MEGATRAVELLER
REFEREE'S
GAMING KIT

Approved for use with MEGATRAVELLER

Digest Group Publications

TASKS

TASK FORMAT

To cross the vacuum plain:
Routine, <u>Vacc Suit, End</u>, 2 hours (hazardous, fateful)

DIFFICULTY

Simple	3+
Routine	7+
Difficult	11+
Formidable	15+
Impossible	19+

CRUCIAL ASSETS

Two skills, or one skill and one attribute.

TIME INCREMENT (OPTIONAL)

10% of the typical time duration. (Actual time duration could be 30% to 180% or more.)

TASK NOTES (OPTIONAL)

unskilled OK: no increase in difficulty if unskilled.
uncertain: result of task not certain.
hazardous: any mishap likely to be severe.
fateful: mishap guaranteed if task fails.

SPECIAL ATTEMPTS

You, the player, may tell the referee you want to make a special task attempt.
Hasty attempt: Cut the time duration, but the task gets harder.
Cautious attempt: If you can stay determined, the task becomes easier, but takes longer.
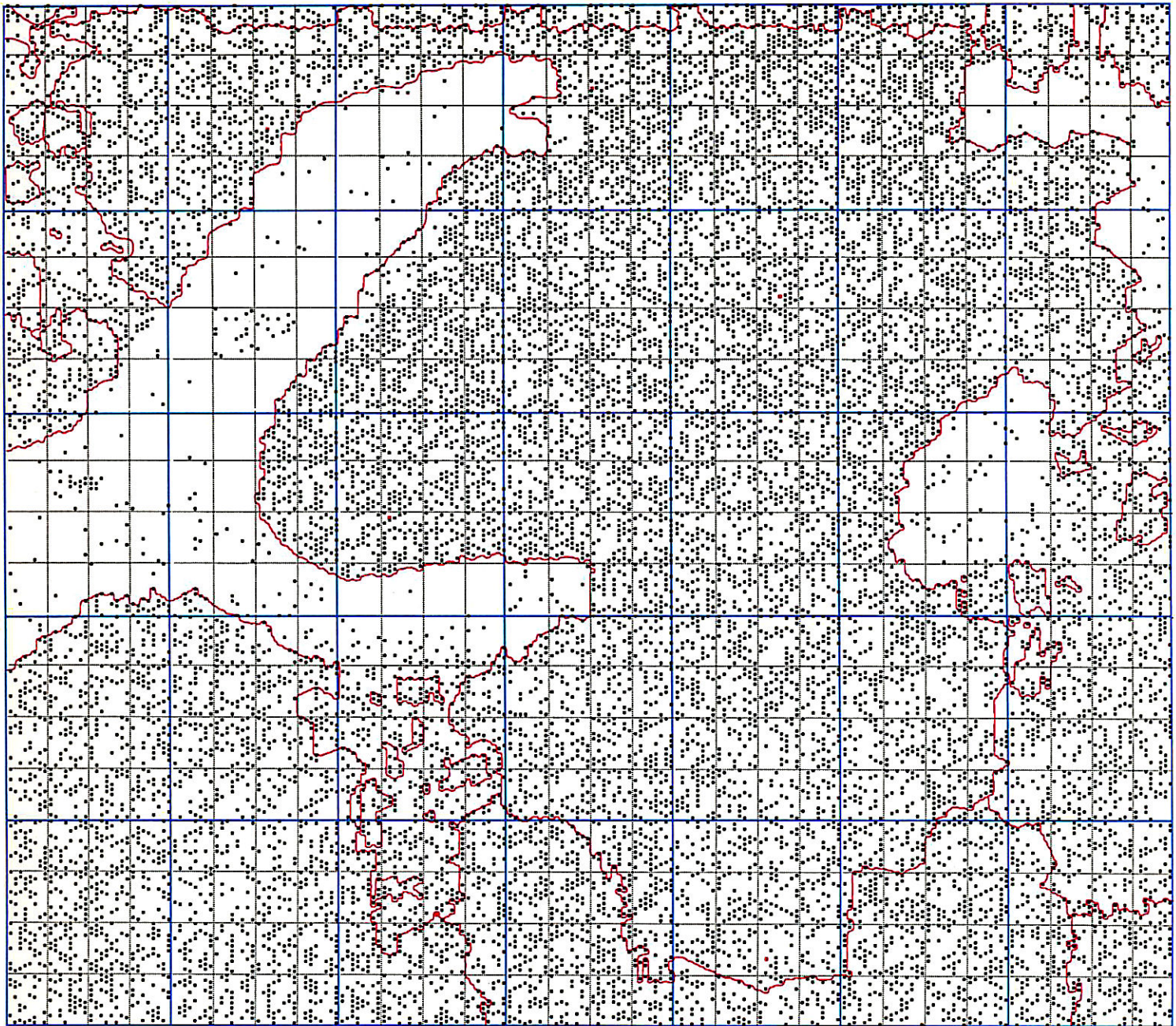
STAYING DETERMINED

Sometimes the referee will ask you to check your determination. The following task allows you to check your determination.

To stay determined:
Difficult, End, Int

NOTES

• You can keep trying a task if you fail.

• However, if you fail to stay determined, the task will increase in difficulty.

• Jack of all Trades skill allows you to have one free retry per level of skill (represents your cleverness in finding solutions).

• If you roll 2 over the amount required for success, you have achieved exceptional success.

• Sometimes exceptional success gives you extra benefits. It is up to you to point out to the referee you have achieved exceptional success.
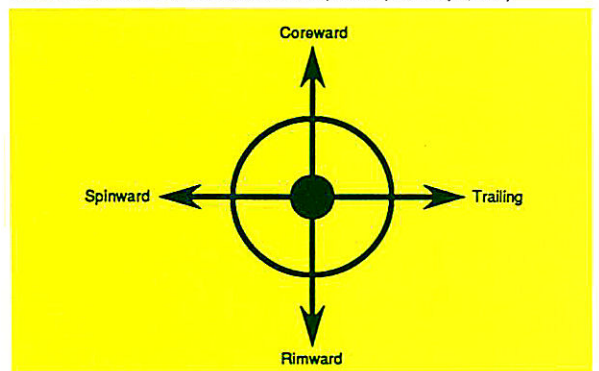
The Third Imperium and Surrounds
Circa 1116

Every star system position accurately shown
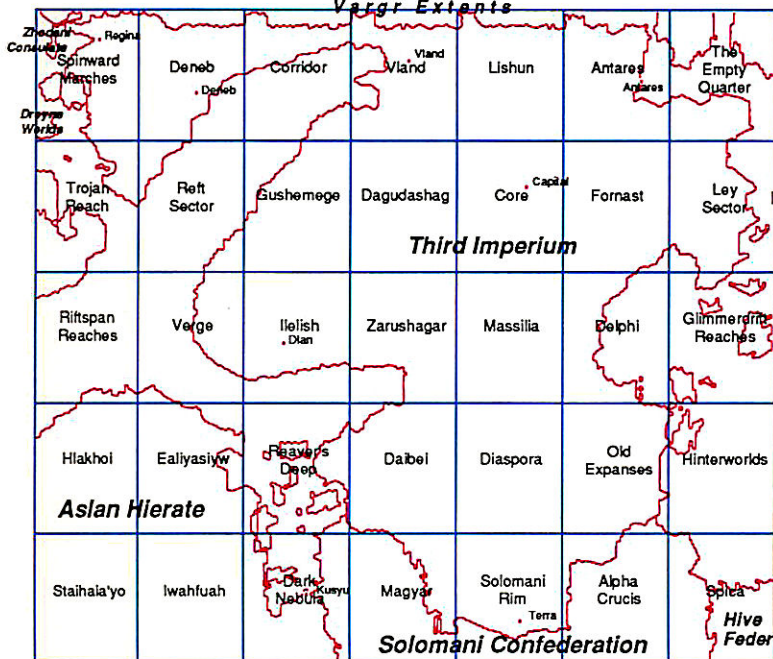
The Third Imperium is bordered by several empires of other major races:

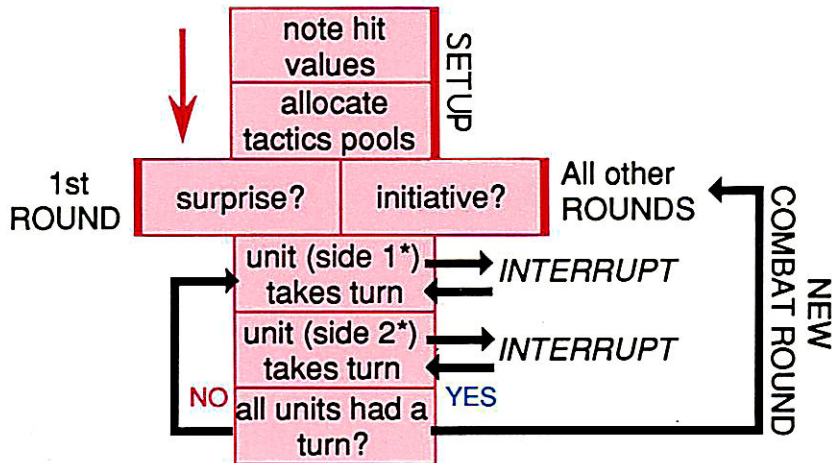**Vargr Extents (scattered):** Intelligent Terran canines.
Hive Federation: Large, very alien starfish-like beings, with no voices.
K'Kree Two Thousand Worlds: Large, six-legged mammalian herbivores, vaguely horse-like.
Aslan Hierate: Large, mammalian bipeds, vaguely lion-like.
Zhodani Consulate: Tall, lean humans, who practice psionics (ie., ESP).

Vargr Extents

Third Imperium

Zhodani Consulate · Regina	Deneb · Deneb	Corridor	Vland · Vland	Lishun	Antares · Antares	The Empty Quarter
Spinward Marches / Dryyse Worlds						
Trojan Reach	Reft Sector	Gushemege	Dagudashag	Core · Capital	Fornast	Ley Sector
						Two Thousand Worlds (K'Kree)
Riftspan Reaches	Verge	Ilelish · Dlan	Zarushagar	Massilia	Delphi	Glimmerdrift Reaches
Hlakhoi	Ealiyasiyw	Reaver's Deep	Daibei	Diaspora	Old Expanses	Hinterworlds
Staihaia'yo	Iwahfuah	Dark Nebula · Kusyu	Magyar	Solomani Rim · Terra	Alpha Crucis	Spica

Aslan Hierate

Solomani Confederation

Hive Federation

Galactic Directions

Coreward

Spinward — Trailing

Rimward

COMBAT

MEGATRAVELLER COMBAT
Overall Procedure (read down)

SETUP
- note hit values
- allocate tactics pools

1st ROUND
- surprise?
- initiative?

All other ROUNDS

NEW COMBAT ROUND

- unit (side 1*) takes turn → INTERRUPT
- unit (side 2*) takes turn → INTERRUPT
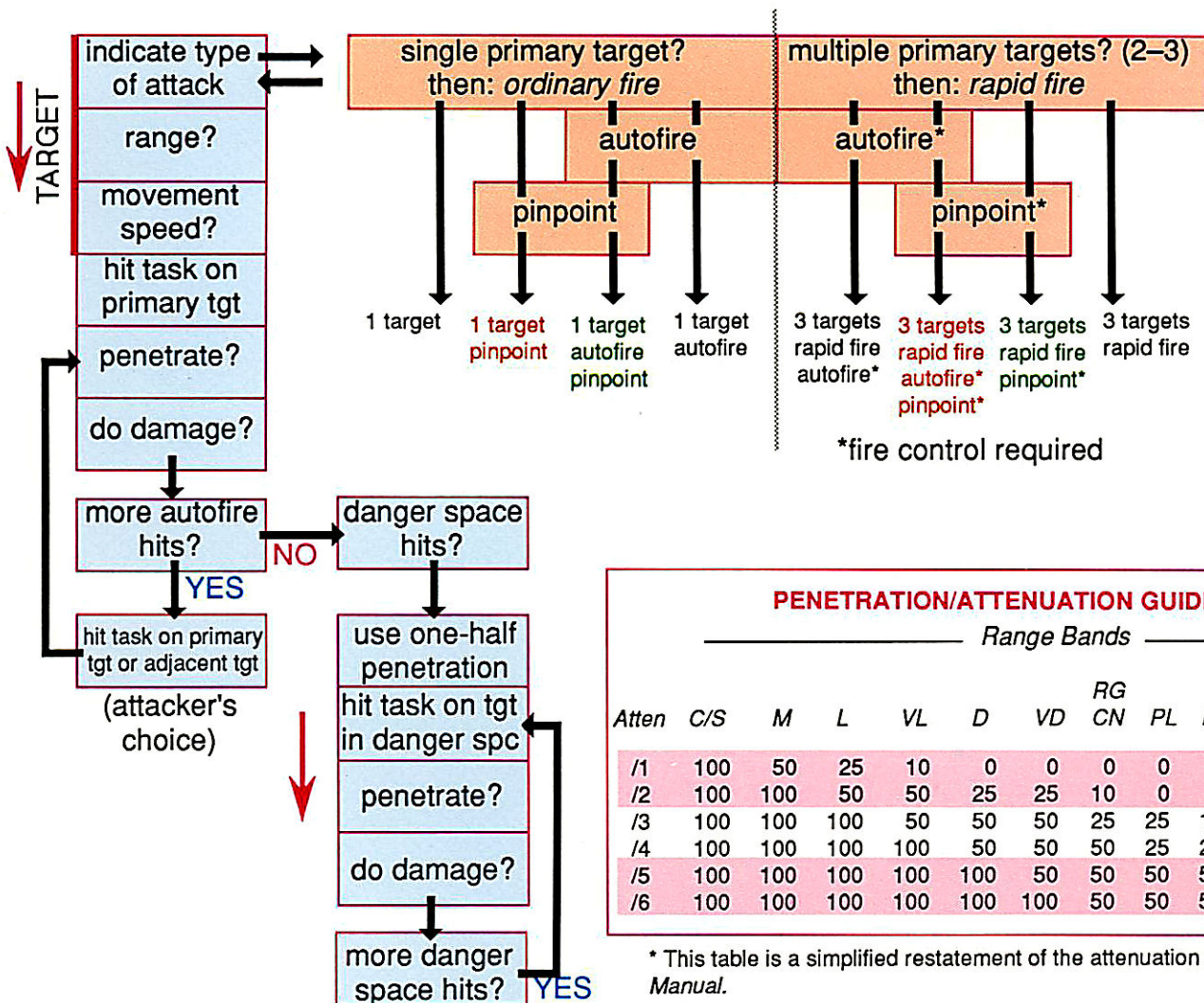- all units had a turn? — NO / YES

*side 1=side with initiative; side 2=side without initiative

MEGATRAVELLER COMBAT
Hand-to-Hand Procedure (read down)

- at close range? → NO
- conduct fire attack? → YES

...then hand-to-hand combat not allowed

- confrontation task to attack
- hit task on target
- penetrate?
- do damage?
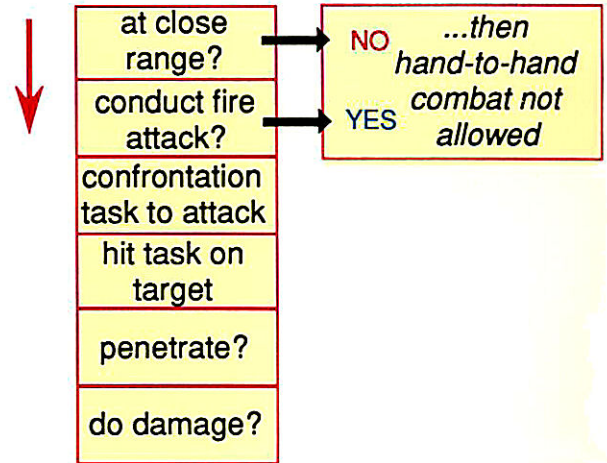
MEGATRAVELLER COMBAT
Direct Fire Procedure (read down)

TARGET
- indicate type of attack
- range?
- movement speed?
- hit task on primary tgt
- penetrate?
- do damage?
- more autofire hits? — YES / NO → danger space hits?
- hit task on primary tgt or adjacent tgt

(attacker's choice)

- single primary target? then: *ordinary fire*
  - autofire
  - pinpoint
  - 1 target
  - 1 target pinpoint
  - 1 target autofire pinpoint
  - 1 target autofire

- multiple primary targets? (2–3) then: *rapid fire*
  - autofire*
  - pinpoint*
  - 3 targets rapid fire autofire*
  - 3 targets rapid fire autofire* pinpoint*
  - 3 targets rapid fire pinpoint*
  - 3 targets rapid fire

*fire control required

- use one-half penetration
- hit task on tgt in danger spc
- penetrate?
- do damage?
- more danger space hits? — YES

PENETRATION/ATTENUATION GUIDE (%)*

— Range Bands —

Atten	C/S	M	L	VL	D	VD	RG CN	PL	FO	XO IP	SY SS ST	IS
/1	100	50	25	10	0	0	0	0	0	0	0	0
/2	100	100	50	50	25	25	10	0	0	0	0	0
/3	100	100	100	50	50	50	25	25	10	10	0	0
/4	100	100	100	100	50	50	50	25	25	25	10	10
/5	100	100	100	100	100	50	50	50	50	25	25	10
/6	100	100	100	100	100	100	50	50	50	50	25	25

* This table is a simplified restatement of the attenuation rules in the *Players' Manual.*

HITS VALUES

Vehicles: all values x 10
Animals: as generated
Robots: vol in liters ÷ 15 (inop)
vol in liters ÷ 6 (destroyed)
Characters: from life force:

Life Force	Hits Value
3+	1/1
6+	2/1
9+	2/2
12+	2/3
15+	3/3
18+	3/4
21+	3/5
24+	4/5
27+	4/6
30+	4/7
33+	5/7
36+	5/8
39+	5/9
42+	6/9
45+	6/10
48+	6/11
51+	7/10
54+	7/11
57+	7/12
60+	8/11
63+	8/12
66+	8/13
69+	9/12
72+	9/13
75+	9/14
78+	10/13
81+	10/14
84+	10/15
87+	11/14
90+	11/15
93+	11/16
96+	12/15
99+	12/16

* This table is a simplified restatement of the rule in the Players' Manual.

