HIGH PASSAGE

A TICKET TO TRAVELLER ADVENTURE

SOLAR FLARE
MR A413321-00

Approved For Use With

TRAVELLER™

S.W.-81

HIGH PASSAGE

A TICKET TO TRAVELLER ADVENTURE

Cover depicts the starship *Solar Flare* in orbit around the planet Larmix within the Dethenes subsector.

Traveller is GDW's trademark for its science-fiction role-playing game materials.

Contents

ISSUE NUMBER ONE

Briefing

FROM THE STAFF

Greetings,

After several months and dozens of hours playing Traveller we could only find one fault. We couldn't get enough of it! Supplements, books, and adventures were too few and far between. It's not surprising, however, when one considers the amount of time and hard work required to produce quality material. The challenge was too great for us to resist, so we decided to publish HIGH PASSAGE.

To us it was well worth the effort because we have achieved what we feel is a respectable magazine to be enjoyed by our fellow gamers.

We would like to thank Mr. Marc W. Miller for his assistance, inspiration, and encouragement, but most of all we thank you for buying our magazine and we hope you enjoy it as much as we have.

We appreciate any comments or suggestions you may have on our material.

This magazine is approved for use with Traveller, GDW's role playing game set in the far future.

Craig Johnson

Christopher Kupczyk

Scott Walschlager

Jim Cunningham

Feature Adventure

THE SOLAR FLARE MYSTERY

INTRODUCTION

This adventure, titled *"The Solar Flare Mystery",* deals with the forced exploration of a mysterious starship in the Dethenes subsector; (found inside back cover). It is assumed that this adventure will be administered by a referee who has read through all the material and who is familiar with both it and the rules of Traveller. This situation calls for only the basic Traveller booklets; (Books 1, 2 and 3), and no additional supplements, books, or other information is required. The referee may use this adventure as an independent game situation with pre-generated characters, (as written), or it may be used with continuing characters from an exsisting campaign. Changes necessary for an exsisting campaign should be obvious.

Date: 253-1106
Place: Larmix 0209 C787878 5

CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead.

1 Retired Scout   684A73   Age 46   7 terms   Cr40,000
  Pilot-2, Medical-2, Mechanical-2, Vacc-1, Navigation-1, Sword-2   Scout Ship

2 Ex-Navy Lt.   87ACD7   Age 38   5 terms   Cr11,000
  Pilot-1, Vacc-1, Computer-1, Navigation-1, Laser rifle-1   Traveller's

3 Ex-Merchant 3rd Officer   495754   Age 38   5 terms   Cr15,000
  Medical-3, Vacc-2, Electronic-2, Navigation-1, SMG-1   SMG

4 Ex-Army Major   586359   Age 26   2 terms   Cr10,000
  ATV-1, Mechanical-1, Gambling-1, Rifle-1, SMG-2, Laser carbine-2

5 Ex-Other   7657A7   Age 38   5 terms   Cr16,000
  Electronic-1, Computer-1, Forgery-1, Vacc-0, Gambling-2, Daggger-3

6 Retired Scout   874594   Age 34   4 terms   Cr30,000
  Pilot-1, Computer-2, Vacc-1, Laser rifle-3   Laser Rifle

7 Marine Lt. Colonel   976987   Age 34   4 terms   Cr23,000
  Electronic-2, Vacc-1, ATV-2, Blade-1, Revolver-1, Mechanical-1   Blade

8 Ex-Navy Lt.   BA8836   Age 26   2 terms   Cr10,000
  Engnrng-1, Mechanical-2, Electronics-1, Vacc-1   Shotgun

It is essential that one of the charactes used is the Retired Scout because he provides the scout ship which serves as tranport for the adventurers. The Retired Scout has possession of a type S scout/courier. Its ships locker contains the following:

8 Vacc suits each with oxygen tanks for 8 hours and medium range commo gear
2 Rifles each with 10 loaded magazines
2 Blades
2 Auto pistols each with 5 loaded magazines
1 Long range communicator

At the beginning of the adventure, before they are told about details of the adventure, the players should be allowed to purchase any other equipment they feel necessary or desirable. Limit time buying equipment to under 15 minutes.

REF NOTES:
The information of this adventure is intended for use by the referee. Only specific items of information, which are clearly evident, should be made accessible to the players.

KIDNAPPED
(Player info)
Their friend was gone. Only days before, the group sat at this very bar drinking and joking about past experiences. Today his seat was vacant, with the only means to obtain his release contained in a ransom note.

The note assured the group that their companion was presently in excellent care and health. He would remain in that state only if the terms of the letter were successfully carried out. The ransom did not involve a monetary exchange but instead something very different. It states that this man's father is presently being held captive aboard the starship *Solar Flare* for non-payment of a debt.

The kidnapper expects the group to board the starship and rescue his father from his captives. When he sees his father alive he will then exchange him for the hostage he is presently holding. When they return from thier mission he will contact them with details concerning the exchange.

The note goes on to say that interference from anyone outside their present group will result in the immediate extermination of their comrade's life. The note is accompanied by a photograph of an elderly gentleman marked as the man they must rescue. The note contains no signature of possible means of tracing. It is short and to the point. They must board the starship and rescue this man's father or have their companion brutally murdered. They hadn't much of a choice.

BEGINNING THE ADVENTURE
(Ref info)
After reading Kidnapped, the players must decide their course of action. The referee should strongly suggest searching through the *Solar Flare* and rescuing the man's father. Any other course of action would probably result in the death of their comrade.

If the players feel that they should first try to find information concerning the starship and or the kidnapper, the ref should make things very rough on them. No one will know the person on the picture enclosed in the letter if asked.

The starship itself is difficult to obtain information on. At the starport, the ship's universal ship profile is the only type of information available. On a roll of 8+ a man overhearing the group's plans to obtain information at the starport will approach them. He states that for Cr10,000 he can provide the exact location of the *Solar Flare*. If the players agree to pay, this information will be correct and the sighting of the starship will occur quickly after the search begins. If they reject the offer, the group will have to search for approximately three days before picking up two ships on their scanners.

THE SHUTTLE

The scanners of the scoutship will reveal two solid objects located directly in the path of the players. These objects, one significantly larger than the other, appear not to be moving under their own power. They are drifting along and appear to be out of control. If the players approach, they will be positively identified as the *Solar Flare* and its shuttle.

The shuttle itself is of the standard design and build, bearing the name of the mother ship inscribed on its hull in large black letters. Approach and boarding of the shuttle should happen without any major difficulties. The shuttle appears to be stationary and without power.

Inside the shuttle, the players will find a man slumped over the controls, who when examined will be found to have a stinger embedded in his neck. This stinger will be impossible to remove or break off and the area around the stinger will reveal a powdery red substance. The man will be found to contain no means of identification, but he isn't the man on the picture given to them by the kidnapper. A body pistol will be found strapped to his chest with the entire clip previously fired.

Further exploration of the shuttle will yield no information to be used by the players. The shuttle is fully fueled and will be functional if attempts are made to fly it. If players attempt to dock with the mother ship from this shuttle throw 2D with a 5+ constituting a successful docking (DM+ pilot skill).

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POINTS OF ENTRY

A computer analysis of the starship indicates several possible entry points. After some consideration, the players must select one and attempt entry.

1. The most obvious point of entry of the starship will be found on the underside of the hull. A shuttle docking hatch protrudes from this point. This hatchway can be sucessfully coupled with a scoutship or the starship's shuttle on a roll of 5+ (DM+ Pilot Skill). If the docking is not acheived, the hatchway will be damaged and require repair before successful docking can be completed.

2. On the upper port side a hatchway will be indicated. This hatchway is an airlock and can easily be opened from the outside. Safety interlocks prevent the inner hatch from opening until the outer hatch is closed.

3. On the upper starboard side an iris valve will be noticed. This valve will be extremely difficult to open (throw of 11+). This valve is the outer opening to the trap hallway explained later.

4. On either side of the upper section of the ship, two huge glass observation ports are visible. Smashing these ports will allow access to the interior, but the deck will be depressurized.

Simplistic solutions such as cutting through the hull should be discouraged by the referee.

Deck Layouts

Upper Deck

1. Bridge. This area is obvious to all as the central controlling section (bridge) of the starship. The room is filled with electronic equipment including the central computer. Directly beside the computer is a single terminal. When this terminal is examined it will be found to contain numerous gunshot blasts in the display screen and in the alpha-numeric keyboard. Use of the terminal in this area is impossible (terminal can be repaired in 3 hours by a person who has electronic-2 or better).

The control boards of this section will also be found to have sustained damage from gunshots. The controls look as if they would require days of repair (a person having mechanical, electronic and engineering skills can repair them in 20 hours).

If the terminal is repaired, any type of data can be obtained except deck plans or passenger information. If the code number 5386-9312-1203 is set into the terminal, deck plans for lower and upper decks are obtainable. A computer override must be carried out to obtain plans to the secret second floor (computer-3 or better is required).

2. Pilot's Quarters. This area contains bed, desk, bathroom and a reclining chair. Aside from ordinary clothing, the only items of interest are a pair of loaded dice and an oil portrait of a young lady.

3. Chief Engineer's Quarters. This area is a smaller version of location 2. A shelf of books pertaining to engineering is found on one wall.

4. Engineer's Quarters. This area is the same as location 3. In the upper desk drawer a silver key and a report on new forms of wildlife recently discovered on Larspri (in which small bits of information concerning Strupeds is present) can be found.

5. Owner's Quarters. This area contains a double bed, large desk, bathroom, steamroom, and three comfortable chairs. One of the desk drawers is locked, but can opened in time with force or with a lock pick set. The contents of the drawer include a slip of paper containing the numbers 32-51-08-93, a gold and a silver key, and a list of names with "George Traxer" circled in red. Directly beside the name is the word *"contained"*. Throw 2D. If 9+ occurs, players find a false bottom in the drawer. The false bottom contains instruction on how to reach the second deck along with deck layouts of the entire ship.

6. Crew Common Area. This large, spacious room is highlighted by two glass observation ports on either side. The room contains large couches and chairs along with machines which supply the crew with coffee, candy, etc..

7. Ship's Locker. Access to this room is attainable only with a gold key which is fitted in a slot on the hatch itself. Inside is found 10 laser carbines, 10 laser rifles, 8 body pistols, 20 daggers, 10 vacc suits with full oxygen tanks, and a gasoline powered chain saw.

8. Gym and Recreation Area. This large area contains exercise eqiupment of all forms. A small lift shaft in the corner of this room serves as a transport to the changing area down stairs. This shaft works on the same principal as the central lift shaft. On a roll of 10+ a drawing will be found lying on the floor on this shaft. It shows two arrows pointing in opposite directions with two fingers pressing on each button simultaneously.

On the opposite side of the room there are recreational types of equipment such as video games, billiard tables, etc.

9. Storage Area. This small area will appear to be empty to the players. On a roll of 7+ both of the walls will be found to be collapsable, exposing hidden storage space (9b and 9c). This space contains jewelry and other stolen goods worth about Cr350,000.

10. Galley. This area contains several tables and includes a fully automated kitchen. One of the tables is set for five individuals. A cold box on the wall is found to contain many delicious foods.

11. Storage Area. This area is found to be completely empty except for one large wooden box found in the opposite corner. If this crate is approached a loud roar will fill the empty room. This roar is simply a safety device used to warn off possible intruders when this room was used tor storing valuable cargo. If examined, the crate will be empty, except for a small light activated tape player that produced the sounds.

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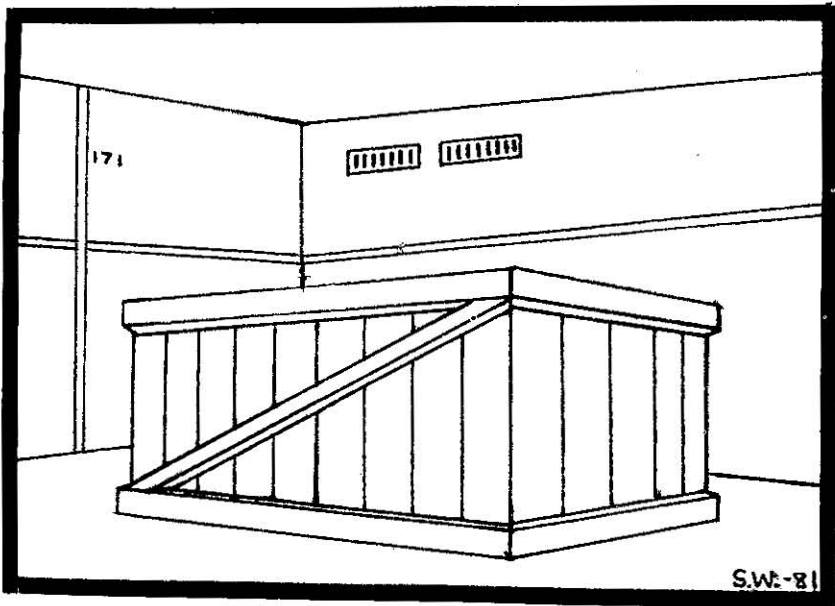
12. Office Area. This area is cluttered with modern furniture and desks. The desks contain passenger lists and other information dealing with gambling activities aboard. One of the players should notice that one wall has a small panel of reflec type material fastened to it. If the wall opposite the reflec type material is examined it will expose an access panel hidden in the wall. A silver key opens the panel and when the key is placed in the slot a red button will be noticed by one of the players. If this button is pressed the information following should be disregarded.

If the panel is now removed, a security laser will fire. Anyone who is standing between the laser and the reflec on the wall will be subject to injury (use the laser rifle hit tables at appropriate range). The laser fires only once.

13. Vault. This area contains a vault (13b) and a room outside the vault (13a) used for the examination of its contents. The vault is nearly impossible to open without the combination found in the locked desk drawer in the owner's cabin (32-51-08-93). The vault can be opened by a player with mechanical-3 and a lock pick set on a roll of 11+ (DM of +1 for each level expertise above 3). The vault's contents include gold and silver bars worth Cr3,500,000 and a report concerning Lanthanum mining presently occuring on the planet Letron.

14. Air Lock. This corridor leads to an air lock used for emergency situations in which the crew needed to leave the ship fast. The lock works on a safety device. If one hatchway is opened, the other cannot be opened until the first is closed.

15. Trap Corridor. This corridor is used as a security system. Outside the corridor is a computer terminal which contains only a numerical keyboard. The numbers 5386-9312-1203 must be entered into the terminal to deactivate the devices. If device isn't deactivated, pressure sensitive plates outside and inside

the doorway will sense weight differences when stepped on. When these weight variations are sensed from the outside plate to the inside plate, and not the reverse, all the doorways in the hall will quickly close, trapping the first individual who stepped on them inside. In five seconds an iris valve on the outer bulkhead will open, forcing any unsuspecting intruder outside the ship into the cold vaccuum of space. After the period of another five seconds the outside opening will close, the corridor will repressurize, and the inner doors will reopen.

A player with mechanical or electronic skill will notice the floor plates on a roll of 10+.

16. Passenger Luxury Stateroom. This room, along with location 18, is a very luxurious quarters for special passengers. The rooms are arrived at by use of a small lift shaft found in the passenger section of the middle deck. The rooms are more elaborate than regular passenger staterooms, but also more expensive to rent out.

17. Gambling Control and Monitor. This area is filled with computer equipment. All forms of gambling aboard the ship are controlled here and directly downstairs. A lift shaft serves as transport between the two levels. The gambling control computer is found in this area directly behind the temporary holding area. This computer not only monitors and controls gambling, it also transmits information to the robots to ensure their success when gambling with the passengers.

