

**For Referees Only**

**Argonaut Adventure**

For the *Traveller*<sup>®</sup> RPG system

# Introduction

'Argonaut' is an adventure intended for the *Traveller RPG* rule set. The characters play star-farers from a technically backward 21<sup>st</sup> century Earth thrust into the modern *Traveller* universe. They must fight for their survival and then cope with the culture shock of being introduced into the alien world of *Traveller*.

The adventure suits up to 5 player characters although more can be included at the exclusion of NPC's. Such exclusion should be done carefully however as it may affect the story line.

# Synopsis

The characters are crew on board on of Earth's first interstellar ships, the Argonaut. Launched in 2037 the Daedalus program is the human races first brave venture into colonisation of the universe.

Unfortunately for the crew things go terribly wrong...

The Argonaut is intended to land the crew on a planetary system near the Orion Nebula. When the crew awake they discovered something has gone wrong. The ship is circling a planet in a red dwarf system - not a G type star as they had expected. Further the ship is badly damaged, and one of the crew dies in cold sleep and never awake.

As the crew deal with the shock of their fate they are dealt another blow as a serious fire breaks out aboard the ship. They will try and fight the fire to the best of their ability but they will ultimately fail.

The captain will order the crew to abandon ship. The pilot/navigator will take the non essential crew down in the first boat and the captain will attempt to follow with the engineer.

The systems damage to Argonaut was more widespread than expected though. On the way down the lifeboat will malfunction and only the combined efforts of the pilot and the 2<sup>nd</sup> Engineer will keep it from burning up on reentry. When the boat lands the radio will be destroyed and the crew will be unable to warn the captain of the danger from malfunction. The captain's boat will malfunction on re-

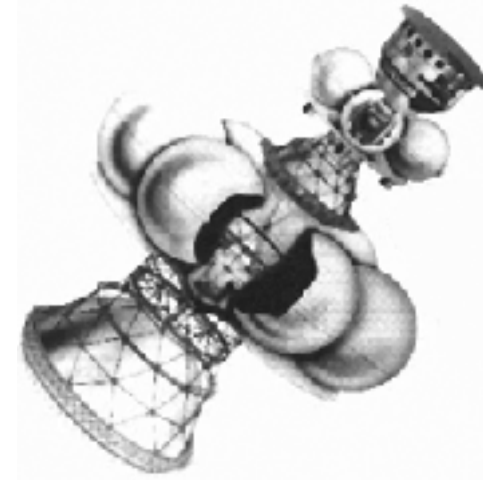
entry and crash, leaving an ambiguous radio message, leaving the fate of the men onboard undetermined.

The second boat contains most of the survival supplies and some vital pieces of equipment. The crew of the first life boat must decide what to do but will probably opt to trek to the crash site of the captain's boat to check for survivors and salvage what gear they can.

The trek will be long and made all the more arduous by harsh alien conditions and the huge, blood red sun overhead. The party will encounter a few native species including huge land juggernauts which rolled through the jungle like giant white slugs, crushing everything before them. These will be nicknamed 'Bandersnatch' by one of the NPC's.

After three or four days of travel the party, by now running low on food, will spot a contrail high in the sky and will attempt to signal the aircraft. When the aircraft descends the party will discover it not to be a traditional plane but an advanced anti-gravity craft flown by two men who are obviously from a technically advanced society.

The party are much further from home than they thought...



# Roster of Characters

## Crew of the Argonaut

Pyotr Sverdlosk	NPC	Captain	Dies in lifeboat crash
Hans Dietrich	PC	Navigator	-
Karin Macleod	NPC	Engineer	Dies in lifeboat crash
Andrew Crusher	NPC	Doctor	Dies in cold sleep failure
Otto McGravin	PC	Pilot	-
Ian Lowell	NPC	Science Off.	Dies in alien attack
Georgina Chung	PC	2 <sup>nd</sup> Engineer	-
Tatjana Tsiolkovsky	NPC	Psychologist	-
Eva Britt Jonsson	PC	Biologist	-
Julie Wilson	PC	Linguist	-

## Crew of the Shannador

Erso	NPC	Captain
Tyrl	NPC	First mate
Jaeger	NPC	Pilot
Urleyn	NPC	Gunner
Munnosh	NPC	Gunner
Quettill	NPC	Engineer
Graham	NPC	Deck Hand
Zaolin	NPC	Deck Hand

# Character Generation

Prior to commencement of the adventure characters should be instructed to generate their characters along strict guidelines.

The characters should be provided with the handout located in Appendix A which details the context for their characters.

They should select one of the available PC characters from the list and generate a character to match the skillset specified.

The main constraints on the characters are :

- All should be generated at TL9
- All should have a military background
- All should have a minimum of skill-3 in the first listed skill and a score of 2 or greater in secondary skills
- All characters should have at least Zero-G 1
- Characters should not bother acquiring any equipment whatsoever as this will be supplied

Any PC characters not taken up by players should be replaced by NPC's with character profiles matching the NPC profiles in Appendix B.

## Scenario 1 – Awakening

When the characters awake from their cold sleep berths they will be confronted with a disorienting and confusing scene. As they are roused into wakefulness the first thing they will see is the face of the ship's psychologist, Tatjana Tsiolkovsky.

Tatjana will be rousing them with a fair amount of vigour and will be shouting their name repeatedly. As they become aware of their surroundings it will be evident that all is not as it should be.

The normally orderly and clean environment of the interior of the infirmary will be clouded with floating debris and smoke. The lights will be flickering uncertainly and the ship's frame will shudder with the occasional uncertain lurch.

It should become rapidly apparent that they are at rest since zero G conditions prevail and, from Tatjana's insistent reaction, that an emergency is in progress.

The next face that they will see is that of the captain, Pyotr Sverdlosk. He will offer them a terse summary of the situation and order them to immediately deal with the emergency as per their particular skill set :

"We've come out of drive phase but something is very wrong. The automated revival process has failed and we've had to revive everyone by hand. The ship is damaged and I don't know how badly, ship's power is operational but I don't know what else is working.

"Hans I need to know where we are, get to the bridge and get me a fix and a timeline,

"Karin and Georgina get down to the engineering bay and get the power stabilised and the engines back online,

"Otto you and Ian prep the boats for evacuation and load them with anything you think we might need.

" Julie and Eva get the life support systems stabilised

and make sure we have atmospheric integrity,

"Tatjana you're with me, we'll do an inventory of the ship and see what we have left

"Go to it!"

As the characters depart the infirmary they should roll an 8+. Successful characters should be informed that one of the cold sleep berths has a visible crack in its surface and has burn marks around its periphery.

Characters investigating further will be confronted by the frozen and dessicated corpse of Andrew Crusher, the ship's doctor. Andrew's cold berth failed some hundred years earlier and he died instantly in the hostile conditions.

The characters will then be ordered from the infirmary by an angry captain trying to maintain discipline...

If no characters discover Andrew's death it should be announced by the captain on departure from the ship.

### The Wounded Argonaut

The characters should then split up to the various parts of the ship and attempt the different necessary tasks. Note that tasks are not specific to particular characters and they should be encouraged to operate collaboratively if time and resources allow.

The ship is in a real mess, nearly all systems are non-functional. The characters will need to figure out what sequence to use to achieve their tasks.

