surface

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



World Map



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 in *The Long Way Home*.

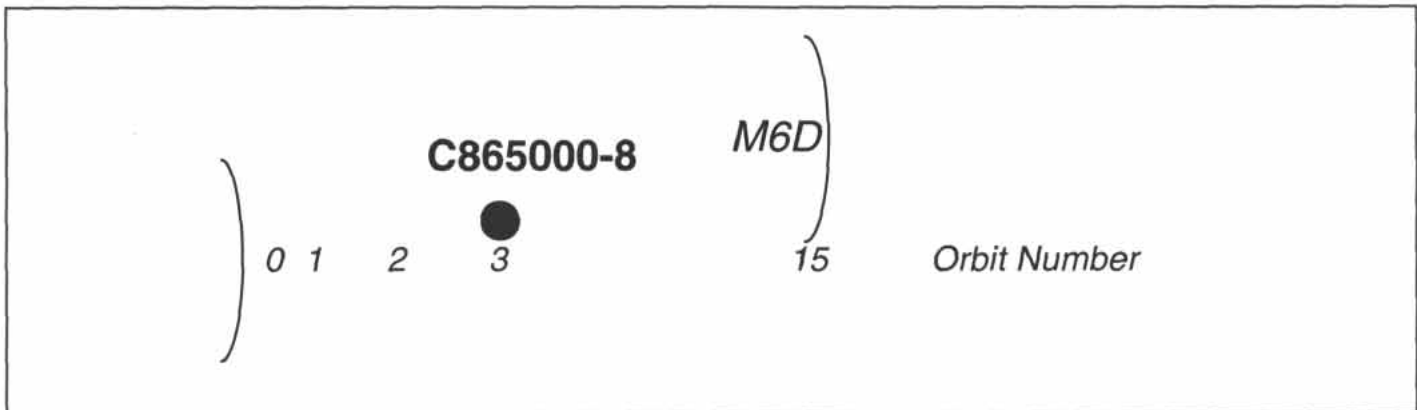
Surrounding Systems

Some of the other worlds in the Vipach/Laeth subsectors of Gushemege Sector.

The following worlds do not have specific adventures from this book linked to them but are sufficiently close to the core adventure worlds that the characters may wish to visit them. However, certain of these worlds had important adventures set on them in the first part of this campaign, "*The Long Way Home*," and these are noted within the descriptive text.

It is quite possible that your players will stray from the main adventure worlds. Information on the other star systems is presented here. Those worlds, which might be gateway systems or which the characters might visit, are given full system maps. Some systems are beyond the jump-1 range of the characters' damaged ship, but they may conduct remote surveys on them, just to check what is there. The only information required for this is their extended UWP. You may opt to create your own adventures on one or more of the other worlds in this subsector. However, you should steer the players away from the edges of the map so they do not totally miss the adventures in this book!

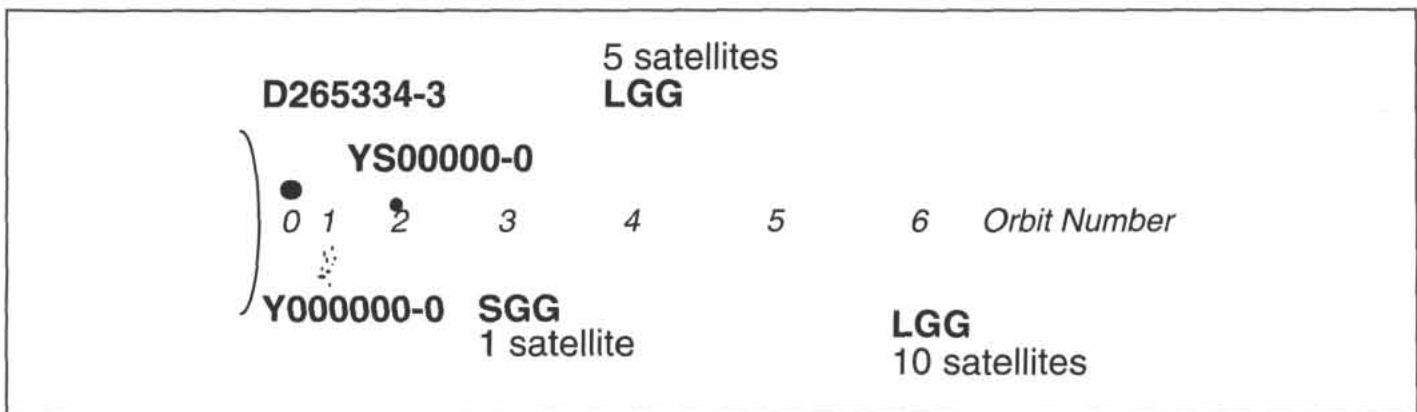
Aris **0935** **C865000-8** **Ba** **000 G1V M6D**
System Map



System Description

Aris (originally named Lemantine) had been a successful world until early into the Long Night, when a virulent outbreak of a lethal virus reduced the population to below sustainable levels. The last Lemantine died around -300. The starport was originally a high tech class A establishment, almost fully automated. Amazingly, enough of the facilities are still operational that, with a little work, a ship could refuel and have minor repair work performed here. Naturally, the guarantee on such repairs expired at least 300 years ago.

