

SIGNAL GK

ISSUE N°12



Adventure in the DAGUDASHAAG Sector

SIGNAL GK

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Acknowledgements

The name *Signal-GK* is not intended to infringe upon the earlier GDW adventure of the same name. For review purposes, please refer to it as either '*GK*', '*S-GK*' or '*Signal-GK the fanzine*'...

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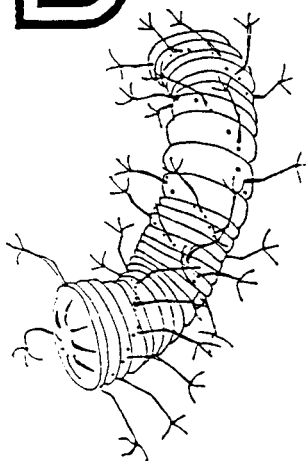
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Editorial

Welcome to SGK-12! Many apologies for the delays in this issue but I hope you will find this edition worth the wait. There are two subsectors again - Khandi and Iiradu. Two more and we've covered the whole sector. I think we can say that no other sector in the 'Traveller' universe has been developed to this depth. And that's down to a lot of people who have contributed in various ways to help us reach this level of coverage. We want to hear more from you. Please send in your articles, adventures and especially your artwork.

As most of you will be well aware the new 'Traveller' edition has been launched. Back under the control of Marc Miller, T4 (as it is being called) harks back to the days of the little black books in its relatively simple game mechanics. For those who have yet to see a copy read Tim Osborne's brief review to savour a taste of what your missing. The first supplement 'Millennium 0: The Third Millennium' is out now, written by Andy Lilly and David Burden. Jae and I get a mention as the book contains material originating in Signal-GK. There are plenty of other supplements for publication soon. If anyone wants to do a review as and when they are released please send the article in to me. The Dagudashaag Library Data as the 'Encyclopaedia' could possibly see the light of day as an official publication.

At the the end of November (Saturday the 30th I think) Recon '96 is to be held in Leeds. The convention is a mix of roleplaying and war games. There should be a Traveller game or two - I hope to going and may even run one. Drop me a line at the usual address if you want to know more.

I'll leave it for now and wish you all the best at Christmas and the New Year. Ta Ta.

The Editor,

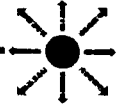
Leighton Piper

STARPORT

FREEFAX

- ➔ **Despirately Seeking Ssuzi** - Feremtan Tower Complex, Level sub-23b, 3800 hrs. I'm only in Port for 3 days so don't fail me!!!
- ➔ **Unique Opportunity** - Trader down on her luck seeks to part with a cargo of two tonnes of singing sand pictures from Dashi. Forced to sell at rock-bottom prices due to extortionate docking fees. Cr. 250 ono will secure.
- ➔ **Contact:** Caitlin Foxx on Deltacom FreeFax 666-123456
- ➔ **Free Access to Communet** - A new interface provides access to all Communet channels on all 350 Data-Levels. Undetectable once fitted, this magic box of tricks also allows unlimited access to local networks. Cost: Cr. 60 plus tax from Electronic Magic - FreeCall 0800-59845786
- ➔ Use of the Interface within Imperial space is prohibited by Imperial Law.
- ➔ **Rare Books on Weaponry** - The Old Ways Bookstore has recently acquired a consignment of large print books on personal combat weaponry from an Imperial source outside the system. Orders are now being taken for personal delivery to your home by secure courier. Interested parties should contact the proprietor, Liam O'Connell as soon as possible.
- ➔ Call 0912-31316669
- ➔ **Passengers Wanted** - The 'Kunte Kinte' will be departing from dock 7b, Alfer Downport at 3900 hrs tomorrow for Gisi. We currently have two staterooms unfilled and have decided to let them for middle passage.
- ➔ Interested parties should contact the ship's purser Luc-Jean Mongillierre on Idex 0534-6779012455.
- ➔ **Safari to explore the outback of Jarsae** - looking for partners to help finance the trip and share the adventure. Investment of Cr. 50,000 could secure a return of 1/2 a mill!
- ➔ Interested? Contact Pol on 0988-24316755

PORT OF CALL



Port of Call: Ersharsa

World Name: Ersharsa

Location:

Iiradu 3001 (Dagudashaag sector) UPP: C89A644-B

Physical Data:

Diameter: 6,250 km Mass: 0.335 std Surface Gravity: 0.351 std Rotation period: 1.932 std. days (46.36 hrs.) Orbital period: 1.932 std. days (tidal locked to Limakorann) Seasons: none (tidal locked) Axial tilt: 0 deg. (tidal locked) Orbital eccentricity: none Satellites: none Surface atm. pressure: 2.20 std Atm. composition: nitrogen, 5% O₂ Atm. terra-forming: none

Temperature:

Base surface temperature: 152K (-120C) Axial tilt modifiers: none Rotation modifiers: +3.5K, -11.5K Orbital eccentricity: +0.6K, -0.6K (from Limakorann) Other modifiers: none Weather control: no terra-forming: no

Mapping Data:

Tectonic plates: 122 (one per thermal cell) Native Life: yes Terrain terra-forming: no Continents: no (ice crust) Oceans: world (beneath ice)

Seismic Data:

Stress factor: surface dominated by plate movements core melted tidal forces from gas giant

Resources:

Natural resources: agricultural, compounds, crystals Processed resources: agro-products, non-metals Manufactured products: - Information: recordings, documents (science papers)

Population and Ports:

World population: 8,000,000

Primary cities: Feremtan (190,000), Trosh (170,000), Prumaal (150,000) Beron (120,000), Alefer (110,000), Sishshussan (110,000), Limak (110,000)

Secondary cities: 112 bases, fixed or mobile Tertiary cities: mobile bases scattered across the world

Social Outlook:

Progressive, Advancing; Passive, Neutral; Harmonious, Friendly

Tech Level details:

BB-BB9BB-7B9B-97-D High Common: B Low Common: B Energy: B Computers/Robotics: B Communications: 9 (*) Medical: B Environment: B (* radio comms. is hampered by transmission through water: global comms. use up-links to satellites from surface base stations - if no base station is reachable the contact may be impossible.) Land Transport: 7 (there is almost no land transport undertaken) Water Transport: B (primary transport) Air Transport: 9 Space Transport: B Personal Military tech: 9 Heavy Military tech: 7 Novelty tech: D (imports)

Ersharsa - System Survey

➔ General System Data and History

Ersharsa/Iiradu (3001 C89A644-B 802) is the inner-most moon of the gas giant Limakorann, orbiting the K3 V main sequence star Ershanuur.

A total of 8 planets including 2 gas giants, plus their families of 15 satellites orbit Ershanuur. Limakorann and Ersharsa orbit well outside the habitable zone of the star, but intense tidal friction has melted the core of Ersharsa. This in turn has melted the original icy outer layers, turning the planet into a literal world-of-water.

The Ershanuur system was explored early on by Vilani prospectors but ignored in favour of better prospects elsewhere.

Some 600 years ago a Scout Survey made a more complete inventory of the planetary system, and reported the unusual liquid body of the planet.

A follow-up investigation showed that the world was truly extraordinary, possessing unusual native life and free oxygen.

A research base (the Ersharsa Science Institute) was established to study these new aspects, and over the years the associated colony has grown into a full scale world government with a population of 8 million.

The immense oceans of Ersharsa are home to a rich variety of life, many of which have proved edible to humans. An export trade has developed which provides food to a number of nearby systems with trace or exotic atmospheres, and sends delicacies and exotica far across the sector.

Fantastic displays of bio-luminescent life in the dark waters draw tourists from far and wide. Despite the tourism, fisheries and processing of organic compounds, the economy still needs the Science Institute's funding. Additional research projects have developed as the Science Institute has grown and diversified.

The inner planet Heresimuur has a 600-strong Solar Institute, which studies the star, probing into the outer stellar-sphere. There is an observatory on Muuruunin (Ershanuur II), run by the once-exiled "Free-Fall Heads". The Varantuual Nazariim Company has a base on Varantuush (Ershanuur VI), which has an inclined elliptical orbit stretching from the mid-reaches of the system to the outer reaches.

Throughout its political history, Ersharsa-system has been ruled by elected Councils drawn primarily from the Scientists, but expanded over time to encompass the growing non-research population. The precise nature and political complexion of these Councils has varied over the years.

Ersharsa from Space

Ersharsa looks similar to its sister world Kilimshasa (Limakorann VI). They have similar size, dense atmospheres (though different compositions), and have a solid icy crust, but Ersharsa's frigid atmosphere showed evidence of free oxygen.

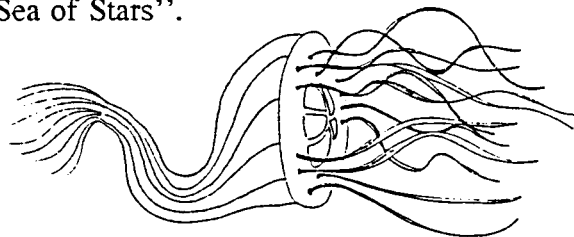
Their interiors are very different: Kilimshasa is far out of the gravity well of Limakorann, and orbits peacefully in chilly solidity, while Ersharsa is gripped by the huge mass of the parent and rent by immense tidal forces. This tidal friction has heated the rocky core of the planet enough to melt it. The molten rock in turn has melted most of the icy body of the planet except for the outer km or so, which freezes from the chill of space. Immense thermal plumes rise from the core through the watery 'mantle' so that near the surface the hydrosphere is temperate - around 20 centigrade (although near freezing at the ice boundary itself). Deep below, some 1100 km down, where the molten rock meets water, complex chemical reactions take place under intense pressure, producing rich hydrothermal vents around which native life-forms cluster in profusion.