Restore basic power supply  
ROUTINE, Engineering, 10 min – All electronics (including doors) will now work and pilot and nav tasks can be completed

Restore maneuvering thrusters  
ROUTINE, Engineering, 10 min – Pilot tasks can be completed

Restore computer functions  
ROUTINE, Electronics, 10 min – Pilot and nav functions can be completed

Restore basic life support  
ROUTINE, Engineering, Electronics, 10 min – If life support is not functional, characters must roll 7+ before attempting any task due to hypoxia

Patch 1D atmospheric leaks  
ROUTINE, Zero-G, 10 min – Failure to patch any of the leaks will result in failure of the life support

Scan immediate space  
ROUTINE, Nav, 10min - A successful scan will reveal the presence of a Red Giant star and a nearby planet with a habitable environment

Get precise details of nearby planet  
DIFFICULT, Nav, 10min - Complete profile of planet revealed as per Appendix C

To further complicate the process you should randomly throw in a couple of routine tasks such as :

Manually force open a door  
ROUTINE, Strength, 1 min - Door opens is success

Extinguish a minor fire  
ROUTINE, Zero-G, 5 min – on failure an 8+ indicates fire increases in size and difficulty. If fire reaches FORMIDABLE captain will order evacuation

## Loading the Boats

Loading the ship's boats is a special task. The characters must prioritise the list of equipment to be loaded into the boats. They

should prioritise the entire list of equipment in the ship's locker (Appendix C) and the amount they take will be determined by when the captain orders the evacuation of the ship (see below).

In order to simulate the pressure the characters are under they should only be given a couple of minutes to prioritise the list.

For each person involved in loading the boat in each ten minute interval they may take two items from the ship's inventory. Also characters must nominate into which of the boats the the stores are loaded (this becomes important later in the adventure).

For example if the captain orders the evacuation after 50 minutes and the two original crew (Otto and Ian) have been loading the boat the players can take a total of 20 items with them (50 minutes / 10 \* 2 \* 2 = 20)

## Watching the Clock

The characters have a finite time limit before the ship becomes completely unstable and breaks up. When 30min has been exceeded the Pilot must attempt a 'stabilise ship' task as below. If he fails all characters must roll on the accompanying skill profile to avoid damage (as per a mishap).

If the pilot fails to stabilise the ship on two successive rolls the captain will order the crew to abandon ship. The difficulty of stabilising the ship should be increased one level in each 10 minute period after the first 30min.

Stabilise ship – requires engines, power and computer - SIMPLE (increases), Pilot, 5min

Avoid damage from ship instability  
SIMPLE (increases), Zero-G, Strength – Mishap

## Abandon Ship

When the captain orders the crew to abandon ship he will order the Pilot to take all of the crew bar himself and the engineer down in the first boat (the Galileo) and he will follow with the engineer in the second boat (the Copernicus). The pilot should then select which specific boat he wishes to pilot (based on the load allocated to each boat).



## Scenario 2 – Descent & Survival

Now that the characters have escaped the ship more or less intact, they have another problem. Unbeknownst to them the ship's boats have also suffered damage and are not fully functional.

Although they will get away from the Argonaut without incident their descent to the planet will be more problematic. As they re-enter the atmosphere it will become apparent to the pilot that the boat's thrusters are not operational. The situation must be rectified quickly or the boat will plunge into the atmosphere like a meteor and break up. The fix will require both the pilot and 2<sup>nd</sup> Engineer.

Restore boat's thrusters  
DIFFICULT, Engineering, Electronics, 5min –  
difficult of successive task increases by one level  
for each failed attempt to restore thrusters

Stabilise descent of ship's boat  
SIMPLE (increases), Ship's Boat, Pilot – Mishap

If a mishap is indicated on failure of the second task then the pilot will have to crash land the boat all members of the party will sustain any damage indicated in a mishap role.

Once the characters are down it might occur to them to warn the captain of the problems with the ship's boat. Upon investigation the radio will be found to be broken beyond repair and unable to transmit.

In any case as the characters attempt to extricate themselves from the crashed boat a garbled radio message will be received from their captain:

"Copernicus to ..... Copernicus .... Galileo.... this is ..... Sverdlosk.... Galileo come in..... we have engine failure.... re-establish control.... engineer not successful.... Copern.... out of control, crash imminent, god speed Galileo and good luck all of you"

Seconds later one of the NPC's will spot a bright spark in the sky and the Copernicus will become visible as a fiery comet plunging across the sky. All attempts to contact the captain will be futile and the characters must watch helplessly as the shuttle plunges to the earth.

The characters will probably contemplate trekking to the crash site of the second boat to search for survivors. If not they should be encouraged by an NPC who will point out that their could be useful items in the second ship's boat which they will need to survive.

From a very rough estimate the characters can estimate that the Copernicus went down about 100-150km due east of their current position.

## Survival

Now the characters must try to survive, regardless of whether they elect to hike to other ships crash site.

The situation does not look good. The terrain is extremely hostile with a hard rocky landscape broken up by patches of extremely thick jungle like alien growth. Overhead the giant red sun fills the sky and the temperature is a baking 45C in direct sun, with a humidity hovering around 95%. The weather is at least constant with little or no break in the heat during the day. At night the temperature will drop to around 30C. A complete rotation of the planet takes about 16 hours so days last 8 hours and nights the same. Assume they have landed at dawn on day zero.

The atmosphere is slightly noxious and characters who exert themselves and are not wearing any form of respirator or oxygen mask must roll 7+ or suffer 1 point of damage every four hours of breathing the atmosphere. Any individual who falls unconscious as a result of this damage will not sustain any more while unconscious.

The first thing the characters must do is take stock of their situation and the resources at hand. They will probably have lost about half their equipment in the crash of the other boat and this will greatly influence the chances of their survival.

If they survey the equipment brought down in the boat with them they will note than many of the electronic items are not working.

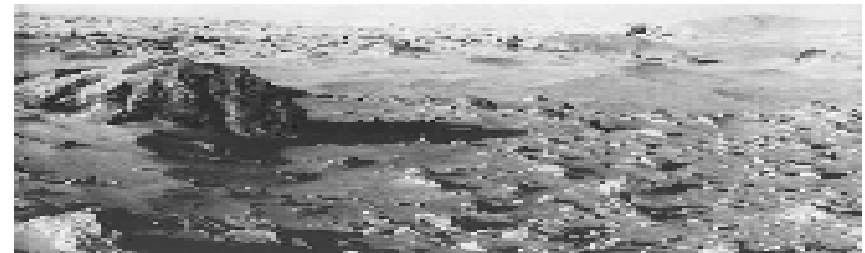
Chance of anything electronic working : 8+ (per item) Fix broken electronic device  
ROUTINE, Electronics, 5 min – Requires Electronics tool kit, task increases to difficult if not available.  
Only one attempt possible per item.

They must now decide what they are to do. If the navigator was successful in getting a precise scan of the planet, you can release to them the map contained in Appendix D.

If they decide to move on from their site they will have to trek over extremely rough terrain. If they decide to head for the wreck of the Copernicus it will take about 30-36 hours if the characters are in good shape (2+ full days) and do not stop to rest. If any of them are seriously injured or unconscious it will take 45-50 hours (3+ full days). Unconscious characters must of course be carried.

All characters must be supplied with at least 2 litres of water for every four hours during the day and 1 litre for every four hours during the night time (6 litres every full day). If they do not have the required amount of water they will suffer one point of damage every four hours during the day and will not heal any damage during the night.

Damage sustained by the atmosphere or by lack of water may be healed at the rate of one point per hour if the characters find a 'shady' spot to rest (such as a cave or a patch of jungle or at night) and have a water supply at hand. If the characters rest in open sunlight they will not sustain more damage but will not regain any points lost as damage.



## Terrain

Each four hours the Referee should roll following terrain/incident table :

2	Lost
3-4	River Crossing
5	Bare Sand
6-7	Bare Rock
8-9	Jungle
10	Atmospheric event
11-12	Animal encounter

If the characters are extremely unlucky they will become **lost** in the featureless landscape. This is possible even if the characters have some form of navigation and will be as a result of exhaustion and the alien environment.

