MARC MILLER'S
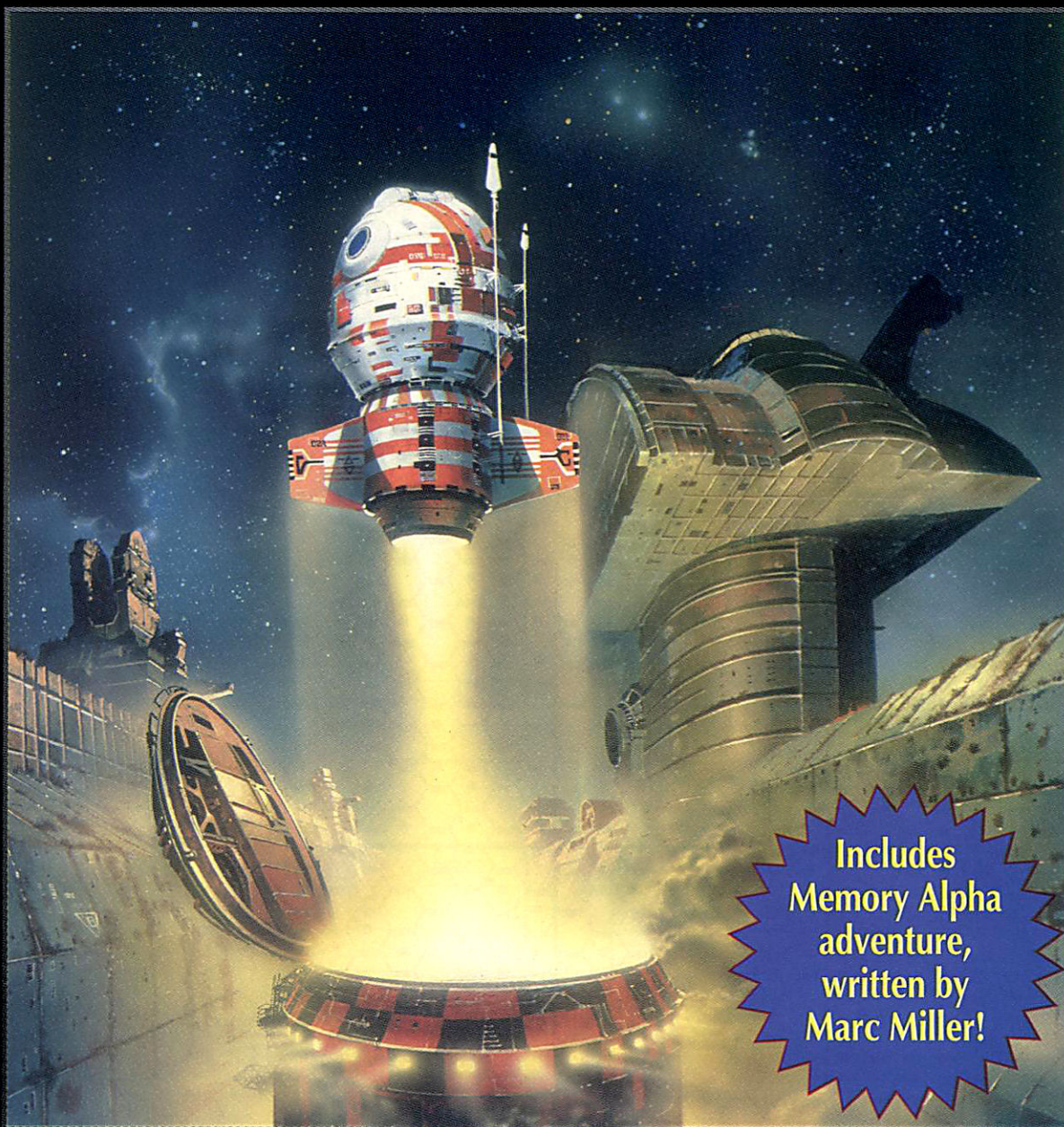# TRAVELLER®
GAME SCREEN

Includes Memory Alpha adventure, written by Marc Miller!

World Data for Darkhamaar

Loc	Data	Name	Loc	Data	Name
0922	375 - 02	Guba Ak	1522	7C0 - 00	Gaashi
0929	649 - 00	Sheduu	1523	596 - 13	Laus
1022	473 - 13	Kaplir	1524	626 - 12	F'rnow
1023	323 - 00	Irkkha	1526	403 - 23	Gikakhii
1028	250 - 01	Miim	1529	210 - 24	Niin
1120	340 - 03	Shuunkha	1530	563 - 02	Arvli
1123	100 - 25	Guuirk	1622	120 - 01	Genkaaa
1124	A8AA 6 7 7 -C 12	Imkhash	1623	567 - 24	Aggaa
1125	652 - 10	Ishiira	1625	885 - 14	Gakirvli
1129	6A4 - 04	Aruur	1628	633 - 04	Amshak
1130	79A - 01	Merkaa	1630	130 - 03	Kuusuu
1220	100 - 04	Aruu	1721	565 - 04	Duusikiim
1221	AD5 - 13	Shuukha	1724	675 - 24	Guurma
1222	C577 6 3 3 -6 613	Armi	1725	445 - 03	Angairk
1223	556 - 30	Muguu	1726	000 - 04	Demla
1225	E341 6 6 6 -4 210	Irmi Khi	1727	8B1 - 05	Khirar
1226	485 - 22	Shanii	1730	AB4 - 04	Laik
1228	697 - 13	Lishiruud	1821	78A - 02	Shar
1229	354 - 13	Bais Si	1822	200 - 12	Anga Ke
1320	222 - 02	Adkaash	1823	8B7 - 04	Gerar
1321	664 - 00	Nuur	1824	554 - 04	Likamish
1322	C675 A E E -7 323	Liper	1825	5A2 - 01	Rarkan
1323	310 - 03	Kushur	1829	211 - 13	Shis
1328	647 - 02	Sar	1920	410 - 03	Kuma As
1330	685 - 00	Shidkar	1921	245 - 24	Medish
1421	436 - 22	Angar	1924	455 - 00	Mar
1422	7C2 - 11	Ashbikuu	1925	485 - 00	Naauup
1424	B652 5 6 6 -9 614	Khusgurlu	1927	94A - 04	Khiri
1428	656 - 00	Vlaarvla	1929	628 - 24	Shakiisiir
1430	100 - 03	Uukzi	1930	000 - 04	Kegi And

Loc is hex location on the map. Data presents the commonly known data about each world. The blanks indicate information which is not currently known. They should be filled in as the ship visits each world.

WEAPONS

Name	Damage	TL	Range	Shots	Mass (kg)	Reloads[2] (kg)	Cost (Cr)
Club/Bat	2	0	Contact	—	1.0	—	30
Blade, Dagger	1	1	Contact / Short	—	0.25	—	50
Blade, Fencing Foil	1	1	Contact	—	0.5	—	675
Blade, Broadsword	2	1	Contact	—	2.5	—	450
Spear	2	1	Contact / Short	—	2.0	—	275
Bow	2	1	Vshort	1	1.5	—	300
Crossbow	3	1	Short	1	3.0	—	475
Hand Grenade	7F	5	Short	—	1.0	—	250
Pistol, Black Powder	2	3	Contact	1	1.0	0.2	400
Pistol, Magnum Revolver	3	10	Short	6	1.5	—	450
Pistol, cP003	5	11	Vshort	10 / 20	.5	0.1	750
Pistol, Staple Gun	2	11	Vshort	25	.75	—	550
Pistol, Thud Gun	1	11	Vshort	10	1.0	—	550
Pistol, Laser	4	12	Medium	20	2.0	3.0	2,200
Pistol, Body	2	13	Contact	1	0.1	—	1,500
Submachinegun	2	5	Vshort	30	2.5	0.5	550
Shotgun	4[1]	4	Vshort	10	3.75	0.7	550
Rifle, Archaic ACR	4	6	Medium	30	5.0	0.8	2,700
Rifle, Big Game	6	8	Long	2	5.0	—	2,500
Rifle, Black Powder	3	3	Short	1	5.0	—	800
Rifle, Bullpup	4	9	Short	50	3.5	0.5	300
Rifle, cR776	4	10	Medium	100	5.2	1.2	2,000
Rifle, cR898	5	11	Medium	100	4.5	0.6	2,500
Rifle, pR903	5	11	Medium	50	2.5	0.6	1,900
Rifle, Laser	7	12	Long	100	20.0	15.0	6,500
Blur	1	11	Contact	10	0.2	—	25

[1] The shotgun does 4D wounds maximum instead of 3D.
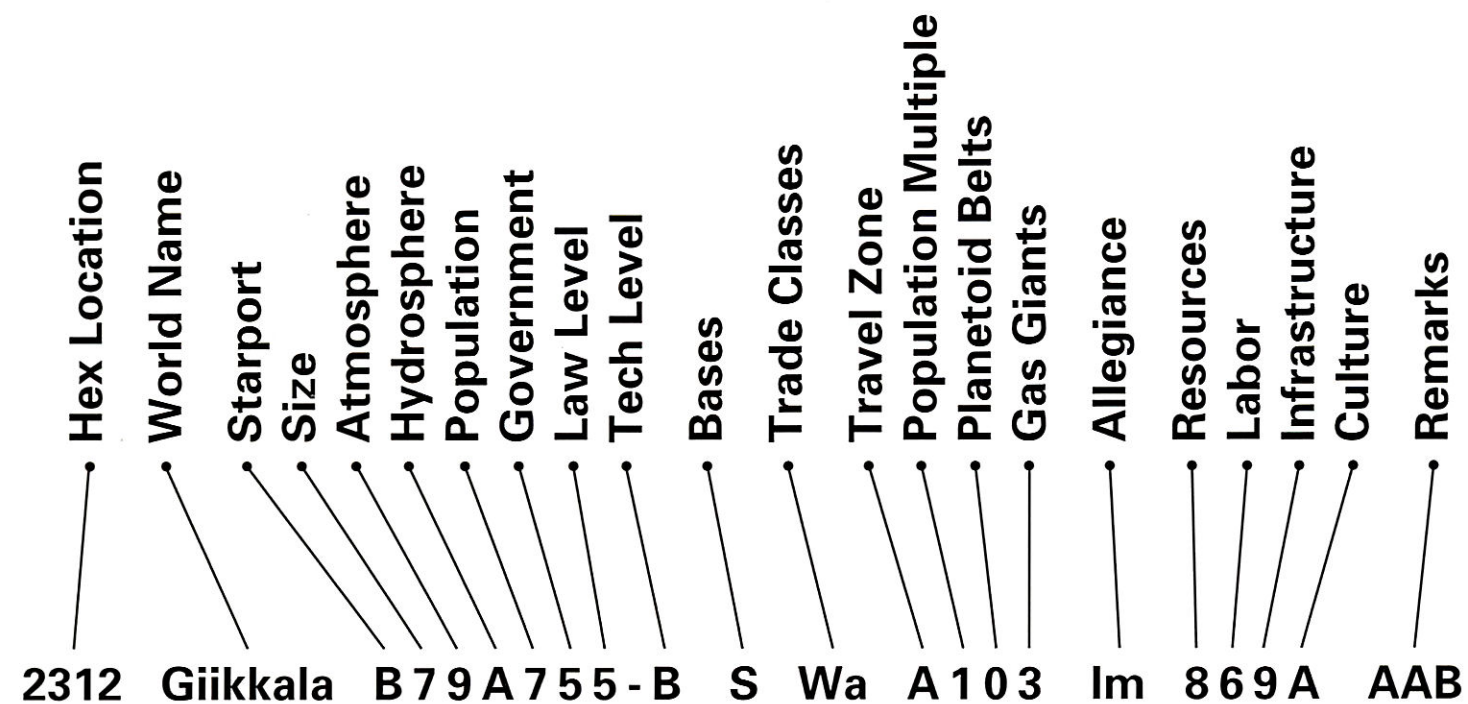
[2] Reload mass is considered extra clip or powerpack.