Ashga **1135** **D265334-3** **Ni LoPop** **213 M0V**
System Map



System Description

A low-tech agricultural society which is often subject to slaving raids by the Gumahl from linka. An inoperative D-class starport is the only remnant of previous higher-tech colonists.

**Digur
System Map**

1133

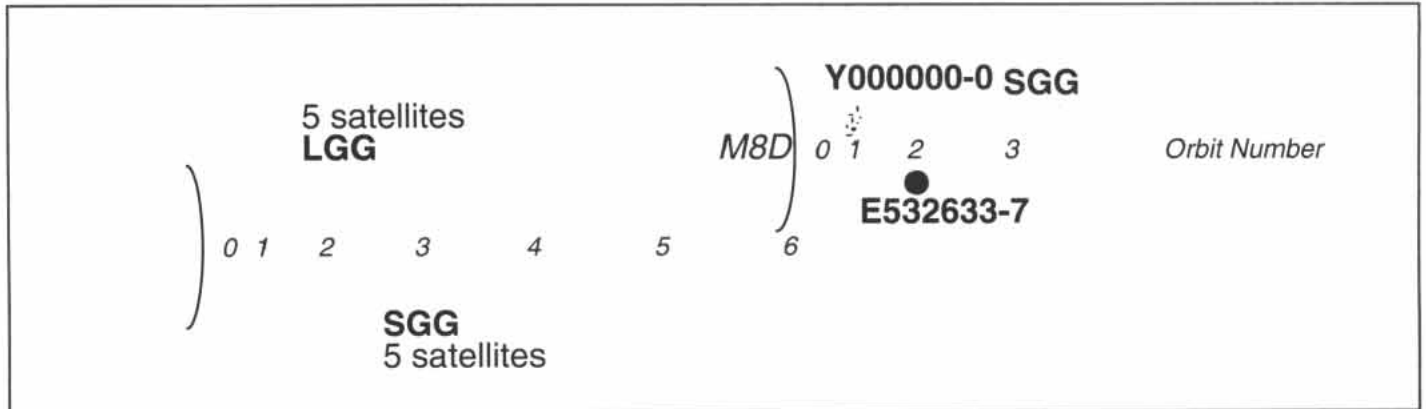
E532633-7

Na Ni Po

713

A2V

M8D



System Description

Kyan B is too weak a sun to make Digur habitable. However, the primary star Kyan A more than makes up for its companion's dimness. Digur's orbit around Kyan B causes its surface temperature to vary from near-freezing point (when furthest from Kyan A), to a warm 45°C (when nearest to the primary star). The effects might be even more pronounced were it not for the world's seas, which even out some of this heating/cooling process. The world develops dense cloud cover during the high temperature part of its orbit, acting as a shield against direct sunlight.

This world is the setting for a major adventure in *"The Long Way Home."*

**Dirnas
System Map**

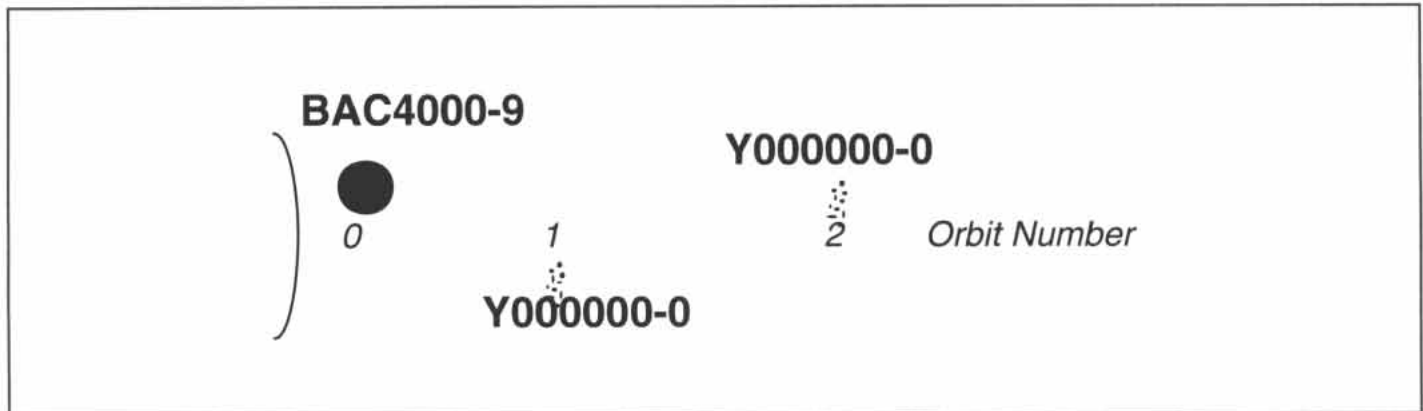
1432

BAC4000-9

Fi Ba

020

M0VI



System Description

Dirnas is a very large world with a very dense core and an incredibly dense atmosphere. This atmosphere is only maintained by massive outpourings of oxygen and nitrogen from deep within the planet. The oceans are supersaturated with nitrogen and are a mix of nitrous oxides and ammonia, which stay liquid and viscous in the high pressure. This system may have a high concentration of Gumahl raiding ships!