Very little is known about these "deep ones" as the pressure is nearly 35,000 std. atmospheres and has crushed all probes sent to investigate long before they near the core-mantle boundary.

Indirect evidence is available about the depths as much organic matter is carried up on the thermal plumes. However, those which reach the human investigators are limited to the "lower" pressure species that have already "processed" (eaten and digested) the deeper matter. It is thought that the vent dwellers have a chemistry based on reduced compounds and powered by the rich chemicals coming from the vents.

The chemistry is exotic by normal standards as the chemical waste gases emitted deep below include free oxygen. The oxygen dissolves in the deep waters, is carried along the up-wellings and released as bubbles when the pressure drops. The bubbles rise to the surface and gather below the ice crust providing a minimal ice/water-enclosed 'atmosphere'. The combination of tectonic currents thrusting crustal ice-plates against each other over the buoyant gases produces intermittent spectacular oxygen eruptions. In these, gas and spray burst through the ice and are flung high into the atmosphere before raining back to the planet. Not all of the gas falls back, as some is captured by the gravity of Limakorann. Ersharsa actually orbits inside an immense, tenuous, doughnut shaped cloud of partly ionised gas encircling Limakorann along Ersharsa's orbit.

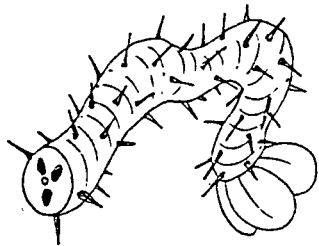
One might expect a world buried beneath kilometres of ice, far from a distant red dwarf star would be a dark and gloomy place, but not Ersharsa. The native life indulges in spectacular bio-luminescent displays, so that the Ersharsans live in a "Sea of Stars".



The immense size of the thermal plumes means that the life-forms in them are as isolated as on the separate continents of Earth. Indeed the Down-current dwellers and the Up-current dwellers are so different as to form different animal kingdoms. Down-current life is predominantly buoyant, using gas bladders and swimming limbs to maintain height against the current, and has

a very low mineral content. Up-current life is heavier than water, with dense mineral plates and hyper-saline body tissues, so that it continually sinks against the current and so holds station.

Under the ice, large pockets of air accumulate from rising bubbles, and in these you find air-breathing crawlers clinging to the underside of the ice. These crawlers hunt and fight each other, or make forays out into the water currents to hunt worm-fish.



There is no photosynthetic life such as plants - all life is chemosynthetic, filter- or detritus-feeder, or predatory hunter.

The dominant life-forms are tubular, segmented worm like creatures, with radially symmetric tentacles; or with one or more spiral arrays of arms along their length. Many have long branching antennae for tracing chemical signals and currents; some swim with these fern-like limbs. Reliable reports indicate worms up to 27 metres long; there are tales of a Kraken that could swallow an entire submarine whole.

Electromagnetic and sonar sensors suggest that it is probable that there is some form of Intelligent life around volcano communities on the core surface. All attempts to communicate have failed dismally - with no signs that the signals even reached their targets. Scientists remain hopeful of making contact although sceptics point out that due to the vastly different pressure environments, the Natives would explode, or the Humans implode, were they ever to meet.

The Ersharsan Economy

The citizens of Ersharsa are occupied variously in science, tourism and fishing. Fishing centres on the oxygen-breathing worms, which are quite edible, although the non oxygen-breathers brought up are toxic to humans and similar life; only the native life-forms seem capable of eating them.

There are now several Science Institutes based on Ersharsa, most studying the life, chemistry and geology of the planet, although some study Limakorann and its giant weather systems.

Tourists come to watch the atmosphere-geysers (there is an "Old Faithful" Hotel based on one particular specimen), and to see the "Sea of Stars".

Many hope to see the fabled Kraken of the Deeps, said to have carried off entire submarines; or at least to see it on sensors...

A number of the neighbouring star systems trade with Ersharsa for "fish" and other produce, as they have small, vacuum-planet ecologies. Delicacies such as the more exotic species are sent far across the sector.

Some of the chemicals found in the worm-fish are extremely flavour-some, some irritant (rivalling the legendary Chillies of Earth), and some are stimulants or hallucinogens. Some have been developed as medicines, especially those from the rare deep-dwelling species.

The Ersharsans live in scattered communities, in submarine pressure domes on the underside of the ice-crust, or in large cruising submarines. The latter are used both by fishing communities and research scientists. Like the native life, different human communities organise around the different bio-geographic regions: the up-welling hot currents, the down-welling cold-currents, and the intermediate tectonic (crust carrying) currents. The convection cells are some 2000 km across, so there are approx. 120 cells across the world; not all of these are occupied by humans but many are, as there are different life-forms in each.

Politics and Government

The Government of Ersharsa is elected by proportional representation, in a combination of transferable votes and party-lists, with reserved segments for minority interests. It is usually formed from a coalition of interests, although sometimes one faction may subsume several others and grow to dominate politics from some years. However, a coalition of one form or other is the norm.

Three Councils make up the bulk of the Government: one elected by Region, one by Faction (roughly the left and right political spectrum), and one by Community (the various Science Institutes, Fishers, etc. form Political Communities). For the past 300 years, the Community Councils have dominated the others and form the most important wing of the government.

Ersharsans strongly favour the regulated trade that has cushioned them over the years, as they rely on serving various communities which in turn are dependent on sector funding and intervention. The new deregulatory policies being mooted at sector level do not go down well in the minds of these people.

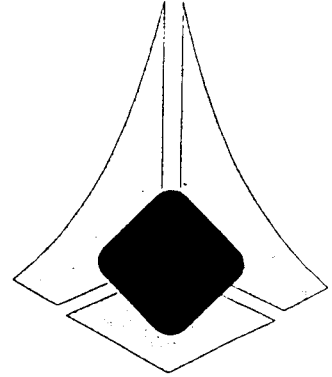
The Science Council is especially worried, seeing a threat to the Sector funds it has relied on for so long.

Culture

The Ersharsans are interested in discovery and innovation within their world, but also in maintaining the status quo across the sector, as they draw so much of their funding from long-term Sector Science projects.

The thriving tourist economy brings a continual influx of visitors, and demands for entertainment that have been passed on to the residents. They import holo-vids and synth-music, from the cultural centres of the sector, and add a home-grown music inspired by haunting whistles and rhythmic clicks from native fish-worms.

The **Gulkentaal Company** started as a branch of the Chemistry Institute but has become a commercial offshoot famous for potent distilled liqueurs made from native organic compounds.



Star System data

Name/Location: Ershasa/Iiradu 3001
(Dagudashaag sector)

☆ Primary Ershanuur K3V
.672 solar masses

○ I Heresimuur F320226-A 6 2 0.2 AU, 39.8 day

● orbit 7 Forosh YS000000-0 50 km, 2.567 day

● orbit 8 Denosiir YS000000-0 200 km, 3.136 day

● orbit --- empty

○ orbit --II Muuruunin GS00225-A 8 0 0.55 AU, 181 day

○ orbit III Pennaala SGG30 48,000 km, mass 10.5 earths, 1 AU, 1.22 std. yrs.

● 2 -R00000-0

● 3 -R00000-0

● 5 --- Y100000-0 2720 km, 2.857 day

● orbit 9 --- Y100000-0 1600 km, 6.900 day

● orbit 11 --- YS00000-0 640 km, 9.323 day

● orbit 20 --- YS00000-0 480 km, 22.86 day

● orbit 50 --- YS00000-0 1120 km, 90.35 day

○ orbit IV Triuffaran H737100-A 2 0 1.6 AU, 2.47 std. yrs.

○ V Limakorann LGG140 225,600 km, mass 1259 earths, 2.8 AU, 5.715 std. yrs.

● 6 Ershasa C89A644-B *main world

● 8 Luneial YS00000-0 240 km, 2.960 day

● orbit 9 Silvenial YS00000-0 560 km, 3.532 day

● orbit 11 Losentuul Y400000-0 6880 km, 4.773 day

● orbit 13 Kiliimian Y400000-0 7040 km, 6.132 day

● orbit 200 Kilimshasa Y6A0000-0 10360 km, 370.0 day

● orbit 250 Satre HS00000-0 410 km, 517.1 day orbit nav. beacon staging post outside the 100 diam. limit

● 325 Tremennelal Y500000-0 8160 km, 766.5 day

○ orbit VI Varantuush Y400117-A

● 7 1 inclined wanderer: 4.7 AU nominal, 13.64 std. yrs.

○ VII Ershanuur Y7A1000-0 0 0 10.0 AU, 38.58 std. yrs.

○ VIII Kiriun G615266-A 7 1 15.76 AU, 76.32 std. yrs. R00000-0

Few tourists can take more than one of their Famous Brews, but some of the deep Fishers' crews have been seen to sink as many as eight glasses before passing out - such are the exigencies of long periods away from home.

Muuruunin

300 years ago, the then repressive government of Ersharsa exiled a number of dissidents to Muuruunin (Ershanuur II). (It was said at the time that they were "assigned to important projects requiring personal attendance".)