TACTICAL POINTS POOL

Before the combat session begins, total all the Tactics skill levels from among the participants on a side to get their points pool. Any one draw from the pool is limited to the highest tactics skill level possessed by any one character in the party.

SURPRISE TASK

To determine if an attacking party has surprise:
Difficult, Leader, Recon (confrontation)

Referee: Success provides the attacking party with surprise. Use the best Leader and Recon skill level from the party. If this task fails, both parties are aware of each other. On exceptional failure, the *defending party* has surprise instead.

INITIATIVE

The side with the largest tactical points pool has the initiative and can decide who goes first.

PENETRATION AND DAMAGE (%)

Pen Type	Pen vs Armor	+0	+1	+2	+4	+8
Zero	Pen < Armor*	ne**	ne**	1pt**	2pt**	4pt**
Low	Pen ≥ Armor*	25	50	100	200	400
High	Pen ≥ Armor* x 2	50	100	200	400	800

Level of Success — header spans +0 through +8.
Damage % — footer spans the numeric columns.

*Pinpoint hit or target under cover, use armor ÷ 2.

**ne=no effect. pt=points of hit dmg, no matter what the weapon dmg. Vehicles and robots take 10% of regular wpn dmg as superstructure hit.

INTERRUPT TASK

To interrupt another unit's turn:
Routine, Movement speed (safe)

Referee: A failed roll doesn't count as spent turn.
• Only one active interrupt permitted per side.

MOVEMENT POINTS TABLE

Speed	1.5 m	15 m +
1	10	1
2	20	2
3	30	3
4	40	4
Vehicles:	kph	kph+10

MOVEMENT DM GUIDE (% OF TARGET SPEED)*

		Range Bands			
C/S	M	L	VL	D	VD +
100	50	25	10	5	—

DIRECT FIRE TASK

To hit a target with direct fire:
[difficulty],Weapon, Dex, Movement DM

Referee: Select the proper difficulty using the difficulty profile for the firing weapon.

+1 Difficulty level (cumulative) if ...
• Target under cover but visible.
• Small target (basketball size), animal 10kg, robot 10 liters.
• Pinpoint fire.
• Rapid fire.

-1 Difficulty level (cumulative) if ...
• Large target (ground car size), animal 500kg, robot 500 liters.

VEHICLE/ROBOT HIT LOCATION*

Die	Hit	Subtable 1	Subtable 2	Subtable 3
1	Superstructure	Power Plant	Device	Locomotion
2	Crew	Power Plant	Device	Locomotion
3	Crew	Power Plant	Device	Locomotion
4	Subtable 1	Power Plant	Device	Locomotion
5	Subtable 2	Power Plant	Weapon	Turret
6	Subtable 3	Computer	Weapon	Turret

*Apply all hits as damage to the superstructure. See additional effects in the column at the right.

MATCHING VECTORS TASK

To match vectors with a moving target:
Routine, Vehicle, Move DM (confrontation)

Referee: With ground vehicles this task is not possible unless travelling on smooth, hard ground such as a road. If this task is successful, use the difference in speed as movement DM on the "to hit" task.

EVADING DURING MOVEMENT

A moving unit that is evading pays double the movement points to move (2 points per square instead of 1).

However, an evading unit gets double the normal movement DM.

HAND-TO-HAND TASKS

To determine if hand-to-hand attack can be made:
Routine, Dex (confrontation, safe)

Referee: If the task fails, the defending unit has blocked the attack. If this task succeeds, proceed to the task below.

To hit in hand-to-hand combat:
Simple, Off=Weapon, Str; Def=Wpn Def, Str

Crew: 50% dmg pts to crew.
Power Plnt: 100% dmg pts. If non-fusion, 3D ≤ TL to avoid explosion. At 50% inop level, drop power and spd 50%.
Computer: Destroyed.
Device: Destroy a device.
Weapon: Destroy a wpn. If non-energy wpn, 3D ≤ TL to avoid ammo explosion.
Loco: 100% dmg pts. At 50% inop, drop max spd 50%.
Turret: Destroy a turret. If robot, destroy appendage.

COMBAT

GROUP HITS

Weapons with a danger space cause group hits. Use the same "to hit" task as used for the primary target.

DANGER SPACE SQUARES

Dgr	Distance Scale			
Spc	1.5m	15m	150m	1500m
1.5	1	–	–	–
3	2	–	–	–
4.5	3	–	–	–
7.5	5	1	–	–
9	6	1	–	–
15	10	1	–	–
18	12	1	–	–
30	20	2	–	–
45	30	3	–	–
90	60	6	1	–
150	100	10	1	–
180	120	12	1	–

DANGER SPACE PENETRATION (% OF NORMAL PENETRATION)

— Nbr Squares from Target Square —					
0	1	2	3	4	5 +
100	50	25	10	5	—

RANGE TABLE

		Number of Squares			
		Personal Combat		Large-Scale Combat	
Description	Range	1.5 meter	15 meter	150 meter	1,500 meter
Close (C)	0m to 1m	0	Mutual	Mutual	Mutual
Short (S)	1m to 5m	1	0	Mutual	Mutual
Medium (M)	5m to 50m	3	1	0	Mutual
Long (L)	50m to 250m	30	3	1	0
V. Long (VL)	250m to 500m	150	15	3	1
Distant (D)	500m to 5km	300+	30	15	3
V. Distant (VD)	5km to 50km	Indirect	300+	30	15
Regional (RG)	50km to 500km	Indirect	Indirect	300+	30
Continental (CN)	500km to 5,000km	Indirect	Indirect	Indirect	300+
Planetary (PL)	5,000km to 50,000km	Indirect fire, starship, or large scale only			
Far Orbit (FO)	50,000km to 0.5Mkm	Indirect fire, starship, or large scale only			
Extreme Orbit (XO)	0.5Mkm to 5Mkm	Starship, or large scale only			
Interplanetary (IP)	5Mkm to 1AU	Starship, or large scale only			
System (SY)	1AU to 1,000AU	Starship, or large scale only			
Substellar (SS)	1,000AU to 100,000AU	Starship, or large scale only			
Stellar (ST)	100,000AU to 1 parsec	Starship, or large scale only			
Interstellar (IS)	1 parsec to 2 parsec	Starship, or large scale only			

CONVERSION FACTORS

1,000m	1km
1,000,000 km	1Mkm
150Mkm	1AU
200,000AU	1 parsec
1 parsec	3.26 light years
1 light year	61,350AU

PRIMARY TARGET PREFERENCE

Prefer the closest enemy target in the line of fire as the primary target. On exceptional failure, the attack hits the closest *friendly unit* in the line of fire instead.

INTERPERSONAL

UNCERTAIN TASK SUCCESS GUIDE

Success	Ref's Roll	Result
ExFail	Fail	ExFail
ExFail	Success	Fail
Fail	Fail	Fail
Fail	Success	Success
Success	Fail	Fail
Success	Success	Success
ExSuccess	Fail	Success
ExSuccess	Success	ExSuccess

INITIAL REACTION

Task Result	Reaction
Exceptional Failure	Actively Uncooperative
Failure	Passively Uncooperative
Success	Neutral
Exceptional Success	Passively Cooperative

SUBSEQUENT REACTIONS

Task Result	Reaction
Exceptional Failure	-1 level
Failure	No change
Success	+1 level
Exceptional Success	+2 level

Hostile/Flee	As stated. (Referee's choice)	Passively Coop	Polite; gives minimal assistance
Actively Uncoop	Rude; doesn't want involved	Actively Coop	Friendly; gives valuable assistance
Passively Uncoop	Polite; doesn't want involved	Totally Coop	As stated.
Neutral	Polite; gives no assistance		

CONVERSATION TASK

To gain useful information from conversation: Routine, Carousing, [skill] (confrontation, uncertain)

Referee: Use a [skill] appropriate to the setting (e.g., Streetwise, Admin, etc.). Use a long time increment; it takes much conversation to gain useful info. To deliberately pump for information, increase task difficulty.

INTERROGATION TASK

To gain useful information from interrogation: Difficult, Off=Interrogation; Def=End, Int (confrontation, uncertain)

Referee: Up to three interrogators may combine their skills. On success the defender must roll for a mishap. The interrogators select how many dice the defender must roll: 1D, 2D, or 3D. Damage is applied to physical stats. At TL 8+, damage can also be applied to Int.

PERSUASION SKILL

Persuasion skill can be used as an applicable skill on all interpersonal tasks.

NEGOTIATION TASK

To gain cooperation through negotiation: Routine, Liaison, [skill] (confrontation, uncertain) *Referee:* Use a [skill] appropriate to the setting (e.g., Trader, Admin, etc.).

IMPERSONATION TASK

To prepare a disguise for impersonation: [difficulty], Disguise, Dex (uncertain)

Referee: This is a preparation task; [difficulty] depends on who is being fooled. If those being fooled know the impersonated one personally, the task is formidable; if they only know of the impersonated one, the task is difficult; if the impersonation only involves an occupation (starship engineer, etc.), the task becomes Routine.

BRIBERY TASK

Bribery is an attempt to gain cooperation through the payment of money. Two steps are required: the evaluation and the bribe.

When the evaluation task fails, increase the difficulty of bribery task by one level.

To evaluate invidual's susceptability to a bribe: [difficulty], Off=Bribery; Def=Soc (confrontation, uncertain, hazardous)

Referee: Use the local law level to get task [difficulty]: No Law, Impossible; Low Law, Formidable; Mod Law, Difficult; High Law, Routine; Ext Law, Simple.

To bribe an individual: Routine, Bribery, Soc (confrontation, uncertain, hazardous)

Referee: Cash offer guide: Soc^2 x 5. If inadequate, increase task difficulty. On a mishap, secretly report the bribe attempt to the authorities. On each subsequent attempt, the cash offer should be doubled.

REFEREE'S
G A M I N G   K I T
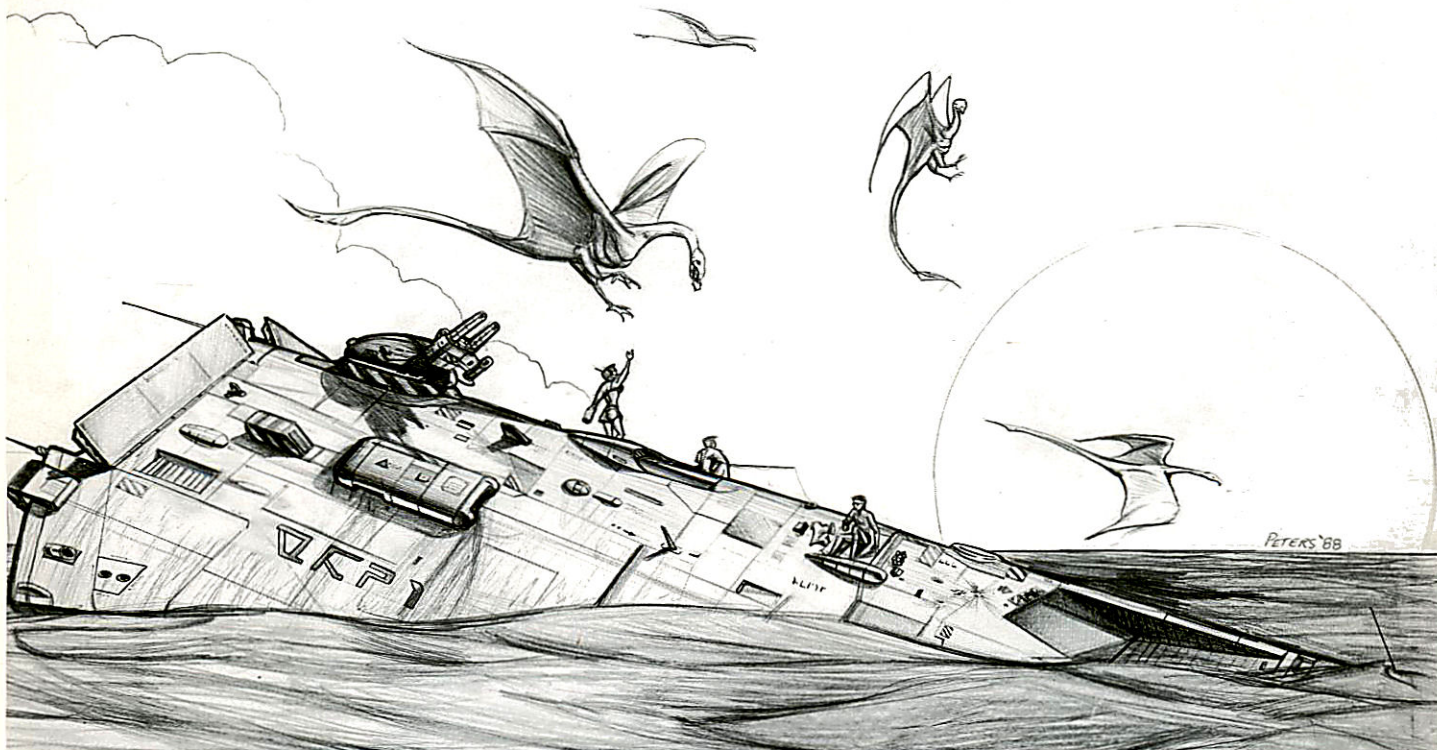
Parrot dragons swoop and soar overhead while the characters refuel their Scout Courier starship from the oceans of Deyis II. Located in Zarushagar Sector on the border between two rival Imperial factions, Deyis II is an empty world with a bizarre climate. Many centuries ago, the inhabitants of an entire colony vanished here, never to be heard from again. What do the characters learn that leads them to believe the parrot dragons may hold the answer to this and many more mysteries that lurk on Deyis II? Find out in the two folio adventures included in this gaming kit.

Everything the well-prepared MegaTraveller referee needs to keep a session flowing smoothly...

For Use With MegaTraveller
   This kit is intended for use with **MegaTraveller**. It requires that you have a copy of the game rules.

Contents include —
   • **Referee Screen:** A six-panel referee screen speeds and streamlines play by putting important charts and tables at your fingertips.
   • **Practical Hints and Tips:** Many tried and true techniques used by Digest Group in their playtest sessions.
   • **Equipment Data Sheets:** Eight data sheets of high-tech items for referees to let their players use. These unique sheets allow players to keep their own "visual" inventory.
   • **Folio Adventures:** Two folio adventures presented in the new *visual nugget* format.

DGP-876-0895

COMBAT

PERSONAL WEAPONS

Type	Close	Short	Med	Long	VLong	Dist	VDist	Region	Cont
Handgun	S	R	D	F	I	—	—	—	—
Rifle	R	R	D	D	F	I	—	—	—
*Thrown	R	D	F	I	—	—	—	—	—

*Thrown weapons include any hand-thrown projectile (spear, rock, etc.)

WEAPON ENHANCEMENTS

Type	Close	Short	Med	Long	VLong	Dist	VDist	Region	Cont
Scope*	—	—	—	D	D	I	—	—	—
Gyrostable	—	—	R	D	F	I	—	—	—
Scope+Gyro	—	—	R	D	D	F	I	—	—

*Scope may be either optical or electronic sights

FIRE CONTROLLED
(Vehicle Mounts or Crew-Served)

Type	Close	Short	Med	Long	VLong	Dist	VDist	Region	Cont
Tech 5	—	R	R	D	D	F	I	—	—
Tech 6	—	R	R	R	D	F	I	—	—
Tech 7	—	R	R	R	D	D	I	—	—
Tech 8	—	R	R	R	R	D	I	—	—
Tech 9	—	R	R	R	R	D	F	I	—
Tech 10	—	S	R	R	R	D	F	I	—
Tech 11	—	S	R	R	R	D	F	I	—
Tech 12	—	S	S	R	R	D	F	F	I
Tech 13	—	S	S	R	R	D	D	F	I
Tech 14	—	S	S	S	R	R	D	F	I
Tech 15	—	S	S	S	R	R	D	F	I
Tech 16	—	S	S	S	S	R	D	F	I

RANGE TABLE

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		Personal Combat		Large-Scale Combat	
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Medium (M):	5m to 50m	3	1	0	Mutual
Long (L):	50m to 250m	30	3	1	0
V. Long (VL):	250m to 500m	150	15	3	1
Distant (D):	500m to 5km	300+	30	15	3
V. Distant (VD):	5km to 50km	Indirect	300+	30	15
Regional (RG):	50km to 500km	Indirect	Indirect	300+	30
Continental (CN):	500km to 5,000km	Indirect	Indirect	Indirect	300+
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HITS VALUES

Vehicles: all values x 10
Animals: as generated
Robots: ask referee
Characters: from life force:

Life Force	Hits Value
3+	1/1
6+	2/1
9+	2/2
12+	2/3
15+	3/3
18+	3/4
21+	3/5
24+	4/5
27+	4/6
30+	4/7
33+	5/7
36+	5/8
39+	5/9
42+	6/9
45+	6/10
48+	6/11
51+	7/10
54+	7/11
57+	7/12
60+	8/11
63+	8/12
66+	8/13
69+	9/12
72+	9/13
75+	9/14
78+	10/13
81+	10/14
84+	10/15
87+	11/14
90+	11/15
93+	11/16
96+	12/15
99+	12/16

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TRAVELLERS' GUIDE

Column labels (top, over sample data):

World Name | Hex Location | Starport | Size | Atmosphere | Hydrosphere | Population | Government | Law Level | Tech Level | Bases | Trade Classes and Remarks | Travel Zone | Population Multiple | Nbr of Planetoid Belts | Nbr of Gas Giants | Allegiance

Sample line:

Protalan 0101 A3B8256-C N Fl Lo Ni A 720 Im

SIZE TABLE

Code	General description
R	Planetoid Ring (orbits world)
S	Planetoid (single 400 km body)
0	Asteroid Belt (orbits star)
1	Small (1,600 km)
2	Small (3,200 km; Luna)
3	Small (4,800 km; Mercury)
4	Small (6,400 km; Mars)
5	Medium (8,000 km)
6	Medium (9,600 km)
7	Medium (11,200 km)
8	Large (12,800 km; Terra)
9	Large (14,400 km)
A	Large (16,000 km)

ATMOSPHERE TABLE

Code	General description
0	Vacuum.
1	Vacuum (trace).
2	Vacuum (very thin, tainted).
3	Vacuum (very thin).
4	Thin (tainted).
5	Thin.
6	Standard.
7	Standard (tainted).
8	Dense.
9	Dense (tainted).
A	Exotic.
B	Exotic (corrosive).
C	Exotic (insidious).
D	Exotic (dense, high).
E	Exotic (ellipsoid).
F	Exotic (thin, low).