Get back on track again  
DIFFICULT, Survival, Nav, 1 hour  
Becomes ROUTINE if characters have a navigation device such as an inertial locator or map

The standard terrain through which the characters will trek is **bare rock**. This is a pitted volcanic rock with little in the way of plant life and no shade.

Occasionally the rock is broken up by patches of **bare sand** which is a dull red powdery sand resembling desert sand. Again they will find no vegetation or shade in this terrain.

The next most common type of terrain the characters will encounter is that of **Jungle**. The jungle is extremely thick and survives in the hostile environment by clumping in distinct patches where there is a minimal amount of water and a break in the rocky terrain. The trees resemble date palms and are linked together by tough vines that will

require characters to hack their way through or clamber over and under.

Should the characters elect to rest in a patch of jungle they will automatically trigger the event "*Jungle Steamroller*" below.

The characters may encounter one of the rare watercourses on the planet if they roll a **River Crossing**. Rivers are not plentiful on this planet but are deep and fast and crossing will be dangerous.

The first time the characters try to cross a river they will trigger the "*Shark Attach*" event below. Characters may refresh whatever water containers they have during a river crossing event.

Cross river safely  
ROUTINE, Survival, Strength, 20min  
Difficulty increases to DIFFICULT if the party has no rope available

## Atmospheric Events

Should the characters be unlucky they may encounter an atmospheric event which, as you might expect on this bellicose world will not be a gentle shower of rain.

- 2-3 Meteor Shower – no movement possible while party shelters from the shower
- 4-6 Geyser – a geyser of red-hot mud erupts from the ground and splatters everyone in range with red-hot mud (roll 7+ to avoid 1D damage)
- 7-8 Sand storm – if the party moves during a sandstorm they become automatically **lost** (see above)
- 9-10 Acid Rain - not acidic enough to damage the party but not drinkable. Provides relief from the sun ('shade')
- 11-12 Rain – provides relief from the heat ('shade' as above) and can be collected for drinking – 1L per container



## Animal Encounters

Finally while wildlife is not abundant on this planet there is a chance the characters will encounter an alien **animal**. Descriptions of each animal can be found in Appendix D.

2-4 Dali's Giraffe

5-8 Bandersnatch

9-10 Carrion Rat

11-12 Float Bag

A number of standard events are designed to illustrate to characters how hostile this world is and to encourage them to escape.

## Jungle Steamroller

If the characters choose to rest for any period in one of the jungle areas they will have their first close encounter with one of the giant 'bandersnatch' that roam the planet. The encounter will not be a happy one.

About two hours after the characters start to rest there will be a low rumbling noise which sounds like thunder. Any character who is awake should roll 5+ to detect the noise and any sleeping character should roll 8+. If the characters listen carefully they will hear it grow louder. On such a dry and desolate world the noise is not thunder, of course, it is the approach of the furious bandersnatch.

About five minutes after the noise first starts a bandersnatch will come crashing through the trees simply rolling everything flat in its path. As it hits the character's camp site it will not even slow and simply disappear into the trees on the other side of the clearing leaving a trail of destruction in its wake.

Avoid the bandersnatch  
DIFFICULT, Dex, Instant, Mishap 2D  
Becomes ROUTINE if characters are alert

If any characters alerted by the noise raise the alarm or otherwise

alert the other characters avoidance will be relatively easy. The bandersnatch may also damage some valuable equipment, roll 1D and destroy or damage that number of items in the inventory.

## Shark Attack

There is only one major predator on the planet but since the major source of food are the giant bandersnatch it is a fearsome carnivore. In the rivers and streams a giant predator resembling an armored giant squid lurks in wait for hapless creatures to stumble into its grasp. It has razor tipped tentacles and a ravenous beak that it uses to tear bandersnatch apart.

The 'squids' are up to 40m long, armored and invisible under the murky waters of the streams and are effectively un-fightable, hence no statistics will be presented for them here.

When the characters reach their first river crossing they should be encouraged to plan how to cross the watercourse. When they have laid out their plan and are executing it, you should interrupt them by telling them there is a disturbance in the water upstream. The surface of the water will boil and a standing wave will race towards the characters.

Any characters out of the water should be safe but Ian Lowell will be attacked from beneath the water. He will suddenly cry out and start thrashing around in the water in obvious pain.

Characters who go to his aid will be attacked and suffer 1D damage in lacerations. If the characters do not go to his aid he will simply disappear beneath the waves leaving a slick of blood on the surface. If they go to his aid they will be able to reach him and pull him from the river but will discover his legs have been scythed off at mid thigh and he will bleed together in minutes.

At this point Tatjana will become hysterical and start screaming that they are all going to die! Hopefully at this stage morale should be going downhill...

## Scenario 3 - The Crash Site

Assuming their characters survive their ordeal they will arrive at the crash site of the Copernicus some where between 2 and 4 days after they set off.

The boat has come down hard but has not been completely destroyed by the impact. The shell of the boat however has been split open and the contents have been strewn over the ground although some of it appears salvageable.

A quick investigation will prove that the Captain and Engineer have died in the crash although it looks like the Engineer might have survived the initial impact and lived for some time before succumbing to his injuries.

If the characters begin a survey of what they can salvage from the crash they will find that many items are damaged beyond repair. For each item the Referee should roll 2D, on 8+ the item has been damaged and will need to be repaired and on a roll of 10+ the item has been completely destroyed and cannot be salvaged.

### Rescued?

As the characters loot the crash site the Referee should ask them all roll to 8+. Any successful characters should be informed that they have spotted a long, spindly white cloud in the sky - a contrail.

The fact that a contrail implies an aircraft should dawn on the party and they will probably attempt to signal the aircraft. Appropriate signals could include flares, fire or smoke. Gunfire is also a possible, but not preferable alternative.

Should the party make any of these signals they will attract the attention of the aircraft and the contrail will curve around in a spiral focussed on their position.

As it approaches the ground the characters will be able to discern the aircraft as a short, stubby box-like vehicle without wings or visible engines (an air/raft). The craft will descend to within 100m and then move to a landing site beside the crash of the Copernicus.

When it lands two humanoid figures will emerge from the craft and make their way towards the characters. They will be dressed head to toe in some kind of pressure suit, with visors that obscure their faces. They will also clearly be armed with some kind of rifle and one individual will cover the party from a distance while the other approaches. The two individuals are Urleyn and Munnosh from the Shannador (see Appendix B).

If the characters interpret this as a hostile act and make a threatening gesture, the individuals will not hesitate to return fire and the Referee will have to work out the consequences and an appropriate way to patch things up later.

Should the characters be welcoming or at least non threatening the lead humanoid (Urleyn) will approach to within speaking distance and shoulder his/her weapon. They will then remove their helmet revealing a normal human male.

The man will hold out his hands to the characters and call out in a foreign language. When the characters are unable to reply he will be quite surprised but will hold up a pocket sized communication device of sorts and repeat his statement.

At this point the linguist should now come to the fore and after some preliminary exchanges come up with a workable vocabulary. For the first couple of exchanges the Referee should secretly roll against the following task to see if they have correctly understood the context of the conversation. If they fail they will simply not understand, if a mishap is indicated they should be given a mis-translation.

Interpret Anglic correctly into 20<sup>th</sup> century Terran  
ROUTINE, Linguistics, 5min  
Failure indicates either mis-translation of simple  
lack of comprehension

The Referee should feel free to add-lib on the dialogue but the basic thrust of the conversation should go like this :

"Hello, what are you doing here?"

"I am \*\*\*\* - who are you ?"

"Can you put down your weapons please?" If the characters comply he will respond "Thank you" and the other man will join him and remove his visor.