A change in voting patterns then produced an inward looking isolationist government, followed by a Moralistic-Neutral party coalition, by which time the exiles had largely been forgotten. They and their descendants have turned their back on the main world and live in what seems an uncomfortable isolation on

Muuruunin.

The colony's gravitics generators failed many years ago, and they could not then persuade anyone to replace them.

As a result they now have long-term adaptations to free-fall and could not take the high Gs of the main world. The current generation insist that they prefer "Floating Free" from the Heavies and they would not wish to live buried under all the mass of the main world, away from the sight of the stars.

Their star-gazing has led to the building of a respectable observatory with strengths in long-baseline interferometry, and large free-fall optical telescopes. They derive considerable advantage in this work from their planet's eccentric orbit. The Muuruuninians grow low-G adapted plants in hydroponics domes, including a large number of "recreational" plants...

Outsiders observe that their government is in many ways a shadow of the Ersharsan form, but rendered farcical by the small population governed. The main thrust of the government seems to be drumming up support for Fertility Drives, to boost the world's flagging population, but most ignore them. Despite this, Politics is their most heated issue; cynics say there is nothing else to talk about. Ships heading in-system to the Institute on Heresimuur sometimes stop-over and trade spares and water, in return for observatory data (and 'herbs').

Heresimuur

Most of the people on Heresimuur are from a branch of the main Institute on Ersharsa. They study the star Ershanuur from close orbit, and make probe trips into the outer reaches of the star itself. Armoured research vessels make close fly-bys of the star studying the corona and solar wind. A single ex-naval ship (one of the outmoded Asteroid-based "rock ships"), with an old generation Tech 15 Black-Globe generator (factor 4) is used for the deepest probe trips. This screen blocks some 40% of the incoming heat and radiation, and the rest can be tolerated for the duration of trips. They use advanced high Tech cooling systems, and take advantage of the high thermal lag in the bulk of the Rock. The screen does interfere somewhat with sensors, which must be carefully synchronised to the "flicker" of the screen generator, but the

investigations would not be possible without this ship. The Heresimuurans form one of the voting Councils on Ersharsa.



Varantuush and the Varantuual Nazariim Company

Officially the company runs a research base on this small rocky planet. The planet's orbit is steeply inclined to the ecliptic (where the other planets orbit), and highly eccentric, so that at times it is carried far out of the system. The research takes advantage of the reduced electronic and neutrino noise from being far off the star lanes.

In reality, they are involved in processing and smuggling illegal drugs derived from Ersharsan life-forms. It is an underworld rumour that they also produce some potent poisons and neurotoxins. They find that their out-system position makes smuggling contact much easier as they are so far from Ersharsa Main and the star-port navigation systems.

Adventure Hooks

Ersharsa:

Precious Gems:

A prospector offers to sell gemstones of unusual and exquisite form. They are natural perfect crystals (not cut), with internal refractive layers giving an intense iridescent sheen, composed of heavy metal minerals they are exceptionally dense. Some contain trans-uranic radio-actives, and are fluorescent. The vendor will not reveal his sources, wishing to exploit them personally.

If purchased, a detailed examination of the gems reveals them to have a biological origin: they were secreted rather than deposited geologically. A Library search reveals few clues, but may offer some references to the strange life-forms on the planet Ersharsa -

- ☆ Ersharsan oceans are dominated by continent sized thermal plumes and are exceptionally high in minerals, dissolved from ocean floor volcanoes
- ☆ Ersharsan sea-life has exotic specialisations for life in vertical water currents. Life in down-welling currents possesses floatation devices, gas-sacks and the like, or swims vigorously upwards; while life in up-welling currents is heavily armoured and dense, relying on passively sinking against the current to maintain position.

☆Gem-stones have not been reported, but the biological form of these crystals is consistent with the up-welling Sinkers.

If the players visit Ersharsa, they will find more evidence to confirm their theories. Native prospectors may be induced to help them, or they may contact various of the many Science Institutes. Locating the creatures that secrete these particular gems will involve computer research scanning all catalogued creatures, and field expeditions to confirm findings and obtain more information. Each thermal plume is as isolated as an earth-based continent, and has many forms unique to itself, so it may be only plume that is the source of these. (There are 122 known plumes across the globe, distributed uniformly across the under-surface, approx. 2000 km apart.)

Life In the Depths:

Light and high-frequency radio signals are absorbed by water, but very low frequency radio (around 10 Hz and lower) can travel long distances underwater. Humans use this for limited submarine communications, with data rates less than 1 bit per second (colloquially the SlowNet): only global data is important enough to squeeze into these channels.

Engineers maintaining the global SlowNet have noticed significant radio noise at times, over certain regions, and more intense in deeper waters than near the ice-crust. The President missed some important messages as a result of interference and has ordered an inquiry. Analysis of records shows a pattern to the radio noise indicating an intelligence at the source. That source must be on the surface of the core of molten rock - it is too deep to come from any human device. Suggestions that it could be a lost submarine have been dismissed by the engineers who point out that the pressure and temperature are high enough to dissolve most substances, or to trigger phase changes in the remaining insoluble matter.

☆The pressure at the boundary of the rocky core of the planet is approx. 35,000 std. atmospheres: enough to crush any human built probe ever devised. In comparison, the pressure on the surface of Venus is a mere 90 std. atmospheres, and that in the depths of Earth's ocean trenches at depths around 7 km is only 560 atmospheres. The under-ice habitats around 3 km resist pressures around 60 atms.: Ersharsan engineers are renowned for their skill in high-pressure working.

☆Water above 647K and 22 atms. has passed the Critical point where gas and liquid become interchangeable - and becomes highly corrosive dissolving many substances. At room temperature and a pressure of 25,000 atms, water solidifies - but the temperature at the core of Ersharsa is much higher than that. Theorists argue that there are in fact 'continents' of solid water and 'oceans' of hyper-saline solution at the base of the ocean.

Investigations can follow several tracks:

☆deep scans: neutrino scans measure radioactivity (the core is radio-active), but patterns can be found suggesting concentrations of ordered activity

☆gravimetric and densitometer scans are limited by the sheer mass of water and rock around the areas

☆If an ultra- tech (Tech 16+) scanner could be purchased and imported this might be able to reveal details

☆ameson scanners can penetrate anything, but only the highest tech scanner reflect anything worthwhile back to the measurers

☆sound waves carry well: large scale loudspeakers, or explosives can send sound to the core and produce measurable echoes. Placing sonic labs aboard a deep submersible 50-100 km down may offer the best results, but are hazardous. [This the realm of the Kraken...]

☆a probe of solid crystalliron or superdense matter (starship hull material) with solid state sensors may be able to resist implosion. Such a probe is still likely to suffer corrosion and fail, but probes may be revised and improved as the investigation progresses and may eventually permit contact to be made.

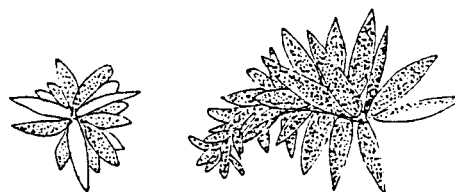
As evidence accumulates for deep water intelligence, the Science Institutes will wake up to the possibilities for extra research budgets and start to interfere and compete. Some will want to assist, some to take over investigations; others may try to steal information or sabotage missions. The largest Institutes are ruthless and highly competitive, if keen to keep a clean cover.

☆Players may be asked to form hit-squads, or to protect an Institute's team.

☆If players are investigating the depths themselves, they may suffer sabotage and face a sinking submarine needing urgent repairs or rescue.

☆As news leaks out, investigators from across the sector may wish to join in, as this could be a very significant find

In the end, the investigations can be both conclusive and yet remain tantalising. There are intelligent beings down there, with a centuries old culture, who are moving into an industrial era. Their activity has become measurable by humans. A communications-link may be possible but direct contact may never be made. Their world is a very strange world, of heat, pressure, and radioactivity, offering decades of investigation.



Across The Ice:

A tourist party watching a Geyser explosion has been caught out by an unusually large eruption, which has wrecked their transport. The eruption is forecast to continue for at least a week and the party must be rescued soon. It is unsafe to fly either aircraft or spacecraft into the continuing eruption, so an expedition must be sent overland. Meanwhile, the tourists face a failing power supply, and a breached hull.

☆The players may be asked to join the rescue mission. A G-carrier can set down tracked ATVs some 100 km from the trapped party, on the edge of the storm.

☆The rescuers face a hazardous journey across a jumble of ice slabs, kilometres across (thrust up by the explosions), while millions of tons of ice and snow are falling from the geyser. Much of that snow falls as a very fine, dry powder that will not consolidate but flows like dust: some 2m. of snow per day

☆or, they may have previously hired as guides or crew for the tourist party. They must contain the passengers' panic while repairing the generators and hull breaches within a few hours. The outside air is dense but barely breathable (2.2 atms, 5% oxygen) and intensely cold.

☆or, they may have been passengers, and the crew killed in the crash: the players must pull the other tourists through the crisis until help arrives.

☆For a truly thrilling ride, someone may propose a third alternative - a submarine passage up inside the geyser, through the breach in the crustal ice!

The breach is approx. 100 m across, and 2.5 km long; a froth of gas and water is hurtling up this at about Mach 2 (600m/s), so it will only take 4 seconds... if they survive!