EQUIPMENT

Item	TL	Mass (kg)	Cost (Cr)
Food			
Meal, self-prepared	—	0.5	1-2
Meal, restaurant	—	—	5-15
Meal, preserved	10-12	1-2	6-7
Meal, dehydrated	10-12	60-70	8-9
Computers			
Homecomp	11	—	100
Personal Comp	11	0.5	2,000
Personal Electronics			
Aide	11	0.1	100-300
Camera	11	0.5	200-1,000
Comm	12	0.1	50-200
Display screen	12	—	50-1,000
Imperial ID	12	—	
Tools			
Carpentry Tool Set	2	25	300
Chain Saw	6	8	500
Disguise Kit	7	5	1,000
Electronic Tool Set	7	5	2,000
Locksmith Kit	4-12	0.3	TL x 10
Mechanical Tool Set	5	20	1,000
Metalwork Tool Set	4	50	1,500
Medical Gear			
Anagathics	11	—	—
Fast Drug	11	—	—
Medical Drug	11	—	—
Medkit	9	8	1,000
Slow Drug	11	—	—
Truth Drug	11	—	—

Item	TL	Mass (kg)	Cost (Cr)
Exploration Gear			
Backpack	11	1-2	50-200
Binoculars	5-12	0.1-0.6	100-300
Bullhorn	5	0.5	120
Clothing, Cold Weather	1	2	200
Comm Relay	11-12	5	2,000
Compass, Magnetic	3	—	10
Explosive, Plastic	11	1	100
Lamp, Gas or Oil	2	0.2	10
Lamp, Pocket	10+	0.2	10-40
Lantern, Cold Light	6	0.25	20
Lantern, Electric	5	0.5	10
Locator, Inertial	11	0.3	200
Multiscanner	10	0.8	3,000
Night Glasses	9	—	500-1,000
Radiation Counter	10	—	50
Rebreather	11	1.5	200
Replacement Cartridge	—	—	20
Restraints	2+	0.3	25
Rope	10	2	500
Suit, Protective	10	3	2,000
Suit, Vac, Soft	10	4	3,000
Suit, Vac	12	20	5,000
Survival Still	11	30	5,000
Tarpaulin	1	2	10
Tent, Camping	11	0.5-2	200-500
Tent, Survival	12	15-20	750-2,000

MARC MILLER'S TRAVELLER®

UNIVERSAL WORLD PROFILE (UWP)

Hex Location	World Name	Starport	Size	Atmosphere	Hydrosphere	Population	Government	Law Level	Tech Level		Bases	Trade Classes	Travel Zone	Population Multiple	Planetoid Belts	Gas Giants		Allegiance	Resources	Labor	Infrastructure	Culture		Remarks
2312	Giikkala	B	7	9	A	7	5	5	-	B	S	Wa	A	1	0	3		Im	8	6	9	A		AAB

UNIVERSAL PERSONALITY PROFILE (UPP)

Strength · Dexterity · Endurance · Intelligence · Education · Social Standing

A B C 7 8 9
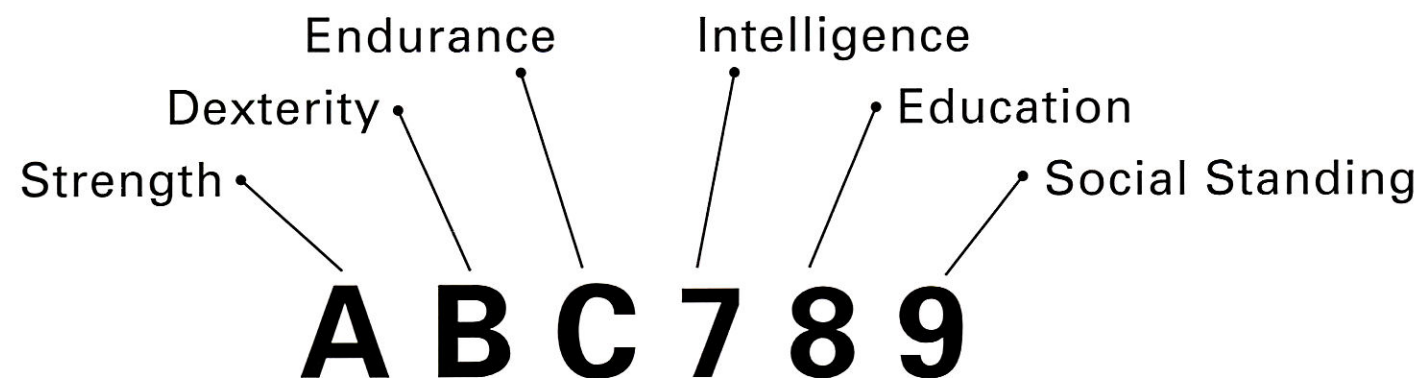
PRIMARY CHARACTERISTICS

Strength measures a character's physical power.

Dexterity indicates overall body and hand coordination.

Endurance indicates personal determination and physical stamina.

Intelligence indicates natural mental ability.

Education indicates the level of schooling.

Social Standing indicates social class and the level of society from which the character comes.

HEXADECIMAL NUMBERS

Base10	0	1	2	3	4	5	6
Base16	0	1	2	3	4	5	6

Base10	7	8	9	10	11	12	13
Base16	7	8	9	A	B	C	D

Base10	14	15	16	17	18	19	20
Base16	E	F	G	H	J	K	L

Hexadecimal (base 16) numbers are used to express digits greater than 9 while still using only one space.

NOBLE RANKS

Social	Rank
B	Knight (Sir, Dame)
C	Baron/Baroness
D	Count/Countess
E	Marquis/Marquese
F	Duke/Duchess
G	Archduke/Archduchess
H	Emperor/Empress

Noble ranks begin at Social Standing B. Those at B and above reflect an individuals standing at the higher, noble, levels of society.

SKILLS LIST

Skill Name	Base Char.
Academic	Cluster
• Acting	Int or Soc
Administration	Edu or Soc
Aircraft	Cascade
Archeology	Dex or Edu
Armorer	Dex or Edu
• Art	Int or Soc
Artillery	Int or Edu
Astrogation	Int or Edu
• Athletics	Str Dex End
Battle Dress	Dex
Biology	Int or Edu
• **Blade Combat**	Cascade
• Bow Combat	Dex
• Brawling	Str or Dex
• Bribery	Int or Soc
• Broker	Int or Edu
Bureaucracy	Cluster
Business	Cluster
• Camouflage	Int
• Carousing	Soc
Charisma	Cluster
Chemistry	Int or Edu
Clandestine	Cluster
Communications	Edu
• Computer	Int or Edu
• Craftsman	Dex or Edu
Criminology	Cluster
• Dance	Dex or Soc
Demolitions	Int or Edu
• Diplomacy	Soc
• Disguise	Int
Electronics	Dex or Edu
Engineering	Int or Edu
• Environment Combat	Dex or Int
• Equestrian	Dex or Soc
Exploration	Cluster
• Fast Talk	Int or Edu
Fencing	Dex or Soc
• First Aid	Int or Edu
Forensics	Int or Edu
• Forgery	Dex or Int
Forward Observer	Int or Edu
• Gambling	Int or Soc
Geology	Edu
• Grav Craft	Dex
Gravitics	Int or Edu
• Ground Craft	Dex or End
• **Gun Combat**	Cascade
Gunnery	Int
• Heavy Weapons	Str or Dex
Helicopter	Dex or Edu
History	Edu
• Instruction	Int or Edu
• Interrogation	End or Int
• Intimidation	Str or End
• Intrusion	Dex or Int
• Investigation	Int
Jack of All Trades	varies
Jet Plane	Dex or Edu
Language	Int or Edu
Law	Edu

Skill Name	Base Char.
• Leadership	End or Soc
Linguistics	Int or Edu
• Long Blade	Str or Dex
Mechanics	Str or Edu
Medical	Int or Edu
• Melee Combat	Str or Dex
• Music	Dex or Int
• Navigation	Int or Edu
• Perception	Int or Edu
Performance	Cluster
• Philosophy	Int or Edu
Physics	Edu
Pilot	Dex
• Pistol	Dex
Prop Plane	Dex or Edu
Psionicology	Edu
• Psychology	Int or Edu
• Recon	End or Int
• Research	Edu
• Rifle	Dex
Robotics	Int or Edu
Sciences	Cluster
Sensors	End or Edu
Ship's Boat	Dex
• Short Blade	Dex
• Shotgun	Dex
Spacecraft	Cluster
• Stealth	Dex
• Streetwise	End or Int
• Submachinegun	Dex
Survey	Edu
• Survival	End
• Tactics	Int or Edu
Technical	Cluster
• Throwing	Str or Dex
• Trader	Int or Soc
• Vac Suit	Dex
• Watercraft	Dex or End
• Writing	Int or Edu

• denotes Default Skills.
Note: **Bold** indicates Cluster and Cascade Skills.

CASCADE SKILLS

Aircraft
 Helicopter
 Prop Plane
 Jet Plane
• **Blade Combat**
 • Long Blade
 • Short Blade
• **Gun Combat**
 • Pistol
 • Rifle
 • Shotgun
 • Submachinegun

• denotes Default Skills.
Note: **Bold** indicates Cluster and Cascade Skills.

COMPUTER RATINGS

Item	Rating
Personal comm unit[1]	1
Home or personal computer	2
Business computer	3
Corporate mainframe	4
Best Imperial computer	5
Global communications net[2]	6
Imperial Intelligence net	7

[1] See the personal electronics section.
[2] A cluster of specialized 4s.

PROGRAM DIFFICULTIES

Program	Difficulty
Language translation	0
Locate someone via comm	1
Replay tactical of starship combat	2
Run mundane starship programs	3
Bypass security measures	4
Run the global comm net	5
Reprogram the global comm net	6

PROCESSING TIMES

Net Rating[1]	Processing Time
3	Real-time
2	0.1 sec.
1	1 sec.
0	10 sec.
-1	100 sec.
-2	1,000 sec. (15 min.)
-3	10,000 sec. (2.5 hr.)
-4	100,000 sec. (1 day)

[1] Computer rating minus program difficulty.