18. Passenger Luxury Stateroom. See location 16.

19. Temporary Holding Area. This area is used for the temporary detainment of any unauthorized individuals. It is simply a locked, empty, storage room. Security robots are instructed to take any individuals who appear to be unauthorized to this area. A gold key is used to lock this room.
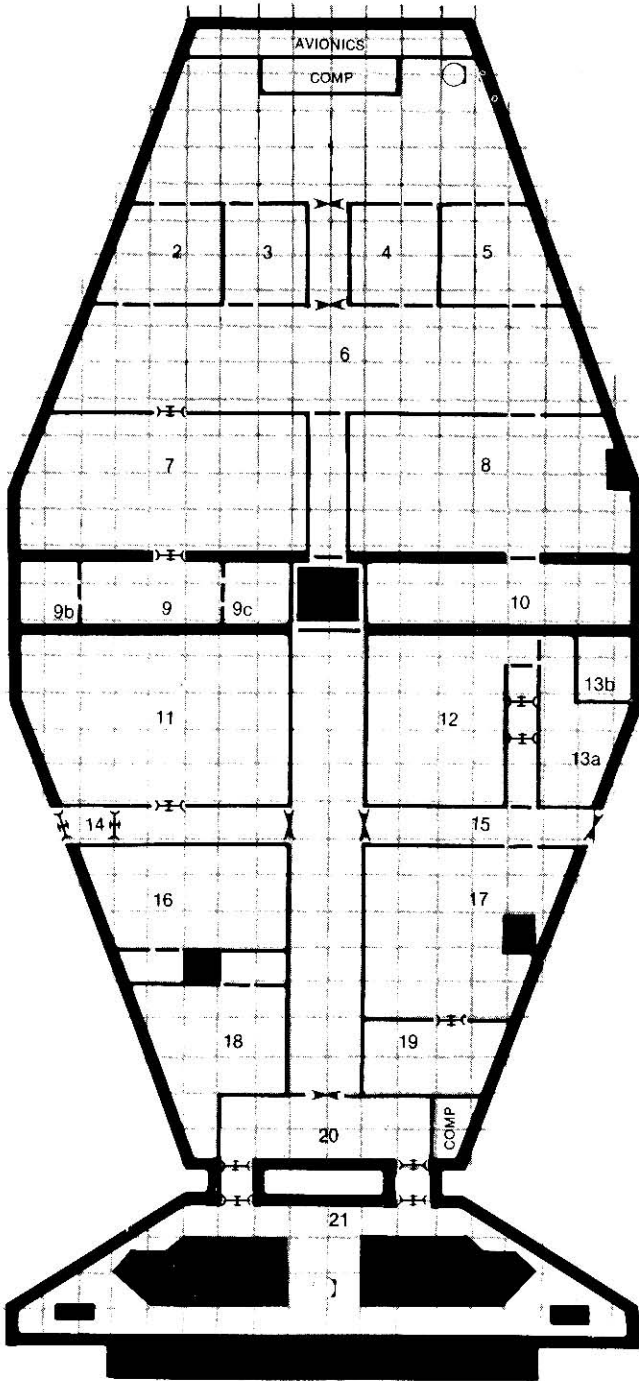
20. Drive Rooms. Small area which contains machinery for use of the drives.

21. Upper Engineering Section. This section contains the jump drives for the ship.
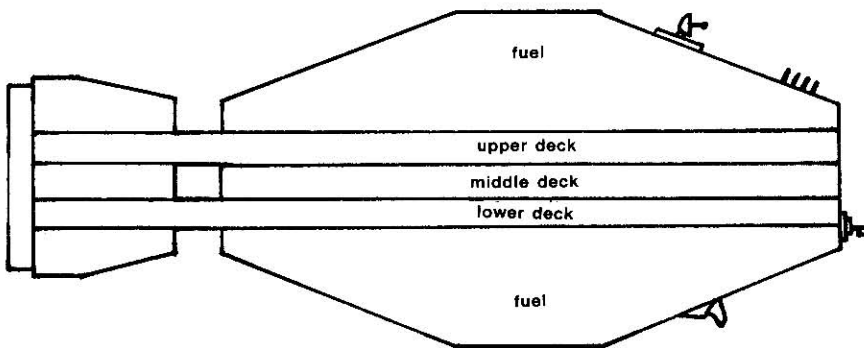
Cut-away of Solar Flare

UPPER DECK

22. Central Gambling Casino. This large area is found to contain many types of gambling paraphernalia. Roulette wheels and card tables fill the room. Rows of computerized slot machines are also found in the area. The slot machines are functional and receive chips through the slots. Through examination of these machines the players are led to believe red chips equal Cr100, blue chips equal Cr1,000, white chips equal Cr10,000, black chips equal Cr100,000 and green chips equal Cr1,000,000. If the players attempt to use the machines throw 2D twice with a 12 appearing each time to collect 100 times the value of the chips deposited. On the wall there is a huge sign stating that if one's debt cannot be paid while aboard, their own lives will be held as collateral until the amount is paid in full.

23. Dining Area. This area is dimly lit and contains table settings for 50. In the center of each table is a computerized gambling device called *progressions.* The game is activated by pressure sensing devices in the seats. If the players sit in these seats a screen will flash on asking for the amount to be bet. If an amount is entered, the game will automatically proceed. On the screen 10 rows of numbers ranging from 1 to 10 will begin to rotate. When the rows stop spinning a seven digit progression of numbers may win 1,000 times the original bet. (Throw 1D seven times with a six appearing every time for the player to win). If the gambler loses, the game will demand payment of the debt to be put inside the collecting slot. If payment is not met, a steel strap will spring out from the side of the seat. It will wrap around the player's waist, containing them to their seat until payment is completed. The strap is extremely durable but can be removed with the use of tools in about 1 hour (divide the hour by the mechanical skill of the individual removing the strap).

24. Recreation Area. This area contains billiard tables, video games, and electronic chairs which stimulate pleasurable brain waves and a small gallery of early Dethenian artwork.

25. Admittance Area. This area is bare except for one computer terminal. If the players attempt to find information about deck layouts or passenger confinement, the screen will inform them that this information is classified. If the string of numbers 5386-9312-1203 is typed in the players can now receive the output specified. If the computer is now asked for passenger confinement the following will appear, *"Passengers presently contained for nonpayment of debt-George Traxer-put into confinement 078-1106."* Deck layouts are not attainable through this terminal.

26. Chip Distribution and Refundment. This area contains empty shelves obviously used for chip storage. This is where passengers aboard obtain and cash in chips when gambling. Near the rear of the room is a hatch with a sign over it stating, "For authorized personell only." Either a gold or silver key will open the hatch and a player with a lock pick set can open it on a throw of 8+.

27. Gambling Control and Monitor. This area is explained at location 17.

28. Passenger Confinement Area. This small area contains twelve low passage berths. One of these berths is occupied by an elderly gentleman. **George Traxer** (675AB3)

If this person is successfully revived his true identity will be revealed. He appears to be the same man on the photo given to the adventurers earlier by the kidnapper. When awakened he will admit to having been contained aboard this vessel for the non-payment of a debt. He admits to having an extreme problem and when he got aboard the *Solar Flare* his love of gambling grew to a point where it was impossible for him to stop. He built up a debt so large he could not pay it off.

He will admit to having a son. When he hears that his son has kidnapped a friend of the group he will stress the point that it does not sould like somehting his son would do. He will admit that under these extreme circumstances his son may have gone temporarily insane, seeing the closeness between themselves.

He shows an extreme thankfulness to his rescuers and promises a cash reward to the players on his return to Larmix. He also promises the return of thier comrade if they promise not to press charges against his son.

29. Food Preparation Area. This area contains cooking facilities and many counters and sinks. The area looks as if it is adapted for use by robots.

30. Food Storage. Huge walk-in coolers line the walls in this area. The coolers are nearly bare except for some fruit in one of them. A large pantry is also found here stacked with canned and preserved foods, including many delicacies.

31. Robot Storage and Maintenance. This area contains a large group of robot storage stalls. When a robot is not in use it is kept in one of these stalls. The stalls containd computer links to the ship's central computer and also the gambling control computer where the robots are fed any additional information which will enhance their odds of winning. The room contains many spare robot parts. The robots are capable of self repair and maintenance, and are practically self reliant. All but one stall is currently occupied.

32-50. Passenger Staterooms. Each of these rooms is relatively identical except for size. Each room contains a double bed, a bathroom and a computerized slot machine. Each are ellegantly furnished and Dethenian artwork enhances the walls. The rooms are well kept and have a friendy atmosphere about them. Throw 1D after inspecting a room to find; 1-a number of chips, 2-nothing, 3-a small personal weapon, 4-a book on beating the odds when gambling, 5-nothing, 6-slip of paper with the words *Good Luck* written across the top of it.

51. Justice Agent's Stateroom. This stateroom is similar to the previous rooms mentioned. The room has a lived in look with the bed undone and materials cluttering the desk. The materials include a paper with the numbers 5386-9312-1203, a report explaining the illegal gambling aboard, a note stating that a George Traxer is being held captive aboard the ship and all deck layouts of the starship.

52. Middle Engineering Section. This area contains the power plant and some of the drive systems for the ship.

Lower Deck

53. Lifeboat. The lifeboat found at this location appears externally to be a true ship's vehicle. If the group attempts to enter the boat throw 1D. If a 6 is rolled the door opens, otherwise it is jammed shut. The door can be pried open with a prybar in about 5 minutes.

MIDDLE DECK
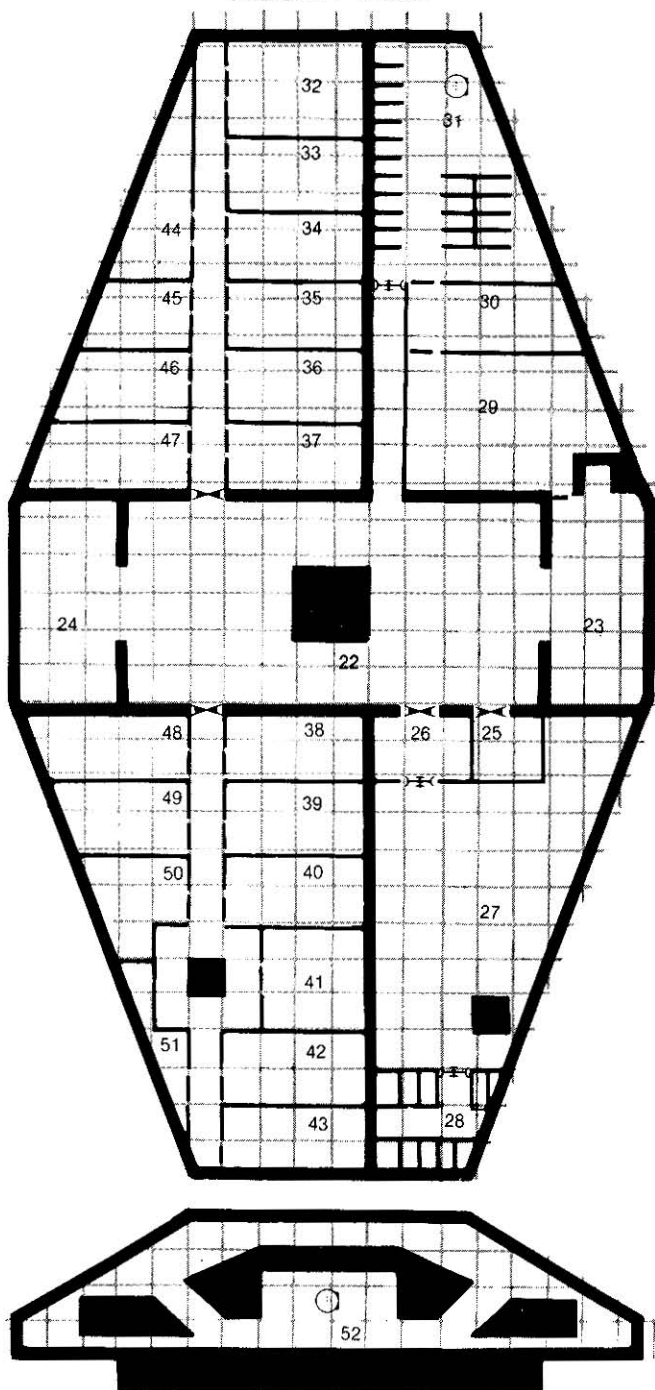
The interior of the lifeboat will be found to contain many weapons and stolen goods. All of the inner components of the boat have been removed, leaving a convenient and hidden storage area. Of course, because of this fact the lifeboat is completely non-functional. The doors which were supposed to release the lifeboat from the starship have been welded closed.

Closer examination of the interior will yield the find of a shattered glass cage upon the floor. A small white tag will also be found near the cage which reads, *"Live shipment-handle with care - Struped."*

54. Sick Bay. This area contains ten bunks with life support and monitoring systems for each. Examination of one of the bunks will reveal on of the following; (throw 1D); 1,2-blue plastic chip; 3-booklet on success in gambling; 4,5-nothing; 6-Newspaper clipping involving the scientific findings on the planet of Larspri. A new, deadly animal has been captured and named by the scientists as Brachyuracean Crusecapoda, the Struped. The article contains information on its defense mechanism and other aspects of its life.

55. Medicinal Storage Area. This area contains storage space for different types of medical equipment. A locked cabinet will yield (on a 5+) several types of modern day drugs. On a 10+, three bottles of anagathic drugs will be found valued at Cr3,000,000.

56. Low Passage Area. This area contains 12 unused but functional low passage berths.

57. Laboratory. A modern laboratory complete with the latest machines and tools looks as if it has never been in use.

58. Medic's Quarters. Unused stateroom intended for the use of a medic if one is ever required.

59. Changing Area. This area is used for changing clothes when using either the pool or track found in location 59. Entrance to this room is obtained through a small lift shaft which works on the same principle as the central lift shaft. The room contains lockers, showering facilities, and a sauna.

60. Pool Area. This room contains an oblong shaped swimming pool and a running track around it. On the bottom of the pool a shiney, metallic item will catch the players eye. No means can be found to drain the pool. If the players decide to enter the pool and check the object out throw 2D. On a roll of 9+ the object will turn out to be a worthless brass coin. If the object isn't a coin it is a filtration tube which is presently functioning. When this tube is approached the suction will hold the players under the water. The player can escape its grasp on the throw of strength or less (DM +1 for each minute held under). Players can easily be freed with the assistance of another, but the assisting player (on a roll of 8+) will be trapped under himself. For every 1 minute trapped under roll for 1D damage. After unconsciousness sets in, the player has five minutes to be freed until drowning occurs. If an unconscious player is brought to the surface before death occurs and the player is given immediate medical attention, he will recover fully within an hour on a roll of 8+ (DM + Medical Skill).

61. Cargo Area. This large chamber is found to contain no cargo. Near the lift shaft there are two bodies. Each body will be found to contain a single needle like stinger in the chest. The stingers entered both bodies in exactly the same location. The areas around the stingers will be found to have a powdery red crystal form of residue identifiable as blood to anyone with medical skill.

Further examination of the bodies will reveal that the first man was named Jonas Groby (the ship's pilot), and Thelm Torbs (an engineer) was the name of the second. On Groby, a slip of paper with the numbers 5386-9312-1203 is found in his wallet. A body pistol lays beside his body (three shots were fired from the gun).