**Gaash Khe
System Map**

0933

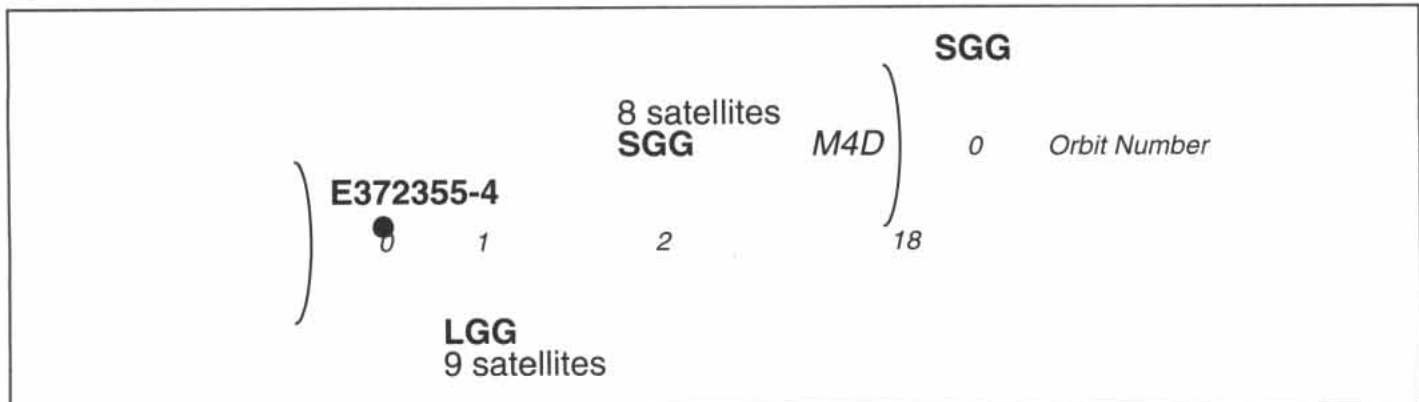
E372355-4

LoPop

703

M2V

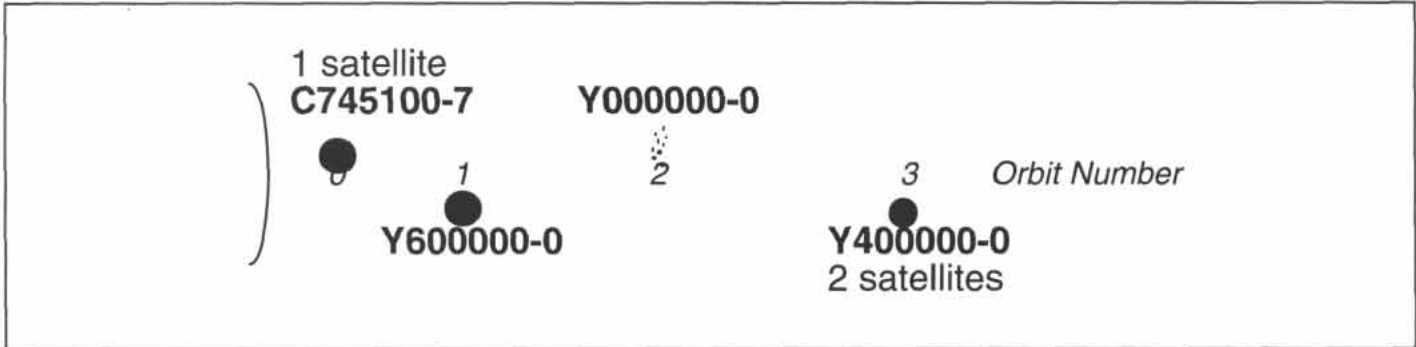
M4D



System Description

The small colony here collapsed during the Long Night and has barely managed to retain a sustainable population. Being fairly self-sufficient and isolationist has aided their survival. They know a little of Digur and Sidur Ishki, with whom they once traded.