MASTER RANGE TABLE

0 m	Contact
5 m	Vshort
50 m	Short
150 m	Medium
500 m	Long
1 km	Vlong
5 km	Distant / Boarding
50 km	Vdistant
500 km	Regional
5,000 km	Continental
50,000 km	Planetary
500,000 km	Far Orbit
5,000,000 km	Extreme Orbit
1 AU	Interplanetary
10 AU	System
100 AU	Oort
1,000 AU	Deep Space
1 Ly	Light Year
1 Pc	Parsec
10 Pc	Subsector
50 Pc	Sector

ENCOUNTER RANGE

2D Roll	Range
1 or less	Short
2	Vshort
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Vlong
11	Long
12 or more	Vlong

Encounter Range Terrain Modifiers

Clear, road, open	+3
Prairie, plain, steppes	+3
Rough, hills, foothills	+2
Broken, highlands	+2
Mountain, alpine	+3
Forest, woods	+1
Jungle, rain forest	—
River, stream, creek	+1
Swamp, bog, marsh	-4
Desert, dune, sand sea	+4
Maritime surface	+2
Arctic	-4
Building interior, cave	-5

Avoidance: A party that has achieved surprise may avoid; roll 3+Range Number or less on 2D to avoid.

SURPRISE DMS

Group Situation	DM
Battle Dress worn (any member)	+2
Highest Leadership skill	Skill Rank
Highest Tactics skill	Skill Rank
Highest Recon skill	Skill Rank
Military training (Army or Marines)	+1
Party includes vehicle(s)	-1
Party has 8+ people	-1
Party has 10+ animals	-1
Party consists of entirely pouncers	+1

GROUND COMBAT PROCEDURE

1. Determine the facts of the encounter:
   A. Check for surprise.
   B. Determine initial range.
   C. Check for avoidance.
2. Begin the first combat round:
   A. Determine initiative.
   B. Declare individual movement status. The five possible movement statuses are *walking, running, crawling, stationary,* and *riding.*
   C. Select individual action status from *go prone, stand up, evade, strike,* and *ranged attack.*
   D. Choose targets and make attacks: Determine task target number, dice code, attacker's DMs, and defender's DMs. Resolve wounds inflicted.

VEHICLE HIT LOCATION

Roll	Location
1	Superstructure
2	Crew (half to superstructure)
3	Crew (half to superstructure)
4	Power plant
5	Locomotion
6	Device (weapon, sensor, etc.)

RANGES

Distance	Name	Difficulty	Roll
0 m	Contact	Easy	D6
5 m	Vshort	Average	D6
50 m	Short	Difficult	D6
150 m	Medium	Formidable	D6
500 m	Long	Staggering	D6
1 km	Vlong	Impossible	D6

TASK DIFFICULTIES

Difficulty Level	Dice Code
Easy	(automatic)
Easy (with Default skill)	1D
Average	2D
Difficult	2+D
Formidable	3D
Staggering	4D
Impossible	5D

Difficulty levels may be increased by hasty or decreased by cautious tasks.

UNIVERSAL TASK FORMAT

TASK PHRASE
To accomplish an important activity (duration).

TASK STATEMENT
(characteristic + skill) +/- modifiers < difficulty (nD)

TASK COMMENTS
appropriate comments about the task.

TASK RESOLUTION

The referee indicates the task phrase, its required skill and characteristic, and difficulty level. The player running the character identifies the skill and characteristic and determines the target number. He then personally rolls the dice and compares it to the target number. Low rolls are best. If the die roll result is **equal to or less** than the target number, the task is successful.

DEFAULT SKILL TASKS

A character may try a task with a Default Skill, even if character does not have that skill. Skill level is 0 (zero) and associated characteristic is halved (round fractions up).

COOPERATIVE TASKS

Several characters participate in a Cooperative task. Each contributes his skill level, one contributes his characteristic. Comment is Cooperative (N Skill) or (N Characteristic).

OPPOSED TASKS

Characters in direct opposition may try an Opposed task; the result determining who succeeds (and who fails). Each rolls to resolve the task; the highest result succeeding. Comment will say Opposed (N).

UNCERTAIN TASKS

Characters may try tasks with results which are not clear. Referee rolls some of the dice secretly and determines whether the task is successful. The result is only revealed when required by events. Comment says Uncertain (ND): N is the number of dice the referee rolls.

ACTIONS

Activities not dependent on skills or characteristics are Actions (to distinguish them from Tasks). An action is like a task, but the Task Statement is more free form, indicating the information which will be compared against the difficulty level. An action has the word Action in the Task Comment.

SPECTACULAR SUCCESS

If the actual dice roll includes 3 ones (not possible on 2D) result is spectacular success.

SPECTACULAR FAILURE

If the actual dice roll includes 3 sixes (not possible on 2D), result is spectacular failure.

HASTY TASKS

Players can specify hasty. Time is halved. Difficulty is increased one level (Average becomes Difficult, etc.).

CAUTIOUS

Players can specify cautious. Time is doubled. Difficulty is decreased one level (Difficult becomes Average, etc.).

PATRON ENCOUNTERS

D+D	Patron Identity
11	Naval Officer
12	Scout Administrator
13	Marine Officer
14	Hunter
15	Starport Warden
16	Naval Officer
21	Reporter
22	Technician
23	Doctor
24	Rogue
25	Noble
26	Government Official
31	Barbarian
32	Scout Pilot
33	Pirate
34	Researcher
35	Writer
36	Professor
41	Underworld Leader
42	Scientist
43	Belter
44	Naval Architect
45	Steward
46	Financier
51	Navigator
52	Swindler
53	Broker
54	Arms Merchant
55	Doctor
56	Pilot
61	Merchant
62	Rogue
63	Embezzler
64	Belter
65	Bureaucrat
66	Diplomat

Patron encounters provide the adventurers with an individual who needs their services.

REACTIONS

Die	Initial	Later
1	Friendship (-4)	-2 levels
2	Total Co-operation (-3)	-2 levels
3	Active Co-op (-2)	-1 level
4	Active Co-op (-2)	-1 level
5	Passive Co-op (-1)	-1 level
6	Passive Co-op (-1)	-1 level
7	Neutral	no change
8	Passive Unco-op (+1)	+1 level
9	Passive Unco-op (+1)	+1 level
10	Active Unco-op (+2)	+1 level
11	Active Unco-op (+2)	+1 level
12	Violent Unco-op (+3)	+2 levels
13	Enmity (+4)	+2 levels

Throw on this table (initial) when first encountering an NPC. Throw on the later column once (but no earlier than the next week).

DM (Initial): -2 if a veteran of the same service. -1 attendees of the same school.

DM (Later): Apply the DM from the initial reaction.

RANDOM ENCOUNTERS

D+D	Qty	Type
11	1D	Peasants
12	2D	Peasants
13	2D	Workers
14	3D	Rowdies
15	2D	Thugs
16	4D	Riotous Mob
21	2D	Soldiers
22	2D	Soldiers
23	1D	Police Patrol
24	2D	Marines
25	3D	Security Troops
26	2D	Soldiers on Patrol
31	1D	Adventurers
32	2D	Noble with Retinue
33	2D	Hunters and Guides
34	2D	Tourists
35	1D	Researchers
36	1D	Police Patrol
41	1D	Fugitives
42	2D	Fugitives
43	3D	Fugitives
44	2D	Vigilantes
45	3D	Bandits
46	3D	Ambushing Brigades
51	1D	Merchants
52	2D	Traders
53	2D	Religious Group
54	1D	Beggars
55	5D	Pilgrims
56	3D	Guards
61		Determined by Referee
62		Determined by Referee
63		Determined by Referee
64		Determined by Referee
65		Determined by Referee
66		Determined by Referee

Random encounters provide the adventurers with individual or group encounters in the course of their activities.

Legal Encounters: Throw Law Level (or less) on 2D once per day on world surfaces for a law enforcement encounter.

CERTAINTY LEVELS

Die	Information Dependability
2	**Complete Truth** (objective).
3	**Complete Truth** (objective).
4	**Partial Truth** (opinion).
5	**Partial Truth** (opinion).
6	**Partial Truth** (opinion).
7	**Partial Truth** (opinion).
8	**Partial Truth** (opinion).
9	**No Truth** (exaggerated).
10	**No Truth** (exaggerated).
11	**No Truth** (exaggerated).
12	**Lies** (deliberate mistruth).
13	**Lies** (deliberate mistruth).

Roll on this table for the level of certainty for information (including rumors).

DM: NPC reaction.

RUMORS

D+D	Rumor
11	Historical Clue
12	Historical Fact
13	Historical Data
14	Historical Reference
15	Historical Terminology
16	Historical Opinion
21	Biographical Clue
22	Biographical Fact
23	Biographical Data
24	Biographical Reference
25	Biographical Terminology
26	Biographical Opinion
31	Map Clue
32	Map Fact
33	Map Data
34	Map Reference
35	Map Terminology
36	Map Opinion
41	Library Clue
42	Library Fact
43	Library Data
44	Library Reference
45	Library Terminology
46	Library Opinion
51	Technological Clue
52	Technological Fact
53	Technological Data
54	Technological Reference
55	Technological Terminology
56	Technological Opinion
61	Random Clue
62	Random Fact
63	Random Data
64	Random Reference
65	Random Terminology
66	Random Opinion

Rumors provide the adventures with additional information about their current area of interest.

Clue: Information which points to an answer which is being sought.

Fact: Information.

Data: Information of a statistical or numerical nature.

Reference: Citation indicating where information may be found.

Terminology: Information about what words themselves mean.

Opinion: Subjective information shaped by the source's experience.

Historical: Pertaining to the history of people, organizations, or governments.

Biographical: Pertaining to the experiences and actions of a person.

Map: Pertaining to maps of worlds or space.

Library: Pertaining to information repositories.

Technological: Pertaining to science and its applications.

Random: Pertaining to any area of information.

PASSENGERS

Population Digit	Available at Sourceworld		
	High	Middle	Low
0	—	—	—
1	—	1D-2	2D-6
2	1D-1D	1D	2D
3	2D-2D	2D-1D	2D
4	2D-1D	2D-1D	3D-1D
5	2D-1D	3D-2D	3D-1D
6	3D-2D	3D-2D	3D
7	3D-2D	3D-1D	3D
8	3D-1D	3D-1D	4D
9	3D-1D	3D	5D
A	3D	4D	6D

DMs for Marketworld:
If Population 4-: -3; if Population 8+: +3. If Red Zone: -12 (No middle or low passengers); if Amber Zone: -6. **Tech Level:** Add (or subtract) difference between sourceworld and marketworld tech levels. **Skills:** DM + Carousing for High; DM + Admin. for Middle; DM + Streetwise for Low.

CARGO

Population Digit	Available at Sourceworld		
	Major	Minor	Incidental
0	—	—	—
1	1D-4	1D-4	—
2	1D-2	1D-1	—
3	1D-1	1D	—
4	1D	1D+1	—
5	1D+1	1D+2	—
6	1D+2	1D+3	1D-3
7	1D+3	1D+4	1D-3
8	1D+4	1D+5	1D-2
9	1D+5	1D+6	1D-2
A	1D+6	1D+7	1D

DMs for Marketworld:
If Population 4-: -3; if Population 8+: +1. If Red Zone: no freight; if Amber Zone: no major freight. **Tech Level:** Add (or subtract) difference between sourceworld and marketworld tech levels. **Availability:** Roll once per week. Unused cargos do not accumulate.