Torb's clothing contains a silver key, a red plastic chip, and a list of names that are unfamiliar to the players. On a throw of 5+ one of the players will recognize one of the names to be a person he knows has immense wealth.

62. Shuttle Hatch Air Lock. This hatch leads downward through a tubular corridor travelled by use of a ladder, to the shuttle docking facility. If entering the ship through this area, the upper hatch leading to the cargo area will be extremely difficult to open, although it will appear to be unlocked (throw strength or less to open). The cause of the difficulty will be discovered when opened. Laying over the hatch is a dead body with the same injuries as his two comrades at location 61. The man's name can be found as Zephil Lactor and identified as one of the ship's engineers. On his body can be found a gold key and a string of numbers (5386-9312-1203).

63. Central Lift Shaft. This shaft is found in the lower cargo area and is the central source of travel between decks. The car is called to your floor by a single red call button. When the car arrives the doors will open exposing a spacious, carpeted area. Inside on the opposite side from the doors are two buttons. One button has an arrow pointed upward and the other an arrow downward. Pressing a single button will bring the car to either the uppermost deck or the lowest deck. Pressing both buttons simultaneously will result in the car travelling to the secret second floor. On the upper deck both sides of the car will open to either side.

64. Gambling Chip Process and Storage Area. This area is used to produce and store gambling chips and marked cards. Many machines are placed about and can be turned on by the press of a button. Entrance to this area can only be achieved through the hatch from the engineering section or by using a gold plated key to remove the access panel from the cargo area. The walls of this area are packed with shelves of chips and playing cards.

65. Metallurgical Shop. This room contains facilities for detailed small scale metal work. It can be used to create gun parts, mechanical spares, or blade weapons. The equipment can be used only by a person with mechanical-1 or better.

66. Electronics Shop. Similar to location 65, but designed for electronic repairs. Can be used by a person with electronic-1 or better.

67. Machine Shop. This area contains tools, spare parts, and other general-use materials.

68. Lower Engineering Section. This section contains the maneuver and jump drives for the ship.

LOWER DECK
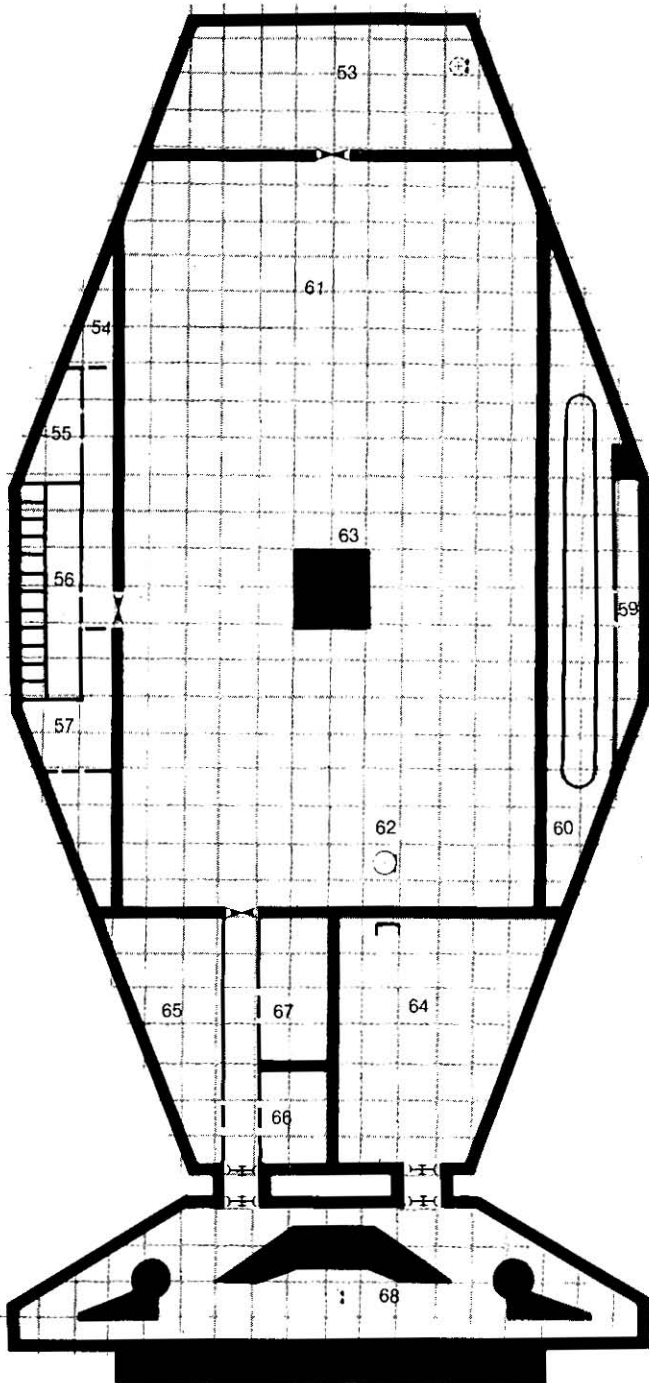
STRUPED
(Brachyuracean Crusecapoda)

Strupeds have just recently been discovered and few specimens have been captured. They were found living on the uninhabited planet of Larspri in the Dethenes subsector. Extensive research is now being conducted on these amazing creatures.

The few specimans caught have had the average weight of 3 kgs. Average length when the legs have been fully extended measures 80 cm. When the creature is in a walking position the leg span is 43 cm. The height the creature can acheive when fully errected by its legs is 25 cm. The entire body is protected with an extremely hard exoskeleton secreted by the hypodermis, or outer skin layer. It is composed largely of a horny substance called chitin which is hardened to a degree whereas it is more durable than most types of armor currently on the market.

Externally, the most noteable features are the three segmented appendages. These legs have a boney and feable look, but in actuality are very strong and carry the creature at unusual speeds. Also the tips of the legs contain a small suction type grappler making vertical assent easy and trouble-free.

Internally the most bizarre feature of this animal is its lack of a heart. It must rely on movements of the body and the digestive track to circulate the blood throughout its body. Because of this unusual handicap this creature has an extreme appetite. The way in which it consumes food is equally as strange. The stomach is connected to a long tube which can be lowered from the creature's mouth. When it finds a suitable food source it will lower this tube from its mouth, releasing the acid from its stomach onto the prey. When the acid has sufficiently done its job it is sucked back into the stomach. There the newly aquired protein is distributed throughout the body. Its respiratory system consists of four lungs and it is able to survive without air for a period just short of three hours.

The creature's one defense is very effective. In the center of its compound eye is found a single tube and when any living creature enters its range a chemically treated stinger is shot from within the tube. This stinger, which is shot directly from the eye, gives the creature precise aim. It has been found that this creature can instinctively locate the heart of its prey and aim its stinger towards it. The stinger itself is extremely sharp and can pierce all types of armor, including battle dress. In a matter of 1 to 10 minutes; depending on the location where the hit occured, the blood in the immediate area will chemically begin to crystallize into a powdery residue. The stinger is impossible to remove once it is shot into the body of its prey.

The one drawback to this marvelous defense is that the creature has only five of these stingers to shoot in combat. Once the five stingers have been used, the creature will immediately try to escape. It will select a secluded spot and begin the process of regenerating its weapon. It must first shed its protective armor. Then in a matter of one hour the creature will have regenerated its armor along with five new stingers. During this period the creature is armorless and nearly defenseless, and will avoid all contact with any living thing.

REF INFO:

Strupeds receive an automatic DM+2 when rolling for surprise. If a Struped gains surprise it will silently fire when the intruder enters its range, (close or short), and can fire one stinger per combat round. If a Struped is surprised it will attempt to evade, but if bothered it will turn and attack. Once a Struped is hit, it will attempt to evade. If a player is hit roll 2D on the following table (DM+2 at short range):

STRUPED

(*Brachyuracean Crusecapoda*)

S.W.-81

18
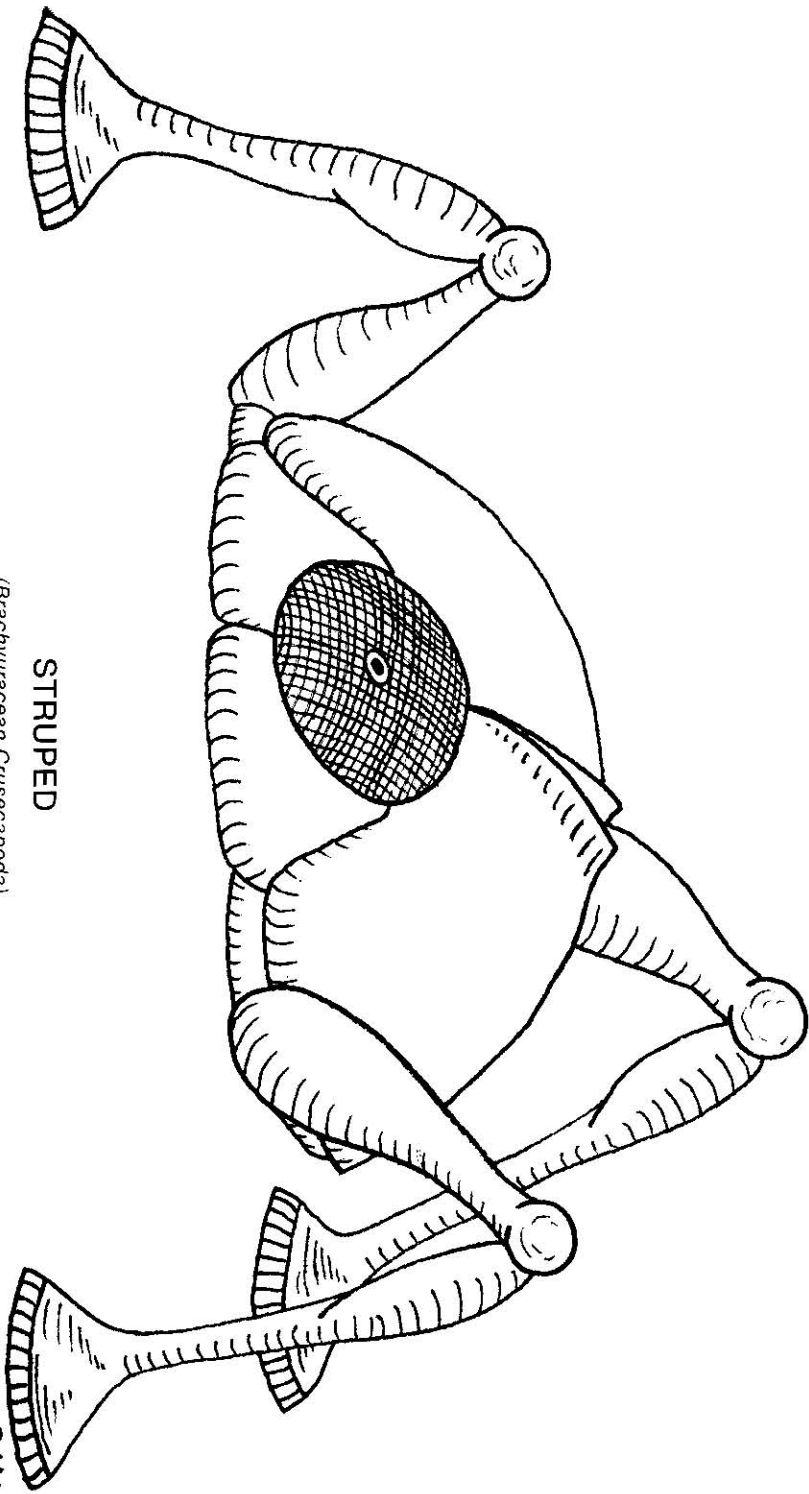
2	Instant death, stinger embedded in heart
3	Instant death, stinger embedded in heart
4*	Death in 1 minute, stinger hits near heart
5*	Death in 3 minutes, stinger hits near heart
6*	Death in 5 minutes, stinger hits near heart
7*	Death in 6 minutes, stinger hits neck
8*	Death in 8 minutes, stinger hits shoulder
9*	Death in 10 minutes, stinger hits abdomen
10	Stinger hits in non-vital area (25 points damage)
11	Stinger hits in non-vital area (10 points damage)
12	Stinger path is obstructed (no damage)

*If medical aid is given within 5 minutes after stinger enters body; roll 11+, (DM+ medical expertise), to prevent death. If the roll is achieved, the character is considered severely wounded and will revive 3 hours later; afterwhich his Endurance, Dexterity and Strength will all be lowered to 1.

As much or as little information as necessary concerning the Struped can be obtained through the ship's computer. You as the referee must decide. Also have the choice of when to introduce our little friend to the adventurers. I suggest you wait until they have found and started searching the secret second floor. Another possible event could occur if they try to leave the ship a little bit too early having an unpleasant surprise in the form of a Struped waiting for them in the path to their ship. Please, remember that this creature packs a lot of power for its size, so use it carefully.

|	Animal type	weight	hits	armor	wounds	and	weapon
(armored)	1 Killer	3 kgs.	97/0	Battle	(chart)	stinger	A0 FC S3
(unarmored)	1 Killer	2 kgs.	27/0	None	5	claws	AB F2 S2

ROBOTS

(This section was created with the use of Journal supplements concerning robots)

The starship *"Solar Flare"* presently contains three types of robots. The robots themselves are practically maintenance free and perform many of the necessary functions aboard the ship. Their presence reduces the number of live beings aboard the ship, and thus reduces the chance of security leaks. The three types of robots aboard are: a 75 kg Steward/Valet robot, a 100 kg Medium security robot and a 75 kg Gambling attendant robot. There are 12 S/V robots aboard, 3 Medium security robots and 15 Gambling attendants. Robots are used only on the second deck and cannot leave that no matter what the circumstance. The security robot patrols all decks.

STEWARD/VALET ROBOT (75 kg):

Designed to be pleasing to the eye, these robots see to the comfort of the guests aboard. They incorporate a type II chasis with legs for locomotion, two light work arms, TL 14 brain, a voder/vocorder, a televisual camera, a basic sensor package augmented by enhanced night vision, and a standard 20 power plant. No weapons or armor are installed. Programming consists of Steward-4 and Valet.