HYDROGRAPHICS TABLE

Code	General description
0	Desert World (0%).
1	Dry World (10%).
2	Dry World (20%).
3	Wet World (30%).
4	Wet World (40%).
5	Wet World (50%).
6	Wet World (60%).
7	Wet World (70%).
8	Wet World (80%).
9	Wet World (90%).
A	Water World (100%).

POPULATION TABLE

Code	General description
0	Low (less than ten)
1	Low (tens)
2	Low (hundreds)
3	Low (thousands)
4	Mod (tens of thousands)
5	Mod (hundreds of thousands)
6	Mod (millions)
7	Mod (tens of millions)
8	Mod (hundreds of millions)
9	High (billions)
A	High (tens of billions)

GOVERNMENT TABLE

Code	General description
0	No Government Structure.
1	Company/Corporation.
2	Participating Democracy.
3	Self-Perpetuating Oligarchy.
4	Representative Democracy.
5	Feudal Technocracy.
6	Captive Government/Colony.
7	Balkanization.
8	Civil Service Bureaucracy.
9	Impersonal Bureaucracy.
A	Charismatic Dictator.
B	Non-Charismatic Leader.
C	Charismatic Oligarchy.
D	Religious Dictatorship.
E	Religious Autocracy.
F	Totalitarian Oligarchy.

TECH LEVEL TABLE

Code	General description	Approx. Earth equiv.
0	Pre-Industrial (primitive).	stone age
1	Pre-Industrial (bronze, iron).	middle ages
2	Pre-Industrial (printing press).	circa 1600
3	Pre-Industrial (basic science).	circa 1800
4	Industrial (internal combustion).	circa 1900
5	Industrial (mass production).	circa 1930
6	Pre-Stellar (nuclear power).	circa 1950
7	Pre-Stellar (miniaturized electronics).	circa 1970
8	Pre-Stellar (superconductors).	circa 1990
9	Early Stellar (fusion power).	circa 2010
A	Early Stellar (jump drive).	circa 2100
B	Average Stellar (large starships).	
C	Average Stellar (sophisticated robots).	
D	Average Stellar (holocrystal data storage).	
E	High Stellar (anti-grav cities).	
F	High Stellar (anagathics).	
G	High Stellar (global terraforming).	

LAW LEVEL TABLE

Code	General description
0	No law (no prohibitions)
1	Low law (no body pistols, explosives, poison gas)
2	Low law (no portable energy weapons)
3	Low law (no machineguns, automatic rifles)
4	Moderate law (no light assault weapons).
5	Moderate law (no personal concealable weapons)
6	Moderate law (no firearms except shotguns)
7	Moderate law (no shotguns)
8	High law (blade weapons controlled)
9	High law (no weapons outside the home)
A	Extreme law (no weapons)
B	Extreme law (rigid control of civilian movement)
C	Extreme law (unrestricted invasion of privacy)
D	Extreme law (paramilitary law enforcement)
E	Extreme law (full-fledged police state)
F	Extreme law (all facets of daily life rigidly controlled)
G	Extreme law (severe punishment of petty infractions)
H	Extreme law (legalized oppressive practices)
J	Extreme law (routinely oppressive and restrictive)
K	Extreme law (excessively oppressive & restrictive)
L	Extreme law (totally oppressive & restrictive)

DEMOLITION

CONVENTIONAL EXPLOSIVES, PENETRATION AND DAMAGE

Armor Value	Penetrate					Breach				
	TL5	TL7	TL9	TL11	TL13	TL5	TL7	TL9	TL11	TL13
1	1	1	1	1	1	250	167	125	100	83
2	1	1	1	1	1	255	170	128	102	85
3	1	1	1	1	1	260	173	130	104	87
4	1	1	1	1	1	265	177	133	106	88
5	1	1	1	1	1	270	180	135	108	90
6	1	1	1	1	1	276	184	138	110	92
7	1	1	1	1	1	282	188	141	113	94
8	1	1	1	1	1	288	192	144	115	96
9	1	1	1	1	1	294	196	147	118	98
10	1	1	1	1	1	300	200	150	120	100
15	1	1	1	1	1	330	220	165	132	110
20	1	1	1	1	1	365	243	183	146	122
25	1	1	1	1	1	401	267	201	160	134
30	1	1	1	1	1	454	303	227	182	151
40	12	8	6	5	4	730	487	365	292	243
50	150	100	75	60	50	1.8 tn	1.2 tn	888	710	592
60	2.0 tn	1.3 tn	1.0 tn	800	667	16.4 tn	10.9 tn	8.2 tn	6.6 tn	5.5 tn
70	27.5 tn	18.3 tn	13.8 tn	11.0 tn	9.2 tn	81.9 tn	54.5 tn	40.9 tn	32.8 tn	27.3 tn
80	375 tn	250 tn	190 tn	150 tn	125 tn	625 tn	415 tn	310 tn	250 tn	210 tn
90	5.0 ktn	3.3 ktn	2.5 ktn	2.0 ktn	1.7 ktn	7.5 ktn	5.0 ktn	3.8 ktn	3.0 ktn	2.5 ktn
100	82 ktn	55 ktn	41 ktn	33 ktn	27 ktn	1 Mtn	67 ktn	50 ktn	40 ktn	33 ktn

SHAPED EXPLOSIVES, PENETRATION AND DAMAGE

Armor Value	Penetrate				Breach			
	TL7	TL9	TL11	TL13	TL7	TL9	TL11	TL13
1	1	1	1	1	18	14	11	9
2	1	1	1	1	18	14	11	9
3	1	1	1	1	18	14	11	9
4	1	1	1	1	19	14	11	9
5	1	1	1	1	19	14	11	9
6	1	1	1	1	19	14	11	9
7	1	1	1	1	19	14	11	10
8	1	1	1	1	19	14	11	10
9	1	1	1	1	19	15	12	10
10	1	1	1	1	19	15	12	10
15	1	1	1	1	20	15	12	10
20	1	1	1	1	21	16	13	11
25	1	1	1	1	22	17	13	11
30	1	1	1	1	24	18	14	12
40	2	2	1	1	30	23	18	15
50	10	8	6	5	54	41	32	27
60	58	44	35	29	143	108	86	72
70	317	238	190	158	517	388	310	258
80	4.1 tn	3.1 tn	2.4 tn	2.0 tn	4.9 tn	3.7 tn	3.0 tn	2.5 tn
90	12.2 tn	9.1 tn	7.3 tn	6.1 tn	15.2 tn	11.4 tn	9.1 tn	7.6 tn
100	72.6 tn	54.5 tn	43.6 tn	36.3 tn	85.7 tn	64.3 tn	51.4 tn	42.9 tn
110	330 tn	250 tn	200 tn	165 tn	480 tn	360 tn	290 tn	240 tn
120	2.1 ktn	1.6 ktn	1.3 ktn	1.0 ktn	2.5 ktn	1.9 ktn	1.5 ktn	1.3 ktn

TDX, PENETRATION AND DAMAGE

Armor Value	Penetrate			Breach		
	TL9	TL11	TL13	TL9	TL11	TL13
1	1	1	1	55	37	22
2	1	1	1	55	37	22
3	1	1	1	55	37	22
4	1	1	1	56	37	22
5	1	1	1	56	37	22
6	1	1	1	56	37	22
7	1	1	1	57	38	23
8	1	1	1	57	38	23
9	1	1	1	58	39	23
10	1	1	1	58	39	23
15	1	1	1	61	41	24
20	1	1	1	63	42	25
25	1	1	1	66	44	26
30	1	1	1	71	47	28
40	6	4	2	90	60	36
50	30	20	12	162	108	65
60	175	117	70	430	287	172
70	950	633	380	1.6 tn	1.0 tn	620
80	12.2 tn	8.1 tn	4.9 tn	14.8 tn	9.9 tn	5.9 tn
90	36.6 tn	24.3 tn	14.6 tn	45.6 tn	30.4 tn	18.2 tn
100	215 tn	145 tn	87.2 tn	260 tn	170 tn	100 tn
110	1.0 ktn	670 tn	400 tn	1.4 ktn	960 tn	575 tn
120	6.3 ktn	4.2 ktn	2.5 ktn	7.5 ktn	5.0 ktn	3.0 ktn

EXPLANATION OF TABLE ENTRIES

The listed number indicates how many kg of explosive is required to do the indicated task.

Penetration: Does 15 points of damage (for TDX, this is perpendicular to the plane of gravity), and penetrates the indicated armor value enough to break its sealed environment integrity.

Breech: Does 250 points of damage (for TDX, this is perpendicular to the plane of gravity), penetrates the indicated armor value, and leaves a hole one meter in diameter in the armor.

Abbreviations:
Tn = Ton (1,000 kg)
ktn = kiloton (1,000 tons)
Mtn = Megaton (1,000,000 tons)

Prices: Base prices for explosives are:
Conventional: Cr5 per kg.
Shaped: Cr10 per kg.
TDX: Cr150 per kg.

ENCOUNTERS

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ENCOUNTERS PER TIME PERIOD

Time Period	Number of Encounters
Combat round	at referee's discretion
Large scale combat round	at referee's discretion
Hour	1 encounter if roll of 2D = 11+
Quarter day	1 encounter if roll of 2D = 7+
Full day	1D - 2 important encounters
Week	1D memorable encounters
Month	2D memorable encounters
Year	3D memorable encounters

RUMORS GUIDE

Provide the players with an item of information from a newspaper, broadcast, or overheard conversation.

- True info
- False info
- Misleading info
- Irrelevant info
- Background info
- Potential clue

Rumor suggestions:
- a lead to a potential patron or job
- the location of a potentially valuable find or discovery
- a warning about dangers or hazards
- educate the players about the universe

URBAN SETTING ENCOUNTERS

Die	Type
2	Rumor
3	Random
4	Animal
5	Predetermined
6	Rumor
7	Random
8	Rumor
9	Predetermined
10	Patron
11	Random
12	Rumor
13	Legal

DMs:
Low Law (1-3), DM +1
Mod Law (4-7), DM +2
High Law (8,9), DM +3
Ext Law (A+), DM +4

WILDERNESS SETTING ENCOUNTERS

Die	Type
2	Animal
3	Animal
4	Animal
5	Predetermined
6	Animal
7	Animal
8	Animal
9	Predetermined
10	Rumor
11	Random
12	Patron
13	Legal

DMs:
Low Pop (0-3), DM +1
Mod Pop (4-8), DM +2
High Pop (9+), DM +3

SPACE SETTING ENCOUNTERS

Die	Type
2	No encounter
3	No encounter
4	No encounter
5	Predetermined
6	Merchant
7	Merchant
8	Merchant
9	Predetermined
10	Civilian
11	Non-starship
12	Naval/Scout/Xboat
13	Naval/Scout/Xboat

DMs:
Starport A/B, DM + 1
Starport E, DM -1
Starport X, DM -5
Scout/Naval Base, DM +2
High Pop (9+), DM +1

Unless players are seeking a patron, most patron encounters should be ignored or converted into other encounter types.

RANDOM ENCOUNTER LIST

Die & Die	Qty	Type	Remarks	Die & Die	Qty	Type	Remarks
11	1D	Peasants	-3	41	1D	Fugitives	V
12	2D	Peasants	-2	42	2D	Fugitives	G
13	2D	Workers	-1	43	3D	Fugitives	G
14	3D	Rowdies	L	44	2D	Vigilantes	G
15	2D	Thugs	L	45	3D	Bandits	L
16	4D	Riotous Mob	-1	46	3D	Ambushing Brigands	LGA
21	2D	Soldiers	+1 LGA	51	1D	Merchants	+1 LA
22	2D	Soldiers	LGAV	52	2D	Traders	GV
23	1D	Police Patrol	+1 GA	53	2D	Religious Group	
24	2D	Marines	LGA	54	1D	Beggars	L
25	3D	Security Troops	+1 GA	55	5D	Pilgrims	A
26	2D	Soldiers on Patrol	LGA	56	3D	Guards	A
31	1D	Adventurers	+2 GAV	61	1D	Media Crew	LV
32	2D	Noble with Retinue	LGAV	62	2D	Students	
33	2D	Hunters and Guides	+1 LGV	63	1D	Athletes	
34	2D	Tourists	+2	64		Event: Witness Accident	
35	1D	Researchers	+3 V	65		Event: Trash Dump	
36	1D	Police Patrol	VG	66		Event: Local Shop	

Remarks: Unless otherwise stated, each individual has a small blade weapon, no armor, and is on foot.
L=Leader is present. Leader will typically have the best equipment for the tech level.
G=Guns carried by group, correct for tech level.
A=Armor worn by group, correct for the tech level.
V=Vehicle available to the group, correct for tech level (may include riding animals).
±N (where N is any number)=modify group's equipment tech level by N.
Robots may be among the group's number if the group's tech level is 12+.

PATRON MISSIONS

Transport Self	Surveillance	Join Expedition	Frame Others
Transport Others	Infiltration	Smuggling	Cooerce Others
Transport Cargo	Act as Agent	Sabatoge	Perform Repairs
Pick up Others	Guard Self	Kidnap Another	Aid in Speculation
Pick up Cargo	Guard Others	Kill Another	Perform Military Action
Vehicle Crew	Guard Place	Steal Cargo	Find Place
Capture Animal	Guard Cargo	Destroy Cargo	Act as Guides
Rescue Another	Guard Vehicle	Steal Vehicle	Provide Expert Skill
Find Lost Cargo	Provide Opinion	Destroy Vehicle	Manage Assets
Find Lost Person	Investigate Mystery	Harass Others	

PATRON LIST ONE / PATRON LIST TWO

	PATRON LIST ONE		PATRON LIST TWO
11	Arsonist	11	Naval Officer
12	Cutthroat	12	Scout Administrator
13	Assassin	13	Marine Officer
14	Hijacker	14	Hunter
15	Smuggler	15	Starport Warden
16	Terrorist	16	Naval Officer
21	Crewmember	21	Reporter
22	Peasant	22	Technician
23	Rumor	23	Doctor
24	Clerk	24	Rogue
25	Soldier	25	Noble
26	Shopkeeper	26	Government Official
31	Shipowner	31	Barbarian
32	Tourist	32	Scout Pilot
33	Merchant	33	Pirate
34	Police	34	Researcher
35	Scout	35	Writer
36	Rumor	36	Professor
41	Diplomat	41	Underworld Leader
42	Courier	42	Scientist
43	Spy	43	Belter
44	Scholar	44	Naval Architect
45	Governor	45	Steward
46	Administrator	46	Financier
51	Mercenary	51	Navigator
52	Naval Officer	52	Swindler
53	Marine Officer	53	Broker
54	Scout	54	Arms Merchant
55	Army Officer	55	Doctor
56	Mercenary	56	Pilot
61	Noble	61	Merchant
62	Playboy	62	Rogue
63	Avenger	63	Embezzeler
64	Emigre	64	Belter
65	Speculator	65	Bureaucrat
66	Rumor	66	Diplomat

DMs:
1st Die Roll:
If player is merchant, DM -1
noble (soc B+), DM +1
2nd Die Roll:
If player is rogue/diplomat, DM -1
marine/army, DM +1

DMs:
1st Die Roll:
If player is navy, DM -1
merchant, DM +1
2nd Die Roll:
If player has streetwise, DM -1
admin, DM +1

ENCOUNTERS

NAVAL SHIP TYPE

Die	Type
2	Fuel Shuttle
3	Fighter
4	Carrier (100K tns)
5	Escort (5K tns)
6	Fast Courier
7	Patrol Escort
8	Escort (1K tns)
9	Cruiser (20K tns)
10	Cruiser (50K tns)
11	Cruiser (100K tns)
12	Battleshp (200K tns)

SCOUT SHIP TYPE

Die	Type
2	XbTender
3	Scout Ship
4	Non-Std
5-6	Scout Ship
7-10	Survey Ship
11	Cruiser
12	Cruiser

DMs:
System only accessible by jump-2+, DM+4

XBOAT SHIP TYPE

Die	Type
2	Scout Courier
3	Scout Courier
4	Non-Standard
5-7	Xboat
8-11	Xb Tender
12	Xboat+Tender

MERCHANT SHIP TYPE

Die	Type
2	Freighter (1K+ tns)
3	Subsidized Merch
4	Non-Standard
5	Subsidized Merch
6	Seeker
7	Free Trader
8	Subsidized Liner
9	Far Trader
10	Far Trader
11	Freighter (1K+ tns)
12	Freighter (5K+ tns)

DMs:
System only accessible by jump-2+, DM+4

CIVILIAN SHIP TYPE

Die	Type
2	Liner (1K+ tons)
3	Yacht
4	Non-Standard
5	Yacht
6	Seeker
7	Detached Scout
8	Safari Ship
9	Merc Cruiser
10	Merc Cruiser
11	Lab Ship
12	Liner (5K+ tons)

DMs:
System only accessible by jump-2+, DM+4

NON-STARSHIP TYPE

Die	Type
2	Bulk Tran(1K+ tns)
3	Pinnance
4	Non-Standard
5	Launch
6	Shuttle
7	Shuttle
8	Cutter
9	Tug
10	Ship's Boat
11	System Def Boat
12	System Def Boat

NAVAL SHIP MISSION

Die	Type
2	Distress
3-4	Escort
5-6	Courier
7-8	Patrol
9	Transfer
10	Maneuvers
11	Transport
12	Privateering

SCOUT SHIP MISSION

Die	Type
2	Distress
3	Smuggling
4	Escort
5-7	Courier
8	Transfer
9-11	Patrol
12	Privateering

Note:
If Survey Ship, replace patrol with survey.