SHIP REVENUES

Per High Passage	Cr10,000
Per Middle Passage	Cr8,000
Per Low Passage	Cr1,000
Per Cargo Ton	Cr1,000
Mail (if fitted)	Cr25,000

BROKERS

Brokers can influence consultations of the Actual Value Table but must be paid a commission. Brokers, however, vary in quality and availability by starport type.

Broker	Starport	Mod	Comm
Broker-4	A	+4	20%
Broker-3	AB	+3	15%
Broker-2	ABC	+2	10%
Broker-1	ABCD	+1	5%

Goods are delivered to the ship in 4 days. For accelerated delivery, add 10% per day.

TRADE AND COMMERCE CHECKLIST

1. Buying Trade Goods.
  A. Find Source World Trade Data.
    1. Trade Classifications.
    2. Starport Type.
    3. Tech Level.
  B. Find Cost of Goods.
    1. Trade Price Modifiers
    2. Tech Level Modifiers
    3. Starport Type Modifier
    4. Accelerated Delivery
  C. Purchase Goods.
2. Selling Trade Goods.
  A. Find Market World Trade Data.
    1. Trade Classifications.
    2. Tech Level.
    3. Starport Type.
  B. Find Price for Goods.
    1. Trade Price Modifiers
    2. Tech Level Modifiers
    3. Select Broker
  C. Sell Goods.

COST OF GOODS

Code	Trade Class	Price Mod
Ag	Agricultural	-1,000
As	Asteroid Belt	-1,000
Ba	Barren World	+1,000
De	Desert World	+1,000
Fl	Fluid Oceans	+1,000
Hi	High Population	-1,000
Ic	Ice-Capped	0
In	Industrial	-1,000
Lo	Low Population	+1,000
Na	Non-Agricultural	0
Ni	Non-Industrial	+1,000
Po	Poor	-1,000
Ri	Rich	+1,000
Va	Vacuum World	+1,000
Wa	Water World	0

Base Cost: Cr4,000 per ton.
Trade Class Effects: Add the price mod shown for each trade class.
Tech Level Effects: Multiply tech level by Cr100 and add to base cost.
Starport Effects: Starport type adds to base cost—A: -Cr1,000. C: +Cr1,000. D: +Cr2,000. E: +Cr3,000. X: +5,000.

ACTUAL VALUE

Roll	Percentage Value
2	40%
3	50%
4	70%
5	80%
6	90%
7	100%
8	110%
9	120%
10	130%
11	150%
12	170%
13	200%
14	300%
15	400%

Results of less than 2 are 2. Results of greater than 15 are 15. DM +Broker (to maximum of +4).

MARKET PRICE

Source Code	Market Code														
	Ast	Ag	As	Ba	De	Fl	Hi	Ic	In	Lo	Na	Ni	Po	Ri	Va	Wa
Ag		+1	+1		+1		+1		+1	+1	+1			+1	-	
As			+1				+1		+1		+1					
Ba		+1					+1									
De					+1						+1					
Fl						+1			+1							
Hi							+1		+1					+1		
Ic									+1							
In		+1	+1		+1	+1	+1		+1			+1	+1	+1	+1	+1
Lo									+1		-1					
Na		+1		+1								+1				
Ni									+1			-1	-1			
Po											-1					
Ri		+1			+1		+1		+1		+1			+1		
Va		+1					+1				+1					
Wa							+1					+1		+1		+1

Total all intersections between source trade classifications and market trade classifications, and multiply by Cr1,000. Add this figure to the base market price of Cr5,000. If the market code includes Ba, goods may not be sold.

SEQUENCE OF PLAY

1	Task Force Assembly
2	Initiative
3	Determine Range
4	Break off
5	Sensor Actions and Detection
6	Declare Fire
7	Weapon Fire
8	Launch/Recover Ancillary Vessels
9	Breakthrough
10	Pursuit
11	Go to Step 1

SENSOR LOCKS AND DETECTION

The target number is determined by the range and target size as shown below:

Range	Target Number
Vshort	Ship Size
Short	Ship Size-1
Medium	Ship Size-2
Long	Ship Size-4

The sensor rating of the sensing ship is added as a DM:

Sensor Rating	DM
1-2	-2
3-4	-1
5-6	0
7-8	+1
9-10	+2
11-12	+3
13-14	+4
15-16	+5

WEAPON FIRE

The target number for a ship's weapon fire is the target ship's size.
The difficulty rating (dice code) is based on range.

Range Name	Attack Rating
Vshort	Average (2D)
Short	Difficult (2.5D)
Medium	Formidable (3D)
Long	Staggering (3.5D)

SANDCASTERS

The target number is always 7. The difficulty rating is determined by range.

Range	DM for Sandcasters vs. Salvos
Short	0
Medium	-1
Long	-2
Extreme	-4

COMBAT DAMAGE

Roll	Surface Explosion	Interior Explosion
2	Interior Explosion	Bridge Hit
3	Launch Capacity Hit	Fire Control Hit
4	Maneuver Drive Hit	Power Plant Hit
5	Battery Hit	Sensors Hit
6	No Effect	Battery Hit
7	No Effect	No Effect
8	No Effect	Fuel Hit
9	Battery Hit	Crew/Passengers/Cargo
10	Defensive Screen Hit	Maneuver Drive Hit
11	Spinal Mount Hit	Jump Drive Hit
12	Interior Explosion	Ship Explodes

Explanation of Damage Results

No Effect: The hit did no damage to vital areas, and fire control teams or systems were able to negate the damage.

Interior Explosion: The hit penetrated the armor! Roll again on the Interior Explosion Column. If weapon rating is less than the current armor rating of the target ship, count as sensors hit.

Launch Capacity: The ship's system for launching ancillary ships (fighters, ship's boats, battle riders) has been destroyed.

Maneuver Drive: The ship loses 1G of maneuvering if a surface explosion, 2G if an interior explosion.

Battery: One of the ship's offensive batteries (not a spinal mount) is destroyed; attacker chooses which battery.

Defensive Screen: Reduce the rating for one of the ship's defensive screens by 3; attacker chooses which screen.

Spinal Mount: All of the ship's spinal mount weapons are rendered inoperable.

Bridge: The ship is no longer capable of maneuvering, entering jump, jamming enemy sensors, detecting new targets, or operating screens. Weapons may continue to engage targets, but attempt a sensor lock-on at a -1DM. Ships with auxiliary bridges may transfer control functions there at the beginning of the next turn.

Fire Control Hit: The ship's master fire directors have been knocked off-line. No offensive weapons may fire. Screens operate normally.

Power Plant: The ship may not maneuver, evade, jam opposing sensors, fire energy weapons, or operate any active sensors or screens. The ship may fire missiles and sandcasters and operate passive sensors at a -1DM.

Sensors: The ship may no longer jam hostile sensors nor make active or passive detection attempts. The ship may still attempt target fire-control locks, but at a -2DM.

Fuel: The ship loses its fuel load. The ship may not jump, or maneuver (unless the maneuver drive is non-fuel based). Roll again on the Internal Explosions chart for collateral damage from the explosion.

Crew/Passengers/Cargo: 25% of the remaining crew, passengers and cargo are destroyed.

Jump Drive: The ship may not jump.

Ship Explodes: The vessel is completely destroyed.

Name	Leonard Alcron	UPP	9B7A98
Service	ex-Merchant (5 terms)	Rank	2nd Officer
Birthdate	117-010	Birthworld	Liper/Core 1322

Skills: Astrogation-1, Business-3, Clandestine-1, Forgery-1, Spacecraft-1, Vacc Suit-1

Possessions:

Money:

Comments:

UPP Card — 001-000

Name	Filis Ten	UPP	78588B
Service	ex-Navy (3 terms)	Rank	Lieutenant
Birthdate	224-017	Birthworld	Night/Core 0839

Skills: Academic-1, Camouflage-2, Sensors-1, Spacecraft-2

Possessions:

Money:

Comments:

UPP Card — 001-000

Name	Talia Calcidor	UPP	C96776
Service	ex-Marine (4 terms)	Rank	Corporal
Birthdate	013-012	Birthworld	Gur/Core 1034

Skills: Battle Dress-2, Gun Combat-1, Recon-1, Streetwise-1

Possessions:

Money:

Comments: Talia mustered out of the Imperial Star Marines and now hires out as a bodyguard on tramp freightors.

UPP Card — 001-000

Name	Astrid Ashidda	UPP	AAA6A7
Service	ex-Scout (2 terms)	Rank	
Birthdate	310-020	Birthworld	Ashduuma/Core 1307

Skills: Exploration-2, Jack-of-all-Trades-1, Pilot-2

Possessions:

Money:

Comments:

UPP Card — 001-000

Name	Larin Magi	UPP	87896A
Service	ex-Entertainer (3 terms)	Rank	
Birthdate	235-018	Birthworld	Liper/Core 1322

Skills: Acting-1, Carousing-2, Performance-1, Philosophy-1, Trader-1

Possessions:

Money:

Comments: Larin is writing an EMC trilogy of adventure fiction . . . someday he will find a publisher.

UPP Card — 001-000

Name		UPP	
Service		Rank	
Birthdate		Birthworld	

Skills:

Possessions:

Money:

Comments:

UPP Card — 001-000

Name	Professor Linden Croale	UPP	546BC7
Service	Scholar (6 terms)	Rank	
Birthdate	299-002	Birthworld	Gaadir/Core 0511

Skills: Academic-3, Forensics-2, Language-1, Performance-1, Research-1, Science-2

Possessions:

Money:

Comments: Professor Croale has travelled for the last three years in search of AAB repositories in Core sector.