Muuruunin:

Space Hippies

The Muuruuninians accept "interesting" visitors who try to fit in with their free-living ways, but have an intense dislike for bureaucrats and rule makers. Occasionally fugitives from Ersharsa try to seek refuge here, but most fail to fit in and are ejected.

☆The players are called in to visit Muuruunin and extract a wanted criminal who has been accepted by the Free Floaters. They must persuade the Floaters to accept (temporarily) themselves, and that the wanted individual is not a free-thinking rebel but a harmful criminal.

☆for a greater role-playing challenge, have the fugitive be wanted for tax crimes (with which the Muuruuninians are intrinsically happy)

Heresimuur:

Corsair Hunt:

The players operate a Mercenary Cruiser, and are on a bounty hunt for a particularly aggressive Corsair that operates in the adjacent sub-sector and has illegally acquired a Black-Globe generator. The crew seems to relish fire-fights. The players have a contract on these pirates, and a special Imperial licence to carry Nuclear warheads to tackle them. They have followed the pirates through jump to Iimkhir (Iiradu 3101), and observed their jump vectors as they jumped onwards. The computer indicates Ersharsa (Iiradu 3001). After emergence from jump space in Ersharsa system, they make contact with the nearest planet (Muuruunin) asking for any sightings of a black-globe equipped ship. A strange character responds, apparently floating in freefall ("Don't they have grav controls in this backwater?").

Once the message gets through, she informs the players that there are regular sightings of a globed ship deep in-system, near the Sun's surface. She shunts over some computer logs and signs off with a hazy wave.

☆The data shows intermittent tracking of a ship apparently using solar prominences to hide itself. The most recent sighting has it emerging round the solar rim less than one day ago - consistent with jumping in ahead of the players; they can reach it in 29 hours at 3G.

☆If they rush directly into this they will bear down on the Research vessel Prometheus as it emerges from a solar prominence, its black-globe capacitors nearing overload from the solar fire and sensors still blinded from the sun scans. They may launch their nukes in complete surprise, crippling or destroying it. (The Prometheus has no weapons systems to retaliate.)

☆If the players wish to contact Ersharsa main, they must delay and travel more than 1 AU round the sun to get clear contact (40 hours to travel and stop; 29 hours if they do not decelerate). Ersharsa traffic control can inform the players that the black-globe ship near the sun is the Prometheus, and a Government vessel which should not be disturbed. They claim no records of a ship jumping in with an operating black-globe. In fact, the Corsair is not based here, but does call at the Company "Research Station" on Varantuush - to trade for drugs.

The extra delay may allow it to reach Varantuush undetected. Since it has the black-globe operating it is extremely hard to detect - it is not radiating and absorbs the energy of active scans (needless to say its transponder is off). A detailed search of traffic control's scan records may show traces of a jump signature without a corresponding transponder; or of an initial manoeuvre drive thrust before coasting to Varantuush.

☆Following the Corsair to Varantuush may lead into the next adventure. (The players have acquired some experience in this task as they have already tracked the ship this far. They know to track indirectly by looking for records of M-drive flares, and forward plotting velocities to infer positions.)

Defend The Rock:

The drug-smuggling Corsair has a breakdown in its screen generators and needs to obtain spares - fast! There is no ready black-market supply of these rarities, but they know from the Varantuual Nazarium Company that the Solar research station on Heresimuur has a solar probe equipped with one.

☆The players are taking a tourist trip to the solar station, with a trip on the Prometheus to see the Sun from the "inside". The Corsair crew attempt to hijack the Prometheus to steal its Black Globe generator

☆As above, but the players are crew members, permanent or hired.

☆As above, but the Corsair attempts to intercept and board the ship. The crew must attempt to manoeuvre away (turning off the globe!) or coast free soaking the weapons fire (until the capacitors overload).



Varantuush:

Drug Factory.

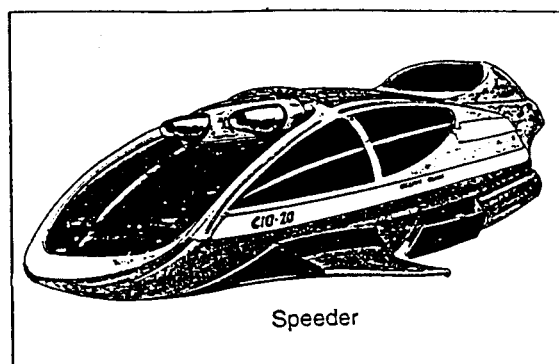
The Varantuual Nazariim Company runs a research station on this rock ball out on an eccentric inclined orbit. Officially it conducts research requiring freedom from electronic and other disturbances, and so must be well off the shipping lanes between the main planets down in the plane of the ecliptic. (They do perform such research.) They also smuggle illegal drugs. They ship legal (or quasi-legal) drugs in from synthesis plants on Ersharsa, where they are derived from the strange native life-forms, and process it further before smuggling it out. They currently have a contact with a Corsair equipped with an illegal Black Globe generator, and can approach the planet without any chance of being detected. It can only be spotted when the globe is switched off - e.g. to use the manoeuvre drive to change course. Various leads may bring the players here:

☆A quest for illegal pharmaceuticals may bring them to Ersharsa, known as a chemical foundry for complex organics. Unfortunately the Ersharsan companies seem to be clean and legal. If they can match a Formidable task against underworld contact skills, they may find a lead to Varantuush (Ershanuur VI). If they can satisfy the drug runners, they may purchase Psi drug, combat drug and others.

☆They may be engaged by the Ersharsan tax authorities to investigate irregular trading of some companies. Following financial trails may lead to revelations about the things they ship to Varantuush.

They may follow the Corsair here, expecting a simple fight, but implicating a large company in ill-doings.

If they seem likely to reveal their discoveries, the company's agents will try to move against them on Ersharsa.



Speeder

T4 Review

Marc Miller's TRAVELLER

What is there to say about the new TRAVELLER core system from Imperium games? Well I bought the soft back version. It runs to 190 pages, with loads of artwork. It basically covers the same rules as the 'Traveller Book'. books 1,2 & 3 of original Traveller. The basic rules are quite straight forward, like an easier, more Travelesque version of T.N.E., except for having to roll a D6 then halve the result, which seems a little messy until you examine the underlying probability of success for average characters, then it suddenly makes amazing sense - Of course if you don't like having to 1/2 die results, you can paint up a D6 in 3 colours, (2 sides for each colour - simple). I love this version of Traveller, in a way which I never could for MegaTraveller, 2300AD and its bastard son T.N.E., it is fresh and new. In Traveller 4 space is big and empty and needs to be explored. Everything is about adventure, set at the founding of the 3rd Empire this seems to be Traveller as Marc Miller intended it to be, almost 20 years ago. Marc Miller's Traveller is not contradictory as previous Traveller releases have been. Instead it takes the line that all Traveller editions are different eras and have equal standing. Eventually, they will all have a source book in this range, or so it seems. For the moment though Heplar and Thrusters exist side-by-side with their selection in the quick space ship design sequence being a matter of choice. This book is a worthy new Traveller. I love it! And I hope that it becomes as successful and popular as classic Traveller. I for one look forward to releases of Starships, Central Supply Catalog, Alien Archive, Milieu Zero: the Third Imperium, and First Survey all priced at \$20.00, and due out this year (har, har).

WELL DONE MARC!

THE HUNTER FILE

by Andy Lilly

Thanks to Sarah Lilly, Pat Leach and Phil Edgeworth for play-testing

Section [1.] - INTRODUCTION

This adventure can be played using the background and rules of 'classic' Traveller, MegaTraveller or Traveller: The New Era.

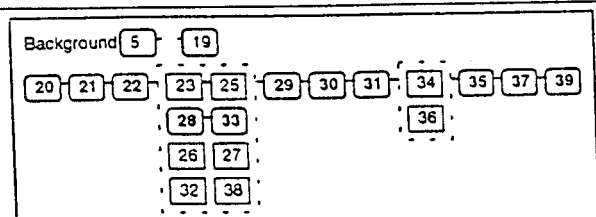
The plot can be varied to fit different worlds as described in Planetary Setting - Section [2.]. Player requirements are given in Players - Section [3.]. Investigative methods are described in Gathering - Section [4.]. Sections [5.] to [20.] describe the background to the adventure:

Paul Gambacci, a high-level diplomat (Section [5.]) has been stealing secrets (Section [6.]) for which a foreign power (Section [7.]) are paying him (Section [8.]).

A record of such a payment is accidentally copied (Section [9.]) onto one of several 'datcards' (Section [10.]) which clerk Lovar Hunter takes home for his son Kohl (Section [11.]). Gambacci realises what happened and pressures Lovar (Section [12.]) who returns all the cards except the important one (Section [13.]). Gambacci resorts to physical pressure (Section [14.]) but Hunter doesn't seem to get the idea (Section [16.]) and the next confrontation - with Hunter's wife - leaves her dead (Section [17.]).

Now the police are involved and his wife's funeral (Section [18.]) starts Hunter babbling. Gambacci decides to 'remove' him (Section [19.]) leaving his son Kohl to work out what has happened. He discovers the secret file, hides it in his mother's grave but is nearly caught by Gambacci's agents.

A chase ensues - Kohl encounters the players (Section [20.]) but is captured by the agents and taken to a secret interrogation centre at the Harridge Institute (Section [40.]). If the players investigate, they can get information on the Hunters (Sections [21], [22], [26] & [27.]), the Institute (Sections [25.] & [40.]), and Gambacci. Once Gambacci knows the players are involved (Section [29.]), he will try and have them killed (Sections [30.] & [31.]).