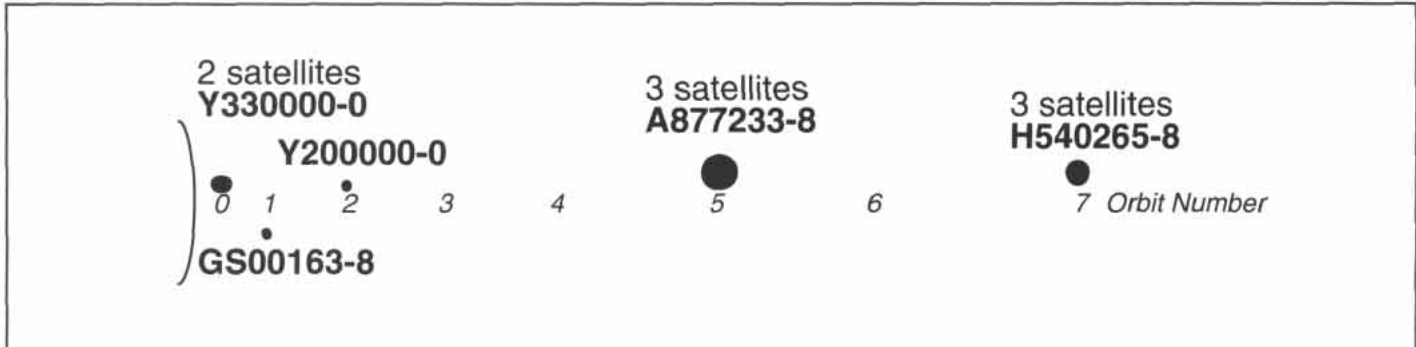
Gena **1337** **C745100-7** **LoPop** **310** **K4V**
System Map



System Description

Gena was invaded by the Gumahl several decades ago. Over the years, the Gumahl have massacred or exported the planet's human population. Only a small Gumahl support base remains.

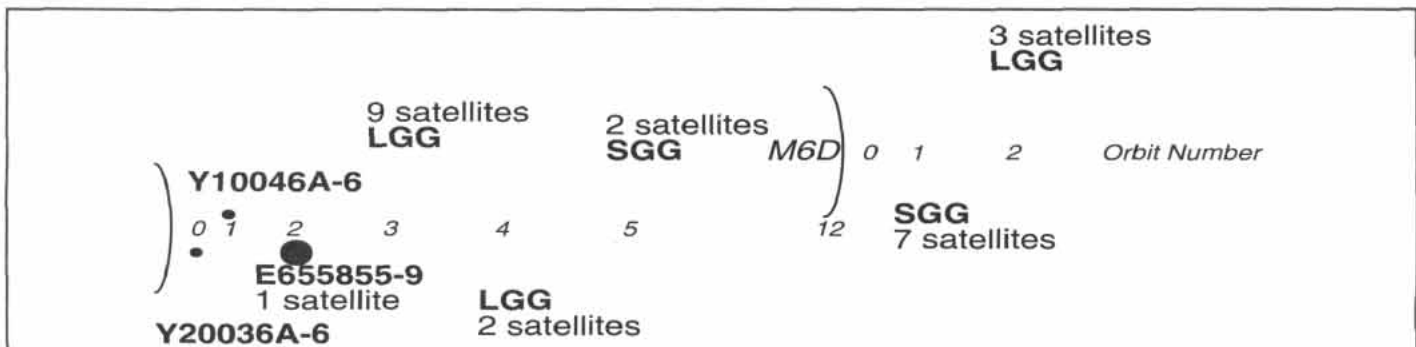
Idkha Puun **1333** **A877233-8** **Ni LoPop** **200** **F0V**
System Map



System Description

Colonized by the Solomani during the Rule of Man, its garden-world promise was never fulfilled. Most native plants are poisonous to humans, and the soil would not support Terran flora. Small research bases on the other worlds have become military outposts for the Gumahl.

Iduup Ka **1237** **E655855-9** **405** **K1V** **M6D**
System Map



System Description

Originally named Gumahler by the First Imperium, after its fierce natives, the Gumahl. Anyone foolish enough to enter this system is likely to be attacked by the Gumahl. Their spaceships patrol the inner system and their system defense boats lie in wait within each gas giant. Small naval bases are located on the inner worlds. The larger base on the home world supports a small fleet of starships for raiding other worlds. There are no civilian or trading facilities on any of these worlds, hence the minimal starport/spaceport classifications.

Library Data

Background data for the adventures. Referee's eyes only!

The following data are primarily for your use, although small (sometimes inaccurate) snippets may be available from the Lintula Sunrise 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.

This data complements that in "*The Long Way Home*." The Gumahl entry has been copied 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 artifacts, 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.

Aslan

The Aslan, or "Furballs" as the Maerni call them, are a race of large bipedal felines native to a world well coreward of the Sidurii cluster. Their appearance is leonine although they stand some 2 meters in height and weigh around 100 kilograms. Males are larger and have a pronounced mane. They generally have tawny or red-orange fur. Their vision surpasses that of humans. They have a three-fingered hand and opposed thumb, all with retractable claws. Under the thumb there is a jackknife-like dew-claw which is used in hand-to-hand combat.