UPP Card — 001-000

Name		UPP	
Service		Rank	
Birthdate		Birthworld	

Skills:

Possessions:

Money:

Comments:

UPP Card — 001-000

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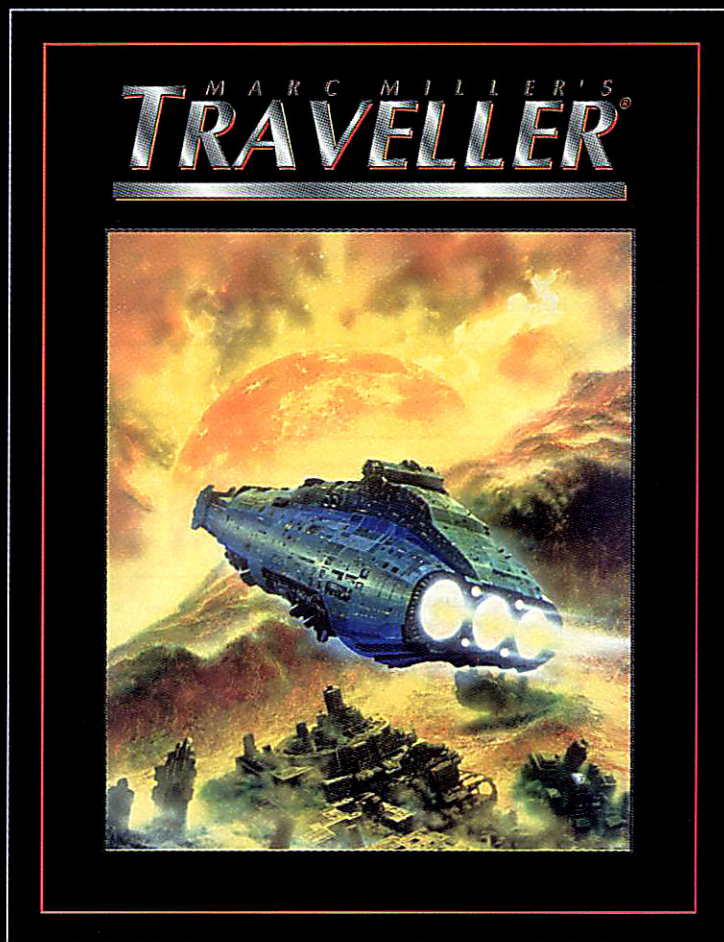
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T4

Marc Miller's
TRAVELLER 4TH EDITION

This **Traveller** adventure for a team consisting of six characters. It is a single session scored adventure, which means that the team is scored by the referee against an objective set of standards to determine how well the players achieved their goals. This adventure consists of the following chapters:

Player Introduction: The Player Introduction provides the basic situation and background material which the players will use as they begin the adventure. Much of the adventure depends on the players' understanding and acting on the information in this sheet. The referee should not add to the information on this sheet before beginning the adventure.

Referee Synopsis: The Referee Synopsis tells the referee the story line of the adventure, including what happened before the adventure, and what should happen once the adventure begins. The remainder of the text indicates what materials are to be used and in what ways, and provides a few commonly needed special rules.

Adventure Information: The Adventure Information deals with specific parts of the adventure, indicating approaches to be used by the referee in responding to certain player actions, requests for library data, rumors, clues, patrons, and other natural parts of the scenario.

Sector Map and Data: The partial sector map and data for Core sector (taken from First Survey) shows the area in which the adventure takes place.

Character Cards: A sheet of eight character cards provides information about the character cards provides information about the characters involved in the adventure Six character cards are provided, plus two for non-player characters. Characters are pre-generated. If players choose, they may use their own characters.

Player Introduction

This player-introduction provides the basic situation and background material which sets the stage for the adventure. Much of the adventure depends on an understanding of this introduction, and on a proper response to the material in it. The referee has instructions not to supplement or to add to this information. Once the players begin reading this player-introduction, the adventure has begun. One player should read this sheet (in its entirety) aloud to the others.

THE CHARACTERS

Each player begins with a character card which recapitulates the basic data about his or her character. If these are not enough players for the cards available, some players should take additional cards.

The cards provides players with equipment, money, and other background information. Equipment purchases take place within the context of the adventure, if the players decide that they need anything they do not have.

THE SHIP

The adventurers have a ship at their disposal; the far trader Darkhamaar. It displaces 200 tons and is capable of 1-G acceleration and jump-2. It can carry 64 tons of cargo and six passengers in addition to its crew of 4. Although old, it is fully paid for; it doesn't have to carry passengers or freight as long as there is money to buy fuel and provisions. It has one triple turret mounting a civilian laser battery.

THE SITUATION

Over the years, Darkhamaar has roamed through the Imperium in search of adventure, money and glory. From time to time, old members of the group have dropped out (as opportunities presented themselves) and new members have replaced them. Currently, Darkhammar is in Core sector finding odd jobs or generous patrons.

The Rift Passage: Once upon a time, Darkhamaar ventured as far as Gushemege sector in search of the fabled Rift Passage, a path of refuelling points which crosses the Great Rift. If a usable passage could be found, it would be worth literally billions of credits. It could cut months off the transit time from Core to the sectors beyond the Rift. Someday, that passage (if it exists) will control trade worth uncountable fortunes.

CURRENT EVENTS

Recently, Darkhamaar has been operating in the vicinity of Liper (Core 1322)). When leaving the system (en route to Armi (Core 1222), Darkhamaar's power plant experienced an overload. The ship made it to Imkhash (Core 1124) before the power plant failed completely. On Imkhash, a local firm (Uun Engineering) made the repairs required, but at great cost. Darkhamaar then travelled to Irmi Khi (Core 1225) to Khusgurlu (Core 1424) to F'rnow (Core 1524). Setting down on F'rnow (Core 1524) on 026-050, the power plant shut down again. Local mechanics have quoted Cr600,000 for the two week repair job. Darkhamaar can't afford it.

In Startown, the group has found a patron almost immediately. In the dingy Lone Star Bar, the crew huddled across the table from a large, well-dressed gentleman. After suitable introductions he said, "This mission I have for you is a delicate and sensitive one. I pay extremely well for services, and I demand absolute confidentiality. That is why you must all undergo a memory wipe of the period of the mission."

There is a momentary pause as the group reflects on this condition of employment, and then the patron continues. "I thank you for your services." He slides a thick envelope across the table, abruptly stands up, and leaves the bar.

The adventure begins.

Referee Synopsis

The referee synopsis tells the referee the story line (the plot of the adventure), including what has happened before and what should happen during the adventure. It also indicates what materials are to be used and in what ways, and provides a few commonly needed special rules.

SYNOPSIS

The patron was Nilhil Goldarn, a merchant trader and the owner of Goldarn Trading Company. His plot has involved the crew of the Darkhamaar only as a pretext, although he has been careful to make it a profitable pretext. He hired the ship and crew to pick up a cargo of sandfungus from Sar (Core 1328) and transport it to Angairshak (Core 1725) where it will be used to metabolize oxygen locking compounds in the atmosphere (thus increasing oxygen levels). Some opposition from conservatives forced him to hire Darkhamaar on a clandestine basis.

Deeper Motives: Behind the pretext, however, was Goldarn's personal mission of revenge. Twenty years ago, the Goldarn Trading Company on Liper was bankrupted when another company (Restev Transport) started cutting prices. The sequence of circumstances soon made Goldarn Trading cash short; that forced the company to sell off some of its ships, which further reduced cash flow. Troubles multiplied to the point that property and merchandise had to be sold off to pay debts. In the middle of this fiscal crisis for Goldarn, a local virus reacted to an imported foodstuff to create an epidemic called Redeye Plague. It killed Goldarn's entire family within two weeks.

Goldarn felt that his family could have been saved if he had not been bankrupted by his rival. His desire for revenge has been burning for years, and his target was to be the son of that rival: Gustav Restev, a member of the crew of Darkhamaar.

Goldarn has gradually rebuilt his trading company, which is now based on F'rnow (Core 1524). It is nowhere as large or as powerful as it once was, but it is big enough to execute Goldarn's plan. A network of agents on his payroll throughout the sector have sealed instructions to respond to a certain select set of circumstances if the name Gustav Restev should come up. The name showed up on a crew list in the Liper area, and reports were forwarded to Goldarn at F'rnow.

Initial Preparations: Goldarn responded with new instructions to his network of agents, and the next time Darkhamaar arrived at Liper, an agent sabotaged the ship's power plant enough to make it fail upon reaching Imkhash. While the reapirs were made, certain modifications were concealed in the power plant... which allow the power plant to be disabled by a coded radio signal. Goldarn's first part of his plan in place.

When Darkhamaar arrived at F'rnow, Goldarn triggered the powerplant failure and made sure his mechanics were on the spot to provide a quick estimate on repair costs-one that would drive the group into Startown looking for a patron to cover the costs. Goldarn was waiting.

The Assignment: Darkhamaar travelled from F'rnow (Core 1524) to Khusgurlu (Core 1424) to Irmi Khi (Core 1225) to Shanii Ardu (Core 1226) to Sar (Core(1328). There they picked up a shipment of sandfungus. They then departed to Niin (Core 1529) to Amshakshe (Core 1628) to Khirar (Core 1727) to Angairshak (Core 1725) where the sandfungus was delivered). The ship then returned to F'rnow (Core 1523). Jumps took a week each; stopovers were minimal (usually three days at each system). There are no records of the journey aboard ship, but records do remain of the ship's visit to each of the worlds along the way.

The Memory Wipe: After the assignment was completed and the ship and crew had returned to F'rnow, Goldarn personally administered the memory wipes to the characters. Using a combination of hypnosis and drugs in a fairly standard procedure, he erased all memory of the assignment right to the point of acceptance in the bar in Startown. By leaving their memory of acquiescing to a memory wipe, he thought the group would understand and accept their situation. By the same token, he removed all memory of their long argument over the pros and cons of accepting a memory wipe.

Goldarn's personal scruples also made him pay the agreed-upon price for the work performed. Post-hypnotic suggestion kept the group's memory clear until payment was made in the bar.

But Goldarn also used the memory wipe to achieve the next step in his plan. He expunged every trace of memory of one of their comrades. They no longer remember that they were once seven rather than six. That seventh was Gustav Restev, his rival's son.

Goldarn placed Restev in a low passage berth for safekeeping aboard his own ship (a 100 ton scout). Once the group had been paid off, Goldarn left immediately for Liper. Concealing Restev (still in the low berth) in a pre-fab miner's module on a distant moon, he then returned to his business operations, waiting for the proper time... Restev's 25th birthday. Liper is the homesystem for Restev Factors and Alexander Restev still lives there.

As the date approaches, Goldarn plans to plant a repeater module, and then retreat to the distant moon. The repeater will allow any transmissions to be retransmitted untraceably. The infection of Gustav Restev and his death throes will then be broadcast to Liper's entertainment channels (and to Restev). Goldarn considers this a suitable revenge on the man who bankrupted his company and killed his family. (Obviously, Goldarn is demented; clearly this sort of complex scheme is the work of an insane man.)

PLAYER MISSIONS

Mission is the term for a self-assigned goal which is to be accomplished by the players. If the referee said, "do this," it could be a mission, but in this adventure, the players are to be left to their own devices, telling themselves what to do and assigning themselves their own missions.

The self-assigned missions can be expected to naturally result from the information the players have at hand, or which they can obtain. Some missions can only be accomplished after previous missions have been accomplished.

Players cannot be expected to state the missions which they are pursuing, so the referee must be alert for them. If the players' words and deeds show that they are working on a mission, they should be credited with that mission. Deducing the missions to undertake is one of four sources of points in scoring for the adventure (the other three are time elapsed, ultimate success, and lack of casualties).

The following missions are necessary for the completion of this adventure.

1. Determine what happened with the patron.

The patron's actions in the bar are understandable only if the group realizes that they have already completed the assignment he gave them, returned to F'rnow, undergone the memory wipe, and have now been paid off.

The current date is 127-050. Darkhamaar is in working order with its drives repaired. The envelope the patron provided contains Cr400,000 in crisp, new bills in full payment for their work. One hundred and one days have passed since the initial meeting. The job is completed.