XBOAT SHIP MISSION

Die	Type
2	Distress
3-4	Courier
5-11	Communication
12	Piracy

MERCHANT SHIP MISSION

Die	Type
2	Distress
3	Smuggling
4-5	Trade
6-8	Trade&Transpt
9-11	Transport
12	Piracy

Note:
If a seeker, replace transport with prospecting

CIVILIAN SHIP MISSION

Die	Type
2	Distress
3	Smuggling
4	Courier
5	Charter
6-7	Transport
8	Pleasure Tour
9-11	Business
12	Piracy

Note:
If a Lab Ship, replace business with research.

NON-STARSHIP MISSION

Die	Type
2	Distress
3	Smuggling
4	Courier
5	Charter
6-7	Courier
8-11	Transport
12	Piracy

Note:
If an SDB, replace charter with escort and replace transport with patrol.

DISPOSITION (ALL TYPES)

Die	Disposition
2-3	Hasty Leaving
4-5	Leaving
6-8	Standing By
9-10	Arriving
11-12	Hasty Arriving

QUICK NPC PHYSICAL STATS

Die	Physical	Life Force	Hits Value
2	333	9	2/2
3	474	15	3/3
4	744	15	3/3
5	447	15	3/3
6	774	18	3/4
7	777	21	3/5
8	77A	24	4/5
9	7AA	27	4/6
10	AA7	27	4/6
11	AAA	30	4/7
12	CCC	36	5/8

QUICK NPC MENTAL STATS

Die	Mental
2	33
3	55
4	66
5	47
6	74
7	77
8	99
9	7A
10	A7
11	AA
12	CC

QUICK NPC SOCIAL STANDING

Die	Social
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	A
11	B
12	C

QUICK NPC AGE

Die	Age
2	18
3	22
4	28
5	30
6	34
7	38
8	40
9	44
10	52
11	60
12	66

SIGNIFICANT SKILLS LEVEL: Age/10 + 1D (round up)

ENCOUNTER RANGE

Die	Range
1-	Short
2	Close
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12	Very Long
13+	Very Long

ENCOUNTER TERRAIN DMs

Terrain DMs for encounter range:

Terrain	DM
Clear, Road, Open	+3
Prarie, Plain, Steppes	+3
Rough, Hills, Foothills	+2
Broken, Highlands	+2
Mountain, Alpine	+3
Forest, Woods	+1
Jungle, Rainforest	—
River, Stream, Creek	+1
Swamp, Bog, Marsh	-4
Desert, Dune, Sand Sea	+4
Maritime Surface	+2
Maritime Subsurface	-1
Arctic	-4
City, Building Interior, Cave	-5

NPC ATTITUDE

Die	Attitude
4-	Rude
5-7	Neutral
8+	Polite

DMs:
Ext Law, DM -2.

HANDLING TRAPPERS (TASK)

A character surprised by a trapper at close or short range is trapped.

To escape a trapper's trap:
Difficult, Str, 6 sec (hazardous)
Referee: Up to four other characters may assist. On a mishap, one assisting character has also been caught. If no other characters were helping, ignore mishaps.

NOTE: A trapper's lure is often specific to some animal, and is unnoticed by humans. In rare cases (2D: 11+), the lure is universal — e.g., a smell, scent, mirage, or beautiful configuration.

HANDLING FILTERS (TASK)

Filters attack differently: they inflict automatic wounds of 1D per each 150 kg of the filter's mass. Filters attack through reflex.

To free one's self from an attacking filter:
Routine, Str, 6 sec (hazardous)
Referee: Up to four other characters may assist. On a mishap, one assisting character has also been caught. If no other characters were helping, ignore mishaps.

ANIMAL SPECIAL ACTIONS

Ap: *Attack if possible.* Indicates that an animal will attack if it possibly can.

As: *Attack if surprise.* Indicates that the animal will attack if it has surprise.

Am: *Attack if more.* Indicates that the animal will attack if there are more of it than there are potential prey.

Fs: *Flee if surprised.* Indicates that the animal will flee if surprised.

REFEREE'S GAMING KIT

FOR MEGATRAVELLER

This kit includes many accessory items intended to make your life as a referee easier when running **MegaTraveller** adventures. The items in this kit include:

This Guide: This guide introduces you to the contents of the *Referee's Gaming Kit*. It includes a section of hints and tips on running adventures, a guide to the equipment sheets, and a blank equipment sheet for your own use.

Referee's Screen: The screen is the heart of this kit, putting all of the important tables at your finger tips, streamlining and speeding play.

The referee's screen also incorporates the suggestions received from many gamers since the original release of **MegaTraveller**. Because of this, the referee's screen contains simplified restatements of certain **MegaTraveller** rules. These slight adjustments have been found to streamline play somewhat, and are highly recommended.

The referee's screen also corrects certain misprints in the original rules.

Equipment Data Sheets: This kit includes the new format equipment data sheets for **MegaTraveller**. Each sheet of paper provides the referee and player with all they need to know about an item of equipment. The sheets are designed to be photocopied and handed out to players, providing an instant hardware inventory.

Two Folio Adventures: To get you started out right, we provide two folio adventures set against the current rebellion period of the Imperium. These adventures are presented using the new "visual nugget" format — a highly readable, easy to use format. Even as a neophyte referee you should find the new format a great help.

HINTS AND TIPS

These hints and tips come from many sources and are practical, tried and true techniques. We use these techniques in our own games and playtests, and find them to be invaluable.

Index Cards: At every session, we always put a big stack of index cards on the table, and remind everyone to use them for conducting private conversations with anyone, including the referee. The cards allow players to conduct private conversations without disturbing another interaction that may be going on between other players and the referee.

The index cards also serve the referee very well when he needs to tell a player in the group something the others would not know or hear. We also use the cards to give a player advice from time to time, all in private, and without destroying the role-playing enjoyment of the others.

Just to keep things from becoming too predicatable, send the players bogus cards from time to time.

The Map Syndrome: Speaking of bogus things, one trap that is easy to fall into is what we call the "this place has a map" syndrome.

The players spend the first hour moving from place to place in startown, and then they walk into a certain bar. Out comes your carefully drawn map of the bar onto the table. "Ahah!", the players say, "we're in the right place now! The referee has a map of this place..."

Nothing can destroy the pure adventuring flavor of a session than to make it plain to the players just when they are "doing what they're supposed to do."

Draw maps for places that have no real importance in the plot. Intentionally don't use a map for some crucial meeting spot. Keep the players guessing, and they'll enjoy your sessions more.

Along the same line is the "this guy has a name" syndrome — a close cousin to the map syndrome. The same tip-off occurs. "Oh, this NPC's important to the adventure! We've got a hot one this time," the players say in a somewhat cynical tone.

Name NPCs that are of no value to the scenario. Hold off giving a name to some important NPC from time to time. When the players ask his name, think up the important NPC's name on the spot. Nothing is more convincing than really naming him at the moment the players ask. They'll think he's just another prop. Keep them guessing and your sessions will rarely be dull.

Another good technique is to build a list of first and last names for NPCs. Whenever the players want to know the guy's name, give them one off of your list. Mark it so that you know you've used it. That way, you'll know not to use it too soon again.

Red Herrings: We are convinced that an adventure session is more fun if the players can't tell the true adventure material from the irrelevant. These irrelevant items are called red herrings.

Just as detailing unimportant places and NPCs will keep the players on their toes and make them pay attention (read: enjoy the session more), throwing in unrelated miniadventures will also keep them guessing.

Granted, such "seat of the pants" refereeing takes practice, but the *Referee's Screen* can make it much easier. The encounter tables from the *Referee's Manual* are now right in front of you. Use them. Throw in a random event or encounter from time to time.

For example, from one session we ran recently, the referee rolled several times on the random encounter table, and the players kept encountering various workers around the starport. They were real puzzled by this, and thought these people were "up to something". It was great fun, and after it was all over, the players asked: "What were those starport workers up to?"

"Nothing," came the reply, "they were just doing their work!"

Offline Preparation: Preparation before a session can pay off handsomely. If the adventure calls for special encounters or certain events from a special table to occur during the session, roll them ahead of time.

By determining the flow of events before the session, you can plan more, using the additional time to flesh out further details, or to plan for the unexpected. The players will throw you enough curves as it is. Pre-roll anything you can. You don't need a random encounter table during the adventure to supply the unexpected: the players are usually all too happy to throw you a few curves.

Getting Players to Roleplay: The one aspect of a roleplaying game that makes it what it is — you guessed it — roleplaying. Without it, the game becomes very much like other games, which are little more than rolling the dice and seeing what happens.

What exactly do we mean by "roleplaying"? Consider these two excerpts from a game session:

Excerpt 1:

Referee: Okay, what are you going to do?

Player: I go in and convince him to come with us.

Referee (rolling some dice): Okay, he refuses to go along...

Excerpt 2:

Referee (turning around in the chair): "Yes? Who is it?"

Player: Uhmm, er... "Cleaning Service."

Referee (rolling some dice): "I don't recall ordering any cleaning service. There must be some mistake..."

Excerpt 2 is "true" roleplaying. Notice how much more interesting it is.

So how do you transform your game so it's more like exceprt two? Notice that the primary difference between the two is that *the referee leads the way.* In the second excerpt, the *referee* was the first to slip into a roleplaying persona.

Players who are not used to this approach may be taken back at first, but they can't help but follow suit, especially if you as the referee do not break your role. Here's how excerpt 2 would look if the player wasn't quite ready to roleplay yet, but the referee insisted on staying in the role:

Excerpt 2:

Referee (turning around in the chair): "Yes? Who is it?"

Player: I tell him it's the cleaning service.

Referee (rolling some dice): "I don't recall ordering any cleaning service. There must be some mistake...."

Notice the referee didn't break her role, even though the player isn't quite into his role yet. Stick to your guns, keep up your NPC role, and the players will have to follow suit sooner or later. It is much less awkward to drop into a role when one side is already playing a role.

Be forgiving as you and your players play out your fictional roles. You are, in effect, writing a script on the fly, and we all struggle for the right words. You'll stammer, stutter, say "uh..." a lot, not have the vaguest idea of what to say or do, and so on. Don't sweat it. We all do that. Just keep trying and you'll soon find it getting easier.

You and your group will get better with practice. Above all, be forgiving and aim to have a good time. Once you adopt "true" roleplaying, your sessions will never be the same again.

THE NEW "VISUAL NUGGET" ADVENTURE FORMAT

With the *Referee's Kit,* we introduce a new, more structured adventure format. The two folio adventures included in this kit both use this format.

What Is a "Nugget"?: A nugget is a self-contained adventure unit — a "scene" if you will. In many cases, the nuggets can come in any order, although this is not always true. For example, the two folio adventures in this package have nuggets that are largely sequential. When a nugget is sequential, its order is given — such as "nugget 3", which means that nugget must follow nuggets marked "nugget 1" and "nugget 2".

The nugget format works well for presenting adventures, because a given nugget can contain all the pertinent data on a given topic or event. This allows the referee to remain flexible, and "go with the flow" as the players control the adventure's direction.

In fact, it behooves the referee to prepare a few "random nuggets" of his own, to add color and excitement to the session. And, as discussed earlier, it never hurts to throw in a few red herrings just to keep the players guessing.

New Visual Format: The new visual format makes the nugget approach even easier to use. Each nugget is organized for easy reference by the referee. Here is the format:

TITLE
(Type of Nugget)

Players' Impressions: A paragraph describing what the characters would initially know or experience. If possible, we give descriptions appealing to all the senses. We present not only what the characters see, but also, what they hear, smell, taste, or feel. The strongest sensation is given first.

It has been noted that the best, most memorable adventure sessions tend to be those that touch more senses than just "what you see". We aim to help the referee make the nugget "live" more to her players with this paragraph.

Referee's Summary: Here we give the referee a brief description of "what is really going on". Our aim here is to keep this section to one brief paragraph. The referee can use this paragraph during the session to refresh her memory without having to reread the more lengthy "Referee Details" section.

Referee Details: This section covers all the "inside dope" in complete depth. In essence, this section is the text you always used to get in the original nugget format.

Tasks: Obviously, any tasks that may be used by the players are listed here. This way, the tasks that may apply to this nugget are clearly identified.

In actual practice, we are finding that this format is not only easier to use during the session, it is also easier to absorb when first read, and it is easier to write. In fact, the format is turning out to have some unforeseen benefits.

For example, if you as referee want to see the adventure first as the players would see it, just read all the players' impressions sections of each nugget, and all the players' background nuggets. Then, pretending you are a player, see if you can guess "what's up". Finally, go back and read the rest of each nugget to get the true picture. This is an excellent way for you as referee to see how your players may react to the adventure, and to anticipate how the session may go.

Another useful benefit is the referee's summary. After you've reviewed the adventure and put it down for a few days or a few weeks, when the day of the session comes, reread just the players' impressions and the referee's summary sections and you're all set. You'll refresh your memory as to what the adventure's all about in very short order.•

About the **MegaTraveller** equipment data sheet format

COMBINATION MASK

Tech Level 10 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	5	Combination Mask-5	1.5 liters	0.75kg	Cr150
O	7	Combination Mask-7	2.0 liters	1.00kg	Cr200
O	10	Combination Mask-10	1.5 liters	0.50kg	Cr200
O	14	Combination Mask-14	1.0 liters	0.35kg	Cr200

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Charge Duration	Operating Noise	Usable Atm Types	Power Usage
O	5	4 hrs	whirring	2,3	0.06kw
O	7	12 hrs	whirring	2,3	0.05kw
O	10	24 hrs	hum	2,3,5,7,9	0.04kw
O	14	7 days	soft hum	2,3,5,7,9	0.03kw

USAGE RECORD (OPTIONAL)
Each square represents 12 hours of usage

O TL5: ▨
O TL7: ▯▬▬▬▬▬▬▬▬
O TL10: ▯▯▬▬▬▬▬▬▬
O TL14: ▯▯▯▯▯▯▯▯▯▯▯▯

NOTES:

DESCRIPTION

The combination filter/compressor mask works as both a filter mask and a compressor. A filter mask allows an individual to breathe a tainted atmosphere, and a compressor allows an individual to breathe very thin (type 2 and 3) atmospheres.

The simplest model available at tech 5 is both a compressor *and* a filter. It cannot be just one or the other, which means the mask is useful only in atmosphere types 2 and 3. The face mask on the tech 5 model has the annoying tendency to fog up on the inside, which limits its use to short durations (under an hour) with breaks required.

Starting with the tech level 7 model, the face mask fogging problem is eliminated. Like the tech 5 model, the tech 7 model must operate as *both* compressor and filter mask.

The tech level 10 and 14 models are selectable — they can be just a filter mask, just a compressor, or both. This makes the mask useful in all tainted atmosphere types, as well as being useful in very thin atmospheres.

All models, which make a noise while operating, are powered by built-in batteries that need to be recharged from time to time. The duration of a single charge is shown on the table above. To recharge, plug the mask into a standard power outlet for 3 hours.

TASK LIBRARY

To use a combination mask for the duration of one power charge without incident:
Routine, End, Edu, absolute: 1 charge duration (fateful)

Referee: You can shortcut this task by using an absolute time of one week. In this case, just roll this task four times for a tech level 5 mask; three times for a tech level 7 mask; twice for a tech level 10 mask, or once for a tech level 14 mask.

To repair a damaged combination mask:
[varies], Mechanical, Edu, [varies]

Referee: Difficulty depends on the damage level of the mask: use the standard damage and repair guidelines. Time increments for shop repair are as follows:
superficial damage .... 30 sec
minor damage .... 2 min
major damage .... 10 min
destroyed .... 1 hr
For field repair, double the time increment, in addition to other standard increases.

SETTING UP THE SHEET

Each player should have one equipment sheet for each item of equipment he is carrying. Have the player mark the specific tech level of equipment he is using (tech 10 in this example) like so:

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	5	Combination Mask-5	1.5 liters	0.75kg	Cr150
O	7	Combination Mask-7	2.0 liters	1.00kg	Cr200
◉	10	Combination Mask-10	1.5 liters	0.50kg	Cr200
O	14	Combination Mask-14	1.0 liters	0.35kg	Cr200

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Charge Duration	Operating Noise	Usable Atm Types	Power Usage
O	5	4 hrs	whirring	2,3	0.06kw
O	7	12 hrs	whirring	2,3	0.05kw
◉	10	24 hrs	hum	2,3,5,7,9	0.04kw
O	14	7 days	soft hum	2,3,5,7,9	0.03kw

USAGE RECORD (OPTIONAL)
Each square represents 12 hours of usage

O TL5: ▨
O TL7: ▯▬▬▬▬▬▬▬▬
◉ TL10: ▯▯▬▬▬▬▬▬▬
O TL14: ▯▯▯▯▯▯▯▯▯▯▯▯

Hints: A cardboard folder with pockets is ideal for holding these sheets. One pocket can be used to store the equipment the player controls, and the other pocket can be used to indicate which equipment the player has in his possession at the time. No longer can questions like: "Did you bring the flashlight?" become an argument. Just look in the player's folder.