The Aslan are a warrior race, but balance their aggressiveness with a deep sense of honor. This is particularly evident in the verbal duels that accompany any transgression of their honor code, and the ritualized martial combat that can sometimes result. These codes are documented in a book, the title of which translates roughly as "The Words Under Which We Die."

While males are warriors, Aslan females run most of society, handling all financial and administrative matters and most of the technical roles. Males are less stable, being preoccupied with martial matters, and are incapable of mundane concepts such as monetary transactions!

The Aslan moved into the Sidurii Cluster around 200, as part of the general expansion of the Aslan Hierate. The colony on Maerni was an advance party which has become separated from the Hierate, but through finding a safe haven at Anmiinuu (Maernon) they have rapidly multiplied to outnumber the original human inhabitants.

Aslan are described briefly in the basic Traveller rule book and in more detail in the Traveller Aliens book.

Coyns

Small metallic disks engraved with various symbols and recovered from many Droyne and Ancient sites. They may be made of various precious and nonvaluable metals.

Their purpose is not known except to the Droyne, who use them in the rituals which determine a juvenile's caste and thus future. This usage involves focusing the psi powers of the elders into the juvenile to trigger the physical or mental development necessary for their new caste.

Droyne

As there are no Droyne worlds in Sylean space, they are a race little known to the Sylean Scout Service except in millennia-old lore. Nobody is quite sure where the Droyne originated, but their worlds are found scattered throughout Spinward space. They are reptilian in appearance, with birdlike legs, four clawed toes (one opposed), a scaly gray/black skin, bat-like wings with the vestiges of a hand mid-wing, and two slender arms, each ending in a four-fingered hand. Their head has two over-sized compound eyes. Their size varies with caste, but they average 1 meter in height.

Droyne wear the minimum of clothing, usually just a covering for their groin and a complex set of braces and straps to carry their belongings or tools. Occasionally they wear a simple tunic.

Droyne live in communities called Dreskay, each of 3D family groups, called Tyafelm. Each Tyafelm contains 5 + 1D Droyne, including at least one representative from each caste.

At age 12, Droyne juveniles attend a ceremony known as the Iskyar, at which they draw Coyns—small gold disks marked with a unique symbol. The Coyns drawn determine their caste, their position within Droyne society. There are six castes: warrior, drone, worker, leader, sport, and technician. These Coyns are also used to guide decision making in later life, both for individuals and the community.

Workers are manual laborers; warriors develop extra strength and agility; drones develop sexual organs (all other castes are unsexed), acting as both father and mother as well as providing the "middle management" of Droyne society; technicians are science-oriented and intelligent; ports are special individuals who can cross caste lines as couriers, prospectors, hunters, and so forth.; leaders experience a 30% increase in brain size after casting and assume overall control of the society.

Droyne are psionic, and even untrained Droyne can usually render themselves invisible to those whom they wish to avoid. Trained Droyne can exercise a wide range of powerful psionic talents. (See the appropriate section in the Traveller rule book.)

The Droyne wings are not just evolutionary relics, and many Droyne are capable of flight. However, they require training, strength, a high atmospheric pressure, and/or a low world gravity. When flying, a Droyne can travel at 30 kilometers per hour in the open.

In personal combat, Droyne are able to use their hands, claws, or weapons. Their bodies are not strong.

Gateway

The hypertunnel which begins and ends this adventure is one of the many wonders of jump space and is far beyond humanity's current ability to comprehend.

Eons ago, there was a race called the Ancients (whose lineage is 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 semiorganic 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 a massive beast, 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 three 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 Scenario 10). When the Ancients began their internecine war, some gateways were attacked (such as that in the Introductory Scenario), while others were simply deserted and gradually covered (such as 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, like many of the others, is now totally inoperable.

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 they 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 reestablish 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 tall and lithe one minute to squat and strong the next. Mouth, eyes, hand/claws, fingers/toes are all similar 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 taut over their body. It is very elastic and does not appear to bulge when body parts retract. It is a sandy-gray 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 weighs 100 kilograms and can change in height between 1.5 meters and 2.5 meters. Gumahl eyesight extends lower into the infrared 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 carrier while the young develops. Gumahl genetic couples mate for life, but a Gumahl carrier 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 infrared markings evident to Gumahl), carriers 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 fussy about 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 from a large animal, with smaller, bite-sized animals served as an accompaniment. Processed food is more common now than it once was and is particularly in favor with the young.

Maerni

The Maerni are descended from Solomani stock and have prospered on the "garden" planet of Anmiinuu (named Maernon by the natives). There were about two million Maerni here when the Aslan arrived. Maerni are a conservative society, indifferent in action. Their militant expansionism might at first appear incongruous but is a result of their efforts to gain control over their world; to ensure that there are no outside influences.