(Key events in bold rounded boxes)

Eventually Gambacci decides to leave the planet (Section [34.]) with Kohl (Section [35.]), via his coastal villa (Section [41.]) where a starship will pick him up (Section [37.]). If the players have found the missing datcard (Section [28.]) by now they can work out why it is so valuable (Section [33.]). The players may need to acquire weapons (Section [32.]) and a helping hand from an interested secret agent (Section [15.]) who will make sure their efforts do not go unrewarded (Section [39.]).

Section [2.] - PLANETARY SETTING

This adventure is set in Laraa (*subsector P of Dagudashaag - see Signal-GK issue 8*), on the planet of Kadushi (3136 C-8899A7-C S Hi 804 Im M3V).

Shardi (3236 C-326ADB-E S Hi 604 Im M0V) and Amluamii (3135 B-425520-9 S Ag Ni 104 Im G0V) are each 1 parsec from Kadushi (in different directions).

Figure 1 shows Kadushi's capital city (Karashun) and its surroundings. If substituting an alternative planet for Kadushi, suitable replacements for Shardi and Amluamii must also be found.

Starport: Any Size: 5+ (For distances between locations.)

Atmosphere: Any (a standard atmosphere makes life easier; a tainted atmosphere or vacuum will have all major sites (cities and private villas) in enclosed domes with air-locks. In (Section [37.]) the scout ship must land outside the villa's dome; vacuum suits must be used to get to it.)

Hydrographic: 3+ (a 'sea' is required although it need not be water; if frozen, the Institute cruiser will be a jet-powered ice-runner.)

Population: 5+ (minimum required to support the government, university and cities in this scenario.)

Government: Any (change the ruling officials' titles accordingly - if Rebellion or New Era, replace references to the Imperium with an appropriate regional controlling power - a Rebellion faction, the Regency or Coalition.)

Law Level: Any (but 5+ means the players must work harder to get weapons, etc. - see (Section [32.]))

Tech Level: 7+ (items of higher TL may be imported or brought in covertly.)

The referee should feel free to change the sex and race of any or all NPCs. S.I.D. agents and agent Jallion should 'fit in' with

the inhabitants of Kadushi. Character statistics are given for CT/MT. For TNE, subtract 1 from all characteristics and use the TNE rule book to determine the equivalent skills and calculate the corresponding skill levels.

Section [3] - THE PLAYERS

This adventure requires substantial investigation but has the potential for violence and combat; it should be suitable for almost any size or type of party.

The players can be on Kadushi for any reason. Their introduction is a chance encounter anywhere within Karashun city. If the players own a starship, local laws should prohibit it from entering orbit except using the regulated air-traffic lanes to and from the starport. Orbital scanning of ground targets, use of ship weaponry, or landing illegally (e.g. to smuggle weapons onto the planet) should be met with rapid retribution from Kadushi's ground and space forces.

Section [4.] - GATHERING INFORMATION

To understand the scenario, the players must acquire a fair amount of information. A typical research task is represented as:

Enquiring about the medic or asylum Hospitals:

Routine, Local knowledge:

Difficult, City library:

Routine, 1 hour List of information

i.e. the "List of Information" may be obtained by enquiring at the local hospitals or city library (a Routine task - CT roll 7+). Alternatively, locals (passers-by, bar-keepers, hotel staff, etc.) may have some relevant knowledge (a Difficult task - CT roll 11+).

Each attempt to find information takes 1 hour (in this case), whether successful or not. Rolls may be repeated if failed, to validate data or to get more information on a subject. Each re-roll takes the same time as the original task. The skills applicable to each information source are typically (A)dmin, (C)arousing, (Co)mputing, (I)nterview, (L)iaison, (R)esearch, (So)cial Standing and (S)treetwise:

Banks (A,I,L,So)

City library, Remote Terminal (A,Co,R)

City Library, Enquiries Desk (A,C,I,L,R,So)

Economic Bureau, Reception (A,C,I,L,So)

Economic Bureau, Lovar's Colleagues (C,I,L,So)

Harridge Institute (I,So)

Hospitals (A,C,I,L)

Law Enforcement Agency (I,L,So,S)

Local knowledge (C,I,L,R,S)

Roll separately for each person attempting to locate information (don't combine skills from different characters). You may give bonuses of up to +4 for relevant clever ideas. Claiming to be a government agent - and producing the necessary forged documentation - will not impress a library data terminal. It might encourage Lovar's office colleagues to speak up but at a police station such an attempt, if failed, might result in their disguise being seen through.

Bribery can be used to influence an informant, although it will cost dearly and the referee must make a secret 2d6 roll - if under the law level the bribed person takes the bribe but then informs his superiors or the police.

Bad failures will result in people being unhelpful or secretive, computer files being temporarily unavailable (or lost). Average success will give a rough outline of the information listed. As the level of success increases, so does the quantity and accuracy of the data. Where a reference is made to another section (e.g. the background sections [5.] to [20.]) appropriate extracts can be presented to the players.

Section [5.] - THE DICTATOR AND HIS AIDE

Kadushi is ruled by the charismatic dictator 'President' Peter Hanover. He has an overall hand in all planetary business but subsidiary bureaucratic offices in each major city handle most local affairs.

Paul Gambacci was a critical aide to Hanover's rapid rise and eventual replacement of the previous president Tanak Hanari - organising several 'black bag' operations to discredit Hanari. Yet Gambacci was passed over when positions in the prestigious military and secret service and was instead made Senior Administrator of the Economic Bureau.

Gambacci fumed quietly but continued to work, gaining the respect of his new colleagues and remaining a valuable aide to Hanover.

Like most senior government personnel he retains a private bodyguard (in this government one cannot trust state-assigned security staff).



Paul Gambacci

(Male Diplomat, age 36)

Str:9 Dex:8 End:4 Int:C Edu:A Soc:A Chr:7 Admin-2, Bribery-3, Computer-1, Forgery-1, Handguns-1, Liaison-2, Small Water craft-1, Wheeled Vehicle-1



Bodyguard Steven Stielberg

(Male Army Captain, age 32)

Str:8 Dex:C End:A Int:9 Edu:5 Soc:8 Chr:2 Combat rifleman-2, Demolitions-1, Grav Vehicle-2, Handguns-2, Intrusion-1, Unarmed combat-3, Wheeled Vehicle-2

Stielberg looks like an ugly brute, but is intelligent and adept with the well-concealed Gauss pistol he carries. When driving Gambacci's grav speeder, he has an automatic shotgun (for Gambacci's use in an emergency) and his own Gauss rifle. If disarmed, Stielberg is an expert in unarmed combat. He is authorised (by a government warrant) to kill in defence of Gambacci. Stielberg has been with Gambacci for 4 years and trusts him implicitly although he does not know about Gambacci's espionage.

Section [6.] -STOLEN SECRETS

Despite current appearances, Gambacci always desired 'the top job' and secretly resents his treatment by Hanover. To make up for this and to line his pockets for retirement, Gambacci began selling government secrets. The past year has been very profitable since he has access to documents both from his own department and, through his close work with Hanover, to any military or other secret paperwork which the president leaves lying on his desk in Gambacci's presence.

Gambacci either copies data (using a miniature camera concealed in his watch) or memorises it. He sends it to the fanatically religious Shardi.

Gambacci has no direct contact with the Shardi Intelligence Division (S.I.D.); he passes data using dead-letter drops, always in a different place, using a coded personal ad' in the local computer news system to tell S.I.D. where to make the pick-up. So far, no one suspects Gambacci is a traitor.

Section [7.] - S.I.D.

The Shardi are a religious sect intent on eventual domination of the entire universe. As well as Shardi itself they have colonies on many other planets. To spread their 'influence' they will supply arms, equipment or funds to any 'freedom fighters' who approach them. Their control of the system's mineral wealth, economic importance to surrounding systems and careful dissociation from actual terrorist acts has allowed them to remain free of Imperial (or other) 'entanglements'.

Their slave-like worker population is so brain-washed by the religion that they would rebel against the troops sent to free them from tyranny! The Shardi maintain 'aid' and 'trade' organisations as covers for S.I.D. operations.

A selection of S.I.D. agents are given below for use in the scenario. It is suggest that these be the only agents readily available in Karashun.

Group Leader Mark Tember

(Male ex-Marine, age 34)

Str:B Dex:C End:A Int:B Edu:5 Soc:7 Chr:9 Combat Rifleman-2, Grav Vehicle-1, Streetwise-1, Tactics-2, Unarmed Combat-2, Vacc Suit-1, Wheeled Vehicle-0

Agent Zyke Ferret

(Male ex-Army, age 30)

Str:8 Dex:8 End:B Int:5 Edu:7 Soc:8; Chr:9 Combat Rifleman-1, Electronics-1, Small Blades-2, SMG-2, Tactics-1, Unarmed Combat-2, Wheeled Vehicle-0

Agent Paulina Rowark

(Female ex-Marine, age 27)

Str:7 Dex:A End:8 Int:6 Edu:8 Soc:5 Chr:7 Computer-0, Demolitions-2, Disguise-1, Grav Vehicle-0, Handguns-2, Streetwise-2

Agent Jacob Carom

(Male ex-Army, age 26)

Str:B Dex:A End:A Int:8 Edu:7 Soc:7 Chr:9 Carousing-1, Combat Rifleman-1, Computer-1, Demolitions-1, Grav Vehicle-1, Interrogation-1, Tactics-1, Wheeled Vehicle-0

Agent Francesco Marretti

(Female ex-Army, age 29)

Str:C Dex:6 End:B Int:8 Edu:8 Soc:7 Chr:7 Combat Rifleman-1, Electronics-1, Grav Vehicle-2, Small Blades-2, Small Water craft-1, SMG-2, Wheeled Vehicle-1

Agent Charles Petzer
(Male ex-Rogue, age 30)

Str:6 Dex:6 End:8 Int:3 Edu:3 Soc:3 Chr:6 Brawling-2, Bribery-1, Carousing-2, Computer-0, Grav Vehicle-0, Streetwise-1, SMG-2, Wheeled Vehicle-0

Petzer is a stupid slob and will act as such. He is never used as an undercover operative.