In the absence of an equipment sheet for a specific item of equipment, in a pinch, you can use an index card with the item's name on it (or more information if you wish). For the industrious referees, we have also provided a blank equipment form on the back of this sheet. Permission is granted to photocopy the form for personal use.

EQUIPMENT STATISTICS

Up to four different versions from various tech levels may be listed for a given kind of equipment. The player blackens in the box to the left of the specific tech level of equipment he is carrying.

These values represent the essential stats needed for the equipment during a gaming session.

SUPPLEMENTAL STATISTICS (OPTIONAL)

These statistics are optional extra values the referee may want to consider from time to time in a gaming session. However, using these values introduces an extra level of complication in the game that may be unwarranted. Therefore, these extra data are optional.

While the data listed in this supplemental section may vary, the more common items found under this heading are:

Charge/Operating Duration: This is how long the equipment can operate before the batteries need to be recharged (charge duration), or the equipment needs to be refueled (operating duration).

For items that use batteries, recharging is always assumed to take three hours.

Operating Noise: Sometimes, the amount of noise the equipment makes when operating may be a consideration. For those times, this information is provided.

Power Usage: It seems characters are always wanting to rewire or connect items of equipment together in new and inventive ways. For this reason, the amount of power used per hour is shown.

When designing your own equipment sheets, use the following formula to get a "ballpark" estimate of power usage for battery-powered equipment:

$$P = (V \times b \times 1000) + d$$

where:
P = estimated power usage in kw.
V = volume of the equipment in liters.
b = power output from the battery table on page 64 of the *Referee's Manual* (use the same tech level as the equipment).
d = charge duration of the equipment in hours.
Example:
Using the TL 7 combination mask as an example, we get the following computation:

$$P = (2.0 \times 0.0003 \times 1000) + 12, \text{ giving } 0.05 \text{ kw, or 50 watts.}$$

The actual value you decide upon should be close to this figure — if you do decide to make it more, do not exceed about five times the value of the "ballpark" figure, however.

USAGE RECORD (OPTIONAL)

If the referee desires, he can periodically ask the players to record their equipment usage on their sheets. This can introduce an interesting level of risk for the players. No longer are long treks into the outback to be made without giving them careful consideration.

Be warned, however, that some players may consider such bookkeeping to be a detraction from the game fun, rather than an addition to it.

Each square on the track can give up to three uses if marked as follows:

◩ use 1   ◪ use 2   ▩ use 3

Thus if each square on this particular track represents 24 hours, each mark represents 8 hours of usage. If the party travels for only eight hours during the day, each square will allow for three "working days" of use.

EQUIPMENT STATISTICS

TL	Type	Vol	Wt	Price
○				
○				
○				
○				

SUPPLEMENTAL STATISTICS (OPTIONAL)

TL	Charge Duration	Operating Noise	Power Usage	Comments
○				
○				
○				
○				

USAGE RECORD (OPTIONAL)

Each square represents ——————— of usage

○ TL : ⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜
○ TL : ⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜
○ TL : ⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜
○ TL : ⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜⬜

NOTES:

DESCRIPTION

TASK LIBRARY

ATMOSPHERIC TESTER

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	7	Atmospheric Tester-7	2.0 liters	1.0kg	Cr150
O	8	Atmospheric Tester-8	2.0 liters	0.9kg	Cr150
O	9	Atmospheric Tester-9	1.0 liters	0.5kg	Cr100
O	11	Atmospheric Tester-11	0.1 liters	0.1kg	Cr100

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Charge Duration	Operating Noise	Power Usage
O	7	8 hrs	click/beep	0.08kw
O	8	24 hrs	beep	0.08kw
O	9	48 hrs	soft beep	0.06kw
O	11	7 days	soft beep	0.01kw

USAGE RECORD (OPTIONAL)
Each square represents 8 hours of usage

O TL7:
O TL8:
O TL9:
O TL11:

NOTES:

Tech Level 8 version illustrated

DESCRIPTION

The atmospheric tester is a solid-state device with read-outs indicating the percentage of atmospheric elements present. In addition, a red light glows if the atmosphere is not breathable, and a green light glows if the atmosphere is breathable.

The tech level 7 version is subject to error upon occasion. By tech level 8, the accuracy of the tester improves enough that erroneous readings become quite rare.

The tech level 9 version is a significantly lighter, cheaper, and more compact version of the earlier models. By tech level 11, a pocket version becomes available.

All models include various beeping tones to warn the user of harmful or dangerous gases. On the tech level 8 and above models, the beeping tone can be switched off. On the tech level 9 model and above models, a computer/communications port allows the data to be patched into a communicator and/or computer.

All models are powered by built-in batteries that need to be recharged from time to time. The duration of a single charge is shown on the table above. To recharge the tester, it must remain plugged into a standard power outlet for three hours.

TASK LIBRARY

To use an atmospheric tester:
Routine, Sensor Op, Edu, 6 sec (unskilled OK, uncertain)

Referee: For a tech level 7 tester, make this task Difficult.

To repair a damaged atmospheric tester:
[varies], Electronics, Edu, [varies]

Referee: Difficulty depends on the damage level of the tester: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

    superficial damage .... 30 sec
    minor damage .... 2 min
    major damage .... 1 hr
    destroyed .... 2 hrs

For field repair, double the time increment, in addition to other standard increases.

COMBINATION MASK

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	5	Combination Mask-5	1.5 liters	0.75kg	Cr150
O	7	Combination Mask-7	2.0 liters	1.00kg	Cr200
O	10	Combination Mask-10	1.5 liters	0.50kg	Cr200
O	14	Combination Mask-14	1.0 liters	0.35kg	Cr200

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Charge Duration	Operating Noise	Usable Atm Types	Power Usage
O	5	4 hrs	whirring	2,3	0.06kw
O	7	12 hrs	whirring	2,3	0.05kw
O	10	24 hrs	hum	2,3,5,7,9	0.04kw
O	14	7 days	soft hum	2,3,5,7,9	0.03kw

USAGE RECORD (OPTIONAL)
Each square represents 12 hours of usage

O   TL5: ⊠▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇

O   TL7: ☐▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇

O   TL10: ☐☐▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇▇

O   TL14: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐▇▇▇▇▇▇

NOTES:

Tech Level 10 version illustrated

DESCRIPTION

The combination filter/compressor mask works as both a filter mask and a compressor. A filter mask allows an individual to breathe a tainted atmosphere, and a compressor allows an individual to breathe very thin (type 2 and 3) atmospheres.

The simplest model available at tech 5 is both a compressor *and* a filter. It cannot be just one or the other, which means the mask is useful only in atmosphere types 2 and 3. The face mask on the tech 5 model has the annoying tendency to fog up on the inside, which limits its use to short durations (under an hour) with breaks required.

Starting with the tech level 7 model, the face mask fogging problem is eliminated. Like the tech 5 model, the tech 7 model must operate as *both* compressor and filter mask.

The tech level 10 and 14 models are selectable — they can be just a filter mask, just a compressor, or both. This makes the mask useful in all tainted atmosphere types, as well as being useful in very thin atmospheres.

All models, which make a noise while operating, are powered by built-in batteries that need to be recharged from time to time. The duration of a single charge is shown on the table above. To recharge, plug the mask into a standard power outlet for 3 hours.

TASK LIBRARY

To use a combination mask for the duration of one power charge without incident:
Routine, End, Edu, absolute: 1 charge duration (fateful)

Referee: You can shortcut this task by using an absolute time of one week. In this case, just roll this task four times for a tech level 5 mask; three times for a tech level 7 mask; twice for a tech level 10 mask, or once for a tech level 14 mask.

To repair a damaged combination mask:
[varies], Mechanical, Edu, [varies]

Referee: Difficulty depends on the damage level of the mask: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage .... 30 sec
minor damage .... 2 min
major damage .... 10 min
destroyed ....1 hr

For field repair, double the time increment, in addition to other standard increases.

FUSION STILL
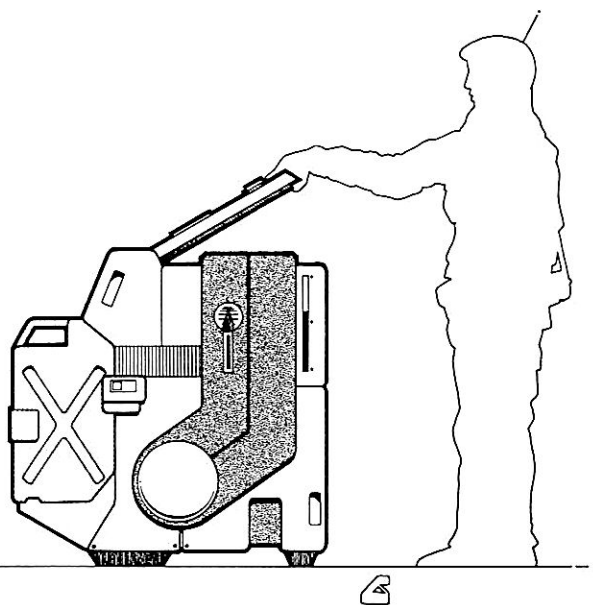
EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	13	Fusion Still-13	160 liters	400kg	Cr25,000
O	14	Fusion Still-14	150 liters	340kg	Cr40,000
O	15	Fusion Still-15	150 liters	245kg	Cr60,000
O	16	Fusion Still-16	150 liters	120kg	Cr75,000

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Operating Duration	Operating Noise	Hopper Size	Comments
O	13	24 hrs	low hum	10 liters	fuel 18 liters
O	14	24 hrs	low hum	30 liters	fuel 18 liters
O	15	3 days	low hum	50 liters	fuel 16 liters
O	16	4 days	very low hum	60 liters	fuel 14 liters

USAGE RECORD (OPTIONAL)

Each square represents 1 day (24 hours) of usage

O TL13: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

O TL14: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

O TL15: ☐☐☐▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

O TL16: ☐☐☐☐▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮

NOTES:

Tech Level 13 version illustrated

DESCRIPTION

The fusion still breaks water molecules free from material placed within it. The amount of water delivered varies, depending on the type of material placed into the still hopper. The percentage of water delivered varies from 1% of the volume for very dry sand to 70% of the volume for organic materials such as wood, plants, or animal bodies. Liquids may also be distilled; their water yields run the gamut from 0% (mercury) to 99% (contaminated water), depending on how much of the liquid's chemical content is water.

The hopper must be cleaned after each load.

As an example, 100 liters of very dry sand (1% yield) gives 1 liter of water.

While hand holds are provided, the still is bulky and hard to carry. The best method of carrying the unit is to use grav clamps or a floater.

TASK LIBRARY

To set up a fusion still:
Routine, Engineering, Edu, 5 min (unskilled OK)

Referee: For a tech level 13 still, make this task fateful.

To process material in a fusion still:
Routine, Engineering, Edu, [varies] (unskilled OK)

Referee: For a tech level 13 still, make this task fateful. Use a time increment of 4 min per 10 liters of material to process. This includes both the processing time (2 min) and the hopper cleanup time (2 min).

To repair a damaged still:
[varies], Engineering, Edu, [varies]

Referee: Difficulty depends on the damage level of the still: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

    superficial damage .... 1 min
    minor damage .... 10 min
    major damage .... 4 hrs
    destroyed .... 40 hrs

For field repair, double the time increment, in addition to other standard increases.

G-PACK
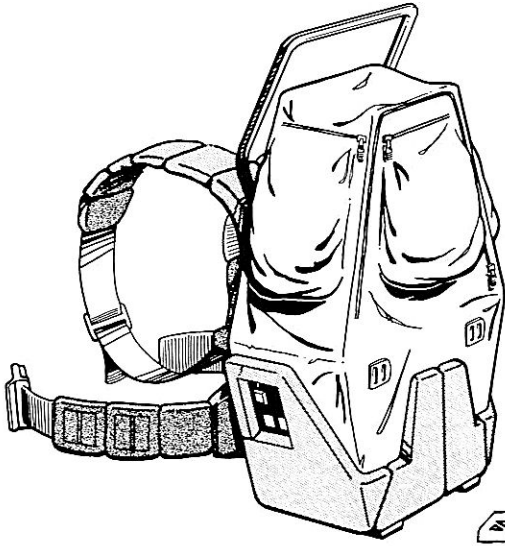
EQUIPMENT STATISTICS

	TL	Type	Vol (empty/full)	Wt (pwr off)	Price
O	12	G-Pack-12	15/95 liters	20kg	Cr20,000
O	13	G-Pack-13	15/100 liters	20kg	Cr50,000
O	14	G-Pack-14	25/110 liters	40kg	Cr70,000
O	15	G-Pack-15	25/110 liters	40kg	Cr100,000

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Operating Duration	Operating Noise	Power Usage	Comments
O	12	8 hrs	none	1 kw	pack 80 liters, thrust 80kg
O	13	24 hrs	none	1 kw	pack 85 liters, thrust 80kg
O	14	2 days	none	1 kw	pack 90 liters, thrust 80kg
O	15	4 days	none	1 kw	pack 95 liters, thrust 80kg

USAGE RECORD (OPTIONAL)

Each square represents 1 day (24 hours) of usage

O TL12: ⊠▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪
O TL13: ☐▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪
O TL14: ☐☐▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪
O TL15: ☐☐☐☐▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪

NOTES:

Tech Level 12 version illustrated

DESCRIPTION

The g-pack allows an individual to easily carry 80kg of hardware (grav module thrust of 100 kg minus the empty weight of the pack) with no regard to strength limitations and at little encumbrance. The integral grav module allows the backpack and its contents to have no effective weight.

However, the weightless pack and its contents still have inertia, which can cause problems for those who are not careful. Because of the pack's limited operating duration, it is not suitable for extended journeys on foot unless considerable pack volume is devoted to extra batteries.

TASK LIBRARY

To use a g-pack for 8 hours:
Routine, Dex, Edu, absolute: 8 hrs

Referee: While a character is using a g-pack, apply a -1 to his dexterity because of the slight encumbrance caused by the ever-present inertia.

To repair a damaged g-pack:
[varies], Gravitics, Edu, [varies]

Referee: Difficulty depends on the damage level of the g-pack: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage .... 30 sec
minor damage .... 5 min
major damage .... 2 hrs
destroyed .... 10 hrs

For field repair, double the time increment, in addition to other standard increases.

HAND COMPUTER

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	11	Hand Computer-11	0.2 liters	0.5kg	Cr1,000
O	13	Hand Computer-13	0.2 liters	0.5kg	Cr1,000
O	15	Hand Computer-15	0.1 liters	0.3kg	Cr1,000
O	16	Hand Computer-16	0.1 liters	0.1kg	Cr1,000

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Operating Duration	Operating Noise	Power Usage	Comments
O	11	7 days	soft clicks	.001kw	memory 100 Mwords
O	13	4 wks	none	.001kw	memory 500 Mwords
O	15	8 wks	none	.001kw	memory 1,000 Mwords
O	16	12 wks	none	.001kw	memory 5,000 Mwords

USAGE RECORD (OPTIONAL)

Each square represents 7 days of usage

O TL11: ▮
O TL13: ▯▯▯
O TL15: ▯▯▯▯▯▯
O TL16: ▯▯▯▯▯▯▯▯▯▯
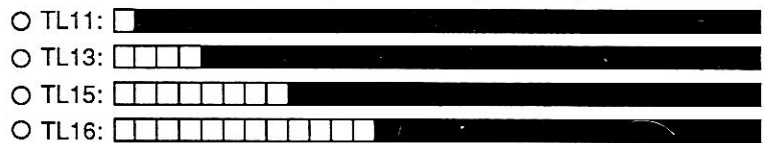
NOTES:

Tech Level 13 version illustrated

DESCRIPTION

The hand computer is a powerful supercomputer that is small enough to be worn on the wrist. The hand computer handles the storage, retrieval, and processing of vast quantities of data (text, graphics, sounds, and images) with remarkable speed and accuracy. The computer also includes a data communications link for hooking into world computer nets available in most urban areas of tech 8+ worlds, or globally from any point on the world's surface on most tech 11+ worlds. The computer net link allows sending and receiving electronic mail, or contacting any other hand computer user for direct voice communication.

Because of its powerful features, the hand computer is essentially a portable assistant, extending in many ways the capabilities of its user.

TASK LIBRARY

To use a hand computer for data retrieval:
Routine, Computer, Edu, 5 sec (unskilled OK)

Referee: Time applies to a keyword search; for any reference search, increment is 1 hr.

To gain a skill augmentation using a hand computer:
Routine, [skill], Edu, 1 min

Referee: If the character is unskilled, make this task formidable. On success at this task, grant a +1 on the next task using the given skill; for exceptional success, grant a +2. If unskilled, give a temporary skill-0. The [skill] refers to the skill being augmented. Thus, the more skilled a character is, the easier it becomes to augment that skill with a hand computer. Use Int if unskilled. Only obviously technical tasks which use Edu and are not uncertain can benefit from hand computer augmentation.