All of the information necessary to recognize this mission and to understand it is provided in the player introduction or is available for the asking (the date, the contents of the envelope, a check of the ship).But in addition, there is a clue to something else going on. The group can check local records and find that Darkhamaar left on its mission immediately; the repairs took almost no time. The repairs took no time because Uun Engineering's sabotage was quickly reversible by Goldarn's local mechanics.

2. Determine that something has gone wrong.

This mission is somewhat harder. Various clues can present themselves once the group decides to find out what they did on their assignment for Goldarn. At any world along their route, they can find records that their ship has passed through before. Records which they examine may indicate that there were once seven crew members instead of six.

The patron has been as thorough as possible in eradicating traces of the ninth crew member. Except for the nine air tanks and swimming equipment sets aboard the ship (an oversight), he has removed all evidence of Gustav Restev from the ship-all clothes, all personal belongings, all computer records.

3. Find the patron and the ninth crew member.

Once the crew determines that one of their number is missing, the third mission becomes obvious. Tracing down Goldarn requires that the group find out what their cargo was and who sent it. Shipping records on Sar and Angairshak can provide this data, and from it, the group can establish that their patron was Nilhil Goldam. Since this name was erased from the group's memories, some detective work is required here.

Starport records show that Goldam left F'rnow aboard his personal ship (a scout) on 047-050 with a flight plan filed for Angairshak. Records on Angairshak show that he arrived 058-050 and visited his trading company offices briefly, picking up a vial of Redeye Plague virus. He then returned to F'rnow to await Darkhamaar. When Darkhamaar arrived (127-050) he memory wiped the crew and left immediately for Liper. There he discovered that Alexander Restev had left the Liper system on business. So Goldarn waits. And waits.

For the purposes of this adventure, Restev returns to the system at the same time the Darkhamaar arrives, provided it is after 207-050. If the Darkhamaar arrives before then, they notice nothing out of the ordinary and Goldarn's revenge will take place when the Darkhamaar next enters the system.

RED HERRINGS
There is some misdirection provided for the players.

The Rift Passage: In the player introduction, the search for the Rift Passage is a nebulous goal that has occupied most of the group's time when time was available. There may indeed be a Rift Passage, but it probably will not be found by an obsolete far trader staffed by a bunch of amateurs.

Getting Back On Track: If, after four weeks of wrong searches, the group has not yet investigated what happened during their memory wipe, the referee should select one of the group (at random) and say, "you are having

feelings that there is something wrong. It has something to do with the mission you did for the patron." Thereafter, they should be encouraged to determine what happened with the patron.

The Broad Expanses: The sector map of Corridor shows a large number of star systems; many more than can be visited and explored in the course of a single adventure.

HIDDEN CLUES
Because the crew knew that there would be a memory wipe at the end of the mission, at least one of the characters has made a record of the events of the mission and then hid the information. Carelessly hidden records were found by Goldarn and destroyed or erased. The following remain:

Computer File: A computer file used as support for a game program has incorporated a record of the ship's progress during the mission. After each jump, throw 10+ for a malfunction to take place in the navigation program. If the malfunction does take place, computer-2+ can fix the problem, and incidentally produce the list shown below. The list has no further explanations attached to it, and the referee should allow the players to figure it out for themselves.

(1322) 301-049.	(1222) 336-049.	(1124) 350-049.
(1225) 364-049.	(1424) 012-050.	(1524) 026-050.
(1424) 047-050.	(1225) 057-050.	(1226) 067-050.
(1328) 077-050.	(1529) 087-050.	(1628) 097-050.
(1727) 107-050.	(1725) 117-050.	(1524) 127-050.

The first number is the world sector and location. The second number is the date of arrival at the world. An unknown programmer made the connection to the game program, which is not documented anywhere.

Handtyped Record: Concealed in a bulkhead seam in the engineering compartment is a scrap of paper with typewriting. The note can be discovered on a throw of 11+ per week (when Dr. Shimullu checks out the drives). There is a typer in the engineering compartment, but Shimullu does not remember writing the note.

Liper, Armi, Imkhash, Irmi Khi, Khusgurlu, F'rnow, Khusgurlu, Irmi Khi, Shanii Ardu, Sar, Niin , Amshakshe, Khirar, Angairshak, F'rnow.

The list shows the systems in the order they were visited by Darkhamaar.

ADVENTURE ELEMENTS
This adventure is composed of five elements, which in Traveller are called the basics, the push, the pull, the gimmick and the enigma. Each element plays an important part in the adventure.

The Basics: This adventure depends on the established Traveller universe. The map of Corridor sector and the accompanying survey date are additional basic material.

The Push: Until late in the adventure, the players will not be aware of the formal push. Once they discover Goldarn's plot to infect Gustav Restev, the push is the time limit they are working under.

A less formal push is the fact that there is no formal mission presented to the players and they must decide for themselves what they are to do.

The Pull: The goal which attracts the group is the satisfaction of their own honor. They must find out what happened to themselves during their work for the patron. Later, the pull is to rescue one of their comrades, even though they do not remember him.

The Gimmick: The rumors of the fabled Rift Passage and the Memory Alpha artifact are gimmicks for this adventure. They provide something attractive to the players. They are misdirection and do not directly further the plot.

The Enigma: The enigma is central to this adventure. The puzzle of what happened during the mission for the patron is a constant. Solving it is a key to resolving the adventure.

Adventure Information

One of the basic activities in this adventure is the gathering of information. The following pieces of information can be obtained.

SHIPPING DOCUMENTS AND MANIFESTS
The electronic and paper records of the voyage of the Darkhamaar can be examined at the starports which the ship visited, once those starports are located. The information generally helps pinpoint the route which the ship took, and points to a crew of nine members. Entries are presented in alphabetical order by world name. Gustav Restev's name appears in several records.

Amshakshe (Core 1628): Darkhamaar arrived Amshakshe (Core 1628) 097-050. Departed 100-050 for Khirar (Core 1727). Starport documents signed by Filis Ten.

Angairshak (Core 1725): Darkhamaar arrived Angairshak (Core 1725) 117-050. Offloaded prepackaged freight of sandfungus. Departed 120-050 for F'rnow (Core 1524). Starport documents signed by Filis Ten.

Armi (Core 1222): Darkhamaar arrived Armi (Core 1222) 336-049. Departed 343-049 for Imkhash (Core 1124). Starport documents signed by Gustav Restev.

F'rnow (Core 1524): Darkhamaar arrived F'rnow (Core 1524) 026-050. Power plant failure. Repairs took 4 days. Departed 040-050 for Khusgurlu (Core 1424). Starport documents signed by Filis Ten.

F'rnow (Core 1524): Darkhamaar arrived F'rnow (Core 1524) 127-050. Patron paid off for the charter trip. Starport documents signed by Filis Ten.

Imkhash (Core 1124) Darkhamaar arrived Imkhash (Core 1124) 350-049. Departed 357-049 for Irmi Khi (Core 1225). Starport documents signed by Filis Ten.

Irmi Khi (Core 1225): Darkhamaar arrived Irmi Khi (Core 1225) 057-050. Departed 060-050 for Shanii Ardu (Core 1226). Barren world; there are no records.

Irmi Khi (Core 1225): Darkhamaar arrived Irmi Khi (Core 1225) 364-049. Departed 005-050 for Khusgurlu (Core 1424). Barren world; there are no records.

Khirar (Core 1727): Darkhamaar arrived Khirar (Core 1727) 107-050. Departed 110-050 for Angairshak (Core 1725). Starport documents signed by Gustav Restev. Starport documents signed by Gustav Restev. Surveillance camera tapes at the main starport terminal can be examined for a fee of Cr100 and a positive reaction (9+) by the starport warden. The tapes show nine crewmembers disembarking; Nilhil Goldarn is not the ninth person.

Khusgurlu (Core 1424): Darkhamaar arrived Khusgurlu (Core 1424) 012-050. Departed 019-050 for F'rnow (Core 1524). Starport documents signed by Filis Ten.

Khusgurlu (Core 1424): Darkhamaar arrived Khusgurlu (Core 1424) 047-050. Refuelled at innermost gas giant. Departed 50-049 for Irmi Khi (Core 1225). No documents.

Liper (Core 1322): Darkhamaar arrived Liper (Core 1322) 301-049. Power plant failure. Repairs to the power plant took 28 days and all of the ship's cash reserves. Departed 329-049 for Armi (Core 1222). Starport documents signed by Gustav Restev.

Niin (Core 1529): Darkhamaar arrived Niin (Core 1529) 087-050. Departed 090-050 for Amshakshe (Core 1628). Barren world. There are no records.

Sar (Core 1328) Starport records may be examined at a local computer terminal at a cost of C5 per hour. The examination will take about three hours. The following records are available: Darkhamaar arrived Sar (Core 1328) 77-049. Crew proceeded to Goldarn laboratories 90 km north of starport. Cargo consigned for Angairshak loaded in crew's absence; certified not to contain kelpyspice. Departed 80-049 for Niin (Core 1529). Starport documents signed by Gustav Restev.

Shanii Ardu (Core 1226): Darkhamaar arrived Shaanii Ardu (Core 1226) 067-050. Departed 070-050 for Sar (Core 1328). Barren world. There are no records.

CORPORATE REGISTRATION DOCUMENTS
Government registration date about corporations shows basic ownership information and other details about a business. This information is not contained in Library Data, but can be obtained from government offices at Liper (Core 1322) or F'rnow (Core 1524).

Goldarn Trading Company (F'rnow): Merchant trading company with home office F'rnow (Core 1524) and branches at Liper (Core 1322), Armi (Core 1222), Sar (Core 1328), and Khusgurlu (Core 1424). Organized 021. Majority owner: Nilhil Goldarn. Bankrupt 029 and liquidated 030.

Uun Engineering Company (Liper): Starships service corporation providing maintenance, repairs, and fuel services at starports on Liper (Core 1322)), Armi (Core 1222) and Imkhash (Core 1124). Uun is a Vilani word meaning "Best." Organized 035. Majority owner: Goldarn Trading Company (F'rnow).

Restev Factors (Liper): Merchant trading company with home office on Liper (1209) and branches at class A and B starports within twelve parsecs. Organized 022. Majority owner: Alexander Restev.

Agrow Ventures (Angairshak): World development company established to promote a colonial environment on Angairshak under subsidy from local taxing bodies. Organized 042. Majority Owner: Tenten Products (Sylea).

Sar Developments Enterprises (Sar): World development company established to promote a colonial environment on Sar under subsidy and cost plus contracts with local taxing bodies. Organized 043. Majority owner: Goldarn Trading Company (F'rnow).

Golden Trading Company (F'rnow): Merchant trading company with home office on F'rnow (Core 1524)and some branches on other worlds (most notably Sar and Angairshak). Organized 044. Majority owner: Nilhil Goldarn.

LIBRARY DATA
The following information can be obtained from Library Data through the ship's computer.

Sandfungus: An unremarkable beige granular fungus with the appearance of sand. Sandfungus metabolizes atmospheric contaminants into base compounds.

Kelpyspice: Salty, tangy condiment produced from the local seaweeds of Sar (Core 1328). Kelpyspice is in widespread use on Sar, and is considered a gourmet treat by offworlders. Because of its connection with Redeye Plague, Kelpyspice is a prohibited export from Sar.