Agent Sarah Frazer
(Female ex-Army, age 26)

Str:7 Dex:D End:9 Int:C Edu:B Soc:8 Chr:5 Combat Rifleman-4, Handguns-3, Grav Vehicle-1, Tactics-2, Wheeled Vehicle-1

Frazer is the team's rifle expert. She carries a stripped down Gauss rifle with highest quality sights and is an excellent shot with this - or any other rifle or pistol.

When working undercover, these agents use a thin bullet-proof jacket under normal clothing, with a concealed handgun and commando dagger. Those trained in unarmed combat may sometimes operate without weapons. If they know there may be trouble, they will be in combat environment (CE) suits with Gauss rifles and similar weapons - they don't mess about!

Anyone who co-operates with the players in the scenario may be threatened or, in extreme circumstances, assassinated by S.I.D. - e.g. Harold Robbins (See Section [19.]).

If the party try following S.I.D. agents at any point in the game, the agents will always take a long drive around the city to shake any followers before returning to one of several safe-houses (in run-down areas of town). The agents know to avoid Gambacci and the Institute and will only contact these via a drop point and local ad' (as per Section [6.]).

Section [8.] - PAYMENT

Gambacci has set up 50 holding companies (mostly on Kadushi) and personal bank accounts (under a false identity) on Napu, Lumzashgu and Khanirlu (a route away from Kadushi). S.I.D. pays into the holding companies which transfer money to the 3 accounts. When Gambacci retires, he will jump to each world in turn and withdraw the money. Should 1 or 2 accounts be compromised, he will still have the others to fall back on. The transfers are conducted after-hours from his own bureau offices! Gambacci's responsible position has allowed him to gain control privileges on several of his assistants' computer accounts, from which he makes the transactions without leaving any trace of his own identity in the system security files.

Such transactions are common in the department's day-to-day work with nothing to make these particular transfers suspicious.

Section [9.] - THE WONDERS OF TECHNOLOGY

(Day 1)

Gambacci spent a long day in his plush office on the top floor of the large building housing the majority of the government bureaucrats. He had been up to the penthouse several times for discussions with Hanover - particularly the upcoming trade summit with Amluamii (an agricultural world which supplies large quantities of foodstuffs to both Kadushi and Shardi).

Gambacci waited until most of his staff had gone home then tapped into an absent clerk's account and performed a routine transfer from the holding companies to his personal accounts. His tired fingers hit the wrong key without realising it and copied a record of the payments onto the datcard in the clerk's own terminal. Tired, Gambacci left for his villa south of the city (*point A in Figure 1*; see Section [41.]).

Section [10.] - DATCARDS

Datcards are credit-card size plastic cards used to store computer data. They are widely used, compatible with most computers and have varying storage capacities from a person's characteristics up to an entire encyclopaedia.

Section [11.] - THANKS, DAD

(Day 2)

Clerk Lovar Hunter returned home from the economic bureau, glad to see his wife Velda and son Kohl - the latter back from Tulip University for the holidays. Knowing Kohl always needed datcards for his lecture notes and thesis, Lovar had brought back a few spares from his desk, including one from his terminal, onto which he had copied a few of the newer computer games from the government server system.

Section [12.] - PANIC

(Day 3)

Next morning Gambacci checked for any new payments in his holding companies. Accessing his computer's file manager program he found a remote link still pointing to the datcard receptacle on Lovar Hunter's computer.

Panic gripped him - was it possible he could have accidentally copied something to the datcard? He checked but there was no datcard in Hunter's machine.

He could not afford to confront Hunter without good reason. A quick request to the network controller indicated a file had been transferred at the exact time Gambacci was performing his transactions. Casually, Gambacci approached Hunter and asked for the datcard left in his computer 2 nights ago, explaining that he had accidentally copied a personal memo onto it which, although not confidential, should not slip into the wrong hands. Hunter knew the datcard was at home and, nervous of a reprimand, denied any knowledge of it, suggesting another clerk might have taken it.

Gambacci was clearly unhappy and raised a few eyebrows by personally checking this with the other clerks. Drawing a blank, he feared Hunter might somehow have found the transfer data with the intention of using it for blackmail.

On returning home, Lovar asked Kohl to return all the datcards but did not explain why - his son didn't bother to tell him he had already copied the games datcard (including the incriminating file).

Section [13.] - SUSPICIONS

(Day 4)

Lovar returned to work, went straight to Gambacci and admitted taking a few datcards home a few nights back to do some accounts at home. Apologising for his forgetfulness he handed over the datcards. Suddenly friendly, Gambacci accepted his apology and Lovar left, satisfied. Gambacci checked all the cards but they were blank - had Lovar kept or copied the critical one? The sudden 'reversal' in Hunter's story made Gambacci even more suspicious. Was Hunter's mention of 'accounts' the first subtle hint of the blackmail to come?

Section [14.] - BREAKING POINT

(Day 6)

Gambacci nerves were at breaking point. Two days had passed without Lovar mentioning the datcard. When Gambacci repeated his questioning, the clerk seemed calm and held to his story that he had intended to use the datcards for his personal accounts. In desperation Gambacci contacted S.I.D. (via a dead-letter drop), detailing his suspicions of Hunter, and a request that S.I.D. help in revealing the truth.

Section [15.] - THE SECRET AGENT

Unknown to Gambacci, a set of coincidences - this S.I.D. contact, his requests about file transfers to Hunter's computer and previous evidence about leaks of secret government papers - had attracted the attentions of a roving undercover Kadushi Counter Espionage (K.C.E.) agent - codename Jallion. Jallion was investigating connections between Shardi activities and leaked government trade secrets when Gambacci drew his attention. Having drawn a blank on his other leads, Jallion decided he might as well spend a few hours looking more closely at Gambacci's office in particular.

Jallion may be encountered by the players at any point in the scenario, either by chance or (if he knows the players are involved) in a deliberate attempt to befriend them.

His cover identity for this mission is freelance news reporter Jack Ryan. He has all the equipment (cameras, sound gear, etc.) and high quality false paperwork which will stand up to examination by the local police. He will tell the players a big scoop will net him a lot of cash provided it's exclusive. He will also hint that he has lots of useful contacts. If the players don't take to him, he will continue to pop up at intervals, possibly even following them around.

Ryan is not critical to the plot but can be used to guide and aid the players. If they do well anyway, Ryan will spend his time away, investigating other matters. He will want to be kept informed of their progress, promising at least CR10,000 to each player for the exclusive story if and when it 'breaks'.



Jack Ryan/Jallion

(Male Secret Service, age 33)

Str:A Dex:8 End:8 Int:9 Edu:A Soc:5 Chr:A Carousing-2, Communications-1, Computer-1, Demolitions-1, Disguise-1, Forgery-1, Grav Vehicle-1, Handguns-3, Medical-2, Streetwise-3, Wheeled Vehicle-0

“Jack Ryan” is wiry and strong with hardened features which attract members of the opposite sex. He can charm most people with his bright smile and is always free with his money, especially if he might get a story out of it.

Jallion uses his looks and humour to make contacts. He will protect innocent bystanders where possible (e.g. the players) but is a ruthless agent with the security of Kadushi (and the president) his prime concern. As Jack Ryan, he may appear a little cowardly due to his self-preservation instincts, but in reality he knows no fear!

Section [16.] - THREATS

(Day 8)

Hunter arrived late for work, with a bruised face and black eye. He told his colleagues he had been waylaid the previous evening by a couple of thugs who demanded some piece of important information from him but he couldn't work out what they wanted so they beat him up and warned they would visit his wife next.

Gambacci, realising S.I.D. had made its first move, waited for Lovar to crack but the clerk seemed merely confused. Seeing the opportunity to increase the pressure on him, Gambacci told Hunter the datcard he wanted returned actually contained a file with top secret data. He suggested the men who waylaid Hunter were government agents... or even a foreign power! Lovar looked suitably worried and said he was thankful he had given back the datcards without copying any of them... or at least he doesn't think his son did.

This worried Gambacci further. Was Lovar hinting he really had copied the data? What did the son know about this? Bewildered, Gambacci left another message for S.I.D.

Section [17.] - AN ACCIDENT?

(Day 9)

Velda Hunter encountered a S.I.D.-hired knife-wielding thug in a side street in Karashun city. As the man tried to give her the threat message, she screamed and attracted the attention of several passers-by. The thug panicked, stabbed her and ran off. A witness called the medics but Velda was dead on arrival at the hospital.

Lovar was dumb struck at the news and returned home immediately. While pouring out his woes to his son, he mentioned the incidents involving the datcard. Distraught but logical, Kohl concluded that it was a conspiracy and told his father to go to the police.