To repair a damaged hand computer:
[varies], Electronics or Computer/2, Edu, [varies]

Referee: Difficulty depends on the damage level of the hand computer: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage .... 1 min
minor damage .... 10 min
major damage .... 5 hrs
destroyed .... 40 hrs

For field repair, double the time increment, in addition to other standard increases.

INERTIAL LOCATOR
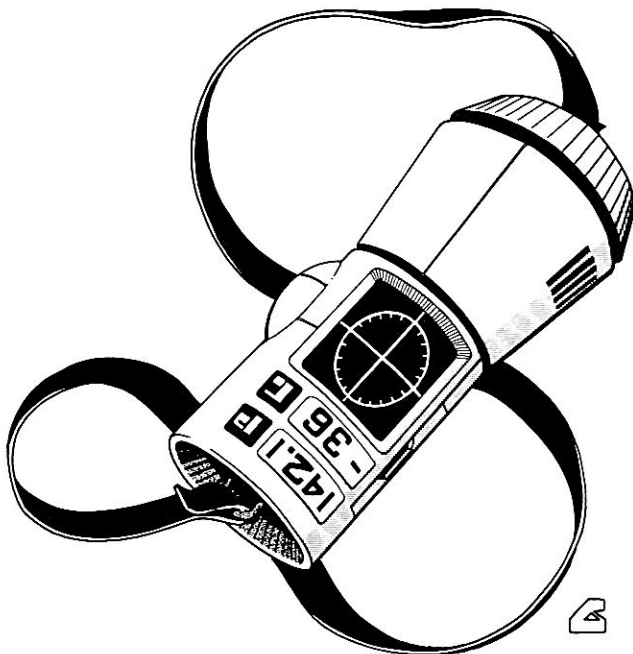
Tech Level 9 version illustrated

EQUIPMENT STATISTICS

TL	Type	Vol	Wt	Price
O 9	Inertial Locator-9	0.5 liters	1.5kg	Cr1,200
O 10	Inertial Locator-10	0.4 liters	1.2kg	Cr1,000
O 11	Inertial Locator-11	0.2 liters	1.0kg	Cr800
O 12	Inertial Locator-12	0.1 liters	0.5kg	Cr500

SUPPLEMENTAL STATISTICS (OPTIONAL)

TL	Charge Duration	Operating Noise	Power Usage	Comments
O 9	7 days	none	0.002kw	
O 10	2 wks	none	0.001kw	
O 11	3 wks	none	0.001kw	
O 12	4 wks	none	0.001kw	

USAGE RECORD (OPTIONAL)

Each square represents 1 day (24 hours) of usage

O TL9:
O TL10:
O TL11:
O TL12:

NOTES:

DESCRIPTION

The inertial locator provides distance and direction travelled information from any pre-set starting location. The margin of error varies with the tech level: tech level 9+, 10%; tech level 11+, 5%.

An intertial locator is preferred over a compass, since many worlds do not have magnetic fields and hence make a compass useless. The inertial locator includes a strap and clip, allowing it to be worn around the neck, over the shoulder, or on a belt.

TASK LIBRARY

To use an inertial locator for 8 hours:
Routine, Recon, Edu, absolute: 8 hrs (unskilled OK, uncertain)

Referee: On **no truth**, the locator was pre-set improperly, making the locator reading erroneous, which means the group becomes lost. On **some truth**, if tech 9+, displace the group one hex from their intended destination for every 10 travelled; if tech 11+, displace the group one hex for every 20 travelled.

To repair damaged inertial locator:
[varies], Electronics, Edu, [varies]

Referee: Difficulty depends on the damage level of the inertial locator: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage .... 30 sec
minor damage .... 2 min
major damage .... 1 hr
destroyed .... 2 hrs

For field repair, double the time increment, in addition to other standard increases.

MAP BOX
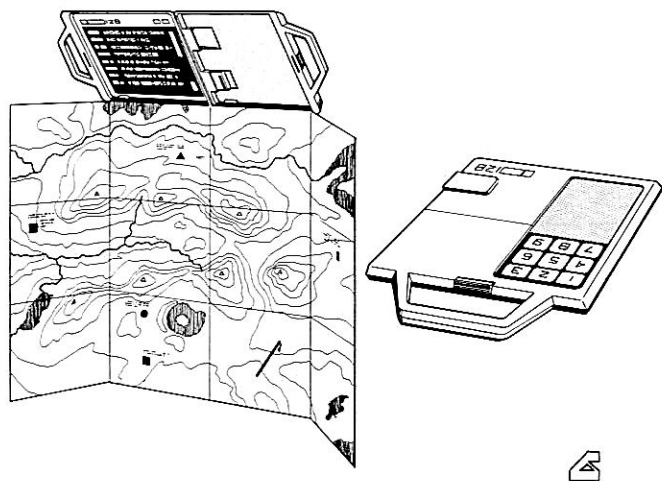
EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	9	Map Box-9	1.0 liters	1.0kg	Cr2,500
O	11	Map Box-11	1.0 liters	0.8kg	Cr3,000
O	13	Map Box-13	0.5 liters	0.6kg	Cr8,000
O	15	Map Box-15	0.2 liters	0.4kg	Cr35,000

SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Operating Duration	Operating Noise	Power Usage	Comments
O	9	3 hrs	soft hum	0.3 kw	
O	11	6 hrs	none	0.2 kw	
O	13	24 hrs	none	0.05 kw	
O	15	48 hrs	none	0.1 kw	3D display

USAGE RECORD (OPTIONAL)

Each square represents 3 hours of usage

- O TL9:
- O TL11:
- O TL13:
- O TL15:

NOTES:

Tech Level 9 version illustrated

DESCRIPTION

The map box is a compact storage and display system for computer generated maps of a world. The display system is very flexible, allowing adjustable scales and viewing angles for the map terrain. Most inhabited planets have data clips available for Cr150. When clips are not available, orbital sweeps from a starship can gather enough data to load an empty data clip. A blank data clip costs Cr30.

The map box also includes a standard computer link. By hooking the map box to a computer, tactics and recon skill can be computer augmented.

TASK LIBRARY

To use a map box to review maps:
Routine, Recon, Edu, 1 min

To construct a map box data clip from orbital surveys:
Routine, Sensor Op, Edu, [varies]

Referee: Use the UWP world size digit x 1 hour as the time increment.

To augment tactics or recon skill with a map box/computer link:
Routine, Int, Edu, 5 min

Referee: If successful, give a DM of +1 on the next task using tactics or recon. On exceptional success, give a DM of +2 instead.

To repair a damaged map box:
[varies], Electronics, Edu, [varies]

Referee: Difficulty depends on the damage level of the g-pack: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

    superficial damage .... 30 sec
    minor damage .... 5 min
    major damage .... 2 hrs
    destroyed .... 10 hrs

For field repair, double the time increment, in addition to other standard increases.

PORTABLE FUSION GENERATOR

EQUIPMENT STATISTICS

	TL	Type	Vol	Wt	Price
O	14	Portable Fusion Gen-14	150 liters	330kg	Cr55,000
O	15	Portable Fusion Gen-15	145 liters	225kg	Cr42,000
O	16	Portable Fusion Gen-16	120 liters	120kg	Cr36,000
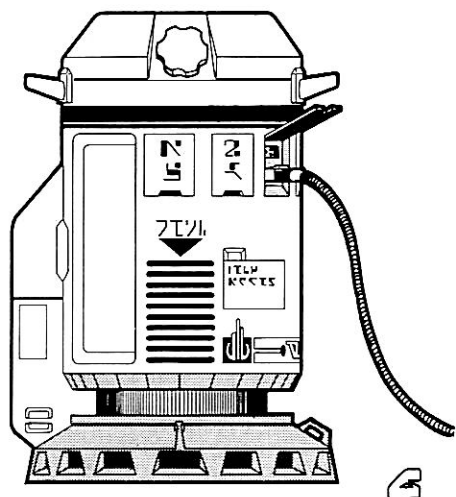
SUPPLEMENTAL STATISTICS (OPTIONAL)

	TL	Operating Duration	Operating Noise	Power Output	Comments
O	14	24 hrs	low hum	100kw	fuel 18 liters
O	15	3 days	low hum	100kw	fuel 16 liters
O	16	4 days	very low hum	100kw	fuel 14 liters

USAGE RECORD (OPTIONAL)

Each square represents 1 day (24 hours) of usage

O TL14:

O TL15:

O TL16:

NOTES:

Tech Level 14 version illustrated

DESCRIPTION

The portable fusion generator is essentially a man-portable fusion power plant that has been optimized for a constant power output from a minimum size and mass. Because of this, the intregral fuel supply is small and lasts no more than a few days. The generator can also be connected to an offline fuel supply to extend its duration — although then its portability suffers.

All models include an intregral grav module that, while turned on, reduces the unit's effective weight to zero. However, the null-grav module does not include intertial compensation, so the generator still possesses its natural intertia because of its mass. This null weight/full inertia aspect can take some getting used to for an operator new to handling one of these units.

TASK LIBRARY

To cold-start a portable fusion generator:
Routine, Engineering, Edu, 5 min (unskilled OK)

Referee: For a tech level 14 generator, make this task fateful.

To warm-start a portable fusion generator:
Routine, Engineering, Edu, 30 sec (unskilled OK)

Referee: For a tech level 14 generator, make this task fateful.

To repair a damaged generator:
[varies], Engineering, Edu, [varies]

Referee: Difficulty depends on the damage level of the generator: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage .... 1 min
minor damage .... 10 min
major damage .... 4 hrs
destroyed .... 40 hrs

For field repair, double the time increment, in addition to other standard increases.

OUTPOST ALPHA

MEGATRAVELLER FOLIO ADVENTURE 1
— *by Joe D. Fugate Sr. and Gary L. Thomas*
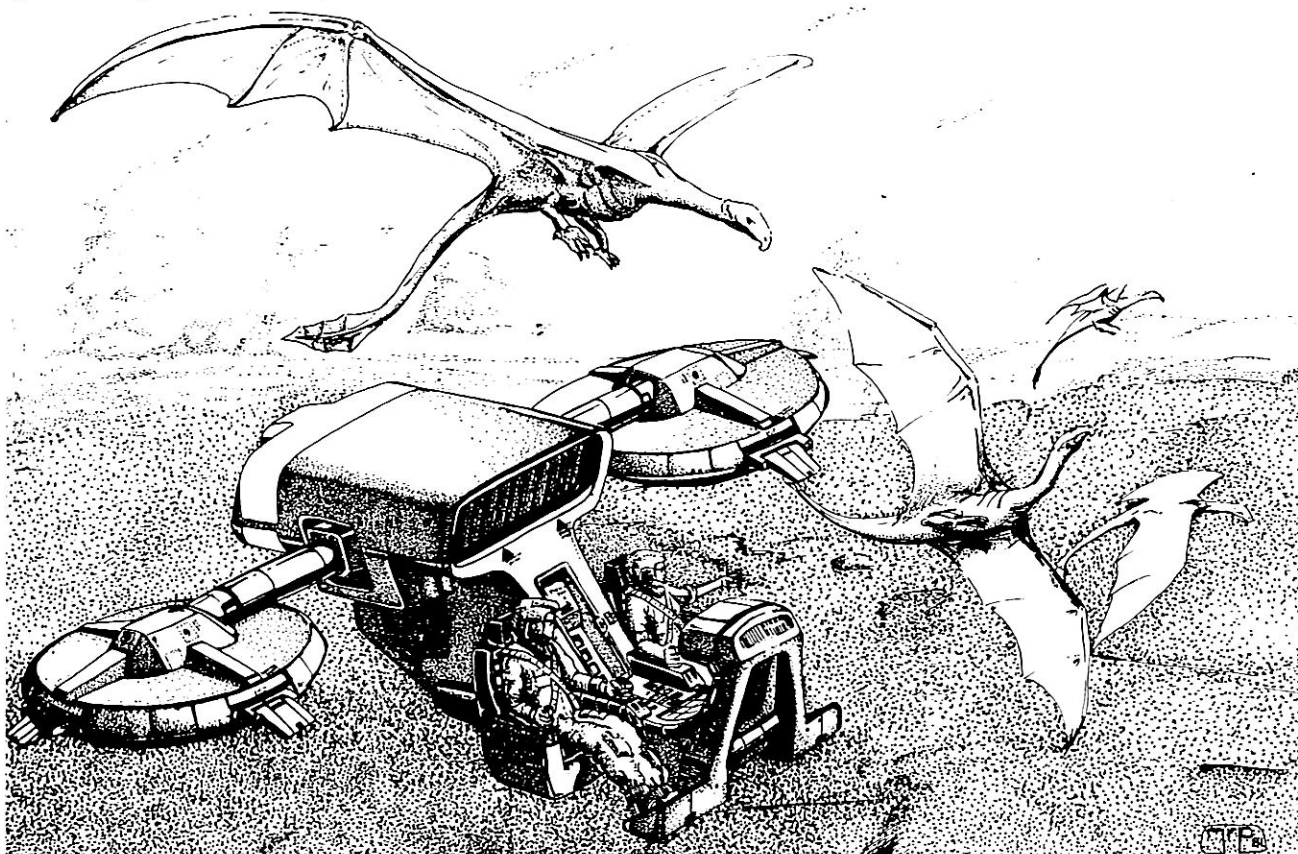
INTRODUCTION
(Preliminary Setup)

This adventure is for four to eight characters with merchant and ex-military or ex-Scout backgrounds. The characters are the crew of a Scout courier, plying the spaceways for fun and profit under the Scout's "ship reserve" program. While the player characters can be loyal to any faction of the Shattered Imperium, the adventure is particularly appealing to those who feel strongly one way or another with respect to Archduke Dulinor. The group should be carrying weapons (virtually a necessity for any adventuring party in these times of the divided Imperium).

The adventure opens on Deyis II, a world in subsector F of Zarushagar Sector. The adventurers' ship is loaded with embryos of the tamah, a mammal-like animal raised for its milk, meat, hide, and hair. The embryos are in specially designed "low berths" in the cargo hold, waiting to be implanted at their destination for their eventual births.

REFUELING ON DEYIS II
(Event 1)

Players' Impressions: Deyis II is hot and muggy: certainly no place to take a vacation. The ocean is white, thanks to the Bodhika bacteria, which not only gives it its color, but also its faintly unpleasant odor. The ship floats on the surface of the milky water, partially submerged while refueling goes on. Far off in the distance, some form of aerial life can be seen flying high in the sky, dipping to the surface for food and then flying back up. On the horizon looms Deyis II's closest moon.

Referee's Summary: The landing here and the refueling are for the most part uneventful, or are expected to be. Standard library data does not list any dangerous life forms on Deyis II, although that is no guarantee that there are none.

Tasks:

To refuel from an ocean:
Routine, Pilot, Sensor Ops, 30 min
Referee: Mishaps might include rough seas and encounters with unfriendly aquatic lifeforms.

Referee's Details: The characters have jumped to Deyis II, halfway to their final destination of Hirah. Their plan is to make a quick ocean refueling and then continue on their way. See the Deyis II library data entry for details.

A FRIENDLY VISITOR
(Event 2)

Players' Impressions: The flying creatures come closer, showing their size and emitting occasional curious sounds. To a Terran they would resemble pterodactyls, the flying dinosaurs studied in evolutionary biology classes. The beasts seem to be curious, but keep a cautious distance. A pleasant warm breeze has begun to make the sea a bit choppy.

Referee's Summary: These great flying creatures are par-

Deyis II   0917 E874000-8   Ni Ba   A   900 Im K4 II
Classified amber zone by Traveller's Aid Society because of locally severe climate.
Primary: Deyis, spectral type K4 II. Mass 13 standard. Stellar radii 110 standard. Luminosity 2,138 standard.
PlanetarySystem:11 major bodies. One marginally habital world (Deyis II, orbit 9.7). No gas giants, no planetoid belts. One empty orbit (number 9).
9.7 Deyis II: Mean orbital radius, 9.855 billion kilometers (65.7 AUs). Orbital eccentricity, 0.2. Period, 145.58 standard years. Three satellites. Diameter, 13,380 km. Density, 0.94 standard. Mass, 0.83 standard. Mean surface gravity, 0.83g. Rotation period, 17 hours, 27 minutes, 18 seconds. Axial inclination, 34° 55' 47". Albedo, 0.25. Surface atmospheric pressure, 0.95 atm; composition — standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 42%; composition — liquid water. Mean surface temperature, -13°C.
— from *A Pilot's Guide to Zarushagar Sector,* 1115 edition.

rot dragons, perhaps the most interesting of the life forms on Deyis II due to their ability to mimic sounds. In this nugget, the characters can attract a dragon and hear some unusual clues from it.

Another parrot dragon soon joins the first, and the characters notice it has an unusual artifact with more clues. If the players choose not to attract the dragon, have one land on the opposite end of their ship from them, and continue the nugget as usual.

Tasks:

To attract a parrot dragon to land:
Routine, Animal Handling, Int, 1 min
Referee: Putting appropriate food out makes this a simple task. Shooting at or otherwise wounding one of the innocent parrot dragons is a wicked act, and you would be entirely justified in using some heretofore unknown aquatic animal for revenge. For inspiration, see the cover of GDW's *Referee's Companion.*

After illustrating the parrot dragon's amazing ability as a perfect mimic, give the players *part one* of the conversation shown below.

To coax the remainder of the conversation from the parrot dragon by giving it more food:
Difficult, Animal Handling, Int, 1 min
Referee: Give the players part two of the conversation. The characters should exercise some caution in coaxing a parrot dragon, however.

The dragons can be quite grabby: tearing off pockets, taking hats, or stealing gear the characters may have on their person. On a fumble, a mishap has occurred, causing the character to be injured in some manner (the parrot dragon got just a bit *too* grabby).