Maerni society is quite homogenous, but they are not overly friendly to nonhuman races. The technocratic rulers and higher classes are notable for being purely carnivorous, a similarity exploited early on by the Aslan, and a reflection of the high regard the Maerni place on breeding livestock. Houses are very spacious and extravagant for almost all members of society, mostly built of woodlike materials, which are in plentiful supply.

Maerni government is a feudal technocracy based around several councils which fulfill all the roles of executive, judiciary, and legislature. The councils form a regional hierarchy and grew out of the original settlers' farming unions. Agriculture still dominates the planet and is reflected in its pastoral communities of which only six cities exceed 90,000 people. Over half the Maerni live in towns of less than 10,000.

Maerni society is based around the individual, with very little collectivized action. They are also very egalitarian, with one's technical skills being more important than one's parentage. The population is almost nomadic, moving between towns to follow the work.

While the majority hold a rational scientific world view, there are still some who cling to deity-based beliefs.

Maerni are relatively unemotional, particularly the ruling classes. Although primarily a patriarchal society, women are increasingly eroding the divisions, with the Aslan culture acting as an additional spur. Wealth is largely earned by work with no extremes such that there are few very rich or very poor. Honesty is important to Maerni, and work has an almost religious significance; holidays are almost unknown. Maerni value their privacy very highly, so personal questions should be avoided, although a Maerni usually stands so close as to be touching you when talking. Despite the generally hot climate, Maerni expect clothing to cover from the knees to the elbows and neck at all times. Maerni are protective of sentient life, only killing in self-defense, but they believe all nonsentient life is for their (humane) exploitation.

Children are usually raised within the extended family of a farm or business and tend to follow their parents' occupations. The routine and rhythm of farm life also means that most of a Maerni's life is scheduled, and they are intolerant of delay.

Maerni (History of)

The Aslan arrived at Anmiinuu (named Maernon by the natives) around 200 years ago. They came in peace and quickly established that they were a traditionalist culture, matching the Maerni conservatism. Since Anmiinuu was sparsely settled, there was then no trouble granting the Aslan large tracts of land on both continents, and access rights through human territory across mountain passes, and to the rich equatorial seas.

Three years ago, the newly elected radical President Vitiv began trying to restrict the Aslan to their "reservations," declaring that the Aslan were corrupting the Maerni youth with their alien concepts. Naturally, the Aslan took this as reneging on the original agreement and demanded satisfaction, as their honor code demanded. Vitiv had no truck with Aslan "honor" and mobilized the military with a view to attacking the Aslan territory.

The Aslan were ready to meet him and made short work of defeating Vitiv's army, although with few losses on either side. Vitiv now fights a guerrilla war. For their part, the Aslan would rather see the original challenge fulfilled than maintain an army of occupation, which they view more as a "protective" force to restrain the "barbarians" who seem to lack the honor of their forefathers. There are now just over three million Aslan on the planet.

Sharim Arcology

There were Droyne on this world when the first Vilani landed, some 7,000 years ago. The Vilani built the predecessor of the chasm arcology, initially as a pressurized city, but gradually the human Sharim became adapted to its thinner atmosphere. For most of the First Imperium, the humans and Droyne lived in peace, but when the Solomani arrived the Droyne became a scapegoat, there was extensive racism, and relations deteriorated.

With the pressure on resources brought about by the Long Night, this antipathy grew into open warfare which

has continued on and off ever since, accompanied by a steady decline in the Droyne population.

The Sharim race are primarily of Vilani descent and so are a little shorter and squatter than humans from Sylean or Solomani stock. By Year 0, there are 48 million Droyne and 22 million humans on the planet. Of these, 60 million live in the Nimshikake arcology, split along similar racial lines. The next biggest settlements are of around 900,000 inhabitants and only contain one or other race.

There is no life native to Sharim, but the Droyne appear to have brought their own flora and fauna to the planet, which is now effectively indigenous.

The Sharim are a progressive society, but their advancement is mostly focused on military technology to defeat the Droyne. Sharim society is harmonious, mainly as result of the war, and they are likely to be friendly to human off-worlders.

The main arcology is governed by a bureaucracy which developed from the original "war cabinet," but with the continuing war it has become the standing form of government. Relationships among the Sharim tend to be shorter term than in Sylea—perhaps a reflection of the short life span expected anywhere near the battle zones.

Due to the intense cold of the planet's surface, the Sharim wear all-covering cloaks and robes that leave at most the head, hands, and feet exposed.

Some Sharim wear facial tattoos to identify their family or occupation. This is particularly prevalent among the scientific community, whose cheek-glyphs show their discipline and level of qualification. In general, only scientists and academics are allowed access to high technology, both relics from earlier days and newly developed items.