Medium Security Robot

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S.W.-81
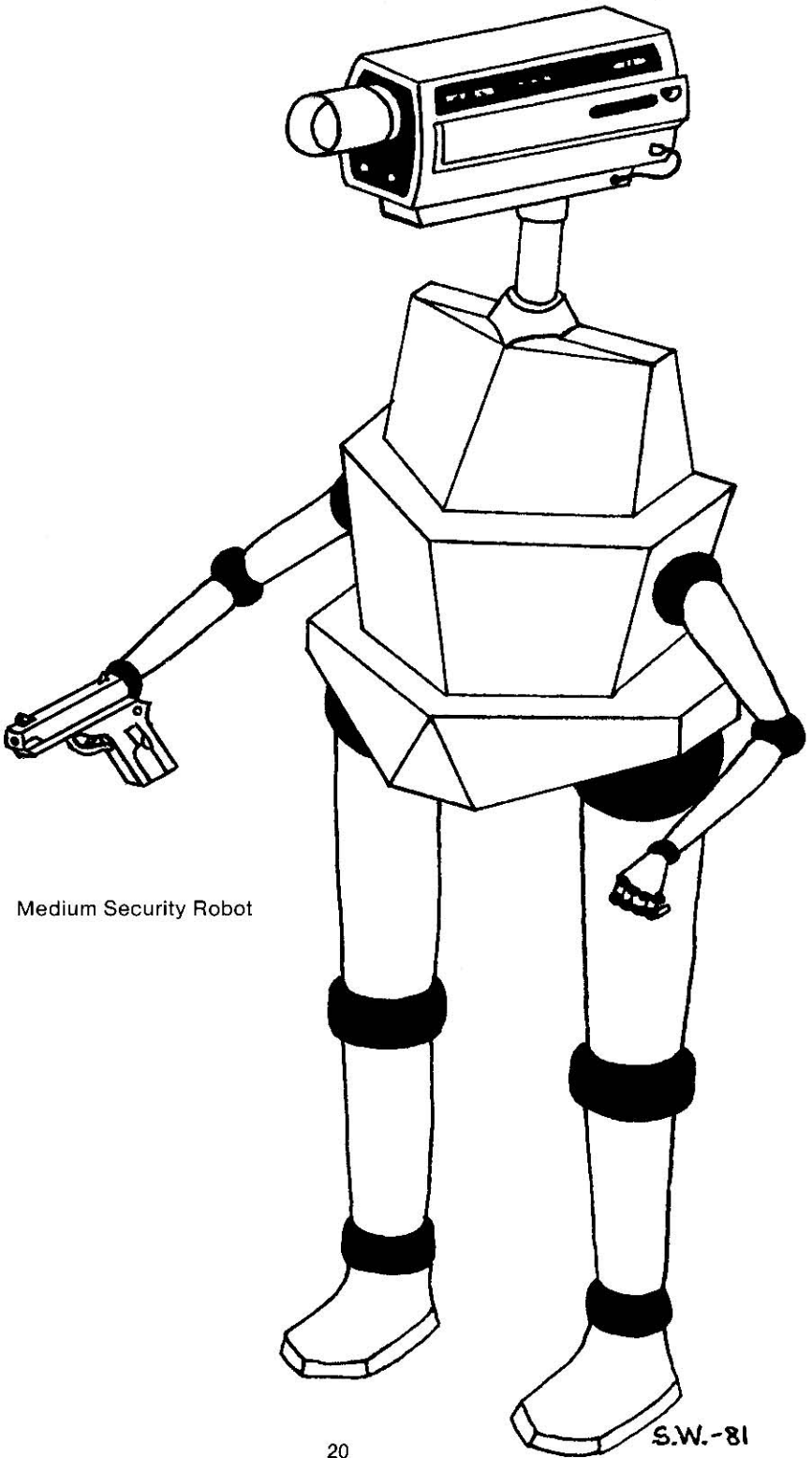
MEDIUM SECURITY ROBOT (97 kg):

Programmed to patrol all decks at irregular intervals, it will attempt to detain any unauthorized individuals. It has been given a humanoid shape to permit it to use staircases, ladders and other humanoid facilities. It incorporates a type III chasis with legs for locomotion, two light work arms (one arm incorporating an auto pistol), TL 14 brain, standard freq. radio, televisual camera, basic sensor package augmented by enhanced night vision, telescopic vision and a low level audio. It contains a standard 30 power plant and an outside surface polished to reflec standards. Programming consists of Medium security and Weapon handling (auto pistol-2).

GAMBLING ATTENDANT ROBOT (75 kg.)

This robot was specifically designed to aid the passengers aboard in games of chance. It has been given humanoid shape to permit familiarity with the passengers. It incorporates a type II chasis with legs for locomotion, two light work arms, TL 14 brain, a voder/vocorder, televisual camera, standard freq. radio link with the gambling control computer, basic sensor package, advanced telescopic visual, no weapons or armor is installed. Programming consists of Advanced gambling and Steward.

ROBOT ENCOUNTERS

Once the players have boarded the ship there is a certainty that they will encounter a security robot. For every 15 min. aboard roll 2D for 11+ for an encounter to occur. There is a DM of +2 on the security second deck and a DM of +1 on the upper deck. All other robots will be in their stalls (location 31), but if these stalls are tampered with the robots will leave them and attempt to go to their appointed station. When a robot sees the players it will ask them what they are doing in this part of the ship and will call a security robot if a reasonable answer is not given. When rolling for surprise the security robot receives a DM of +1.

COMBAT

For combat purposes all three robots are considered to be equal to humans. They move one band per combat round. They are not agile enough to evade. All robots are treated as if they were wearing cloth. If a security robot is encountered it will first attempt to take unauthorized indiviuals to the holding area (location 19), and will not fire unless it is told to by the computer. When a robot is fired upon it will immediately open fire. If a player is in the grasp of a robot, roll strength or less to be freed (2D). After five combat rounds a security robot will attempt to call his two companions through the central computer. They will appear ten combat rounds later and will shoot at the adventurers when in sight.

COMBAT RESOLUTION

Any hit on the S/V or gambling robots will destroy them. They will never attempt to injure a human but if they are destroyed within 3 meters of an individual, that individual will suffer 1D damage. When a security robot has been hit and wound points have been determined allocate the damage to parts of the robot by rolling 2D and consulting the robot damage table. Damage is defined as follows:

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2 Brain	Brain:	Any hit destroys the brain and the robot
3 Legs	Legs:	1 to 5 hits reduces mobility to 50%, 6 or
4 Legs		more immobilizes the robot
5 Weapon	Weapon:	The number of points of damge is the
6 Commo		negative DM when firing
7 Sensors	Commo:	Any hit will destroy the robot's commo gear
8 No effect		and it can no longer communicate to the
9 Power Plant		central computer
10 Commo	Sensors:	Any hit will destroy the sensors and the
11 No effect		robot can no longer see or hear but may be
12 Brain		directed by use of the central computer. All
		actions take twice as long. DM-2 when firing
	Power:	1 to 2 hits have no effect, 3 to 4 hits and the
		robot takes twice as long to function and
		can do only two of the following at one time;
		move, shoot or use sensors. 5 or more hits
		and the robot can do only 1 of the above.
		Apply a DM of −2 when firing without use
		of sensors.

REF NOTES

As previously stated, the only robots the adventurers should encounter are the security robots. Only if the stalls or gambling control computer are tampered with will the other robots be activated. Remember the S/V and gambling robots are programmed never to harm humans even if they themselves are being assaulted. If they are shot at they will inquire the reason of the assault but will take no other action. You must assign the designated stations of these robots if activated and must improvise in such situations. Say a Gambling attendant robot is encountered. You can have it ask the players if they are interested in playing a game of chance. Then set a bet and play a simple game of craps or if cards are handy, blackjack. You might even make up your own futuristic games of chance to play. The possibilities are endless. Remember these robots have an extremely good chance of winning because they are programmed to cheat. They can read the microscopic markings on the backs of the cards and have a computer link with the gambling control computer found upstairs.

ENDING THE ADVENTURE

On the return of the adventurers to the starport with or without Traxer, over the loud speaker the group will be requested to go to the meeting room. When they enter this room a man will be seated in a chair and introduce himself as James Traxer.

The following may happen:

1. If George Traxer was never found he will become quite upset towards the adventurers. He states that they have left no alternative for him concerning the fate of their friend. He will storm from the room and if captured or forced to relay information he will attempt to kill himself. Adventures concerning the rescue of their friend may be designed by the referee.

2. If the group announces that his father was killed (by one way or another) he will not seem unhappy but pleased and he will tell the players where they can pick up their companion. He will again ask if the group is sure Traxer is dead. When he is adequately sure he will thank the band for their cooperation and excuse himself. Attempts to detain this man will result in a gun battle.

3. If George Traxer is with the group he will quickly say that something looks different about his son. He will then ask why his son did such a terrible thing as kidnapping. James will say he didn't know what to do when he received the letter of his detainment and panicked. James will then ask if he and his father can step outside for a moment to discuss something. If the band allows it they will step outside closing the door behind themselves. A few seconds later a gunshot will be heard originating from outside of the room. When the group checks out the shot they will find the dead body of George Traxer with a bullet hole in his head. James Traxer will have disappeared.

In actuality the kidnapper was not the son of George Traxer but a paid assasin whose job was to see to the death of George Traxer. Traxer had to step on a few people on his climb to the top and one of the stepped upon did not appreciate it at all. He hired the assasin to put an end to Traxer's life.

The assasin found the Traxer mansion and entered it. There was no one around so he began to search through the mansion to try to obtain any information on Traxer's whereabouts. In a desk drawer he found the letter stating Traxer's confinement aboard the *Solar Flare*.

At that instant, James Traxer returned home (George's true son), and was immediately murdered by the assasin. That is when the assasin came up with the idea of taking the younger Traxer's identity.

REFEREE'S NOTES
The following notes are intended to give the referee a better understanding of the adventure by elaborating on various aspects of the adventure the characters are embarking upon.

THE OWNER
Thomas P. Devorex (434AA3), had ideas for the building of a starship early in 1094. The man had accumulated great wealth through illegal actions to a point where he was looking for an outlet to spend some of his money. He had always enjoyed different kinds of technical gadgetry, so why not construct a starship? But not an ordinary run of the mill starship, this one had to be special.

One cold day on Larmix Devorex began preparation of his huge toy, an expensive toy, but one which might bring even more wealth into his grasp. The ship would be built in a different subsector and be registered here in Dethenes as a cargo transport. Here in Dethenes the ship would make its rounds picking up the elite of society who were also willing to spend large sums of money in return for entertainment. Little did they know how they were taken in by this criminal. All games aboard the ship were closely monitored, insuring the success of the house in all cases.

Occasionally a member of the crew would pose as a passenger and would be allowed to win big. This would give hope to the passengers; and seeing someone winning would cause them to bet all the more. Of course, the gambling would result in a steady loss. The passengers would never complain about their losing to the authorities because being seen aboard the ship would be either illegal or would simply blemish their standings in their social circles.

One day, aboard his ship disaster struck. The crew was returning in the shuttle after the week's passengers had disembarked on the planet Larmix when they were suddenly signaled to the starship. Something had happened to the bridge area.

Return of the crew to the ship's bridge resulted in finding most of the controls shot out by the security robot. After hearing glass shatter in the cargo area, the crew raced down to the lower deck to find a man entering the shuttle. They attempted to stop him, but they were too late. Waiting for them when they reached the shuttle hatch was a Struped. The crew, after seeing the beast, immediately fired upon it. The creature turned and instantly fired, killing all of the crew except Deverox.

Deverox, in utter panic after seeing the slaughtering of his comrades, raced to the one place he thought he would be safe, his vault. He raced upstairs, turning into the corridor of the vault. In his haste he forgot to deactivate the trap and his body was shot from his prized ship into the vacuum of space, never to be seen again.

THE MINISTRY OF JUSTICE AGENT

His mission was almost complete. He had nearly accomplished what others had failed to do. The crew was returning the passengers to the planet and he was alone aboard the ship. He cautiously approached the bridge area. He planned to radio Imperium Naval force to come and arrest the crew on their return to the ship.

As he approached the communicator, bullets whizzed by his head. He had forgotten about the security robots and immediately retreated to the lower deck to attempt escape in the life boat. He opened the lifeboat hatch and to his surprise and disbelief found it to be stripped of its interior machinery. Escape with the use of the life boat was an impossibility.

At that moment he heard the sound of the crew returning from the shuttle. They quickly ran to get upstairs and didn't bother checking this deck. The agent, seeing his chance to escape, began to race to the shuttle. But in his haste, he kicked over a glass cage in the boat, smashing it to the ground. The crew would be checking out the cause of the crash momentarily, so he again began to run. As he sprinted to the shuttle he felt an extreme pain in his neck but be continued.

He reached the shuttle hatch just as the crew emerged from the lift shaft. They fired, but they were too late. He had made it. In the shuttle the agent relaxed. He had survived and had enough information to shut down the *Solar Flare* for good. Suddenly he began to become drowzy.....

FINAL NOTE

Adventures involving the return of the kidnappers victim can be developed by the referee. Follow-up adventures are encouraged and should involve either the chase of the kidnapper or the players use of the newly aquired *Solar Flare*.

Any questions or qualms concerning the adventure can be answered by writing me directly.

Christopher Kupczyk
(address found in Free Trader section).

Small Craft

SANDCRAB ATV
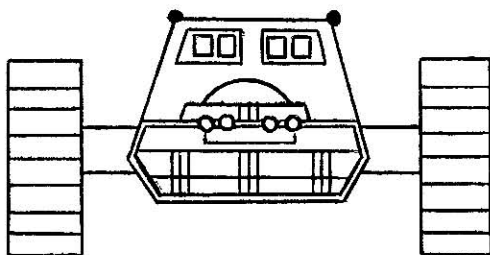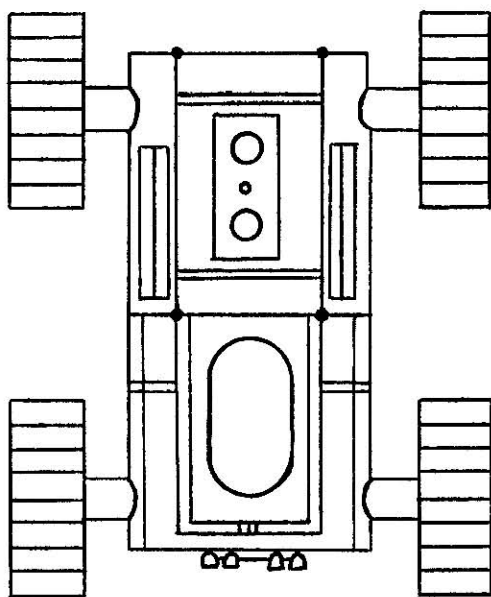
"SANDCRAB"

NAME: Sandcrab

MANUFACTURER: Transportation Mechanizations Ltd.

TYPE: All Terain Vehicle (ATV)

TECH LEVEL: 7

BASE PRICE: Cr22,500

CREW: Two

WEIGHTS:

Empty - 1,356 Kg (3,003 lbs)

Cargo capacity - 350 Kg (770 lbs)

Loaded w/crew - 1,897 Kg (4,173 lbs)

DIMENSIONS:

Length (overall) - 6.83 m (22 ft 5 in)

(hull) - 6.09 m (20 ft)

Width (overall) - 5.54 m (18 ft 2 in)

(hull) - 3.04 m (10 ft)

Height (overall) - 2.90 m (9ft 6 in)

(hull) - 2.13 m (7 ft)

PERFORMANCE:

Road speed - 111.8 Kph (180) mph

Cross country speed - 34.2 Kph (55 mph)

Range - 1,242 Km (2,000 miles)

Verticle obsticle - 1.09 m (3 ft 7 in)

Trench - 1.73 m (5 ft 8 in)

Gradient - 70 per cent

Turning radius - 9.75 m (32 ft)

POWER PLANT:

Stewart MK 7a electric motor for propulsion with seperate MK 2 unit for electrical and life support systems.
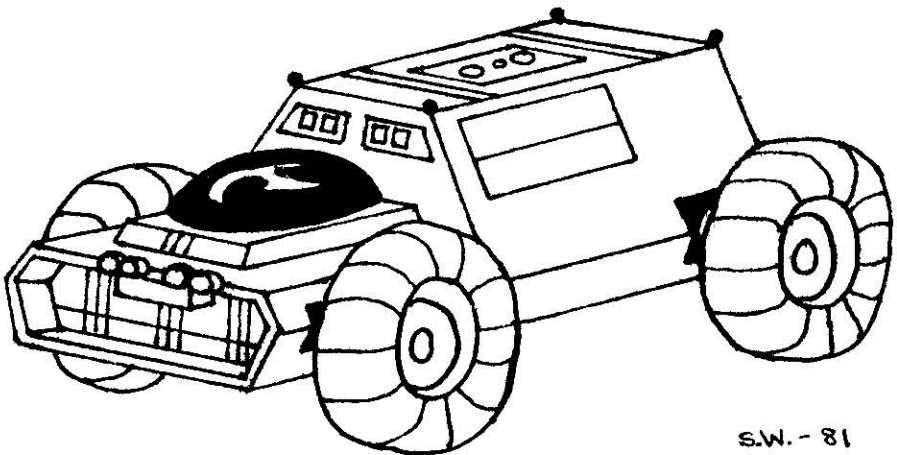
DESCRIPTION:

The all purpose "Sandcrab" is a highly versatile but inexpensive vehicle built by Transportation Mechanizations Ltd. (TransMech). The TransMech main office is located on Dref/Shenk, but their products are shipped throughout most of the Imperium.