Lovar was too shocked at Velda's death to react sensibly; when the police arrived to question him about his wife's death he told them nothing about the datcard.

(This incident brought the Hunters to the attention of Jallion - he had already noted Lovar as a possible suspect for the stolen government secrets).

Section [18.] - FUNERAL

(Day 10)

The cremation and burial of Velda Hunter took place at the Corinthian cemetery on the outskirts of Karashun city. Gambacci attended but Lovar was too distraught even to notice his presence among the many other office colleagues who were there - in particular his close colleague Harold Robbins, who helped arrange the funeral and stayed much of the evening to console father and son.

Section [19.] - SUICIDE

(Day 11)

Next morning, Harold Robbins mentioned, within Gambacci's ear-shot, how cut-up Lovar was about his wife's death. He mentioned that Lovar had got quite drunk last night and begun babbling about a conspiracy and the police. Gambacci realised Hunter was becoming a serious danger and might talk to the police. Desperate, he did not wait for a dead-letter drop but called an emergency S.I.D. contact number to explain the situation.

Mere hours later the news channels are showing footage of a splattered body lying in Highstar shopping mall: *“Lovar Hunter, a clerk in the Bureau of Economic Affairs, dived from the balcony four floors above only half an hour ago. It is thought that the sudden death of his wife several days ago de-stabilised Mr. Hunter's mind. Mrs. Hunter was stabbed to death by a mugger...”*

In truth, Lovar was shopping - waiting for his son to come out of a food store. From the shop doorway Kohl saw two burly men 'nudge' his father over the balcony. He rushed to the edge to see his father dead below. The murderers had already disappeared. On the verge of breaking down, but knowing himself the last link in the chain, Kohl managed to stagger back to his father's car and drive home.

Amidst many tears Kohl decided someone very nasty would kill to get hold of the

datcard his father had brought back from the office. Kohl plugged the card into his hand computer and quickly located the mystery file (see Section [33.]). He knew it might be the only bargaining point to prevent him becoming the next victim.

Barely able to think, he drove to the Corinthian cemetery - to his mother's grave where he buried the datcard under the new turf. In sudden concern that someone might still look here, he clumsily swapped the metal name plaque with that of the adjacent grave which was also recent.

Returning home, Kohl found strange men in the house - a group of 'removal' men (S.I.D. agents ransacking the house to find the datcard). One agent prevented him from reaching the car but Kohl's youthful athleticism allowed him to out-run the men. The S.I.D. agents could not use overt violence in this quiet suburban area and so gave chase in a van and car...

Section [20.] - THE ENCOUNTER

(Day 11)

As darkness fell, Kohl wandered the streets, distraught and confused. In the brighter streets near the city centre he realised a car was tracking him. Scared, he ran down an alley - sure enough the car screeched to a halt and someone began running after him. Clearly his location and clothing was known to his pursuers. In desperation he dived into the nearest building...

At this point, Kohl meets the players. The following night-time venues are suggested: a restaurant, bar or shop. Kohl will rush in, appear confused, then:

Restaurant: steal a jacket or coat (preferably a player's) from the coat racks near the door.

Bar: make for one of the players and try to scare them into giving him a coat, jacket, etc. to disguise himself. He may pretend he has a knife or gun in his pocket.

Shop (clothing): grab the nearest articles of clothing and start putting them on in the shop!

Shop (other): As per the bar encounter.

Kohl Hunter

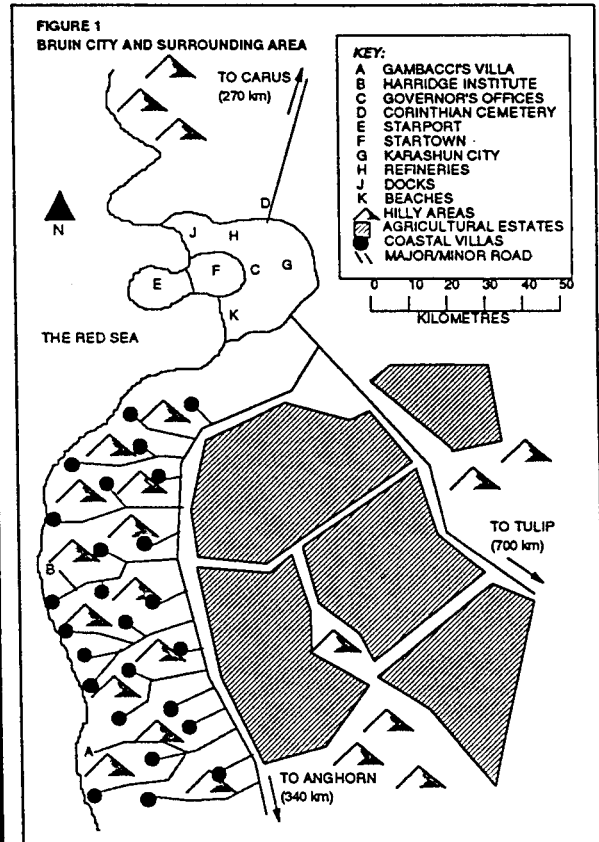
(University Physics Student, age 21)

Str:7 Dex:6 End:9 Int:6 Edu:A Soc:8 Chr:6 Carousing-1, Communications-1, Computer-1, Physics-1, Wheeled Vehicle-0

Kohl looks like a bleary-eyed, crazed youth, panting and sweating, potentially violent and possibly on drugs.

Whether he manages to gain a disguise, Kohl will try to get out the back entrance.

Whichever the situation, if the party do not subdue Kohl then an angry shop-keeper, club bouncer or bystander will do so. Two uniformed police officers will appear within seconds and congratulate whoever detained this dangerous escapee. Kohl will struggle madly but before he can say anything coherent a medic will appear and give him an injection, to knock him out.



Anyone enquiring will be told by the officers that Kohl escaped from an asylum transport a few streets away. There is no need for anyone to report the incident but if anyone presses further (e.g. compensation for damaged clothing or injury) then they will be told to make a statement at the local police station the next morning and they will be reimbursed. If pressed further, or obviously followed down the street, the officers will become aggressive and tell the party to back off. Cautious reconnaissance will reveal the officers and medic carry the drugged youth into an unmarked car parked around the street corner.

The car can be followed but if not done cautiously is guaranteed to be noticed - the car will then try to lose the pursuers in the back streets. Under no circumstances should the players catch or stop the car although tailing it should just be possible (make the players roll suitable tasks). After a short while driving around to lose any tails the 'officers' drive south, out of the city,

eventually turning off onto a small private road leading into the coastal hills. Kohl has been taken by S.I.D. agents to the Harridge Institute (*point B in Figure 1*; see Section [40.]).

Section [21.] - SO WHAT WAS ALL THAT ABOUT?

Even if the players didn't follow Kohl to the Harridge Institute, they should be inquisitive. If they enquire at the local police station, the officers will have no knowledge of the incident and dismiss it as a prank. It should become clear that Kohl was not a grab-and-run thief but a scared youth, running from some threat and trying to obtain new clothing as a disguise.

The many possible avenues of investigation need not be followed that night but should be spread over several days. If the car was not followed, the players will still find a link to the Harridge Institute by enquiring about the asylum van and medic.

Enquiring about the medic or asylum:

Hospitals Routine, Local knowledge Formidable, City library Difficult, 1 hour

There are no asylums in Karashun. The Four Winds Hospital handles a few such patients but was not transporting any on the given night. There are 2 private hospitals on the south coast road: the Alexandria (200km away) which does not have a psychiatric ward, and the Harridge Institute (70km south) which is an exclusive private clinic catering to the stresses and depressions of the rich and famous.

Enquiring about the coast area:

Local knowledge Routine, City library Routine, 30 minutes

The hilly coastal region south of Karashun has 100 or so private villas and ranches. Inhabitants include 5 film stars, 2 bank chairpersons, 5 company directors, a mad entrepreneur and 10+ high ranking government officials. The area is generally off limits to the public. Estate boundaries are often only vaguely marked but trespassers have been known to be arrested or even shot at by private security personnel.

Enquiring about the mystery youth:

Local Knowledge Formidable, City library Difficult, Police Difficult, 2 hours

Someone on the street may recall seeing Kohl Hunter's face on a news broadcast in the last day or so. "Something to do with a suicide" is all they will recall. The news archives (city library) contain a short bulletin mentioning Lovar Hunter's suicide (see Section [19.]) followed by a police message mentioning their desire to question his son Kohl - seen running from the scene of his father's 'suicide'. A picture of Kohl Hunter is flashed up and is easily identified as the youth encountered by the party.

Local police can give the same information and picture. On exceptional success, it is mentioned that the 'suicide' was suspicious - perhaps a bystander saw the men push Lovar - although the police are not taking this too seriously.

Section [22.] - GETTING THE LOW-DOWN

Once the party have identified Kohl and found a link to the Harridge Institute, some further searching can be performed.

Enquiring about the Hunters:

Local knowledge (neighbours of the Hunters) Routine, City library Difficult, Police Difficult, Economic Bureau Formidable, 2 hours

Further details of Lovar Hunter's death may be given. His wife's recent and tragic death will be mentioned (see Section [17.]) including minor details of her funeral (see Section [18.]). The Economic Bureau will be unreceptive, assuming the players to be reporters. If claiming to be close friends or relations the players can speak to Harold Robbins, who has taken over Lovar's work responsibilities and, if persuaded, will tell of Lovar's strange preoccupation prior to his wife's death and his son's disappearance. Harold knew Kohl quite well and describes him as a good lad - doing well at Tulip University.