Sharim is a matriarchal society with males traditionally being explorers, warriors, and foragers, returning to the home only to provide for their mates and young. Families tend to be quite regulated affairs, with family groups evolving to meet the great government plans—again, a result of the millennial war. Child care is within these extended family units, which often map on to military units. Social classes are effectively unknown on Sharim.

Sharim do not tend to be a very mobile race and most people live within a day's travel of their birthplace; few ever travel outside their arcology. Most individuals expect a high degree of privacy, reinforced by the full robes.

Sharim believe in conservation—the planet's resources are limited—but they are happy to kill to eat or in self defense. Sharim have a laid-back approach to life, which means they are rarely punctual and often disorganized.

The war has brought poverty to most Sharim, since wealth can only be acquired through work, and many occupations have been hard hit by the war.

Sharim have traditionally had a very rational world view. In recent years (particularly since off-world contact started to pick up), the new religion of "Auug" has begun to gain strength and has now six million believers. The religion is based around interactive monotheism but believes in random reincarnation. The religion is loosely organized, with small groups controlled by local priests. Weekly services are conducted by rote in Galanglic. The clergy is happy to accept converts of any human race but draw the line at the Droyne.

Sharim's limited trade with off-worlders is based around its limited production of synthesized foods, religious objets d'art, and ancient documents (some dating back to before the Long Night).

Player Library Data

Due to the loss of reliable information and changes during the Long Night, these data often are not accurate; refer to the referee sections (Surrounding Systems and Library Data) for the true Milieu 0 data.

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 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	linka	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	Saposoia	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 ISS 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 have 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 nonhuman 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 home world Gumahler (1237), and the other the Lalanine, home world 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 be 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 semihuman races;

Historic factors may predispose a race to adversely react to mention of precise race and origins;

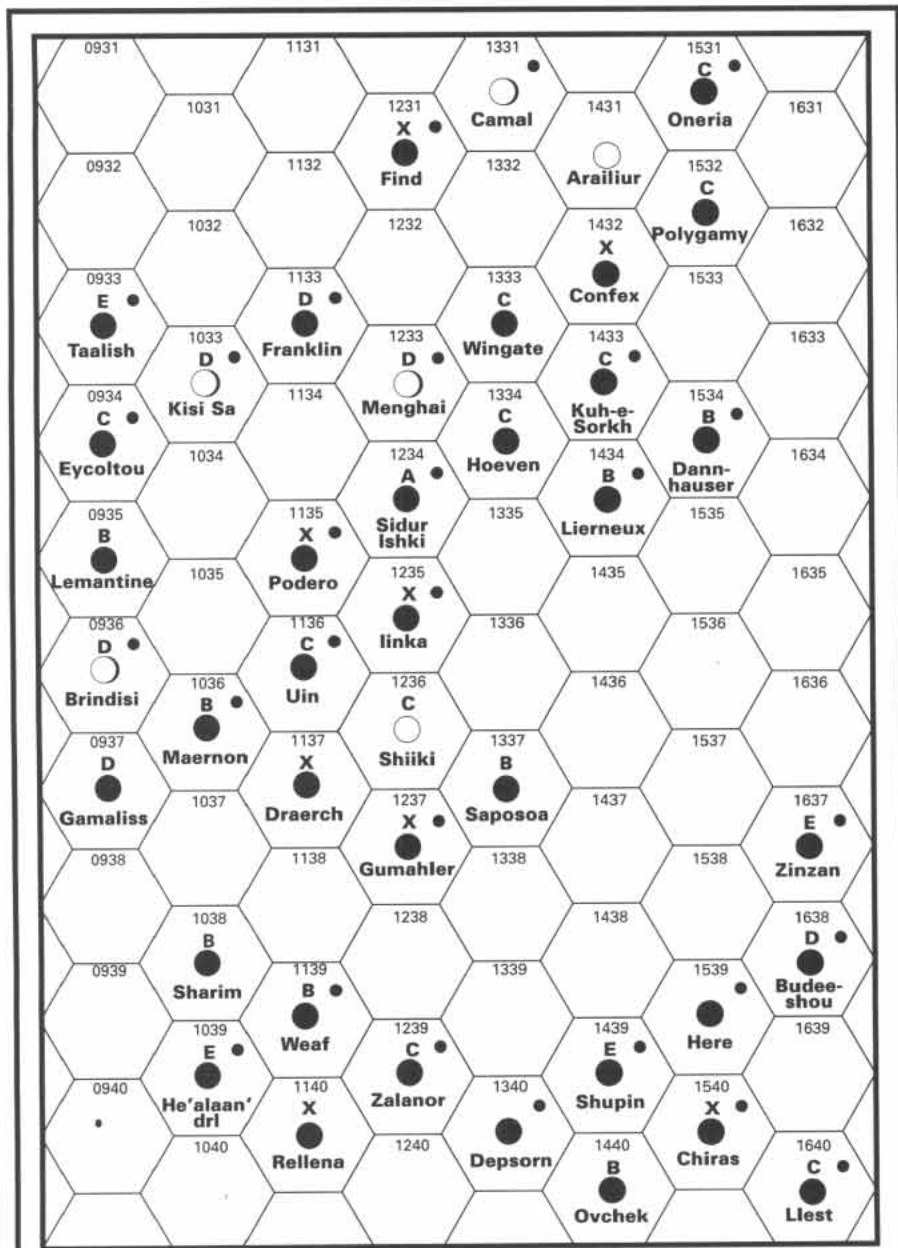
Do not reveal details of any type which might be detrimental to the Sylean worlds. This includes technical or logistical data of any type, but particularly data which might have a military application;