The "Sandcrab" is a highly reliable, battery powered ATV which can be easily recharged by any ship-type power source. It performs admirably under a variety of conditions; including almost any type of adverse weather, insidious atmosphere, or gravity extremes.

The "Sandcrab" is extremely bouyant and can wade in depths of up to 1.83 m (6 ft.). The driver sits in comfort directly in front of his passenger under the large bubble canopy, which also provides excellent vision to front and sides. The "Sandcrab" also has a completely sealed and pressurized interior for vacuum oriented work; but has no airlock system forcing the entire cabin atmosphere to be flushed and then replenished. The recycler will provide a fresh, pleasant atmosphere for the crew under any temperature conditions. Also included is an emergency air supply of approximately 10 hours use in pressurized bottles under each seat.
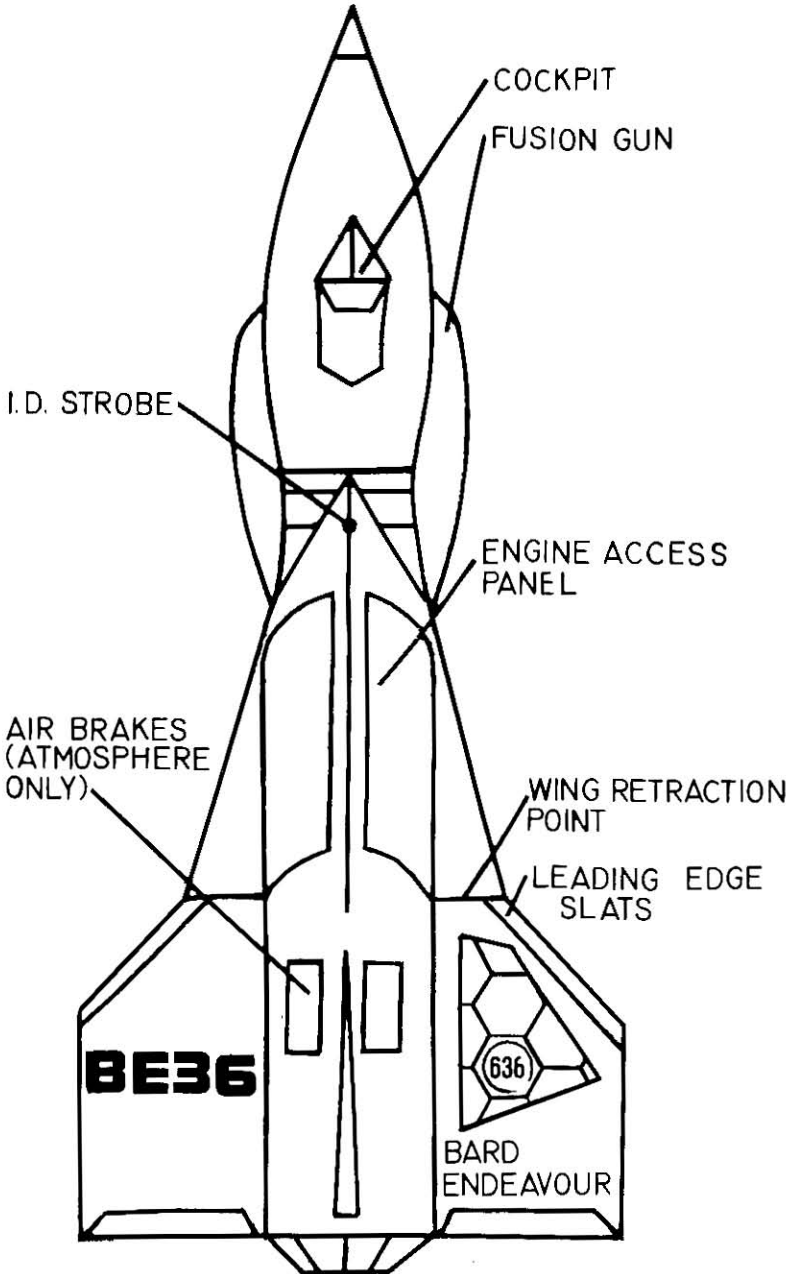
The most notable feature of the "Sandcrab" is its system of four independently driven, reinforced MetalFiber balloon tires. They prove nearly indestructible and are vital in providing the vehicle's ability to traverse nearly all terain types.

In summary, the "Sandcrab"'s excellent performance and low maintenance requirements combine with an affordable price to make it one of the best vehicle buys available.

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COCKPIT

FUSION GUN

I.D. STROBE

ENGINE ACCESS
PANEL

AIR BRAKES
(ATMOSPHERE
ONLY)

WING RETRACTION
POINT

LEADING EDGE
SLATS

BE36

636

BARD
ENDEAVOUR

THE STAR DART
TL 14 F-0106611-000000-03000-0

When the Azhanti High Lighting class vessels were being designed in 991, the Imperial Navy sought a fighter to be placed aboard the new ships.

Several corporations submitted designs. In 992 the Imperial Navy announced that the Gashedda Star Dart had won the competition.

The Star Dart was placed aboard all Azhanti High Lightning class vessels in their original configuration as Fleet Intruders. The Star Dart was replaced by the RF-128 Rampart close support fighter when the remaining ships of the class were uprated to Frontier Cruisers.

Although the Star Dart no longer serves aboard Lightning class ships it can still be seen in training squadrons and in some areas as a locally bought fighter for low-income Imperial worlds.

VARIANTS

JF-19
Based on a prototype design, the JF-19 was the first Star Dart to enter service in 994. Many of these saw action in the Solomani Rim War (990-1002).

BF-19-1
Variant developed in 999 for space combat. This version was developed specifically for the Solomani War. Many atmospheric features (air brakes, etc.) were deleted to make room for additional equipment for space combat. These fighters could still operate in atmospheres, but not as well as most other versions. Developed toward the end of the war, most of the units were cancelled immediately after the war's end. No Star Darts of this type are in service today.

NS-19-1
After the war's conclusion, many of the BF-19-1 type Star Darts were converted to one man transport and/or reconnaisance shuttles. Several dozen of these are still in service throughout the Imperium.

FF-19-2
After the Introduction of the Rampart RF-128, many of the Star Darts were refitted with more advanced avionics and new, more powerful, Diversified Dynamics Design and Shipyards Mk 3-A-BB engines. Most of these were put into secondary service, but several returned to Lightning Class cruisers with the delivery of the Rampart RF-128 fighters. The remianing ships were then also put into secondary service.

FT-19-3
Some Star Darts were converted to two-seat trainers instead of being refitted to the FF-19-2 configuration. These fighters are still used as front line trainers for flight training throughout the Imperium. All armament has been removed form these ships. Targeting avionics have been retained for training purposes.

DECEPTION DRONE

HISTORY

Deception Drone

The first widespread use of deception drones came about in the Third Frontier War. While deception drones had been in existance long before that time they did not prove their value until they were used in the war by recommendation of emperor Styryx himself.

When first used the drones made the battles they were used in over-whelming victories. A favorite tactic was to have a ship hide behind an asteroid then launch the drone. The enemy vessel would mistake the drone for the actual ship and would chase off after it. The real ship could then escape or attack the enemy vessel, obtaining the great advantage of surprise.

Another favorite tactic was to replace an entire fighter complement of a carrier vessel with drones. This ship could then be sent to an area that was short on defense. When attacked or reconned, the appearance would be that an entire Imperial fleet was stationed there. This would often confuse the enemy into believing that the Imperium had almost twice the number of ships that actually existed.

The effectiveness of the drone eventually wore off, with both sides develop-ing various ways of detecting drones from actual ships. Advanced avionics were specially designed for this purpose. After the war most of the special drone avionics were removed because they were too bulky and were no longer needed.

Because most Imperial warships have no way of detecting drones from actual ships, distribution into private hands has been prohibited, lest the drones fall into pirate hands.

Despite legal restrictions, plans and even a few old drones that were supposed to be scrapped have reached illegal ownership and have been copied. Because of this the Imperium has been contemplating re-installing drone detection equipment aboard some of it's "Pirate Buster" vessels.

PARTICULARS

The Diversified Dynamics Design and Shipyards drones is entirely pro-grammable carries a model one computer, and an advanced radio control system for piloting the drone from the launching ship. The transmitter must be set for each individual ship so that it will mimmick a perfect image of the ship it portrays.
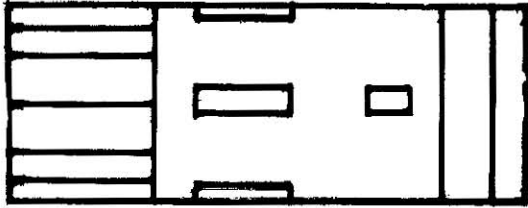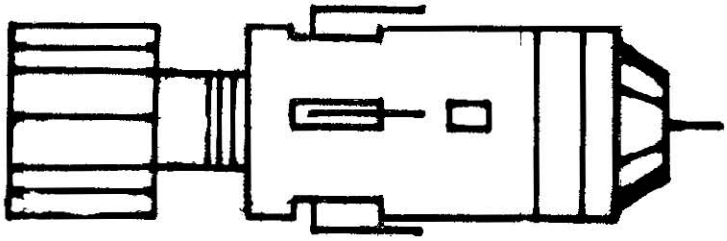
UNIVERSAL MILITARY SERVICE REGISTRATION

1. Name *(Last, First, Middle)*		
2. Address		
3. Additional Address		
4. City	5. State	6. Zip Code

Complete this form in order to register with appropriate authorities for service in the event of war or declared state of emergency. Select governmental allegiance with which this form is to be filed below:

☐ The Imperium   ☐ The Sword World Confederation
☐ The Zhodani Consulate   ☐ The Vargr Extents

TAS Form 97

Special Feature

MINISTRY OF JUSTICE SPECIAL BRANCH

HISTORY

Until recently, the existance of the Imperial Ministry of Justice Special Branch (JSB) was known only through rumor. In 1080, Emperor Strephon issued a public statement confirming that the JSB had been operating in its present form since 850. In addition, Strephon announced the appointment of Commodore Torrence Beem as the new director of the JSB.

There have reportedly been many forerunners of the JSB throughout the history of the Imperium, but is known that they usually dealt exclusively in counter-insurgency operations. The direct parent of the JSB is the old Naval Intelligence Department.

The principle advisor to the Emperor on the transformation of the Naval Intelligence Department into the JSB was Col. Daranth En La. This reorganization was done in response to the Civil and 2nd Frontier Wars, and because of an ugrent need for unification. (The Ministry of Justice and the Navy were unclear on specific distribution of power and responsibility). After the wars' end, Arbellatra appointed Col En La to the position of first director of the JSB. A major reorganization within the JSB itself took place between the Psionics Suppressions and the 3rd Frontier War.

Chronology of Major Events

0	3rd Imperium established
589-604	First Frontier War
604-622	Civil War
615-620	Second Frontier War
622-666	Arbellatra reins
629	JSB established; Daranth En La, Director
800-826	Psionics Suppressions
815	JSB covert operation powers expanded
850	Major JSB reorganization; Investigative Office added
979-986	Third Frontier War
982	Elite Strike Force formed
990-1002	Solomani Rim War
1071	Strephon becomes Emperor
1080	Strephon announces existance of JSB; Torrence Beem, Director
1082-1084	False War
1107	current year

Organization

Under the JSB doctrine of 850, six divisions are set up under three offices and a central authority. The purpose of having the offices is to eliminate the need for administration on the operational level, thereby freeing the divisions from being caught up in their own red tape.

The JSB headquarters is located on Capital/Core in the Ministry of Justice Building. Most of the administrative duties are handled there. Each office also has a district command post in every sector of the Imperium. Although all but the Imperial Security Division are quite spread out, the JSB's concentration is strongest in the trouble areas. (Currently in the Trailing regions near the Solomani Sphere, and in the Marches).

Each Office of the JSB handles a unique aspect of Imperial security operations, which are outlined below.

The Investigative Office is the youngest. It was added in 850 and has two divisions, Field Enforcement and Investigative Research. This office deals with the apprehension of persons who violate Imperial laws. While the office itself runs the sector command posts, the divisions operate from key planets in the sectors. This office works closely with the Imperial Navy to arrest criminals, Investigative Research then assisting in conviction.

The Intelligence Office's two divisions are Counter Insurgency and Intelligence Reconnaissance. Counter Insurgency itself has control over the Elite Strike Force, which is made up of handpicked units form all the Imperial armed services. The JSB agents are concerned with infiltration, while the Strike Force uses direct firepower to control insurgents. The Intelligence Reconnaissance Division operates several hundred starships (ranging from old battle cruisers to converted merchant vessels), all loaded with the most advanced avionics. While Reconnaissance serves basically wartime duties, it does provide orbital data, and mobile bases of operation as well. JSB Intelligence personell are present at all Imperial Way Stations and at most large Naval bases.
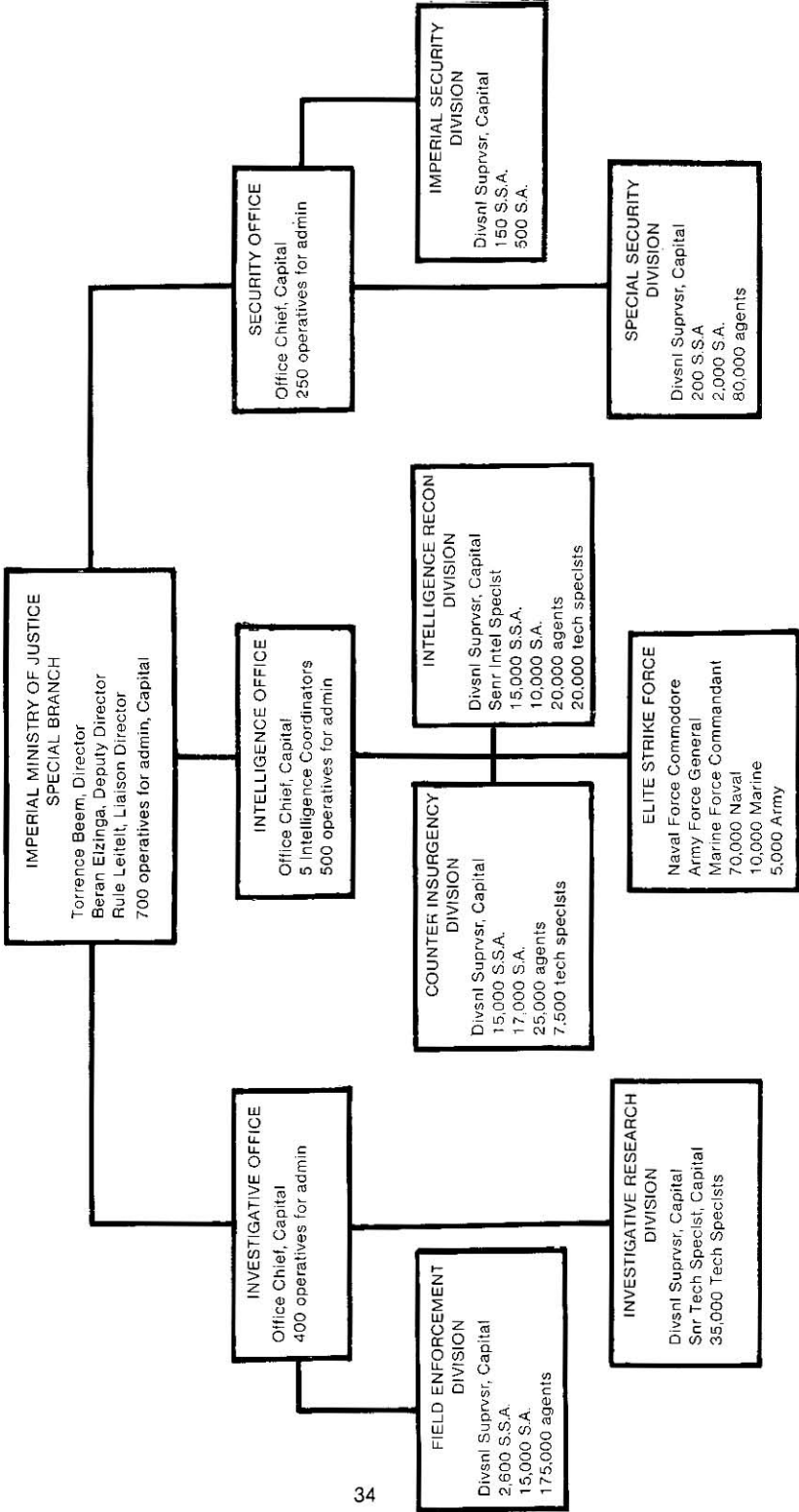
The Security Office's Special Security Division provides protection for Imperial officials as well as visiting dignitaries. The Imperial Security Division provides protection solely for the Imperial family.