Memory Alpha: Ancient artifact on display at the AAB Repository on Miim (Core 1028). The amorphous silvery blob shapes itself to mimic objects held near it, and resembles a large amoeba in its natural state.

Individuals standing near the artifact (intelligent brains within one meter) perceive an image of starflight (without a ship) compressed at 1:10,000,000 (one second equals ten million seconds) to give an apparent speed of 20 light years per minute. Many voyages are contained within the artifact; several have been identified (through star patterns) as actual locations.

Memory Wipe: Treatment to remove memories of specific events or incidents. Originally developed as a treatment for the mentally ill, memory wipe is occasionally used in military and espionage applications, as a form of rehabilitation for criminals, and by large corporations in protection of trade secrets.

A memory wipe session typically lasts about one day, but can be compressed to less than four hours by using slow drug. The session requires a powerful computer, a selection of specific hypnotic drugs, and a skilled operator.

Complications are rare in memory wipe; occasionally, the wipe is not effective and memories return, but such a result is the mark of an unskilled operator; a true memory wipe completely removes memories of the events (rather than covers them up).

Mutated Plankton: Tailored plankton with a high oxygen production factor. Plankton's position in the food chain makes it widespread in the oceans of habitable worlds; on worlds with high hydrographic percentages, it is seeded into the oceans to increase available atmospheric oxygen and to reduce methane.

Redeye Plague: Viral infection caused by the mutation of common cold virus in an environment of kelpyspice condiments common to Sar (Core 1328).The original outbreak in 029 on Sar spread to worlds within three parsecs before being controlled.

Redeye Plague is characterized in its early stages by watering eyes, congested nose, and heavy coughing. By day two of the disease, internal bleeding in the eyeballs fills them with blood (producing the characteristic redeye symptom and blindness). A coma and violent seizures follow by day three and continue until death between day ten and day fourteen. Antibiotic treatment before death produces almost immediate recovery; the blindness can be reversed through surgical drainage of the blood in the eyeballs.

Because of the potential for recurrence of the plague, Redeye Plague vaccination is universal on Sar and antibiotics effective against the plague are available at class A, B, and C starports within the Core sector.

Repeater Module: Self-contained device to receive specially coded transmissions and rebroadcast them in order to conceal the original source of a signal. Repeater modules generally correspond to the size of communicators capable of the same performance.

OTHER INFORMATION

The following additional information is available.

Repeater Modules: In tracing any radio broadcast, a character with electronics-2+, a radio receiver, and a computer Model/1 or better (Darkhamaar. has both of these) can pinpoint the transmitter location on 12+ (DM + electronic skill). Throw once per fifteen minutes.

If the source is a repeater module, the source of its signal can be traced using the same procedure, but only by being physically present at the repeater.

Goldarn has positioned two repeaters at equal distances between Liper and the distant moon. The two will retransmit signals in tandem.

Ship's Locker: An inventory of the ship's locker for the Darkhamaar shows that it contains the following items:

- Five Rifles, each with ten loaded magazines.
- Five Cold Light Lanterns.
- One Cutlass, with scabbard.
- Nine Vacc Suits.
- Nine sets of Swimming Equipment.
- Nine Underwater Air Tanks.

No one on board remembers the underwater air tanks or the swimming equipment as being in the ship's locker. *Referee:* The air tanks and the swimming equipment were purchased on Sar (and so marked) during the mission and Goldarn failed to notice and remove them.

Starmap and Data. A portion of Core sector is provided for the players and a master reference map is provide for the referee.

THE FINAL CONFRONTATION

The finale of the adventure is a boarding of Goldarn's SDB and a battle aboard it as the adventurers try to find Gustav Restev.

Goldarn will defend his ship to the best of his ability (the referee must assume the role of Goldarn). Goldarn has set a personal trigger that will start a ship self-destruction sequence once he is dead. Anyone with electronics or computer skill can recognize this device if they examine Goldarn while he is unconscious or dead. The trigger starts an automatic countdown which will destroy the SDB ten minutes after Goldarn dies.

SCORING

Scoring for this adventure is for the entire group and is based on four criteria: establishment of missions, time elapsed, casualties taken, and final mission success.

Establishment of Missions: Players establish their own missions and receive points for each.

Misson 1. For discovering that a memory wipe has already taken place- 10 points.

Mission 2. For discovering that one of the crew is missing- 20 points.

Mission 3. For starting a rescue of Gustav- 30 points.

Casualties: Players lose points for casualties. Deduct one point for each hit of damage taken. Deduct an additional ten points for each player-character seriously wounded (two characteristics reduced to zero). Deduct an additional ten points (in addition to that for seriously wounded) for each player-character killed.

Restev Rescue: If Restev is rescued (retrieved from Giliak alive)- 50 points.

Time Elapsed: Award ten points if the group arrives at the Liper system looking for Goldarn by 227-050. Deduct ten points if they arrive in the Kaasu system looking for Goldarn after 327-050.

Tournament Play. Memory Alpha may be used as a tournament for new players (assuming they have not encountered the situation before), with the best team (as scored) winning.

Memory Alpha depends on existing Traveller rules and systems. No new rules are introduced; situations which arise can be resolved using existing Traveller materials.

World Data

Loc	Name	UWP	Remarks			B	PBG	Notes
0922	Guba Ak	B375000-C	Ba				002	
0929	Sheduu	E649000-6	Ba				000	
1022	Kaplir	E473544-4	Ni				513	
1023	Irkkha	B323688-9	Na	Ni	Po		900	
1028	Miim	C250222-6	Po	De	LoP		801	AAB
1120	Shuunkh	C340666-9	Ni	Po	De		103	
1123	Guuirk	A100000-D	Va	Ba			025	
1124	Imkhash	A8AA677-C	Ni	Wa			312	
1125	Ishiira	D652100-6	Po	LoP			110	
1129	Aruur	D6A4000-6	Ba				004	
1130	Merkaa	D79A355-A	Wa	LoP			501	
1220	Aruu	C100000-A	Va	Ba			004	
1221	Shuukha	BAD5100-7	LoP	Fl			113	
1222	Armi	C577633-6	Ag	Ni			613	
1223	Muguu	D556000-5	Ba				030	
1225	Irmi Khi	E341666-4	Ni	Po			210	
1226	Shanii	B485000-A	Ba				022	
1228	Lishiru	B697311-6	LoP				413	
1229	Bais Si	E354133-3	LoP				613	
1320	Adkaash	B222000-9	Po	Ba			002	
1321	Nuur	B664100-6	LoP				500	
1322	Liper	C675AEE-7	Ind	HiP			323	
1323	Kushur	B310200-C	LoP				303	
1328	Sar	B647799-9	Ag				102	
1330	Shidkar	B685200-6	LoP				200	
1421	Angar	B436766-8					222	
1422	Ashbiku	C7C2000-7	Fl	Ba			011	
1424	Khusgurl	B652566-9	Ni	Po			614	
1428	Vlaarvla	A656544-9	Ag	Ni			100	
1430	Uukzi	B100000-B	Va	Ba			003	
1522	Gaashi	C7C0133-7	De	LoP			200	
1523	Laus	A596122-A	LoP				213	
1524	F'rnow	A626A88-C	Ind	HiP			912	
1526	Gikakhii	E403211-6	Ic	LoP	Va		923	
1529	Niin	D210000-6	Ba				024	
1530	Arvli	B563000-9	Ba				002	
1622	Genkaaa	C120555-A	Ni	Po	De		201	
1623	Aggaa	A567122-7	LoP				824	
1625	Gakirvli	C885333-7	LoP				114	
1628	Amshak	C633655-8	Na	Ni	Po		904	
1630	Kuusuu	C130377-B	Po	De	LoP		203	
1721	Duusiki	C565555-8	Ag	Ni			304	
1724	Guurma	A675322-A	LoP				524	
1725	Angairsh	B445788-8	Ag				503	
1726	Demla	C000233-9	Ast	LoP	Va		104	
1727	Khirar	B8B1111-A	LoP	Fl			605	
1730	Laik	BAB4499-8	LoP	Fl			504	
1821	Shar	B78A200-D	Wa	LoP			402	
1822	Anga Ke	B200544-C	Ni	Va			912	
1823	Gerar	E8B7000-4	Fl	Ba			004	
1824	Likami	E554100-3	LoP				604	
1825	Rarkan	C5A2000-9	Ba				001	
1829	Shis	B211655-A	Na	Ni	Ic		913	
1920	Kuma As	D410000-1	Ba			S	003	
1921	Medish	C245377-7	LoP				724	
1924	Mar	E455000-3	Ba				000	
1925	Naauup	A485677-9	Ag	Ni	Ri		800	
1927	Khiri	B94A222-6	Wa	LoP			204	
1929	Shakiis	E628311-4	LoP				824	
1930	Kegi	B000788-C	Na	Ast	Va		204	