Referee's Details: Since the characters accessed the Deyis II library data before landing to refuel, they should have little difficulty in identifying the graceful flyers as parrot dragons. If the characters watch the dragons, the creatures notice and come a little closer. Any character clever enough to put food out on the deck of the partially submerged spaceship is immediately honored with a visit from one of the dragons, who lands and munches happily away.

At some stage in this, the dragon starts to display its amazing vocal repertoire, perfectly copying any sound that it hears. Conversations among the characters, sounds of shipboard machinery, the gentle lapping of the waves against the hull: all of these are beautifully reproduced by the parrot dragon.

These sounds are interspersed with other random sounds, many from the parrot dragon's native environment, but a few are not. The native environment includes such sounds as animal calls, the sound of wind through trees, or perhaps a waterfall. Some of the sounds more difficult to classify include an annoying, high-pitched "yodel" sound.

Some of these mimicries last for several minutes. In some ways, the varying noises and sounds is akin to the effect one gets while spinning a channel dial on a radio or television at random intervals. If the characters are on the ball, they may think to record some of this amazing oratory.

Conversation, Part One: One reproduction, thrown in among all the rest, is chilling: a conversation in Galanglic, perfectly understandable to all of the characters. The voices, first a woman's and then a man's, proceed as follows:

"I don't care who you represent, we're as authorized to be here as anyone is."

"That may be the case, but I'm still afraid you'll have to come with us..."

At this point, the parrot dragon's eerie vocal organs faithfully reproduce the audio track for struggle, complete with human shouts and footfalls. Part way into this, the parrot dragon suddenly shifts its oratory to more innocuous sounds, as before.

Conversation, Part Two: After coaxing with food, the parrot dragon will do more Galanglic conversation. The voices, clearly identifiable as the same woman and man as before proceed as follows:

"I told you before, the crew of the *Nine Islands* doesn't give in to your kind. When we finish our business here, we're going on our way."

"We can't allow that."

"Have it your way, then."

Next comes the crack and roar of high-energy weapon fire. At this point, the parrot dragon flies away to join its companions overhead. Try as the characters might, they cannot convince this parrot dragon to land again, or to repeat this conversation or its aftermath.

Standard ship library data lists the *Nine Islands* as a free trader active in this area, piloted by Captain Anni Deirigaur.

PARROT DRAGONS BEARING GIFTS
(Event 3)
Players' Impressions: While the characters are pondering over the mysterious "recording" from the parrot dragon, a second dragon lands on the hull, carrying something in its talons: a hand computer. At this close distance, one can easily see the many delicate wrinkles in the parrot dragon's skin.The blowing breeze carries with it the scent of decaying vegetation. Shadows are getting long as the sun approaches the horizon.

Referee's Summary: Of *course* the characters want that hand computer. The problem is getting it from the dragon. Once accomplished, the computer gives the last location of the *Nine Islands,* as well as information about it's cargo.

To retrieve the hand computer from the parrot dragon:
Difficult, Animal Handling, Int, 5 min

Referee: This can be loads of fun if you insist that the player roleplay what he is doing, using appropriate tone of voice and perhaps acting out: "here, kitty, kitty, kitty...nice parrot dragon", etc. An exceptional failure involving food was too trusting on the character's part. The parrot dragon, in its eagerness to grab the proffered bait, has taken a chunk out of the character's hand, inflicting 1D damage to dexterity.

If the characters try to harm the parrot dragon, it will fly away, but will be obliging enough to drop the hand computer in an "easily accessible" location. While the characters don their scuba gear, you can think up appropriate tasks for underwater retrieval. Remember that the ocean is the color of milk.

To read the information from the hand computer:
Routine, Computer, Edu, instant (unskilled OK)

Referee's Details: The hand computer belonged to Leth Binav, the navigator and commo for the *Nine Islands*. Besides its usual standard data, it contains Binav's log. The *Nine Islands* left Odew nine days ago, reaching Deyis II only the day before yesterday. The vessel's cargo, according to the log, was falsely reported as "miscellaneous electronic parts" to insure secrecy. In actuality, the *Nine Islands* was carrying a military payroll of Cr625,000 in Imperial credits, destined for Dulinor's troops.

The vessel's transponder antenna had been snapped off, so the *Nine Islands* had put down where crew could repair it without swimming. The navigator's log ends at this point, after recording the ship's position, a location about 1,500 km to the east of the characters' ship.

The hand computer also contains the names and dossiers of the six crew members of the *Nine Islands.* Among the names is one Duo Estinbar, listed as the ship's engineer. Several of the player characters are good friends with Estinbar, and will be disturbed to learn she may be in trouble.

MYSTERIOUS SHADOWS AT THE *NINE ISLANDS* (Event 4)

Players' Impressions: Thanks to Binav's hand computer, the ship is easily found in the steamy jungles of Deyis II, despite the fact that it has been covered by camouflage netting. By this time, it is twilight, and a patchy low-lying fog is drifting through the dense purple-brown vegetation of Deyis II, making the air feel very thick and sultry. A faint harmonic hum can be heard to come and go in the far distance.

Referee's Summary: The crew of the *Nine Islands* is nowhere in sight, and neither is its valuable cargo. While investigating the vessel, the characters hear some vegetation rustling in the surrounding jungle. One character will spot something in the trees for a moment, but he never gets a close enough look to discover what it is.

Tasks:

To use a neural activity sensor against the creatures in the jungles of Deyis II:
Routine, Sensor Operations, Edu, 5 sec (uncertain)

Referee: Both the parrot dragons and the kebkh (the things in the trees) give readings of "unknown semi-intelligent", which just goes to show how accurate an NAS is against lifeforms with which it is not familiar. The NAS will

DEYIS II
(Player Background, Library Data)

Deyis II is a world of great temperature contrast. Because of the world's highly eccentric orbit, surface temperatures vary dramatically. Temperatures run the gamut from a balmy 23°C on the equator (at the orbit's closest approach to the sun during the summer), to a frigid -112°C in the polar regions (at the farthest distance from the sun in the winter).

Still, Deyis II's lengthy orbital period allows the summer conditions to last for over 35 years. The long duration of favorable termperatures has allowed life to evolve on Deyis II. This life has adapted to the unusual temperature variations in some surprising ways.

During the summer years, the equatorial regions are covered with lush, dense plant life (trees, underbrush, and so on). At the onset of winter, however, the entire plant except the roots dies and is blown away: the roots remain dormant through the winter years. Where once vast forests grew, in the winter is nothing but a barren, frozen wasteland.

Animal lifeforms have equally adapted to the harsh environment in unusual ways. As winter approaches, most dig holes, lay eggs deep within the soil, and then die. Some sixty years later, as spring arrives, the eggs hatch. The eggs of most animals are tiny, with thick, hard shells. The shells, however, get soft and crumbly in temperatures above about 10°C, making it easy for the hatchlings to emerge as warmer weather arrives.

The first spacefarers to visit Deyis II, during the First Imperium, arrived on the world when it was winter, and they listed the world as a lifeless, frozen wasteland. Few travellers ever bothered to visit. It was not until the Rule of Man that some merchants happened to visit the world during the summer. At first they thought their navigational charts were in error because of the dramatic difference in the world's surface. The equatorial regions were a jungle paradise, teeming with plant and animal life. The Solomani wrote of the "large and friendly, semi-intelligent flying creatures" on the world, whom they dubbed "parrot dragons" because of the creature's impressive ability to mimic any sound. A colony was established on the world to study its unusual climate and lifeforms. Mysteriously, the colony suddenly disappeared one summer, leaving only empty buildings. Several research teams failed to discover what had happened to the missing colonists, and one research team also disappeared without a trace.

While Deyis II remains somewhat of a curiosity as a world, very little of commercial value has been found on the world (the unusual life-cycle of the plants and animals makes it difficult to transplant them to other worlds). While the Solomani colony did flourish for a time, the world remains empty and vitually unexplored.

not be effective in detecting the actual number of kebkh underground because of the twists in the tunnels, but will show only a "simple multiple" pattern/number reading, with a short range.

Referee's Details: Travel to the *Nine Islands* is easily accomplished by grav belt or other gravitic vehicle. The char-

acters have two air/rafts of a somewhat unusual "T" design style. Each raft is capable of carrying two individuals: the pilot and one passenger.

The friendly parrot dragons frolic alongside the flying craft, much as dolphins might follow an ocean-going ship. If you wish to add side elements to the adventure, you might make weather a concern, adding tropical monsoons now and again just to remind the players that their characters are in an alien environment.

Definite signs of a firefight are everywhere around the ship. Characters with military or para-military backgrounds would perceive that high-energy weapons were used. Close examination of the area shows blood stains, but there are no bodies present, whether dead or wounded. The parrot dragons in the area can recite a litany of argument and battle sounds, but none provide any more information than the characters already had.

While the characters are investigating the premises (and presumably the interior of the ship), one of the characters outside notices some movement in the trees around the ship. Something is out there, but looking around yields no clues. If the characters are clever enough to use high-technology scanning equipment, such as infrared 'scopes or even an NAS scanner, they might uncover some clues: footprints much like those of a Terran bear, with three claws surrounding each paw. An NAS scan might even lead to the hole, about half a meter across, that leads to the creature's underground lair. No parrot dragon, no matter how friendly with the party by now, will go anywhere near this hole, which leads to a warren holding hundreds of these sophonts, who call themselves "kebkh" in their guttural language. The kebkh are an undiscovered minor alien race.

If a character is careless enough to go off by himself, you may wish to allow him to be attacked by a kebkh; this works best if the character is unarmed, and can be simply wounded before his cries for help attract the attention of his fellows. In this case, the kebkh should run away just in time, and get away down another hole. A character thus attacked will have gotten a good look at the creature: a kebkh has the same general shape as a Terran crocodile, but is covered by short brown fur, and has six legs rather than four. See the background nugget on the missing link in Folio Adventure 2 for details on the kebkh.

If the characters care to investigate the faint harmonic hum, they will be unable to find its exact source because it stops when they get close. It is the attraction song of a small tree-top mammal. Just use it to keep them wondering — and perhaps nervous!

Also, throw in some unusual sounds (tromping through the brush, twigs snapping, for example). After the players are sufficiently on edge, reveal to them the source of the sounds: the parrot dragons. Also include more of the annoying, high-pitched yodeling sound, a sound which by now should seem to the characters to be a favorite parrot dragon tirade.

SEARCHING THE *NINE ISLANDS*
(Event 5, Closing)

Players' Impressions: As the characters board the *Nine Islands,* the lighting is subdued, and they hear the quiet hum of a few operating systems. There are a few blast marks and metal splatters near the main airlock on the floor, and the smell of burnt metal wisps through the air.

Referee's Summary: The *Nine Islands* is still quite operational, but the power output of the drive has been reduced to a maintenance level and most systems are on standby or power off status. The hold is empty: no cash and no cargo.

Uniforms and regalia make it clear that this merchant vessel is part of Dulinor's war effort. There are no other clues here, other than the battle damage, which shows that the attacking force approached through the jungle. Looking around reveals where plants have been stepped on or pushed aside and broken.

Tasks:

To find the trail in the Deyisian jungle:
Routine, Survival, Int, 1 min (unskilled OK)

Referee's Details: Looking around some more allows the characters to find where the opposition force must have tramped through the thick Deyisian jungle, which even now is starting to regrow and cover the tracks. The growth is so thick, and the trail so faint, that following it from an air/raft would be impossible: the only way to proceed is on foot.

Who are the captors who kidnaped the crew of the *Nine Islands* and stole its precious cargo? Where are they now, and how are they armed? These are questions the party must answer in Folio Adventure 2!

PARROT DRAGONS
(Player Background, Library Data)

In this region of space, the parrot dragons are an interesting enough species that they are listed in any standard library data service as an adjunct to the Deyis II information.

The parrot dragon (*Parrotus dragonus*) is a species native to Deyis II, and so far restricted to it, zoologists having failed at transplanting the species to other worlds or of raising it in captivity.

The species received its common name from two characteristics: "dragon" comes from its large size and seemingly ferocious mien; "parrot" comes from its remarkable ability to mimic sound. While "parrot" is an apt appellation, "dragon" is unfair to this graceful, friendly beast.

The parrot dragon is omnivorous, feeding principally on fish from Deyis II's white oceans, but frequently supplementing its diet from vegetation and small animals from the planet's jungles. With its 20-meter wingspan, the parrot dragon can move at speeds of up to 250 kilometers per hour.

The bony plates around the parrot dragon's head protect it from impacts at this speed, enabling it to dive down from the sky to scoop up fish and other marine animals. While the parrot dragon is normally peaceful toward humans, albeit overly curious, in one recorded case an air/raft was knocked out of the sky by a small flock of parrot dragons after their young were attacked.

How the parrot dragon mimics sounds is not well understood by zoologists. The parrot dragon has four sets of vocal organs, each of which can act separately to produce a veritable concert of sound. Brain scans of the dragon reveal that eight different areas are active when sound is produced, but it seems that only two of these actually control the vocal organs; the other six are involved with memory.

Despite this skill at mimicry, the parrot dragon is not an intelligent species.•

OUTPOST ALPHA

MEGATRAVELLER FOLIO ADVENTURE 2
— *by Joe D. Fugate Sr. and Gary L. Thomas*

INTRODUCTION
(Preliminary Setup)

This adventure is for four to eight characters with merchant and ex-military or ex-Scout backgrounds. The characters are the crew of a Scout courier, plying the spaceways for fun and profit under the Scout's "ship reserve" program. While the player characters can be loyal to any faction of the Shattered Imperium, the adventure is particularly appealing to those who feel strongly one way or another with respect to Archduke Dulinor. The group should be carrying weapons (virtually a necessity for any adventuring party in these times of the divided Imperium).

Part two of the adventure opens after the characters have found the downed free trader *Nine Islands* in the jungles of Deyis II, a world in subsector F of Zarushagar Sector. The free trader, which was carrying a payroll of Cr625,000, has evidently been the object of foul play. While Deyis II is officially a barren, uninhabited world, it appears that things may not be all they seem.

SPENDING THE NIGHT
(Event 1, Opening)

Players' Impressions: By now it is dark, and the jungle surrounding the *Nine Islands* is full of strange rustlings and animal noises. There is absolutely no wind, and the night air is cool, but pleasant compared to the daytime heat. The sky overhead is ablaze with stars, with an occasional shooting star flashing to life momentarily.

Referee's Summary: Spending the night inside the *Nine Islands* is the best idea. If the characters are smart enough to stay inside the *Nine Islands,* their night will be, for the most part, uneventful. If the characters are crazy enough to spend the night outside, the kebkh will attempt to carry off one or more of the characters.

In any event, the kebkh and parrot dragons will ransack the characters' air/rafts during the night, causing minor damage (fake a damage roll), and are thus inoperable.

The *Nine Islands* cannot be powered up because the characters do not have the proper computer access code to order a full power up.

Tasks:

To avoid any disturbances during the night:
Routine, Survival, Edu, 1 hr (fateful)

Referee: If the characters spend the night outside the *Nine Islands,* instead of inside, make this task difficult instead of routine.

If a mishap occurs while the group is inside the ship, the kebkh try to block the airlock entrance during the night as follows:

Superficial: The airlock exit is blocked with a partially complete wall of logs and stones. The group can still get through the exit, but clearing the entrance is preferred. Clearing the exit is a simple task: see below.

Minor: The airlock exit is totally blocked with a wall of logs and stones. Clearing the exit is a routine task: see below.

Major: The airlock exit is totally blocked with a wall of logs, dirt, and stones. Clearing the exit is a difficult task: see below.

If the group is outside, a mishap means the kebkh will try to carry off one or more of the party:

Superficial: The kebkh try to carry off a member of the party, but are easily scared away.

Minor: The kebkh try to carry off a member of the party; conduct a combat session to stop them.

Major: The kebkh try to carry off two members of the party; conduct a combat session to stop them.

To clear away the blocked airlock exit:
[varies], Str, Dex, 10 min (hazardous)

Referee: Up to three characters can pool their abilities on this task. A mishap means one of the characters has been injured by a falling log or rock.

Referee's Details: The blocked airlock will obviously be a primitive construct made by someone who didn't want the characters to get back out of the ship (it's the work of the kebkh). The kebkh are a significant discovery, since no one yet has officially contacted this primitive minor race. There have been stories and rumors over the centuries, but Deyis II is just not well travelled enough for anyone to have really found this race until now. For more details, see the referee's background nugget, *The Missing Link.*

Encourage the players to be puzzled by all of this, and don't let on too easily just what is up so far. In one sense, the kebkh are a form of red herring. Avoid letting the characters get a good look at the kebkh (because they only come out at night, this is easily done), to maintain some element of mystery until the nugget entitled *Face to Face.* The kebkh did not capture the crew of the *Nine Islands.* But they are a significant discovery awaiting the party, if the party is clever and cautious.

Some of the unknown sounds from the jungle are the parrot dragons. They delight in making all kinds of mimicry of sound, and it is impossible to tell the real thing from a dragon's "performance". As night approaches, the parrot dragons' strange yodeling sounds increase. A parrot dragon on the ground at night makes this annoying sound at least 60% of the time.

FOLLOWING THE TRAIL
(Event 2)

Players' Impressions: The trail through the jungle is fairly obvious: broken branches, footprints in soft areas of the jungle floor, and so on. However, some areas are amazingly overgrown already. As the day wears on, the muggy heat saps one's strength. Insects several centimeters in size buzz about. A faint harmonic hum can be heard to come and go in the distance.

Referee's Summary: This nugget is just for color. Worry the players a bit with noises and an occasional harmless animal encounter. The hum is that treetop animal's mating call again. Like Terran crickets, the sound is always present but never reached.