Members of every division also perform other duties throughout the Imperium, wherever their specialized skills are called for. Agents can be found setting up security systems for research stations, prisons, etc., and even helping the Army in weaponry development.

The JSB is a very elite organization. The total manpower is at most 610,000. Enlistment and preliminary training are difficult, even for those who pass the fifty hours of entrance testing, the gruelling physical examination, and the in-depth screening.

Every "agent" is well trained in technical specialties, intelligence subjects, and weapons skills (especially the majority of JSB personell who have had prior military service). Each has access to the most advanced equipment, some of it designed by the JSB itself. The names of all JSB employees are carefully protected.

All this combines to make the Imperial Ministry of Justice Special Branch a potent force in helping to keep the Imperium from falling into utter chaos.

IMPERIAL MINISTRY OF JUSTICE SPECIAL BRANCH

Torrence Beem, Director
Beran Elzinga, Deputy Director
Rule Leitelt, Liaison Director
700 operatives for admin, Capital

INVESTIGATIVE OFFICE

Office Chief, Capital
400 operatives for admin

FIELD ENFORCEMENT DIVISION

Divsnl Suprvsr, Capital
2,600 S.S.A.
15,000 S.A.
175,000 agents

INVESTIGATIVE RESEARCH DIVISION

Divsnl Suprvsr, Capital
Snr Tech Speclst, Capital
35,000 Tech Specists

INTELLIGENCE OFFICE

Office Chief, Capital
5 Intelligence Coordinators
500 operatives for admin

INTELLIGENCE RECON DIVISION

Divsnl Suprvsr, Capital
Senr Intel Speclst
15,000 S.S.A.
10,000 S.A.
20,000 agents
20,000 tech specists

COUNTER INSURGENCY DIVISION

Divsnl Suprvsr, Capital
15,000 S.S.A.
17,000 S.A.
25,000 agents
7,500 tech specists

ELITE STRIKE FORCE

Naval Force Commodore
Army Force General
Marine Force Commandant
70,000 Naval
10,000 Marine
5,000 Army

SECURITY OFFICE

Office Chief, Capital
250 operatives for admin

IMPERIAL SECURITY DIVISION

Divsnl Suprvsr, Capital
150 S.S.A.
500 S.A.

SPECIAL SECURITY DIVISION

Divsnl Suprvsr, Capital
200 S.S.A
2,000 S.A.
80,000 agents

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How To Use The Tables

The Imperial Ministry of Justice Branch tables are designed to be used in the same manner as the tables in *Traveller* book 1. There are, however, several minor changes in some of the procedures, added to keep in consistency with the format of the Justice Special Branch. Care should be taken, therefore, to read all the notes for each table.

Initial Enlistment -

Age: No one younger than 18 may attempt to enlist. Charactes older than 39 are generally not accepted. *Rejection:* The Difficult enlistment throw takes into account the weeding out of unfit or undesirable applicants. Once a character is rejected, he may never again attempt to enlist.

Ranks & Titles

No character from the JSB is allowed to use JSB rank as part of his name.

Skills and Training

The number of skills received by a character is listed in the notes under the Acquired Skills table. A character may only choose the column on one of the tables corresponding the current rank. Gun Cbt, Blade Cbt, Vehicle, Air Craft, Water Craft, Heavy Weapon, Interrogation. and Bow cbt require immediate choice of one of the available skills.

Aging

Use the Aging Table from *Traveller* book 1.

MINISTRY OF JUSTICE
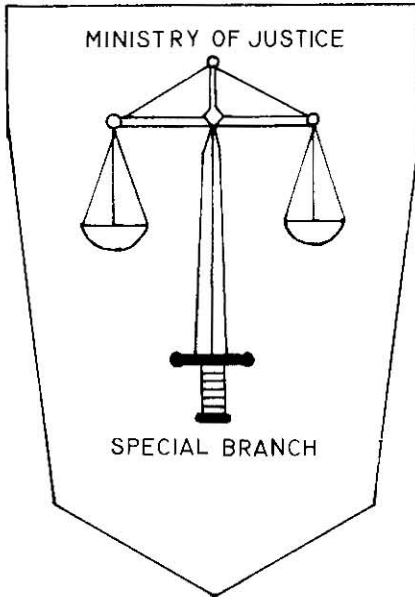
SPECIAL BRANCH

PRIOR SERVICE TABLE
Imperial Ministry of Justice Special Branch

Enlistment	15+
DM of +2 for	Any previous military service
DM of +2 if	Dexterity 9+
DM of +2 if	Intelligence 10+
DM of +1 if	Strength 8+
DM of +1 if	Endurance 8+
DM of +1 for	Each officer rank from previous service
DM of −6 if	Age is over 39
Survival	7+
DM of +2 if	Strength or Intelligence 9+
Commission	7+
DM of +2 if	Education 9+
Promotion	8+
Dm of +1 if	Intelligence 9+
Reenlist	7+
DM of +1 if	Any service skill 3+

NOTES: Belters, Sailors, Flyers, Doctors, and Scientists can also get +2 on enlistment. Commission and promotion are possible in first term. See retirement notes for reenlistment.

TABLE OF RANKS

Rank 0	Operative
Rank 1	Agent
Rank 2	Technical Specialist
Rank 3	Special Agent
Rank 4	Senior Special Agent
Rank 5	Divisional Supervisor
Rank 6	Office Chief

NOTES: Operative rank is automatically given to anyone who enlists.

AUTOMATIC SKILLS

Operative:	Streetwise-1
Agent:	Handgun-1
Technical Specialist:	Medical-1
Special Agent:	Leader-1
Senior Special Agent:	Computer-1
Supervisor:	Administration-1

ACQUIRED SKILLS TABLE

Personal Development Table

	Operative	Agent	Tech Speclst	Specl & Sen. Specl Agents	Divsnl Sup. & Office Chief
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	Brawling	Brawling	+1 Educ	Brawling	Bribery
5	Gun Cbt	Carousing	Brawling	Carousing	Carousing
6	Blade Cbt	Gun Cbt	Vacc Suit	Gambling	Blade Cbt

Service Skills Table

	Operative	Agent	Tech Speclst	Speclst & Sen Specl Agents	Divsnl Sup. & Office Chief
1	Gun Cbt	Gun Cbt	Blade Cbt	Gun Cbt	Blade Cbt
2	Vacc Suit	Blade Cbt	Computer	Blade Cbt	Instruction
3	Vehicle	Vehicle	Vehicle	Vacc Suit	Gambling
4	Mechanical	Survival	Medical	Survival	Bribery
5	Electronic	Streetwise	Demolition	Streetwise	Streetwise
6	Brawling	Jack-o-T	Forgery	Jack-o-T	Forgery

Advanced Education Table

	Operative	Agent	Tech Speclst	Specl & Sen. Specl Agents	Divsnl Sup. & Office Chief
1	Vehicle	Surveilance	Vacc Suit	Leader	Leader
2	Mechanical	Liaison	Mechanical	Tactics	Tactics
3	Electronic	Streetwise	Electronic	Streetwise	Liaison
4	Gambling	Blade Cbt	Computer	Blade Cbt	Computer
5	Streetwise	Gun Cbt	Medical	Gun Cbt	Instruction
6	Forgery	Jack-o-T	Jack-o-T	Jack-o-T	Admin

Advanced Education (must have Educ 8+)

	Operative	Agent	Tech Speclst	Specl & Sen. Specl Agents	Divsnl Sup. & Office Chief
1	Computer	Medical	Computer	Medical	Computer
2	Water Craft	Demolition	Medical	Intelligence	Intelligence
3	Air Craft	Surveilance	Engnrng	Navigation	Tactics
4	Ship's Boat	Interrogation	Commo	Battle Dress	Commo
5	Hvy Weapon	Recon	Pilot	Zero G Cbt	Pilot
6	Bow Cbt	Zero G Cbt	Gravitics	Jack-o-T	Bow Cbt

NOTES: Characters are eligible for 3 rolls on initial term of service; 1 roll for each additional term; +1 roll for commission during current term; +1 roll for promotion during current term. Only the table corresponding to characters current rank may be used.

RETIREMENT PAY

Terms served	Credits per year
4	4,500
5	7,000
6	10,000
7	15,000
8	25,000
9	50,000

NOTES: Characters may retire after four terms. Characters must retire after serving seven terms, unless 12+ is rolled on reenlistment. No more than nine terms are possible.

BENEFITS TABLE

Table 1, Material Benefits
1	High Passage
2	+2 Dexterity
3	+2 Intelligence
4	+2 Endurance
5	Traveller's
6	Gun
7	Blade

Table 2, Cash Benefits
1	70,000
2	100,000
3	150,000
4	200,000
5	300,000
6	500,000
7	800,000

NOTES: Table 1: Characters receive one roll for each term of service, one roll for each rank above 0, one roll for each skill of level 3+. First occurance of Blade or Gun must be declared as to type immediately; additional benefits may be declared as skill. Only weapons in skills section can be chosen from. Ranks 3, 4, 5, 6 may add +1 on table 1.

Table 2: Maximum of three rolls on table 2. DM of +1 allowed for gambling skill or retirement.

Explanation of Skills

Gun Combat-

Character receives a level of skill in one of the following catagories: *Handgun-* applies to revolvers, autopistols, body pistols, and snub pistols; *Laser Weapons-* applies to laser rifles and laser carbines; *Combat Rifleman-* applies to rifle, carbine, assault rifle, advanced combat rifle, and gauss rifle.

Blade Combat-

Character receives a level skill in one of the following weapons: Dagger, Blade, Bayonet, or Cudgel.

Vehicle-

Character receives a level of skill in one of the following types of vehicles: Wheeled, Tracked, or Grav.

Water Craft-

Character receives a level of skill in one of the following types of small water crafts: Power Boat, Submersible (under 50 tons), or Hovercraft (capable of traversing water, land, and ice).

Air Craft-

Character receives a level of skill in one of the following catagories of aircraft: Propeller Driven Fixed Wing Aircraft, Jet Propelled Fixed Wing Aircraft, Helicopter, or Grav Vehicles.

Heavy Weapons-

Character receives a level of skill in one of the following support weapons: Light Machine Gun, Light Assault Gun, or RAM Grenade Launcher.

Bow Combat-

Character receives a level of skill in one of the following bow weapons (described in Supplement 4): Short Bow, Long Bow, Military Crossbow, or Repeating Crossbow.

Intelligence-

Character receives a level of skill in any TWO of the following skills: Bribery, Forgery, Interrogation, Streetwise, or Surveilance.

Surveilance-

The character is skilled in using various electronic and optical surveilance devices. The individual is also trained in other forms of information gathering techniques, including methods of following someone without attracting attention.

Referee: Die rolls should be determined for different actions, based on their difficulty, with positive DM's for surveilance expertise.

Example Characters

1 Lt. Col.   Army   199896 Age 38 5 terms   CR 27,000
   Elec-3, Mech 3, Rifle-3, SMG-1, Dagger-1, Tactics-1
                                             two mid psg, one high psg

After two terms in JSB

Lt Col (Tech Spec.) Army(JSB)7ACA96 Age 46 5 terms(+2)   CR 397,000
Elec-4, Mech-3, Medical-3, Rifle-3, Streetwise-2, Tactics-1,
SMG-1, Dagger-1, Pistol-1, Computer-1, Vacc Suit-1   Traveller's
                                             two mid psg, one high psg

2 (Special Agent)   (JSB)   9B9D56 Age 34 (4 terms)   CR 1,000,000
   Handgun-3, Elec-2, Gambling-2, Mech-1, Medical-1,
   Forgery-1, Streetwise-1, Leader-1, Vacc Suit-1   Retirement 4,500 CR/Yr.
                                             two high psg

The Armory

Within the reaches of the Imperium, there must be a countless number of different weapon types. Most of these can have their origins traced back to the same ancestors.

Although the standard high technology weapons currently used throughout the Imperium are substantially improved over the archaic models, the older versions can kill just as well.

A large portion of the arms now being produced must surely be considered useless, either because of their inferior manufacture quality or poor design.

There are, however, a few outstanding weapons, favored by adventurers and professionals alike, which see much widespread use. The purpose of this feature is to provide information on those versatile and reliable varieties of arms.

At first, the attention will be focused on presenting the antique equivalents of the weapons in *Traveller* book 1. Next covered will be the more advanced weaponry, such as in *Mercenary*. After the major weapons in those two books are covered, later installments will begin to introduce new arms. These new arms will be chosen for their usefullness, believability, and playability.

The drawings that follow are only intended to give players a general idea of how the weapons of each class appear. The drawings are not in any particular scale.

Players should refer to the combat section in book 1 for the specifications of the weapons.

NOTES: 1)   The Heckler and Koch MP 5 A2 is shown, in addition to the UZI, because it better fits the desrciption given on page 36, book 1.