"We're from a trader called the 'Shannador' where are you from?"

"We're here on a hunting expedition."

"We're hunting <not understood>"

Once they understand the characters are shipwrecked, the subject will move to rescue.

"We have a ship in orbit, the Shannador, do you want to come with us ?"

The conversation will then continue in a kind of pidgin English until the characters agree to return with them. They will then load up all the characters and equipment into the air/raft and set off across the landscape.

On the way back to their camp they will introduce themselves as Urleyn and Munnosh and explain that they are here on the planet hunting the giant, white slug like bandersnatch. They will also contact their base and inform them that they are returning with 'company'.

The flight to the base will take about 1/2 an hour and during that time the characters should be free to ask whatever questions they like. When they approach the camp, it will turn out to be a large clear circle blasted out of a patch of jungle. Within the circle will be three or four pre-fabricated huts and a portable radar station and another air/raft.

As they descend a party of three men will come out of the huts to greet them. These will be Erso, Tyril and Zaolin. Erso will introduce himself as captain and set up a conversation with the characters exploring who they are and where they come from. Erso will be intensely interested, specifically when mention they have a ship in orbit. He will also mention that they noticed the crash of the Copernicus but thought it was meteor activity.

During this time if the characters require food, water or medical attention it will be given by the crew of the Shannador.

Eventually Erso will suggest a return to their ship in orbit to work out what to do next. Before they leave Urleyn and Zaolin will express a desire to hunt another Bandersnatch and Erso will give them permission. Should any of the characters express interest in going along they will be willingly taken.

## Hunting

Urleyn and Zaolin will board the air/raft and pilot it into an expanding spiral above the camp. After about 15min they will spot a bandersnatch oozing across the landscape below and land the air/raft.

They will equip the characters with suitable weapons and position themselves in a broad arc along the Bandersnatch's path. When the animal appears they will goad it into a charge with a single shot and then cut it down with a sustained blaze of automatic fire. If the characters point out that this is not a particularly sporting way of hunting, Urleyn will just laugh while Zaolin says nothing.

When the animal is well and truly dead Zaolin will take his cutlass and approach the lifeless corpse. He will hack and slash his way through the jelly like carcass until he reaches the 'brain sac'. He will carefully slit this open and 'surgically' extract a 15kg gland from besides its brain.

If the characters ask the purpose of this action Urleyn will just laugh again and say it's a 'trophy'. This should be the first indication that all is not as it seems.

## Return to Orbit

After the hunt the crew will pack up their expedition and return to orbit with the characters. They will arrive at the Shannador and make them welcome on board while they decide what to do.

The characters will be given a tour of the ship and introduced to all of the crew and assigned quarters.

With the increased complement everyone will have to double up with the exception of the Captain and Tyril.

The following staterooms will be assigned :

- Stateroom A - Captain
- Stateroom B – 2 x PC's
- Stateroom C – 2 x PC's
- Stateroom D – 2 x PC's
- Stateroom E - Tyril
- Stateroom F - Jaeger
- Stateroom G – Munnosh and Urleyn
- Stateroom H – Quettil
- Stateroom I – Zaolin and Graehm

After some research with the Shannador's computer the party will discover that they were not only some 1000 parsecs of course but almost 3000 years late. Their ship had missed its intended target and carried them over vast distances to this distant star. Their cold sleep berths had performed far beyond their expected lifespan and sustained them for nearly three millennia.

In this time humanity has spread and prospered and now covered vast quadrants of the galaxy. The party should now learn the basic background of the Third Imperium, with maximum impact on how far away they are from home.

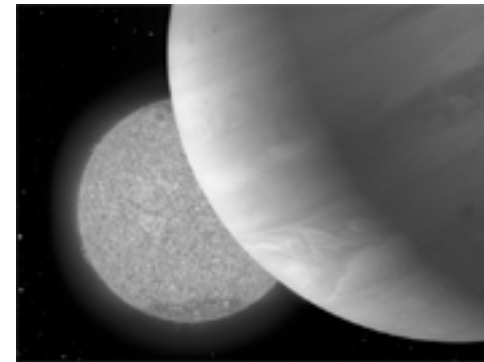
They are now faced with a dilemma, what can they do ? Luckily an answer is at hand.

When Erso hears of their ship's fate and their disastrous journey he will offer the party a deal. For a 50% stake in the salvage of their ship he will transport them to a nearby world where they can contact the authorities and try to establish a new life. If the characters agree, and they have nothing to lose, the captain will move his ship into a close orbit with the Argonaut.

The captain will also sit down with the characters and go over the technical details of their ship, working out what can be salvaged. He will become particularly excited when he hears about the Argonaut's mode of propulsion. He will explain that nuclear devices are much sought after in asteroid mining operations and will fetch a good price on his home markets.

Of course almost none of what the crew has told the characters is true. The Shannador has come to the planet to harvest Bandersnatch glands for their anagathic properties. Their presence on the planet is illegal

Erso and his crew are in fact pirates and rogues and cannot be trusted with anything. While the characters have something to offer they will remain friendly but once they have outlived their usefulness the characters will be disposed of in the most convenient manner. The only vaguely honest individual in the crew is Jaeger who has been hired as a mercenary pilot for this trip only.



## Scenario 4 - Salvage

Upon a return to the Argonaut, the Shannador will be moved carefully into a synchronous orbit with the Argonaut and positioned about 20m away with the port airlock facing the main airlock on the Argonaut.

When the characters reboard the Argonaut they will discover the situation has deteriorated and the ship's systems are reaching critical overload. There will be no atmosphere and intermittent power.

A brief inspection of the power plant will show that it has a limited life span and will go supercritical some time in the next 24 hours. The ship's orbit is also deteriorating and it's not clear whether it will explode first or de-orbit in a spectacular and terminal fashion.

The race will then be on to strip the ship in the minimum amount of time. The characters will split into multiple groups paired with the crew of the Shannador to strip the Argonaut.

- One team will be sent down to the drive bay to strip out the valuable fission devices and transport them up the axis of the ship and across to the Shannador.
- Another team should go to the command centre to download as much information out of the computer and then strip out all the electronics.
- The third team will roam the decks, stripping equipment from all the staterooms and ship's locker.

Characters should be assigned fairly randomly to each of the three teams, including any Argonaut NPC's.

During this time the crew of the Shannador will try and take the opportunity to eliminate any complications by removing the crew of the Argonaut. On a pre-arranged signal from the Captain the Shannador crew will ambush the Argonaut crew and attempt to kill or cripple as many of them as possible.

The characters will have to fight back with whatever is to hand.

This is a challenging part of the adventure for the Referee, you must coordinate multiple people in multiple locations and keep the action flowing.

The Referee should use the following events to position the characters in disparate areas of the two ships.

- Have a character roll 2D and consult the result. Regardless of the result tell them they have noticed that Tatjana has disappeared and hasn't been seen for the past 15min. Tell them they think it is odd and hopefully they will go in search of her.
- Have Urleyn approach one of the characters and tell him he needs him to help him with carry something to the engine room on the Shannador

Feel free to invent more ways of splitting the characters up in order to spice up the action.

The Referee will have to be careful to remember the complications the environment poses for combat. For example the Argonaut will be completely zero-G as will be the cargo bay on the Shannador and (obviously) the space between and around the two ships. This will impose penalties for characters using non-ZeroG weapons and could prove terminal for untethered characters who use such weapons outside the ship.

A second important point is that the cargo bays of both ships will be exposed to hard vacuum. If the characters move around the ship opening doors they will expose other areas of the ship to vacuum. All characters in open space or in the Argonaut will be wearing vacc suits as will all of the crew of the Shannador but any other PC/NPC will probably not be and could be put in jeopardy by a hull breach or explosive decompression.