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 artifacts and phenomena encountered;

Try to establish the population, government type(s), law enforcement rating, and technological level according to Scout Corps 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 Corps 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 six—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 Corps 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 Lintula Sunrise by Lieutenant Arak "Timer" Bjorg.

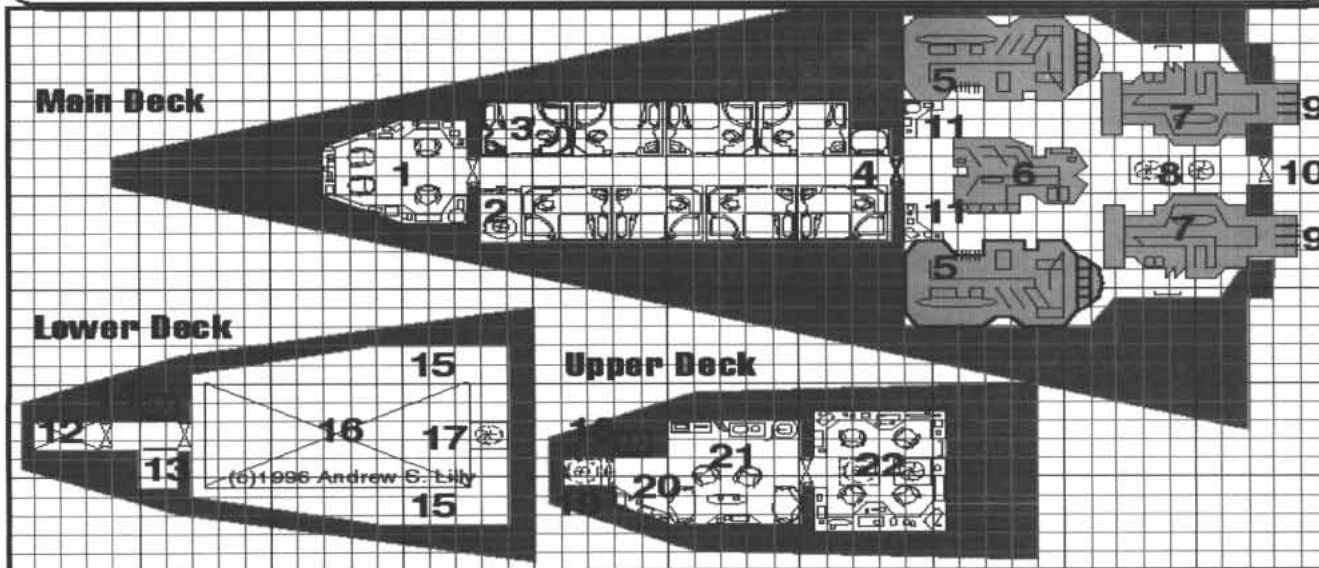
"Starting outside the ship, one enters up the ramp to the airlock at the front of the lower deck. Once in the airlock, on the right side is a walk-in locker for EVA and other equipment. On the left is the lift shaft to the upper decks. Walking straight forward through an iris valve (OK, so we open it 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 toward 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 stealing 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—and the bridge. What? You want to see the bridge? it's just a few consoles with flashing lights. . . . Oh, OK, we'll walk up to the bridge. By the way, at the forward end here on the left is our escape airlock. 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. Pilot and Astrogator up front, Engineering on the left, and Gunnery on the right. Now, back down the corridor..

Lintula Sunrise

ENGINEERING DISPLAY
1 m per square

STARSHIP



Key



Hull, fuel tankage, etc.
Cargo/Hangar Lift
Consoles



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 (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 toward 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 Cytia's 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 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 elevator, 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 into the forward end of the crew rec area. On the right is another emergency airlock. 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 equipment we need to keep us 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 5,000 vids in the databank, but frankly, after a few six-month trips, you've seen everything—the Corps 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 Corps 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®

GATEWAY!

Adventure Two

Far from their starting point, the explorers from Long Way Home come across a gateway, a means to get back. But sensors indicate the device is buried under a huge city which is presently gripped in the clutches of an alien war. The adventurers embark on a mission of espionage and evasion to get back to their home systems.

Linked to the adventure Long Way Home, Gateway! is completely self contained, a thrilling Milieu 0 adventure!



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