             2)   The Springfield M14 and the Fn FAL may both be considered rifles, or they both can be considered autorifles when the full automatic versions are used.
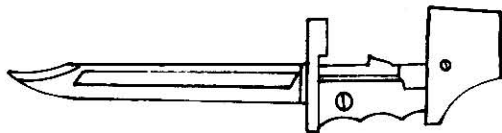
BAYONET

BODY PISTOL

AUTO PISTOL
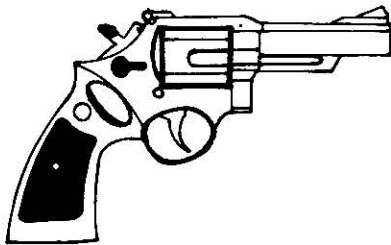
REVOLVER
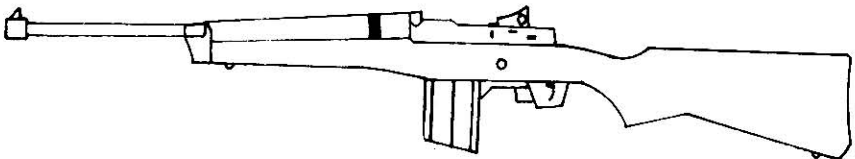
CARBINE
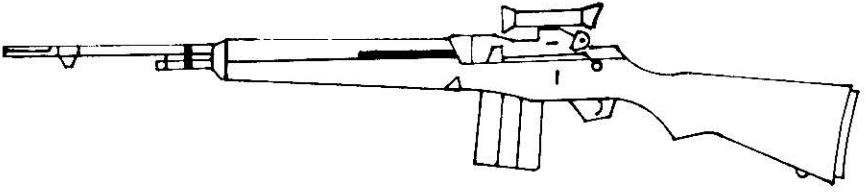
RIFLE
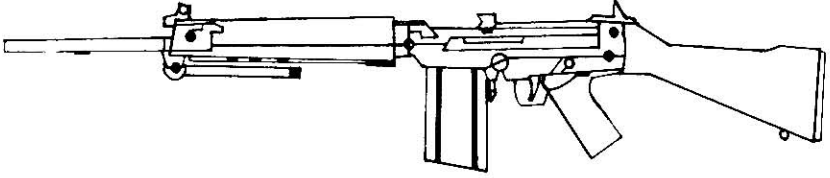
AUTO RIFLE

SHOTGUN
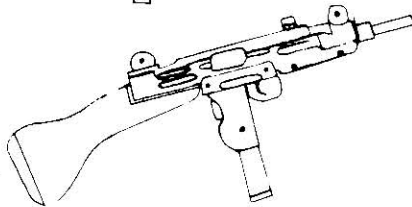
SUBMACHINEGUN
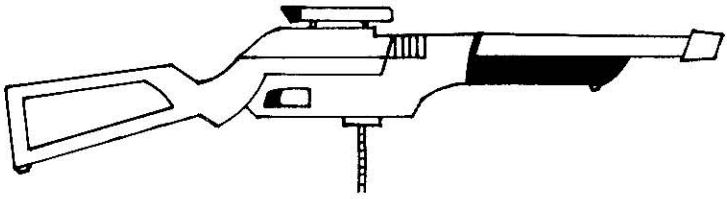
LASER CARBINE
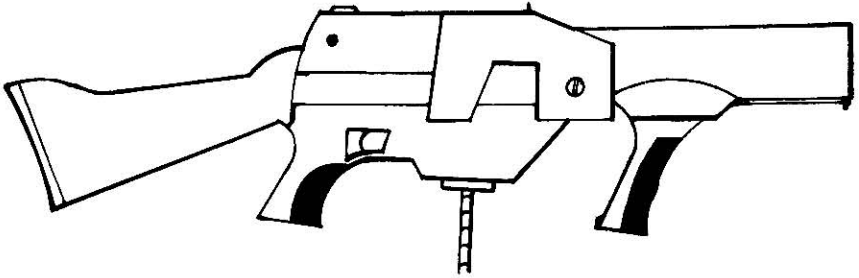
LASER RIFLE

Starship Files

The Tral Wolf class light cruiser was developed by Diversified Dynamics Design and Shipyards in accordance with Imperial Navy specifications. Following acceptability trials in 1082, construction commenced on the first block of 33 starships. These were assigned various security duties in the Trailing regions of the Imperium, so consequently none had any involvement in the False War.

When more light cruisers were called for in 1102, the Imperial Navy opted to contract for 27 additional vessels of an improved version of the Tral Wolf class. The result was the reliable Tral Wolf II class light cruiser, requiring no additional time or funds because the basic design had already been proven. The difference between the Tral Wolf I and II were quite minor.

Duties now assigned to light cruisers are mainly subsector patrols and garrison support. The reliability of the Tral Wolf light cruisers have yet to be proven in a major action, therefore causing reluctance on the part of military planners to commit the class to critical tasks.

Variants of the Tral Wolf Light Cruisers can be identified by their hull codes. These include: LCR - Reserve Light Cruisers are generally the oldest and least reliable vessels. They are usually assigned patrols in systems where defense boats alone are inadequate. LCT - Training Light Cruisers are used to acquaint recruits with the class. Interior differences include extra quarters to accomodate 50 trainees, in addition to the standard complement of 23. LCN - Designates light cruisers converted for diplomatic transport use. Intelligence Cruisers - Although not official, recent leaks of information and rumors indicate the light cruisers, whose fate has been listed as reserve, may have been transferred to the Ministry of Justice Special Branch for conversion. The Exocet is confirmed to be an intelligence cruiser, differentiated by its added avionics, increase in hull armor, intelligence facilities, and the presence of JSB personell.

Tral Wolf Class Light Cruiser

Reserve Light Cruiser Exocet

Designation: LCR 2225 Exocet
Manufacturer: Diversified Dynamics Design & Shipyard, plant 2
Advanced Avionics Conversion: Sarrenger Techtronics
TL: 15
Hull: 800 tons;   Armor: 9
Configuration: 2; streamlined
Fuel Tankage: 273 tons; one Jump 3, four weeks Power Plant, one ship's boat refueling
Jump Drive: Jn3
Power Plant: Pn3
Maneuver: Mn3
Fuel Scoops; Fuel Purification
8 Hardpoints with 8 Triple Turrets: 18 beam lasers, 6 sandcasters

Black Globe Generator: 4 (Exocet only)
Computers: Model G - intelligence, gunnery, bridge
          Model A - bridge
          Both tied in to integral data storage and retrieval center.
Auxilliaries: Ship's boat and Air/Raft in bay
Crew: Captain, Senior JSB Special Agent, Navigator, 3 Pilots, Surgeon, 3 Engineers, 6 Gunners, 2 Medics, Computer Officer, 5 Marines, 5 Agents, 10 Tech Specialists

HULL NUMBER	NAME	BUILDER	LAID DOWN	FIRST FLIGHT	FATE
LCR 2200	Tral Wolf	DDD & S	77-1079	116-1082	i.s.
LC 2201	Tral Lynx	DDD & S	52-1081	13-1083	lost
LC 2202	Tral Pact	Yard 7	166-1081	72-1083	i.s.
LC 2203	Tral Panther	Yard 7	166-1081	70-1083	scrapped
LCR 2204	Tral Falcon	DDD & S	261-1081	248-1083	i.s.
LCR 2205	Tral Thorn	Yard 7	299-1081	270-1083	i.s.
LCR 2206	Tral Curse	DDD & S	356-1081	1-1084	lost
LC 2207	Witchstone	Stone Dockyards	16-1083	195-1085	scrapped
LC 2208	Graystone	Stone Dockyards	90-1083	300-1085	scrapped
LCR 2209	Farik	DDD & S	117-1083	098-1085	i.s.
LC 2210	Feaver	DDD & S	140-1083	136-1085	i.s.
LCR 2211	Marquir	Yard 7	126-1083	102-1085	lost
LCT 2212	Montagne	Stone Dockyards	150-1083	288-1085	i.s.
LCN 2213	Ormsby	DDD & S	260-1083	210-1085	i.s.
LCN 2214	Antilles	Yard 7	272-1083	280-1085	i.s.
LC 2215	La Valoise	Yard 7	281-1083	340-1085	scrapped
LCR 2216	Pendorric	DDD & S	301-1083	255-1085	i.s.
LC 2217	Tral Scorpion	DDD & S	025-1084	029-1086	i.s.
LCR 2218	Sanchez	Stone Dockyards	033-1084	057-1086	lost
LCR 2219	Francesca	Yard 7	040-1084	032-1086	reserve
LC 2220	Bahl Bahla	Yard 7	060-1084	057-1086	i.s.
LC 2221	Tara	DDD & S	196-1084	181-1086	i.s.
LC 2222	Victorian	DDD & S	228-1084	240-1086	i.s.
LC 2223	Spitfire	Yard 7	310-1084	290-1086	lost
LCR 2224	Deserete	Yard 7	310-1084	298-1086	i.s.
LCR 2225	Exocet	DDD & S	014-1085	010-1087	reserve
LC 2226	Rendevous	Yard 7	022-1085	025-1087	i.s.
LCR 2227	Sword of Vengeance	DDD & S	299-1085	280-1087	reserve
LC 2228	Hunter of the East	DDD & S	301-1085	296-1087	lost
LC 2229	Green Mountain	Yard 7	320-1085	280-1087	i.s.
LCT 2230	Lost Mountain	Yard 7	350-1085	342-1087	i.s.
LC 2231	Valley of Vapors	Yard 7	360-1085	320-1087	scrapped
LC 2232	Past Enemy	Stone Dockyards	026-1086	012-1088	i.s.
LC 2500	Tral Wolf II	DDD & S	164-1103	126-1105	i.s.
LC 2501	Tral Kalmar	DDD & S	270-1103	198-1105	i.s.
LC 2502	Tral Najad	DDD & S	306-1103	290-1105	lost
LC 2503	Tral Vallen	DDD & S	008-1104	086-1106	i.s.
LCN 2504	Tral Vargen	DDD & S	021-1104	112-1106	i.s.
LC 2505	Tral Varberg	Yard 6	250-1104	111-1106	i.s.
LC 2506	Tral Gripen	Yard 6	270-1104	200-1106	i.s.
LC 2507	Tral Ysted	DDD & S	286-1104	234-1106	i.s.
LC 2508	Tral Astrea	DDD & S	011-1105	009-1107	i.s.
LC 2509	Tral Allent	DDD & S	013-1105	021-1107	i.s.
LC 2510	to 2526 are under construction at Yard 6 and DDD & S. They are expected to be commissioned in late 1107, early 1108.				

A Deck - Bridge and Fire Control

1. Avionics; fire control
2. Bridge
3. Gunnery stations (6)
4. Captain's quarters
5. S.S.A.'s quarters
6. Navigator's quarters
7. Chief engineers's quarters
8. Medical officer's quarters
9 to 11. Gunner's quarters
12. Officer's lounge
13. Pilots' (2) quarters
14. Pilot & engineer's quarters
15. Cartography/Astrography chartroom

B Deck - Ship's Drives

1. Avionics and Model A computer
2. Control room
3. Port fuel tank
4. Starboard fuel tank
5. Drive room
6. Wing surface
7. Fuel intakes

C Deck - Ship's Drives and Fuel

1. Ship's locker
2. Advanced avionics
3. Control room
4. Port fuel tank
5. Starboard fuel tank
6. Drive room
7. Advanced sensor housing

D Deck - Intelligence and Ship's Systems

1. Lab
2. Intelligence office
3. Data storage computer
4. Crew lounge/briefing area
5. Intelligence storage
6. Intelligence analysis workroom
7. Cryptology room
8. Model G computer
9. Sick bay
9a. Isolation ward
9b. Medical office
10. Exercise room
11. Lab
11a. Office
12. Storage
13. Fuel purification plant
14. Black globe generator
15. Maintenance shop
16. Ship's locker
17. Lower wing fuel tankage

E Deck - Crew Staterooms

1. Armory
2. Security office
3. Library
4&5. Detention cells
6. Advanced avionics
7. Main landing gear housing
8. Intelligence lab
9. Access corridor
10. Galley
11. Ship's locker
12. Mess & crew area
13 to 22. Crew's quarters
23. Access area
24. Ship's boat bay
25 & 26. Landing gear housings
27 to 29. Crew's quarters
30. Cargo