A manual hatch cannot be opened "against" a pressure gradient if it is opened "with" a pressure gradient it will slam open with potentially lethal effects for anyone on the other side.

Below is a table listing the suggested starting position for all the PC's and NPC's :

Stateroom C - the character who went in search of Tatjana will find her in this stateroom. She will have been raped and murdered, her throat slit with a sharp blade.

Transferring cargo - Both cargo bays will be open with lines rigged between them. Various bits of cargo will be being shuttled between the two ships. The Shannador crew will wait till the characters are mid-space between two ships before attacking.

Shannador cargo bay – Munnosh, Graehm and Zaolin  
2-3 NPC's mid-space with 1 in the Argonaut's cargo bay

Engine room - the character decoyed to the engine room by Urleyn will be attacked by Urleyn and Quetttil. Quetttil will attempt to brain the individual with a large spanner while Urleyn guards the door.

Bridge - when the fighting starts Jaeger will lock himself in the bridge and stay there. Should anyone invade the bridge he will defend himself but will not initiate an attack.

Galley – The Captain and Tyril will be settled safely in the galley out of harms way. When the attack starts they will stay there but as the fighting progresses the Referee should split them up and have them join the fray at different points.

The firefight should continue until the entire crew of the Shannador is dead (bar Jaeger). None of the crew will expect or give any quarter and none of them will hesitate to use any method to eliminate the player characters.

The characters should eventually triumph (hopefully) and take control of the ship. If they look like they are in trouble at any point the Referee can throw Jaeger into the mix to balance the fight.

Full advantage should be taken with the 'terrain' with external hatches, the cargo spaces and crawl spaces all used to their best advantage. The characters will also start off basically unarmed but should avail themselves of whatever remains in either ship's locker to better arm and equip themselves.

## Scenario 5 - Aftermath

After the battle the party will be able to take stock and count coup. Their wounds should be assessed and all of the crew of the Shannador accounted for.

The party now has many decisions to make. They have two ships, the Shannador and the derelict, obsolete and close-to-exploding Argonaut. They have no clear destination and no clear purpose. Their only assistance can come from Jaeger, a mercenary pilot who just helped betray and kill his employers. They are stuck orbiting a jungle world light years from the nearest settled planet. The party must make a decision on where to go and what to do. Can they establish a life in the new Imperium ? Would the authorities believe the party's story ? But above all, where can they go ?

### **Incriminating Evidence**

The Shannador currently contains a number of items of incriminating evidence. Not only are there quite a number of bodies scattered around the ship but there is also nearly three tons of contraband bandersnatch glands in the hold and a ton of nuclear weapons.

The characters will have to decide what they want to do about this. Disposal of the bodies should occur to them but the bandersnatch glands and atomics may not be so obvious.

Sequel scenarios could include a return to a civilised world where they will almost certainly be stopped and searched by customs or Navy. Discovery of Bandersnatch glands or atomics will result in their immediate imprisonment.

## Appendix A - Daedalus Project

In the late 21st century Earth made several attempts were made at interstellar flight. The most successful of these is the slower-than-light starship named "Daedalus". Named after a mythical figure who flew with wings like those of a bird. Daedalus is a giant ship propelled by controlled nuclear explosions. Nuclear pellets are injected into the thrust chamber where the explosion is contained by magnetic fields and channelled for thrust.

Weighing some 50,000 metric tonnes the ship has two stages. The first stage is almost completely engine and fuel tanks and boosts the ship to better than 10% of the speed of light. The second stage contains the payload and a smaller engine used to brake the craft once it enters a solar system. The first stage weighs about 39000 tonnes and the second stage about 5000 tonnes (including a 1000 tonne payload).

In addition to their human crew the Daedalus ships carry many tonnes of scientific and other cargo. However, in the interests of alien relations the ship carries no weapons larger than a rifle. Also since the payload and first stage of the ship is unable to land in an atmosphere three small lifeboats are carried. These boats can also be used as orbit to ground shuttles and are carried for planetary operations.

Five manned Daedalus probes were dispatched to the Earth's neighbouring star systems. You are the crew of the fifth, the Argonaut. You and your nine crew mates are destined for the planetary system around a star in the Orion Nebula. Yo

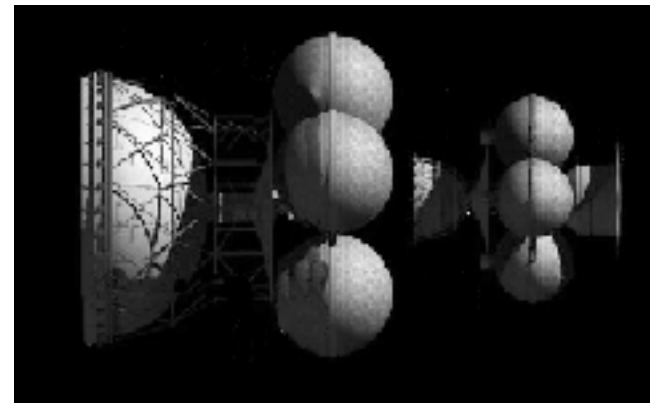
You boarded your ship on New Year's Eve, 2037 and have been under way for just over 50 years. Now your epic journey is coming to an end - your ship has reached its destination. Now it is time to wake up and see whats out there....

## Crew Roster

Name	Role	Position	Skillset
<i>Pyotr Sverdlosk</i>	<i>NPC</i>	<i>Captain</i>	<i>Leader, Pilot, Nav</i>
Hans Dietrich	PC	Navigator	Nav, Comms
<i>Karin Macleod</i>	<i>NPC</i>	<i>Engineer</i>	<i>Engineer</i>
<i>Andrew Crusher</i>	<i>NPC</i>	<i>Doctor</i>	<i>Medical, Science</i>
Otto McGravin	PC	Pilot	Pilot, Ship's Boat, Combat
<i>Ian Lowell</i>	<i>NPC</i>	<i>Science Off.</i>	<i>Physics, Chemistry</i>
Georgina Chung	PC	2 <sup>nd</sup> Engineer	Electronics, Mech
<i>Tatjana Tsiolkovsky</i>	<i>NPC</i>	<i>Psychologist</i>	<i>Persuasion, Medical</i>
Eva Britt Jonsson	PC	Biologist	Biology, Genetics
Julie Wilson	PC	Linguist	Linguistics, Comms

*\*Characters in italics are not available for players use*

Characters should be generated at TL9 with military backgrounds where possible. All characters must have minimal Zero-G skill.





## Appendix B – NPC Profiles

### **Pyotr Sverdlosk NPC Captain**

Pyotr is a severe and demanding captain but a decorated leader. He is firm but fair.

A7A998 Age 40 6 Terms

Leader-3, Pilot-2, Admin-2, Handgun-1, Zero-G-1

### **Hans Dietrich PC Navigator**

Hans is dedicated to his work and is very serious man. He doesn't smile a lot but is respected by all.

676A97 Age 32 4 Terms

Nav-3, Comms-2, Pilot-1, Handgun-2, Ship's Boat-1, Zero-G 0

### **Karin Macleod PC Engineer**

Karin is a bright and bubbly individual and is extroverted and chatty. She keeps spirits high.

789776 Age 34 4 Terms

Engineering-3, Electronics-1, Computer-1, Artisan -1, Zero-G-1

### **Andrew Crusher NPC Doctor**

Andrew died during cold sleep.

000000 Age 35 4 Terms

### **Otto McGravin PC Pilot**

Otto is a stereotypical cowboy-pilot. He likes, danger, drinking and women but is dependable in an emergency. He is arrogant.