Tasks:

To follow the trail through the jungle:
Routine, Recon, Survival, 10 min

Referee: Because of the dense nature of the jungle, roll

this task three times. On exceptional failure, the party has lost the trail temporarily. Just worry them a little — they can always find the trail again after a delay of a half-hour or so. Between one of the task rolls, insert an animal encounter that involves several vicious, wolverine type animals protecting their young.

To approach the ruins without being spotted:
Routine, Stealth, Recon

Referee's Details: Upon reaching the end of the trail (about 10km from the ship), the characters will see some overgrown ruins of strange construction (from the Solomani colony of two thousand years ago) in the distance. This is where the captors have taken the crew of the *Nine Islands.*

The characters must approach the ruins with caution to avoid being spotted. The best way to do this is to wait for evening — keeping the kebkh off their backs with some helpful yodeling parrot dragons (the captors are used to this noise, although they do get tired of it).

The ruins are extensive enough that the players should be able to hide out in another part of the ruins with relative ease. The kebkh tend not to enter the ruins, preferring the wilds of the jungle.

RESCUE THE PERISHING
(Event 3)

Players' Impressions: The captors are obviously repairing an armed g-carrier of some sort under an open sided camouflage netting "shed". A guard constantly stands outside the entrance of one of the buildings. The smell of cooking emanates from the area. In the darkness of the evening, it seems easy to tell which buildings are inhabited just by looking for lights.

Referee's Summary: If the characters observe the comings and goings of the party long enough (say from a high floor of a nearby deserted building) they will be able to figure out that the crew of the *Nine Islands* is being held by a Lucan-loyal party, as well as be able to formulate a plan for effecting the crew's escape and stealing back the lost payroll (although they may want to keep some or all of it for themselves, depending on the group).

Tasks:

To observe the captors at length:
Routine, Stealth, Recon, 0.5 hr (uncertain)

Referee: If the referee gets exceptional failure on her roll, the captors think they are being watched, and will begin to act funny. If the players fail their roll, they simply fail to learn anything of value.

Make the players sweat from time to time, but don't reveal them unless they do something very stupid.

Referee's Details: The characters are obviously outmanned and outgunned. But with some clever planning and diversions, they may be able to acquire some of the captors' cache of weapons and armor, or even enlist some aid from the parrot dragons, although they shouldn't count on this always working.

For players who hang back, prod them into action by a "gift" from a couple of semi-cooperative parrot dragons: a bloody combat armor helmet and a fusion rifle (minus the power pack). If the characters observing the captors are paying attention, there will shortly be a commotion in the captors' camp as a two-man team returns with one man carrying his dead buddy — who just happens to be minus his combat armor helmet and his fusion rifle.

FACE TO FACE
(Random Event)

Players' Impressions: A pair of hairy, six-legged, vaguely alligator-like creatures attack one evening. One of them rears up on its hind legs, hisses and snorts to its partner, and attacks using a *hand-forged metal knife.*

Referee's Summary: While the characters may have had to fight off the kebkh before this encounter, this event is designed to tell the players in no uncertain terms that these creatures are *intelligent.* Also, this is the best look they have gotten at the kebkh so far.

Tasks:

To deduce that the kebkh are intelligent creatures:
Routine, Int, Edu

Referee: All characters can attempt this task *one time* upon the conclusion of this combat. Reward the first successful player with a note stating, simply: "That creature *used* that knife like it knew what a knife was for..."

Referee's Details: See the referee background nugget entitled *The Missing Link.*

THE CAPTORS
(Referee's Background)

The captors of the *Nine Islands* crew are an advanced scouting party for Lucan, plain and simple. They chose Deyis II for its relative remoteness, and because it is right on the border of the area under Archduke Dulinor's control. The crew of the *Nine Islands* got unlucky and landed fairly close to the scouting party's camp (within 10km).

The scouting party's offworld transportation has left, so they are more or less on their own for the time being. They have a tech level 12 *Kuum* grav APC (carries up to 10 soldiers with equipment, see *101 Vehicles,* page 11). Unfortunately, the APC is currently under repair, having been damaged in the night by some of the jungle's more clever creatures (the kebkh, no doubt — but the scouting party doesn't realize who or what the kebkh are).

Since the APC is currently being repaired, the scouting party is largely on foot, or are using grav belts. They did not have enough grav belts for their prisoners from the *Nine Islands,* so they settled for a trek through the jungle.

The scouting party is currently nine members. They were originally twelve strong, but their number has dwindled, thanks to the parrot dragons and the kebkh. The most recent disappearance was only three days ago; one of their members simply vanished without a trace while on guard duty one night (the kebkh drug him off).

The party's equipment includes several laser, plasma, and fusion rifles, cloth/reflec armor for all, six sets of combat armor, a fusion still, eight grav belts, four grav packs, and two fusion power generators. They had more equipment, but some of it has mysteriously disappeared recently (grabby parrot dragons, mostly).

The scouting party suspects there may also be advanced forces sypathetic to Dulinor on the world (there are not), and are getting increasingly paranoid. Their problem is, in fact, twofold. There are the kebkh, of course — but the party is largely unaware of the kebkhs' nightly hunts.

Then, the parrot dragons' constant tirade of noises has the party on edge, and they have on several occasions slaughtered the parrot dragons, either because of confusion or from just plain anger (in an attempt to get a little peace and quiet). Because of this, the parrot dragons do not like the scouting party very much. Clever players might even be able to get the parrot dragons to harrass the Lucan party in some mischievous ways. But remember the dragons are not intelligent, so cannot be counted on to necessarily understand or cooperate.

The party and their prisoners are currently staying in some overgrown ruins left from the times of the Solomani colonies. The ruins are some heavy duty stone buildings which seem excessively rugged and sturdy for such nice climate — but then in the winter this entire region turns into an icy wasteland.

As far as the ruins go, the referee is free to use her imagination. The ruins' "streets" consist of an array of underground tunnels, many of which are now choked with debris or collapsed. The "city" could hold a population of around 5,000 in its heyday, so it is really little more than a town.

The scouting party is delighted with their prize of the Cr625,000 payroll bound for Dulinor forces. They intend to keep the crew of the *Nine Islands* long enough to learn what they can from them, and then "dispose" of the "non-essential" crew members. The scouting party wants the *Nine Islands* for their side — a starship is always a fine prize. However, they need to keep enough of the original *Nine Islands* crew so that they can still operate the starship.

The referee should generate NPCs for all the members of the Lucan scouting party. Most of the members are from Army or Marine backgrounds. Few of the members have starship-oriented skills. Two of the party members are the ranking officers of the team, one of rank O1, and the other of rank E9. These two do not always see eye-to-eye on things, and can be much fun if these disputes are role-played while the player characters observe.

THE MISSING LINK
(Referee's Background)
Throughout the many centuries since Deyis II has been on starcharts as a destination, no one has yet discovered the kebkh race. Many reasons for this exist.

First is the climate of the world itself. With a cold season (late fall, winter, and early spring) of around 70 years, there have been only about 40 warm seasons in the last 3,000 years. The kebkh hibernate during these long cold spells. Taking into account the hibernation period, the kebkh lifespan is around 210 years: one 70-year warm cycle (childhood), one 70-year cold cycle (hibernation), one 70-year warm cycle (adulthood and reproduction).

Next, Deyis II is far from well-travelled. There is little of offworld value, and the lifeforms there do not do well in captivity because of having adapted to the climate of Deyis II.

Third are the living habits of the kebkh: they are nocturnal and they live in self-made tunnels underground. Since they are most active at the twilight and night hours, it is rare to get a good glimpse of a kebkh.

Finally, the kebkh do not look like what we humans expect an intelligent species to look like. They have the same general shape as a Terran crocodile, but are covered by short brown fur, and have six stubby legs rather than four. Because they do not walk upright, but are low flat creatures (there is no stipulation that says an intelligent creature has to walk upright, after all), they just look to humans to be "animals". The kebkh's low, flat body profile is ideal for their tunneling lifestyle.

The Solomani colonists had discovered the kebkh and knew they were an intelligent, carnivorous minor race. Unfortunately, the Solomani were forced to fight for their very lives against the kebkh. The battle lasted but a few weeks, and as history records, the Solomani lost. The next supply ship to arrive found the Solomani colony deserted, with little conclusive evidence to indicate what had happened.

Attributes of the kebkh race: The kebkh are descended from carnivore/killer stock. Adult kebkh mass about 100 to 150 kg, and average about 3 meters in length. Their culture is early tech level 1, just now starting to use metal weapons. The kebkh are also a very gregarious race, always attacking in pairs or packs. They never attack alone. The kebkh approach is to subdue their prey, and then drag the prey off to their tunnels for the final kill.

If a single kebkh is cornered, it will emit a pitiful howling sound and go limp, as if giving up. In fact, this act is a form of deceptive "possum" and is designed to bring the pack to its aid. If the pack fails to assist, the lone kebkh will look for an opportunity to suddenly lunge (with a terrifying display of teeth and tail thrashing) as its attackers close, in an effort to startle them. If successful at gaining surprise, the kebkh will flee with all possible haste.

The lone kebkh will repeat this "possum" and startle tactic until it either succeeds or dies trying. A lone kebkh attacks only to effect escape, never to subdue prey.

The annoying "yodel" (a kind of high pitched "Yoo-whoo-whoo") of the parrot dragons is a defense against the kebkh. The sound is extremely annoying to the kebkh, even to the point of semi-paralyzing their thinking, and makes them simply want to "get out". The effect is not unlike that exhibited by humans when they hear the screech of fingernails on a chalkboard.

The kebkh have an inordinate racial fear of drowning. They avoid deep streams, rivers, and deep bodies of water.

The kebkh have excellent night vision. They are attracted by fire and lights at night (like Terran insects). When they attack, they rear back on their four hind legs and slash with their teeth and any weapon, if they have one. They can also use their tail to defend or to literally beat their prey to death (treat as a thrasher). The kebkh are extremely fast given their low, squat body configuration. Treat them as a speed 3 animal.

As an animal, their stats are as follows:

Wt	Hits	Armor	Wounds & Weapons
100kg	5/7	jack	2 teeth and thrasher A4 F4 S3

The kebkhs' *Grand Census* cultural profile is:

Progressiveness Att: Conservative.
Progressiveness Act: Indifferent.
Aggressiveness Att: Expansionistic.
Aggressiveness Act: Militant.
Global Extensiveness: Fragmented.
Interstellar Extensiveness: Xenophobic.

For all intents and purposes, the governmental structure of any kebkh colony is 0: no formal government structure other than family ties. They have a primitive snort and hissing language that could be learned with months of diligent observation — if the observers live through the effort, that is.•
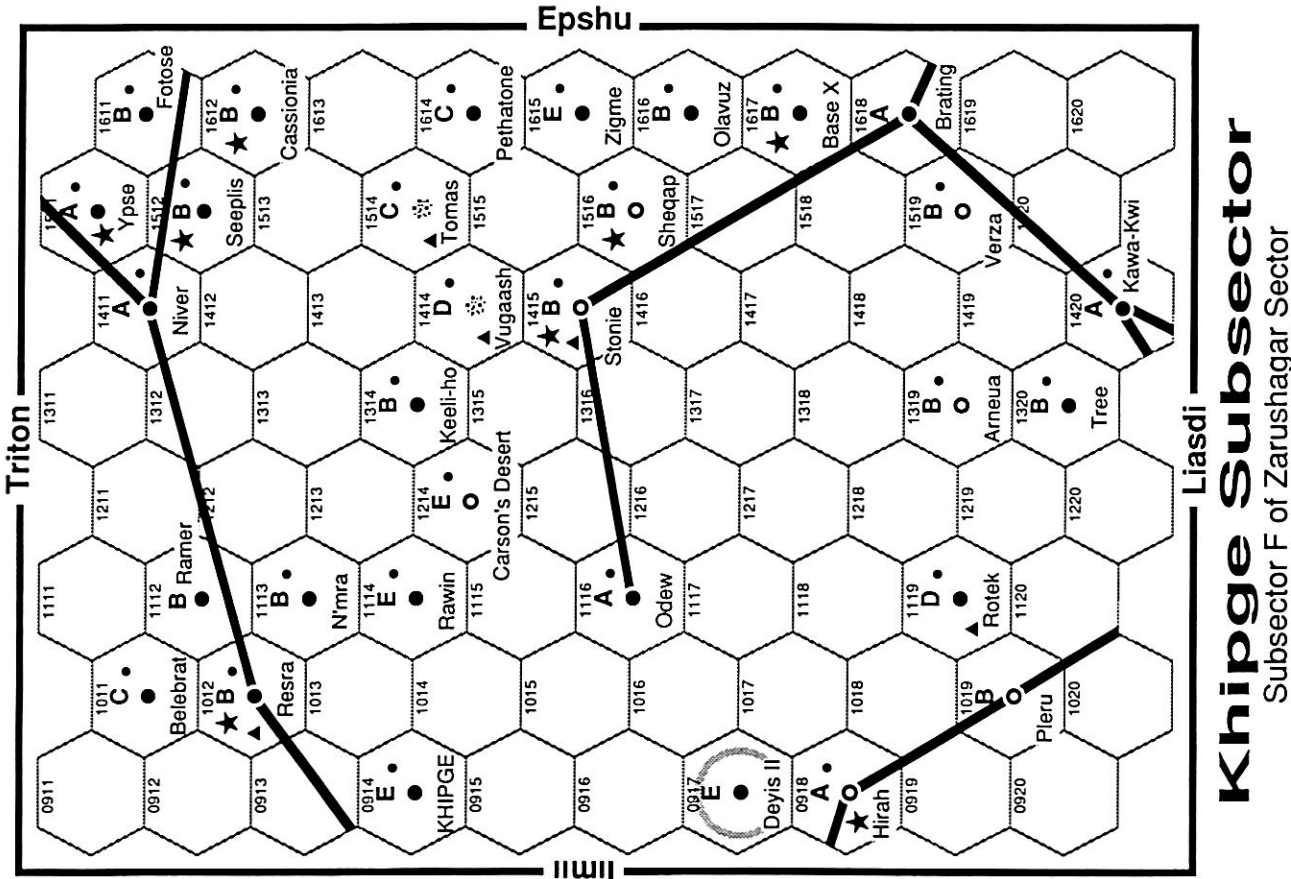
KHIPGE SUBSECTOR

The Khipge subsector (subsector F of Zarushagar) is a relative backwater even today. Since the death of Strephon, this subsector has been split between the forces of the usurper Dulinor and his rival, Prince Lucan.

Yugaash hosts one of the few frontier belting societies left in the central Imperium. The extensive belt is known for its rich but short-lived strikes. The thinly populated system has little local manufacturing capability.

The sparse Deyis II system, home of the "parrot dragon", is known for its bizzare climate, caused by the world's highly eccentric orbit about its primary.

Name	Location	Stats	Bases	Classes	Zh	Data	Al	Stellar
Khipge	0914	E756AA6-9		H		114	Im	G4 V
Deyis II	0917	E874000-8		Ni Ba	A	900	Im	K4 II
Hirah	0918	A100433-E	N	Ni Va Xb		103	Im	M4 V
Belebrat	1011	C7997A7-9				605	Im	F0 V M6 D
Resra	1012	B425220-B	S	Ni Xb		332	Im	M5 V
Pleru	1019	B100633-A		Ni Va Na Xb O:0918		210	Im	M2 IV
Ramer	1112	B465220-E		N		100	Im	F9 D
N'mra	1113	B756440-C		C2 Ni		822	Im	F4 V M4 D
Rawin	1114	E897554-7		Ni Ag		504	Im	K5 D M2 D
Odew	1116	A667253-F		Ni Xb		102	Im	G9 V M5 D
Rotek	1119	D6888CF-9	S			204	Im	F7 VI
Carlson's Desert	1214	E140434-7		N		905	Im	M3 V
Keeli-ho	1314	B639340-E		N		303	Im	K4 V
Arneua	1319	B110867-A		Na		102	Im	F3 VI
Tree	1320	B9B6454-E		Na		404	Im	M4 V
Niver	1411	A465220-D		Ni Xb		402	Im	F8 VI
Vugaash	1414	D000440-6	S	Ni As		513	Im	K0 V
Stonie	1415	B100433-B	S	Ni Va Xb		623	Im	K1 V
Kawa-Kwi	1420	A525677-F		Ni Xb O:1618		903	Im	M3 V
Ypse	1511	A465220-F		N		601	Im	G6 V
Seeplis	1512	B756440-E		N		724	Im	G7 D M3 D
Tomas	1514	C000554-B	S	Ni As		812	Im	K0 D
Sheqap	1516	B200667-A	N	Ni Va Na O:1415		913	Im	G3 V M2 VI
Verza	1519	B100433-D		Ni Va		804	Im	M4 V
Fotose	1611	B655636-E		Ni Ag O:Ypse		305	Im	K0 D
Cassionia	1612	B465220-D		N		704	Im	K7 V
Pethatone	1614	C756440-A	N	N		904	Im	G9 VI
Zigme	1615	E897554-A		Ni Ag		712	Im	K3 V
Olavuz	1616	B67253-D		N		825	Im	G5 V M0 D
Base X	1617	B6888CF-D	N			603	Im	F1 V
Brating	1618	A6444B8-F		Ni Xb Cp		700	Im	G6 D

The Khipge subsector contains 31 words with a total population of 17.088 billion. The highest tech level is F at Odew, Kawa-Kwi, Ypse, and Brating. All worlds are members of the united Imperium. The data column lists the population multiple, number of planetoid belts, and number of gas giants. Key: Cp=Subsector capital. Xb=Xboat station. O:=Owner. Cn=Chirper population, where nx10 is percent of total population.

Khipge Subsector
Subsector F of Zarushagar Sector

Epshu · Triton · Ilimli · Liasdi