Some world names have been abbreviated. UWP is the standard Universal World Profile for the world. Remarks include Trade Classifications for the world (HiPop has been abbreviated HiP; LoPop has been abbreviated LoP). B indicates the column for Bases (only 1920 has a base). PBG indicates the Population Multiplier, Planetoid Belts in the system, and Gas Giants in the system.
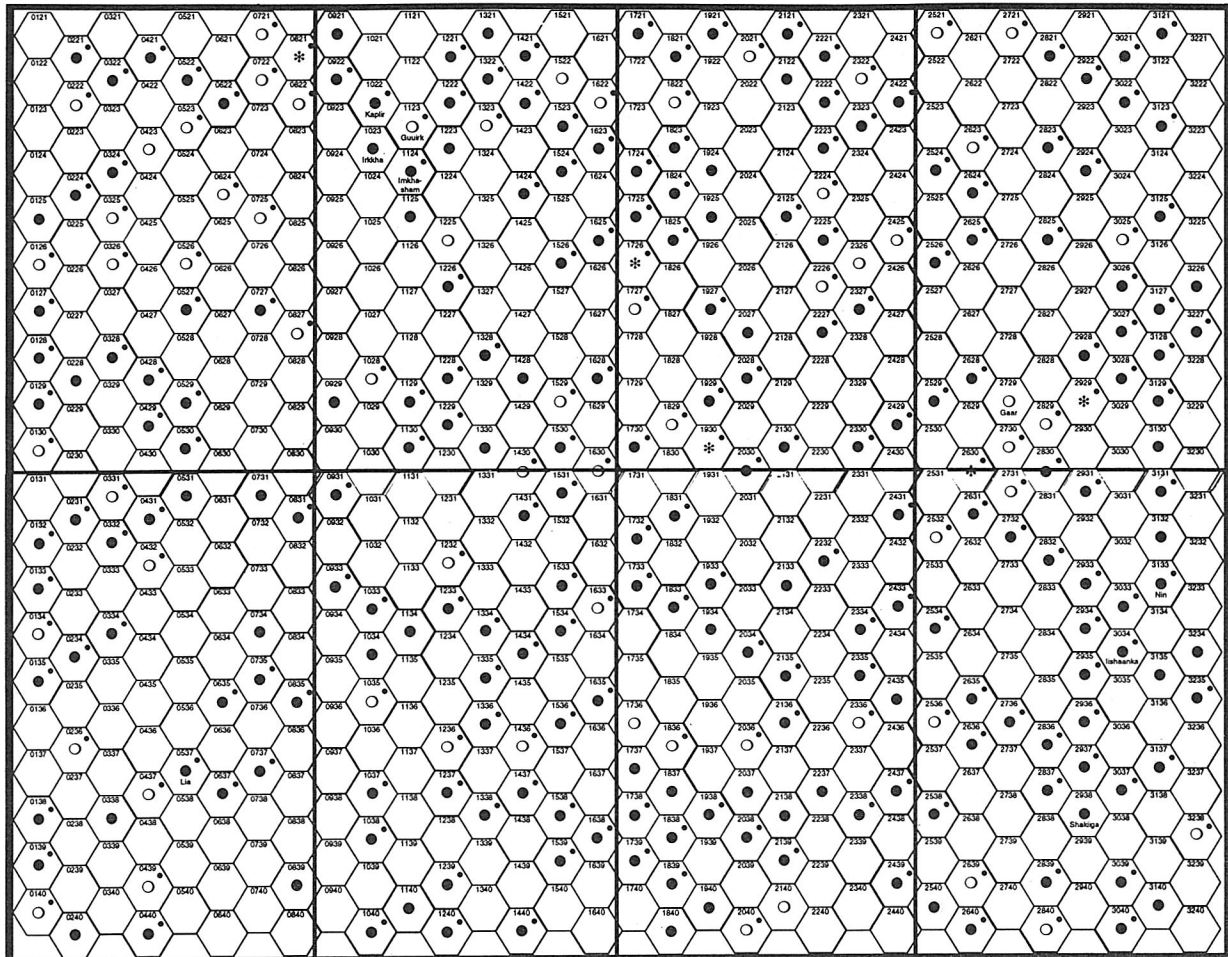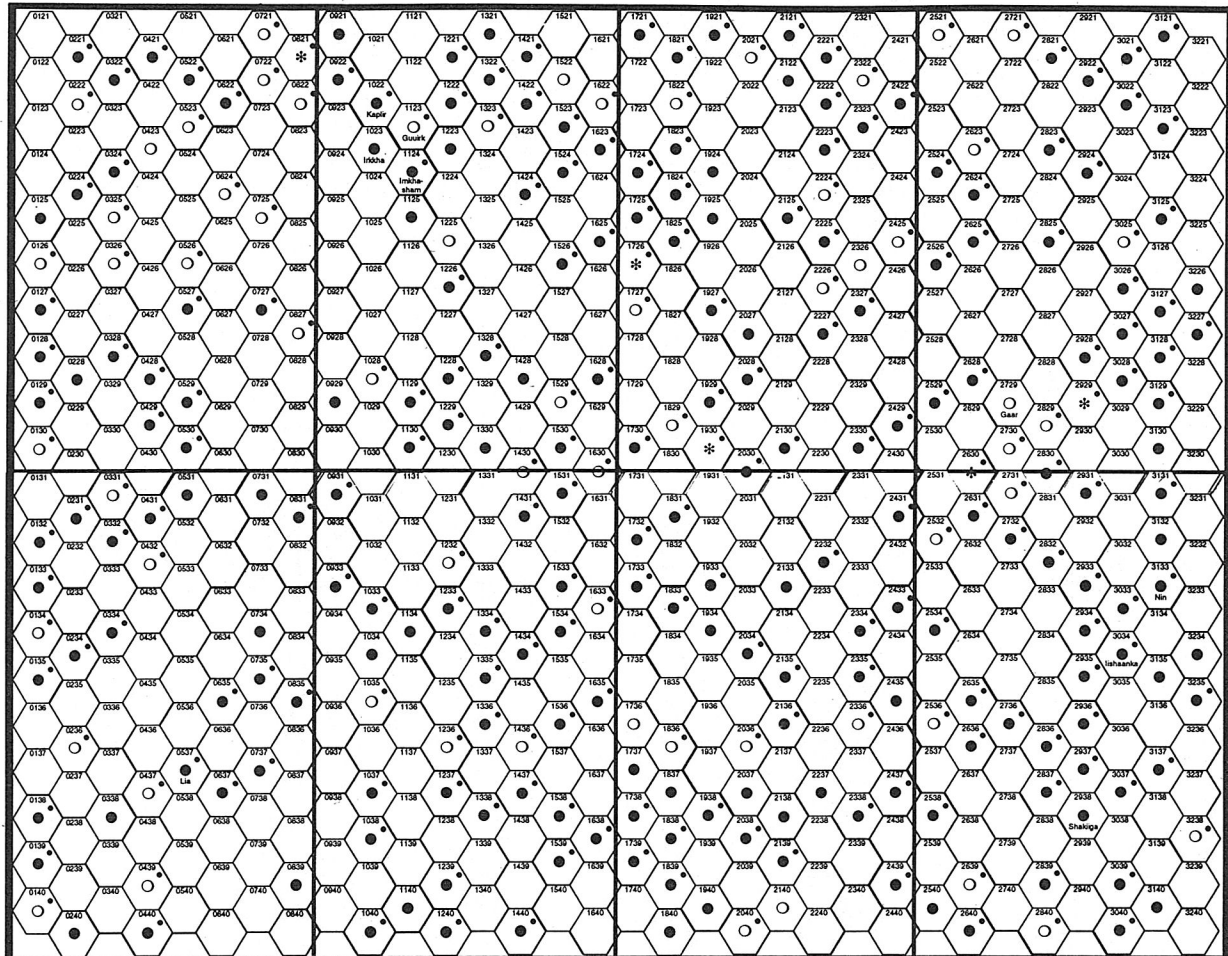
World Data for Darkhamaar

Loc	Data			Name
0922	375	-	02	Guba Ak
0929	649	-	00	Sheduu
1022	473	-	13	Kaplir
1023	323	-	00	Irkkha
1028	250	-	01	Miim
1120	340	-	03	Shuunkha
1123	100	-	25	Guuirk
1124	A8AA 6 7 7 -C		12	Imkhash
1125	652	-	10	Ishiira
1129	6A4	-	04	Aruur
1130	79A	-	01	Merkaa
1220	100	-	04	Aruu
1221	AD5	-	13	Shuukha
1222	C577 6 3 3 -6 613			Armi
1223	556	-	30	Muguu
1225	E341 6 6 6 -4 210			Irmi Khi
1226	485	-	22	Shanii
1228	697	-	13	Lishiruud
1229	354	-	13	Bais Si
1320	222	-	02	Adkaash
1321	664	-	00	Nuur
1322	C675 A E E -7 323			Liper
1323	310	-	03	Kushur
1328	647	-	02	Sar
1330	685	-	00	Shidkar
1421	436	-	22	Angar
1422	7C2	-	11	Ashbikuu
1424	B652 5 6 6 -9 614			Khusgurlu
1428	656	-	00	Vlaarvla
1430	100	-	03	Uukzi

Loc	Data			Name
1522	7C0	-	00	Gaashi
1523	596	-	13	Laus
1524	626	-	12	F'rnow
1526	403	-	23	Gikakhii
1529	210	-	24	Niin
1530	563	-	02	Arvli
1622	120	-	01	Genkaaa
1623	567	-	24	Aggaa
1625	885	-	14	Gakirvli
1628	633	-	04	Amshak
1630	130	-	03	Kuusuu
1721	565	-	04	Duusikiim
1724	675	-	24	Guurma
1725	445	-	03	Angairk
1726	000	-	04	Demla
1727	8B1	-	05	Khirar
1730	AB4	-	04	Laik
1821	78A	-	02	Shar
1822	200	-	12	Anga Ke
1823	8B7	-	04	Gerar
1824	554	-	04	Likamish
1825	5A2	-	01	Rarkan
1829	211	-	13	Shis
1920	410	-	03	Kuma As
1921	245	-	24	Medish
1924	455	-	00	Mar
1925	485	-	00	Naauup
1927	94A	-	04	Khiri
1929	628	-	24	Shakiisiir
1930	000	-	04	Kegi And

Loc is hex location on the map. Data presents the commonly known data about each world. The blanks indicate information which is not currently known. They should be filled in as the ship visits each world.

Name	Leonard Alcron	UPP	9B7A98
Service	ex-Merchant (5 terms)	Rank	2nd Officer
Birthdate 117-010	Birthworld	Liper/Core 1322	
Skills	Astrogation-1, Business-3, Clandestine-1, Forgery-1, Spacecraft-1, Vacc Suit-1		
Possessions		Money	
Comments			

Name	Filis Ten	UPP	78588B
Service	ex-Navy (3 terms)	Rank	Lieutenant
Birthdate 224-017	Birthworld	Night/Core 0839	
Skills	Academic-1, Camouflage-2, Sensors-1, Spacecraft-2		
Possessions		Money	
Comments			

Name	Talia Calcidor	UPP	C96776
Service	ex-Marine (4 terms)	Rank	Corporal
Birthdate 013-012	Birthworld	Gur/Core 1034	
Skills	Battle Dress-2, Gun Combat-1, Recon-1, Streetwise-1		
Possessions		Money	
Comments	Talia mustered out of the Imperial Star Marines and now hires out as a bodyguard on tramp freightors.		

Name	Astrid Ashidda	UPP	AAA6A7
Service	ex-Scout (2 terms)	Rank	
Birthdate 310-020	Birthworld	Ashduuma/Core 1307	
Skills	Exploration-2, Jack-of-all-Trades-1, Pilot-2		
Possessions		Money	
Comments			

Name	Larin Magi	UPP	87896A
Service	ex-Entertainer (3 terms)	Rank	
Birthdate 235-018	Birthworld	Liper/Core 1322	
Skills	Acting-1, Carousing-2, Performance-1, Philosophy-1, Trader-1		
Possessions		Money	
Comments	Larin is writing an EMC trilogy of adventure fiction . . . someday he will find a publisher.		

Name	Nilhil Goldarn	UPP	9A8AA9
Service	Merchant (6 terms)	Rank	Captain
Birthdate 101-000	Birthworld	Liper/Core 1322	
Skills	Bureaucracy-1, Grav Craft-1, Forgery-1, Law-3, Spacecraft-3		
Possessions		Money	
Comments			

Name	Professor Linden Croale	UPP	546BC7
Service	Scholar (6 terms)	Rank	
Birthdate 299-002	Birthworld	Gaadir/Core 0511	
Skills	Academic-3, Forensics-2, Language-1, Performance-1, Research-1, Science-2		
Possessions		Money	
Comments	Professor Croale has travelled for the last three years in search of AAB repositories in Core sector.		

Name	Gustav Restev	UPP	67899A
Service	Merchant (2 terms)	Rank	4th Officer
Birthdate 098-025	Birthworld	Liper/Core 1322	
Skills	Business-1, Language-1, Sensors-1		
Possessions		Money	
Comments	Gustav is the son of Alexander Restev, owner of Restev Factors, a transport company based on Liper.		