78A789 Age 32 3.5 Terms

Pilot-3, Laser Rifle-2, Zero-G-2, Nav-1, Ship's Boat-1, Handgun-1

### **Ian Lowell NPC Science Off.**

Ian is a dedicated academic and rarely cares about anything else other than his work.

676AB7 Age 38 5 Terms

Physics-3, Chemistry-3, Admin-1, Zero-G-0

### **Georgina Chung PC 2<sup>nd</sup> Engineer**

Georgina is an extrovert with a wild sense of humour. She gets well with Karin but clashes with Otto.

789977 Age 28 2.5 Terms

Electronics-2, Mech-2, Engineering-2, Small Blade-1, Zero-G 1

### **Tatjana Tsiolkovsky NPC Psychologist**

Tatjana is the youngest of the crew and liked by everyone. She is very attentive and open.

677A98 Age 26 2 Terms

Persuasion-3, Liaison-2, Medical-1, Zero-G 0

### **Eva Britt Jonsson PC Biologist**

Eva grew up on a rough-and-tumble back world and knows how to look after herself. She and Otto don't get on well at all.

989796 Age 30 3 Terms

Biology-3, Genetics-2, Survival-1, Brawling-1, Zero-G 0

### **Julie Wilson PC Linguist**

Julie is the daughter of an aristocrat and 'bought' her way onto the flight with influence. She is however extremely capable.

7967AB Age 28 3 Terms

Linguistics-3 Liaison-1, Admin-1, Handgun-1, Zero-G-1, Comms-1, Streetwise-1

**Erso NPC Captain**

Erso is a hard headed businessman. He'll do anything to turn a buck but is capable of presenting a front as a respectable merchant.

989787 Age 40 5 Terms

Brawling-3, Handgun-3, Bribery-3, Admin-1, Zero-G 1, Grav-1  
Snub Pistol, 3 x HE, Vacc Suit (cloth armor)

**Tyrl NPC First mate**

Tyrl is a hardened old criminal and a miserable individual. He will be in favour of spacing the passengers as soon as possible. He is also as hard as nails and keeps everyone in line.

A69A64 Age 54 8 Terms

Streetwise-2, Small Blade-2, Bribery-2, Brawling-1, Handgun-1,  
Rifleman-1, Pilot-1, Nav-1, Zero G-1, Gunner-1, Intrusion-1  
Snub Pistol, 2 x HE, Blade, Vacc Suit (cloth armor)

**Jaeger NPC Pilot**

Jaeger is a mercenary pilot newly hired on for this trip. He is uncomfortable with the level of risk involved but would rather keep his head down until they reach the next habitable planet.

7A8866 Age 26 2 Terms

Pilot-3, Nav-1, Ship's Boat-1, Handgun-1  
Laser Pistol, Cloth Armor

**Urleyn NPC Gunner**

Urleyn is possibly the most presentable of the crew. He has an open personality and will joke and chat with the characters happily.

86A869 Age 35 4 Terms

Gunner-3, Rifleman-3, Sensor Ops-2, Survival-1, Handgun-1, Grav  
Vehicle-1, Comms-1  
Snub Pistol, 2 x HE, Adv Combat Rifle, 3 clips DS, Blade, Vacc Suit  
(cloth armor)

**Munnosh NPC Gunner**

Munnosh will be civil enough and is reasonably friendly but is part of an obscure religious sect and will not eat in the presence of anyone else and prays up to eight times a day.

8797675 Age 28 2.5 Terms

Gunner-2, Mechanical-2, Streetwise-1, Zero-G-1, Shotgun-1  
Auto Shotgun, 3 clips, Vacc Suit (cloth armor)

**Quettl NPC Engineer**

Quettl is a sullen individual who will keep mostly to himself. He lurks in the engineering spaces emerging only for meals.

888673 Age 34 4 Terms

Engineer-3, Electronics-2, Mechanical-2  
Cloth Armor, Engineering toolkit, Blade

**Graham NPC Deck Hand**

Graham is the youngest of the crew and fairly green. He is also quite sleazy and will make a pass at any female characters regardless of their age or social standing.

A7A665 Age 24 1.5 Terms

Zero-G 2, Vacc Suit-1, Laser Weapons-1  
Laser Rifle, Reflec Armor, Vacc Suit (cloth armor)

**Zaolin NPC Deck Hand**

Zaolin is a mindless thug with a sadistic streak. He will be openly hostile to all of the characters. He carries a cutlass at all times across his back and is always looking for a fight.

A64565 Age 30 3 Terms

Rifleman-3, Cutlass-2, Zero-G-1, Vacc Suit-1, Brawling-1  
Adv Combat Rifle, 3 clips DS, Cutlass, Vacc Suit (cloth armor)

# Appendix C – Ships Locker

## Argonaut Equipment List (TL9)

3 x Laser Rifles with 2 power packs ea  
5 x Snub pistols with 5 mags HEAP ea.  
3 x breaching charge

1 x Portable airlock  
10 x hull patches  
1 x 10 man tent  
2 x 5 man tent  
5 x 80L back packs  
10 x OC sleeping bags

10 Filter/respirator masks  
10 Vacuum Suits with twin oxygen tanks  
10 cold weather suits  
10 ice axes

1 atmospheric sampler  
1 radiation sampler (geiger counter)  
1 densitometer

3 x inertial navigators  
3 x pairs infrared / light amp goggles  
3 x electric arc lamps  
10 x personal communicators (1km range)  
1 x long range radio set  
1 x portable radar set - field surveill.  
1 x digital imaging camera

10 x 10 one-day basic ration packs  
(100 days rations, one 10 pack = 1 item)  
10 x 10L water containers (1 10L container = 1 item)  
1 x kitchen set (pots, pan, knives etc) 5kg  
1 x Water purification plant - 5kg

10 Signal flares  
2 x Medical Kits  
1 x chemical stove / heater  
1 x inflatable life raft  
5 x electric torches  
4 x 50m 8mm braided rope  
5 x folding tables  
5 x tarpaulins (3m x 5m)  
1 x man portable arc welder  
1 x Axe  
1 x Shovel  
3 x Survival knives (mirror, fishing line/hooks, compass)  
1 x Electronic tool kit  
1 x Mechanical tool kit  
1 x Engineering toolkit  
2 pairs binoculars  
10 air tight plastic sample cases

## Appendix D – World Profile

This adventure can take place on any barren world with the following characteristics :

- No population, no starport but with an atmosphere
- Red or Amber interdiction
- Red giant or red dwarf star
- Ideally close to trade lanes but not on them, also preferably with a sector capital in striking distance

The world is under interdiction for a number of reasons, ostensibly because of the hostile environment but actually because the wildlife supplies a source of raw materials for the manufacture of anagathics.

The planet is extremely old and there is evidence of genetic tampering in the distant past if anyone cared to look. There is a very limited number of species on the planet, all evolved into perfect niches

In the Spinward Marches the planet Zeta-2 at 0919 is ideal:

0919 X6B0000-0 Lo Ba Ni De R020NA M4V

Although the atmosphere is listed as 'corrosive' this can be effectively explained as a ploy by Imperial forces to keep people away from the planet.

### Terrain

The terrain is extremely hostile with a hard rocky landscape broken up by patches of extremely thick jungle like alien growth. Overhead the giant red sun fills the sky and the temperature is a baking 45C in direct sun, with a humidity hovering around 95%. The weather is at least constant with little or no break in the heat during the day. At night the temperature will drop to around 30C. A complete rotation of the planet takes about 16 hours so days last 8 hours and nights the same.