LCR
EXOCET
2225

A-DECK

B-DECK

48

C-DECK

D-DECK

E DECK

EXOCET
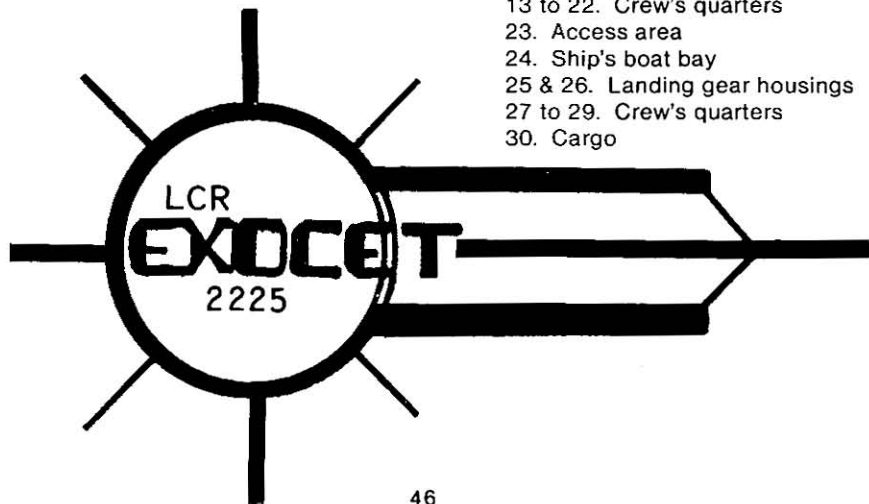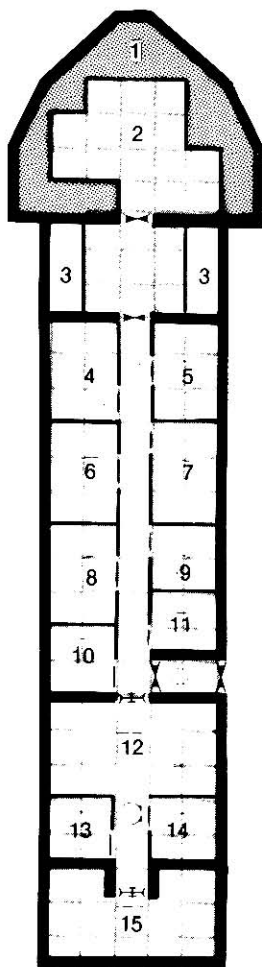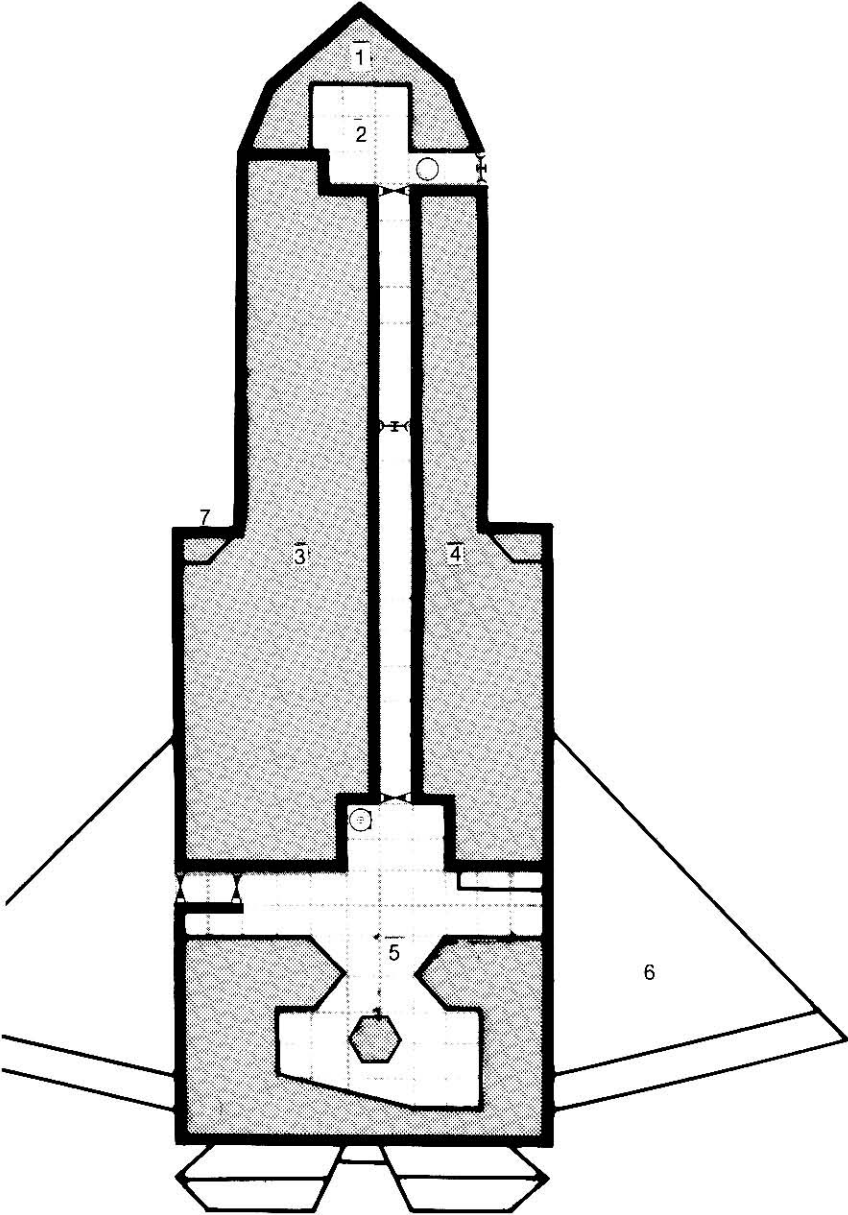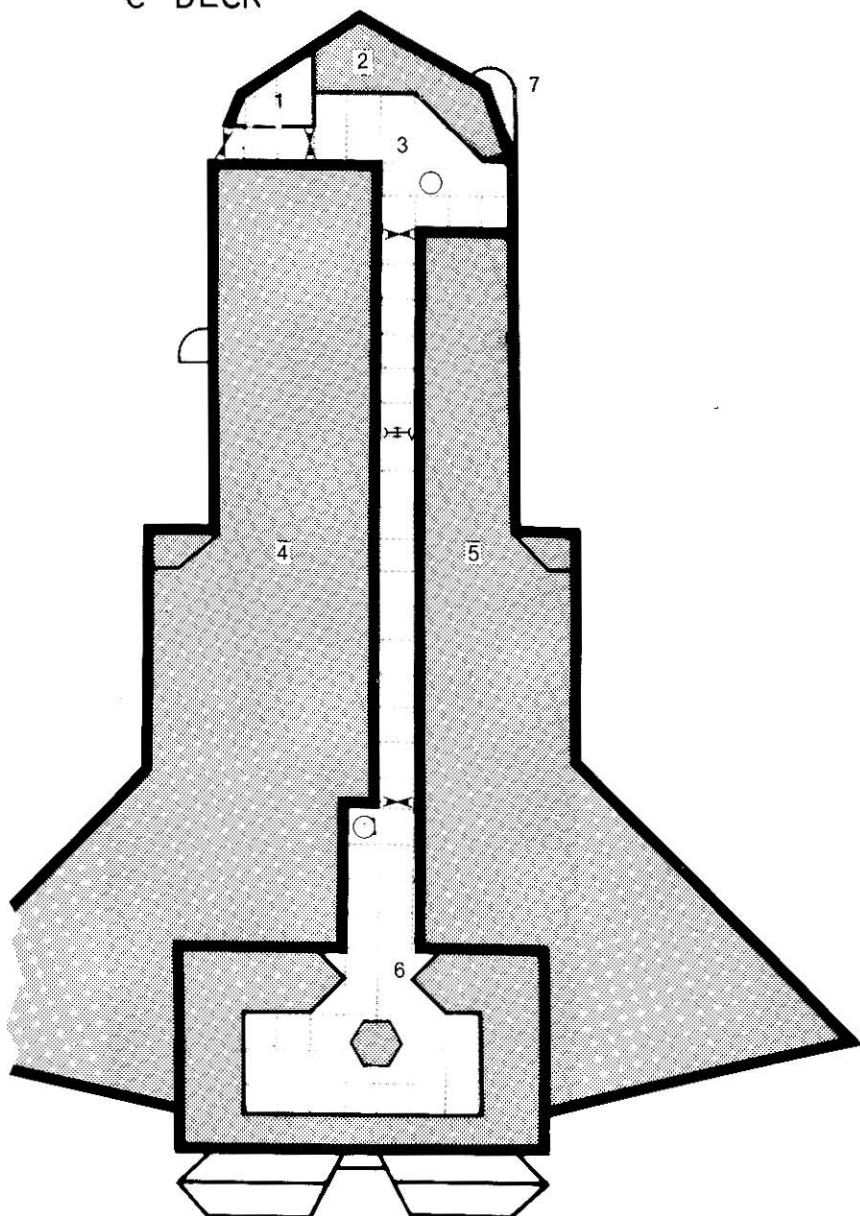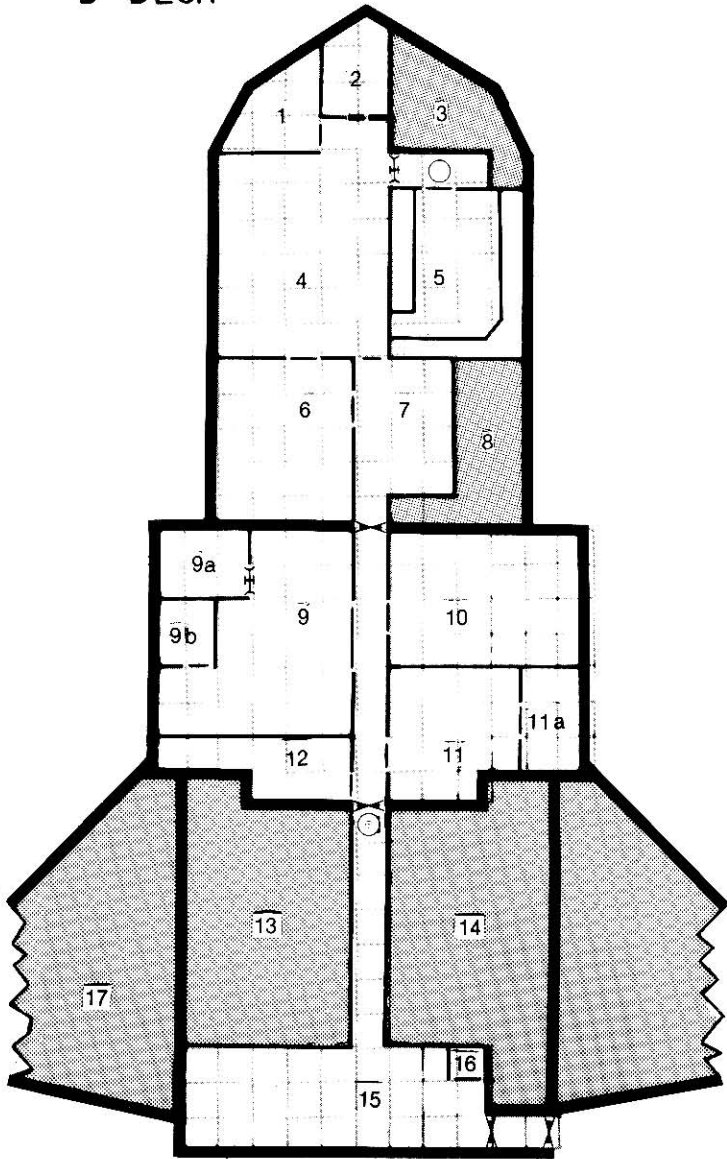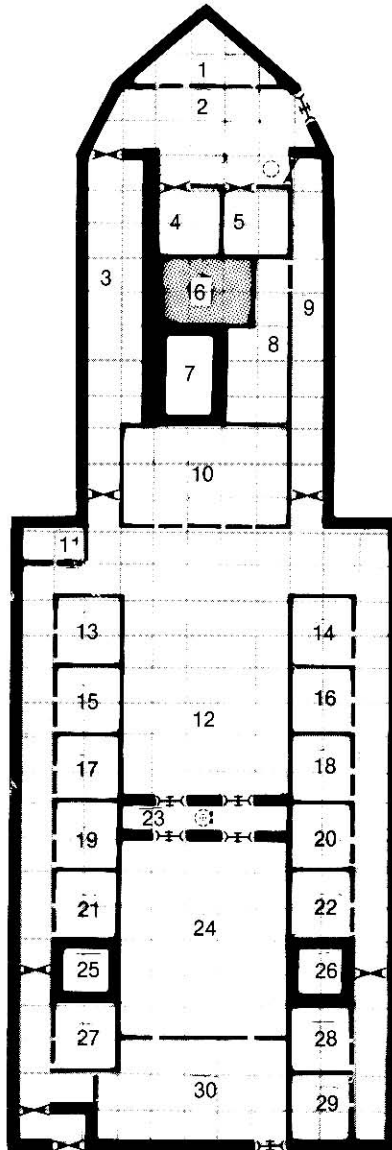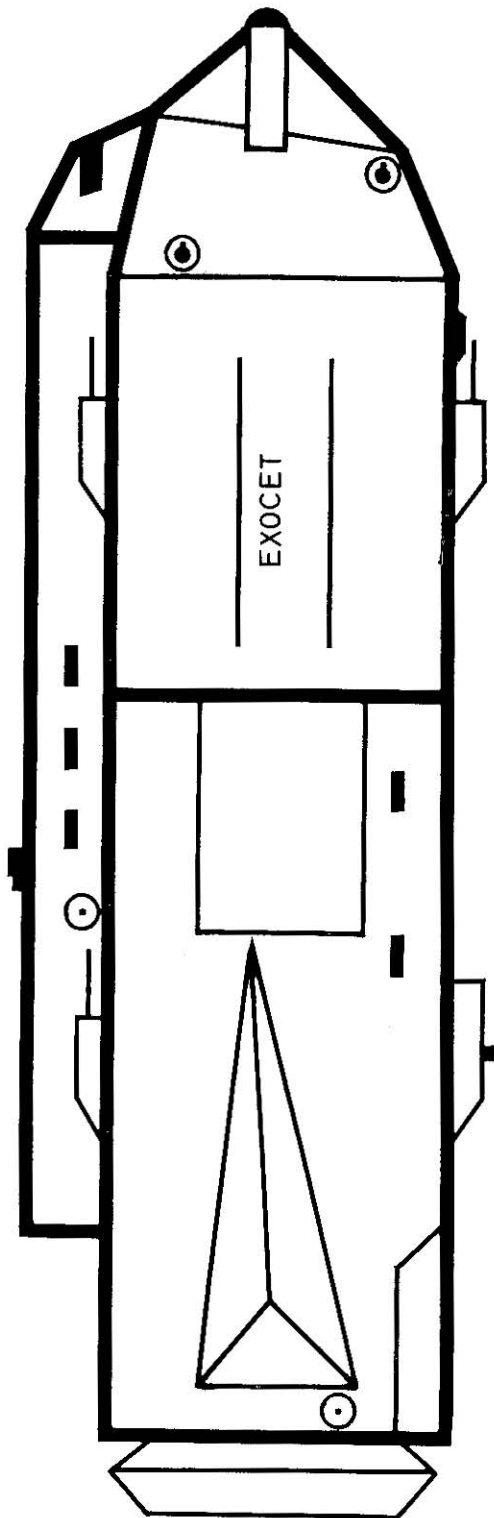
Free Trader

PLAYER DIRECTORY

We, as Traveller gamers, realize that finding new players in your area is a difficult task. This section was created to bring together all interested referees and adventurers. So if you are interested in finding fellow adventurers, send us your name and address and we will include it in the next issue. To start the ball rolling we have included our names and addresses.

Christopher Kupczyk
6424 W. 93rd Street
Oak Lawn, IL 60453

Jim Cunningham
5261 W. 90th Street
Oak Lawn, IL 60453

Craig Johnson
5162 W. 90th Street
Oak Lawn, IL 60453

Scott Walschlager
8805 S. Central Avenue
Oak Lawn, IL 60453

Barry Fisher
2118-204 S. Orchard
Urbana, IL 61801

Peter Matthews
201 W. Clark, #202
Champaign, IL 61820

Tom Morrow
303 Taft URH
Champaign, IL 61820

Jon Kleinman
178 MAPLE HILL RD.
Glencoe, IL 60022

The Old Expanses

COREWARD

RIMWARD

SPINWARD

RUSCO	ILE	VENDTUP	BASCOJ
AHRHI	TWENTY-ONE WORLDS	KARSE	SO SKIRE
QUINOID	JAYNA	SHENK	SARID
DETHENES	SRYS	THOEZ ENNT	NICOSIA

Star Atlas

DETHENES SUBSECTOR

NAME	STATISTICS				COMMENTS	
Croesus.	0108	SM	C230675	9	Desert, Non-AG., Non-Ind., Poor	AG
	(84-A; 41-A; 41-A; 98-9; 45-9; B9-8; B8-8; 34-8; 99-6)					
Datarkt.	0109		C433AD9	7	Non-Agr., Poor	RG
Elyan=	0201	M NS	B752855	B	Poor	AG
Thubria	0204	S	C112234	B	Subsector Capital, Non-Ind	
Larmix	0209	S	C787878	5	Agricultural, Rich	G
	(89-6; 97-4)					
Bincia=	0302	M NS	B598652	9	Agricultural, Non-Ind.	AG
Kri=	0304		B646459	C	Non-Ind.	AG
Diacy	0306	M	E667A74	9	Rich	G
	(50-9; 89-9)					
Styge	0310		D655699	6	Agricultural, Non-Ind.	G
Dethenes=	0403	M	AA89A44	G	Dethenes Tech. Alliance Capital	A
Larspri	0408		X1B1000	0	Barren, Non-Ind.	
Preodis	0508		E341856	6	Poor	G
Eupry	0603		C4448B6	6		G
Linourice	0606	S	C521321	9	Non-Ag., Non-Ind., Poor, Imperial Prison, Imperial Research Station	RG
Inthra.	0607	MS	C422AD9	9	Non-Ag., Non-Ind., Poor	RG

The Dethenes subsector contains 15 worlds, with a total population of 40.403 billion. The highest population is A, at Dethenes, Diacy, Inthra, and Datarkt. The highest tech level is G, at Dethenes. This subsector is part of what is now considered the Old Expanses, and is located rimward-trailing from the galactic center.

All symbols are "Spinward Marches" standard, except for:

1) Balkanized worlds have the individual countries' government type, law level, and technology listed in parenthesis below. The average law level and tech level is listed for the planet.
2) "M" indicates a plantery navy station base present
3) = indicates the planet is a member of the Dethenes Technical Alliance
4) Solid black lines between worlds indicate standard Imperial jump-lanes. Dotted lines are local standard jump-lanes. Xboats follow the Imperial routes.