## Flora and Fauna

### Bandersnatch

Herbivore - Intermittent

Hits 5D – Att 2D / Cloth armor

The most common lifeform on the planet is the giant 'bandersnatch'. Huge, white slug-like creatures they roll across the landscape without any visible means of propulsion and feed by rolling vegetation flat and then ingesting it through their skin.

Bandersnatch weigh up to 8-10 tonnes and have little in the way of vulnerable organs. Their 'brain' and other vital organs float around in a sea of fatty tissue and they are consequently very difficult to kill.

Bandersnatch are unlikely to attack unless attacked but may injure smaller animals by simply ignoring them and rolling over them. Bandersnatch are solitary creatures, reproduce asexually and have few predators.

Located next to their brains is a small (10kg) fatty gland that is a potent source of anagathics. It must be extracted (a tricky process akin to gutting a whale) and carefully processed. Each gland yields 1D doses of anagathics when processed properly.

### Carrion Rat

Scavenger – Hits 1D

The carrion rat is a harmless scavenger and will, at most, distract the party by stealing food from unattended boxes or bags. The carrion rat resembles a small mammal or reptile with leathery skin and eight legs in opposing pairs. It has a long snout like a rat and vicious fang like teeth. Carrion rats weigh about 1kg for an adult.

## **Dali's Giraffe**

Herbivore - Grazer - Hits 3D - Att 1D

The only other and rarer herbivore on the planet is the Dali's Giraffe. They look like a Terran giraffe but are much more elongated and angular than the giraffe. Their skin is rough and leathery and they run at high speed.

The Giraffe will generally be found grazing around patches of jungle in groups of about 3D. They are completely passive and will flee rather than attack. If cornered they may strike with their feet.

## **Float Bag**

Scavenger - Carrion Eater - Hits 1D - Att 1D

The float bag is an aerial scavenger. A little bit like a jelly fish of the sky these giant transparent bags of helium float around about 20m off the ground and trail long hair like tentacles across the landscape.

These tentacles carry a nerve poison that will paralyse any prey they touch but the bags tend to use them to stun wounded prey or fight off competition rather than hunt with them. A character touched by one of these will be paralysed for 2D minutes but this is extremely unlikely since float bags move extremely slowly, drifting with the wind. Float bags are silent though so might surprise an inattentive party.

A float bag will typically find a wounded or dead animal and descend upon it from the sky to slowly dissolve it with digestive juices. Float bags however are extremely vulnerable to attack and will avoid combat at all costs, normally venting ballast and rising out of range.

## Appendix E – Task Profiles

This adventure uses task profiles. These mimic the task profiles from MegaTraveller UTP's but are provided here in summary for those players who wish to use classic Traveller rules :

Simple description of task  
DIFFICULTY, Relevant skills, Duration  
Results and consequences

The profile starts with a brief description of the task and is followed with a *DIFFICULTY* level pulled from the table below. Based on that difficulty level the Referee should roll 2D against the target value in the right hand column.

This will be modified by adding any *relevant skills* and attributes (attributes should be divided by 4). *Duration* indicates how long the task will take to attempt and how long must pass before it must be attempted.

*Results and consequences* specifies what happens when the roll is completed and potentially what happens if the roll fails.

<b>DIE</b>	<b>Difficulty</b>	<b>Failure</b>	<b>Mishap</b>
2	Auto fail	re-roll	re-roll
3+	SIMPLE	retry	Superficial (1D)
7+	ROUTINE	check determine	Minor (2D)
11+	DIFFICULT	Mishap (2D)	Major (3D)
15+	FORMIDABLE	Mishap (3D)	Destroyed (4D)

To use the table find the DIE roll indicated by the level of difficulty of the task. Add relevant skills to the die roll and if the result exceeds the value on the table the task is successful. If the die is less than the value the task has failed and a failure roll is called for.

On failure roll another 2D and consult the table adding any appropriate modifiers. A result of re-roll indicates the task may be attempted without any time penalty. A roll of retry indicates the time

penalty is incurred. A result of mishap indicates that the individual should roll the indicated dice on the mishap detail. If a mishap is indicated damage is incurred to the individual or to the object of the task. The dice listed against each mishap can be used as an indication of the level of damage incurred.

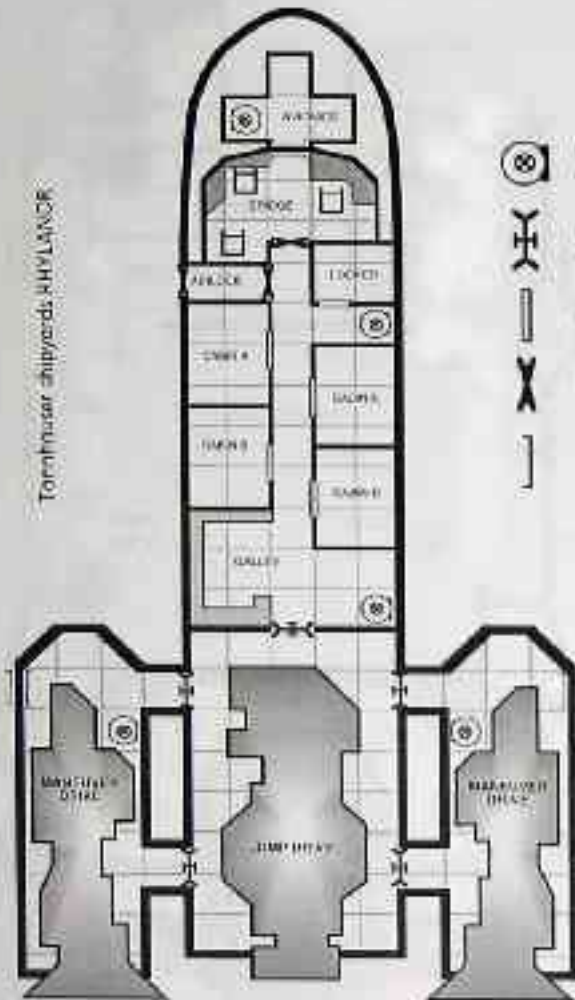
### Hit Locations

Another useful tool in combat situations is a hit location table. The following table is a simple table that can be used to calculate a precise location for damage suffered in combat with a roll of 2D.

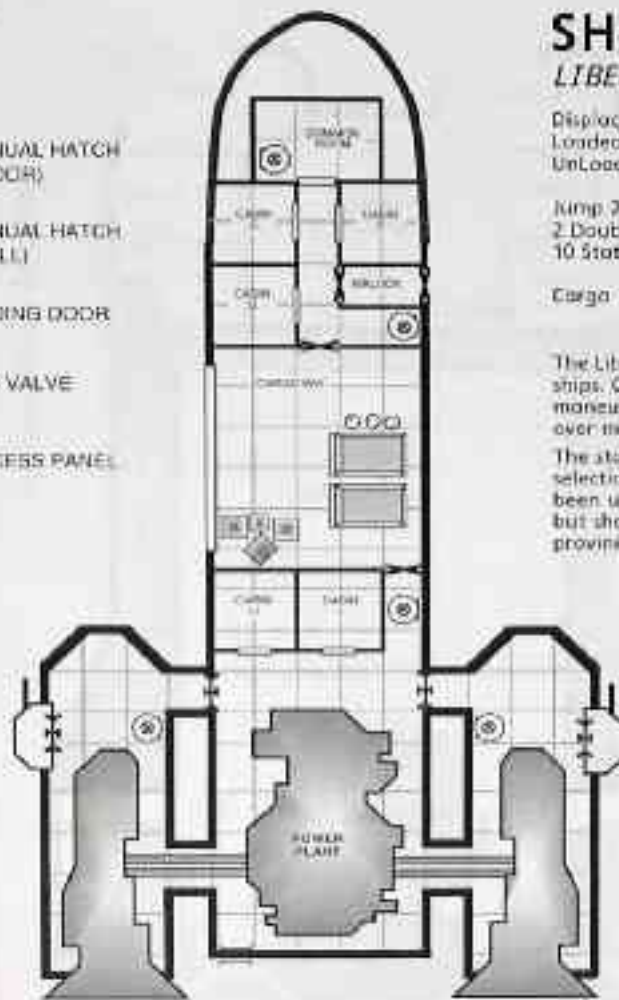
Two dice should be rolled simultaneously. The first specifies the broad location hit and the second die specifies a more precise location. For arms and legs a third die should be thrown to indicate left or right.

<b>1D</b>	<b>Location</b>	<b>2D</b>	<b>Arm/Leg</b>	<b>Torso</b>	<b>Head</b>
1	Legs	1	Foot/Hand	Groin	Neck
2	Legs	2	Lower	Stomach	Neck
3	Torso	3	Lower	Stomach	Face
4	Torso	4	Upper	Chest	Ear
5	Arms	5	Upper	Chest	Eyes
6	Head	6	Upper	Chest	Nose

Tornstar shipyards, HYLANOR



-  MANUAL HATCH (FLOOR)
-  MANUAL HATCH (WALL)
-  SLIDING DOOR
-  IRIS VALVE
-  ACCESS PANEL



## SHANNADOR

### LIBERTY FAST TRADER

Displacement 330 tonnes  
 Loaded Wt 7960 tonnes  
 UnLoaded Wt 7080 tonnes

Jump 2, 5G Acceleration  
 2 Double beam laser turrets, Missile  
 10 Staterooms

Cargo 270 Kilobits (28 tonnes)  
 2 Air rafts

The Liberty "fast traders" are converted Navy patrol ships. Often used for piracy or smuggling, their high maneuverability and acceleration gives them the edge over most merchant ships.

The standard Liberty traders feature only a small selection of weaponry although some models have later been upgraded. The ships are no match for Navy vessels but should easily outgun and out maneuver any provincial police or customs vessels.

The Liberty features two large main decks. The upper deck largely consists of crew staterooms, the galley and the bridge. The jump drive dominates the upper engineering space. The lower deck is dominated by the cargo bay and the huge maneuver drives off in the engineering space. Also off are two crew cabins located in the engineering space.

Typically double crewed in order to carry troops for boarding actions the ships can carry up to 20 individuals and a small payload of 20 tonnes of cargo. The trader shown here also carries 2 aircraft orbital vehicles.

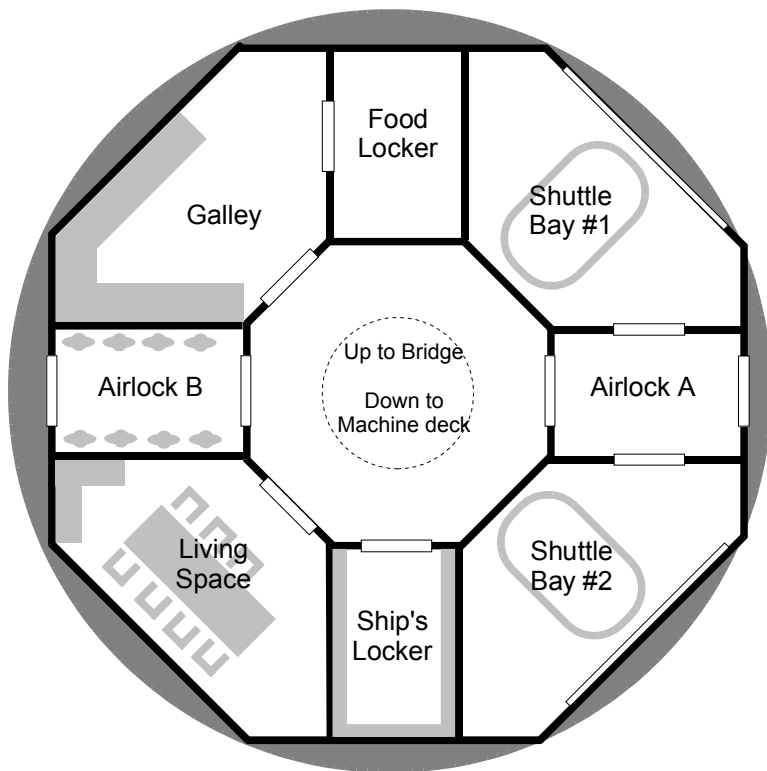
Special features not shown on the plan include: full zero-G cabin fitout in both living and cargo areas; centrally secured and lockable hatches; armored self-sealing bulkheads.

# The Argonaut

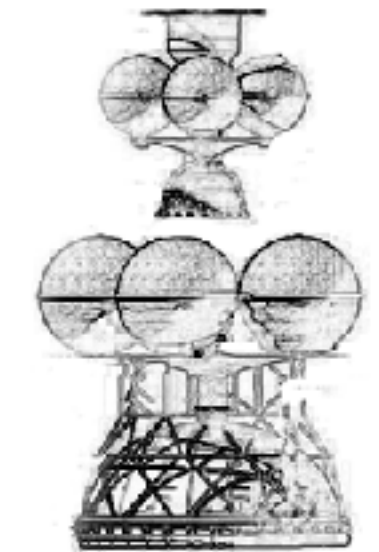
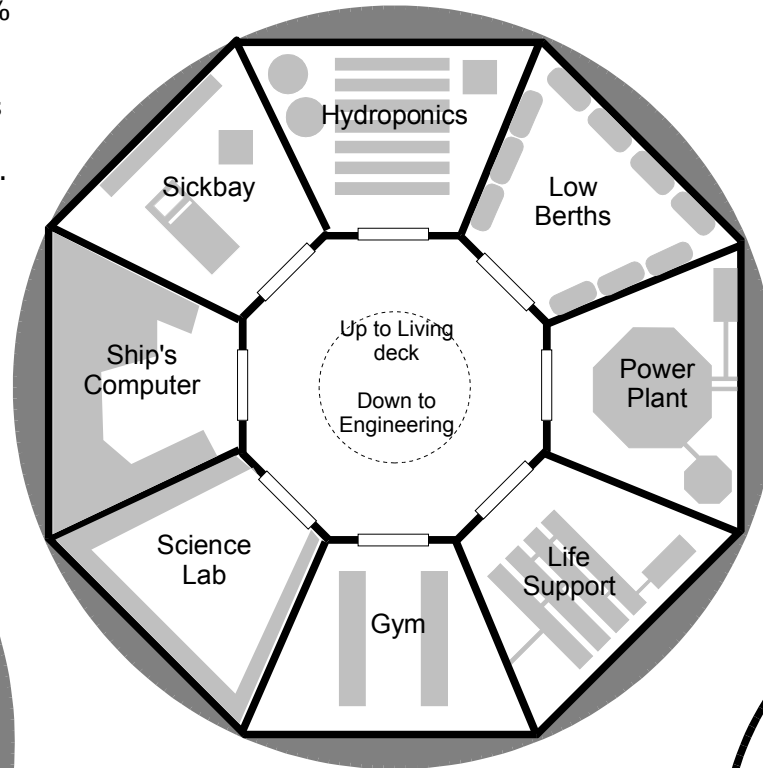
## (Living spaces)

Weighing some 50,000 metric tonnes the ship has two stages. The first stage is almost completely engine and fuel tanks and boosts the ship to better than 10% of the speed of light. The second stage contains the payload and a smaller engine used to brake the craft once it enters a solar system. The first stage weighs about 39000 metric tonnes and the second stage about 5000 tonnes (including a 1000 tonne payload).

### Living Deck



### Machine Deck



### Engineering Bay