Enquiring about the Harridge Institute:

Local Knowledge Formidable, City library Difficult, 1 hour

There are several news stories mentioning the Harridge Institute including its opening ceremony 10 years ago and the attendance of celebrities and government officials over the years (although it becomes clear that the majority of clients do not advertise their attendance). A recent article shows Paul Gambacci visiting the Institute to award Dr. Rimmer with a prize for innovative neural research. An advertising brochure can be obtained by applying to the Institute or by theft from the Karashun homes of staff. The brochures show internal details of the patient areas on levels 1 and 2 of the Institute (see Section [40.]), emphasising the plush decor and excellent service.

Enquiring about Paul Gambacci:

Local Knowledge Difficult, City library Difficult, Economic Bureau Difficult, 1 hour

No useful information is available except that he is a well-respected politician who rose quickly through the ranks because of his management skills. His background and links to Hanover during the previous presidency are shrouded in vagaries (as is much data prior to Hanover's coup d'etat). There will be mention of his coastal villa 120km south of Karashun (*point A on Figure 1*; see Section [41.]).

Section [23.] - A CLOSER LOOK AT THE INSTITUTE

The Institute has perimeter ground sensors (2km out) and radar (see Section [40.]) to detect ground or aerial intruders some distance from the main compound. However, *Recon* or *Fwd Obsvr* skill will indicate a hill 1 km NE of the Institute which, although inside the ground sensor ring can be approached below the level of the radar. With suitable skills and equipment the players can reach this vantage point, e.g. using grav belts with *Electronics* or *Sensor* skills to fool the ground sensors.

Alternatively the Institute may be surveyed from the sea. A separate radar system sweeps the sea but has a blind spot extending out from the base of the cliffs for 100m. The steep cliffs have no beach so approach by foot along the coast is very difficult. However, a sea or grav craft staying close to the cliffs would be unobserved until within visual range of the Institute.

Pleasure craft can be hired at the docks on the SW side of Karashun from CR 25 (dinghy) to CR 1,000 (motor cruiser) per 12 hours. A deposit of 5x the hire charge must be paid and valid identity papers are required for insurance purposes.

The most notable visible feature of the Institute is its central transparent dome.

Enquiring about the dome:

Harridge Institute Difficult, 10 minutes; Local building design firms (skills: A,C,L,Mechanical,So) Difficult, 2 hours

The Institute, if asked politely, will refer the enquirer to Johnson Building Group (JBG) who constructed the building. The dome uses a special polymer manufactured by the Gashiedar Corp. JBG will not supply plans of the Institute (general policy for their customers' security) but some or all of the plans - excluding the secret level - could be obtained by hacking into their computer. Such plans show no furniture nor description of their function.

If approached in a suitable manner (e.g. by a 'rich' client interested in having a similar dome built), JBG will arrange a short visit to the Institute to see the dome at first hand. It is the only example of its kind within 500 km of Karashun.

The Institute may be broken into (see Section [40.]) to release Kohl - see Section [24.].

Section [24.] - RESCUING KOHL

If rescued, Kohl will be tranquillised but can be brought around using a stimulant. He will be suspicious but if convinced this is not a S.I.D. trick then he will tell the players everything he knows - Sections [11.] to [13.] and [16.] to [20.] plus his interrogation in the secret level of the Institute which he can describe although he does not know where he was (see Section [40.]).

Section [25.] - SURVEILLANCE

Surveillance of the Institute will reveal its daytime routine but not its covert night operation:

- ➔ 1-5am S.I.D. 'guests' may be 'attended' by Rimmer and Meadows in the secure section.
- ➔ 7am The chef (Alenzo Carrotti) arrives from Karashun on his motorbike and begins breakfast.
- ➔ 8am Non-residential staff arrive from Karashun in 2 cars: Pietro Rosens gives a lift to Richard Evans; Sally Varny, Maria Gerund and Jane Amilio share a taxi.
- ➔ 8-9am Breakfast is served to the guests.
- ➔ AM Morning therapy sessions.
- ➔ 1-2pm Lunch PM Afternoon therapy sessions. 6pm Non-residential staff return to Karashun (same travel arrangements).
- ➔ 6-8pm Evening meal
- ➔ 9pm Chef returns to Karashun.
- ➔ 8-11pm Evening entertainment in lounge.

The internal staff (Rimmer, Meadows, etc.) sleep until 8.30am and take a day-time nap if they have had a particularly long night-time session with a S.I.D. 'guest', leaving the non-residential staff to deal with the guests.

1-3 notable events happen each day (roll 2d6):

- 2: Rimmer takes out Churan Asagi in the Institute cruiser to enjoy the sun (and each other!) along the coast, returning in 1-6 hours.
- 3: As 2 but Richard Evans takes out 1-3 guests to enjoy the sun.
- 4: A new guest arrives at the clinic (e.g. playboy, film-star, politician, business person).
- 5: A staff member drives into Karashun (e.g. to pick up medical supplies, hand-deliver a message or pick up a scan or test processed by the city hospital). Return in 3-4 hours.
- 6: 1-3 clinic guests sun-bath or eat a sumptuous picnic in the Institute grounds*.

7: 1-3 clinic guests take a walk around the grounds*.

8: 1-3 visitors arrive to see a guest.

9: A supply truck arrives (food, medical supplies, laundry, etc.), drives to the rear entrance, unloads/loads then drives off. The drivers are usually known to the clinic staff.

10: The gardener and assistant leave/arrive (no more than twice a week but they are fairly erratic in their work patterns).

11: A guest leaves to return home.

12: A repair van arrives to deal with a minor malfunction (air-conditioning, comms link, radar system, jammed door, etc.) that could not be fixed by Dr. Rosens.

*50% chance of 1-2 staff accompanying the guests.

Section [26.] - THE HUNTER HOUSEHOLD

A search at the Hunter house will reveal nothing since all the belongings have been boxed and shipped to a storage yard (the Bruin Box Storage Co.) on the outskirts of Karashun.

Enquiring about the Hunters' possessions:

Economic Bureau Difficult, Storage yard Routine, Neighbours Routine, 1 hour

The only point of interest is that the possessions cannot be removed from the warehouse without the signature of Paul Gambacci.

The Economic Bureau will claim Gambacci kindly stepped in to help the family. If contacted, Harold Robbins will mention this surprised him since it isn't normal practice. The warehouse site has extensive security alarms and guards, locating the possessions will be difficult without using the site database, and a search of the possessions will reveal nothing useful (although it may be apparent that someone (S.I.D.) searched everything before it was brought here.

Section [27.] - TULIP UNIVERSITY

The journey to Tulip takes about 8 hours by plane, train or automobile. There is nothing critical to be gained here, but players may interview Kohl's teachers, learn more about Prof. Walsh and Dr. Rimmer (see Section [40.]), or even break into Kohl's university residence. Kohl was clearly an excellent (and stable) student and his room has no clues since he took his computer to Karashun and the datcards he left here have been taken by S.I.D. (since this is the holidays, it was not difficult to break in - but a cleaner will remember a strange man near Kohl's room).

Alternatively, the players could encounter S.I.D. agents as they search Kohl's room (the agents will flee). Jallion may also be introduced to the players at this point.

Section [28.] - CORINTHIAN CEMETERY

The cemetery has an 8' perimeter fence and is usually deserted at night except for a night-watchman. Velda Hunter's grave plaque is easily identified but closer observation will reveal scratches around its fastenings (where Kohl swapped it with the adjacent grave). Once the correct grav is identified, the datcard can be easily found beneath the fresh turfs. There can be no confusion with the husband's grave since Lovar Hunter's funeral has been delayed pending police investigation of his death.

Section [29.] - CONTACT!

If the players attempt to contact Gambacci, he will be unavailable for comment. Pretending to be a relative of the Hunters (or some other subterfuge) might eventually get a direct line to him but the call will be traced (Gambacci is a careful person). Gambacci might be 'intercepted' on his way in or out of the Economic Bureau but his bodyguard might react badly to anyone rushing up to him!

If the players have few clues Gambacci will sound interested and tell them to contact him if they get more evidence - he has a friend in the law office to whom he can pass the data. If he realises they know quite a bit, he will sound concerned and offer to meet them. He will ask for a contact number (so he can determine where they are staying) and will contact S.I.D. immediately. Within a few hours, he will call the players and arrange to meet them at a given time (within the next 2-3 hours) at the Hunter house.

Section [30.] - THE HEAT IS ON...

If the players approach the Hunter house a typical security 'large man in suit' will admit them at the door. Claiming to be State Security (he has appropriate ID) he will search and disarm them - standard practice when visiting a senior diplomat. Once disarmed, or if they refuse to disarm, the players are surrounded by heavily armed agents (hidden in the house since Gambacci's call). Naturally, these are S.I.D., not State Security, but for the moment they

will claim to be the latter. Having tied up the players they will accuse them of being the spy-masters for the traitor Hunter. Physical resistance will be met with force - the S.I.D. agents will kill if necessary, but would prefer not to mark their prisoners, nor to start a noisy gun battle, so they will use their daggers in the first instance.

The S.I.D. agents will interrogate the players to find if they know where the datcard (or copies) are hidden. Meanwhile one agent will be preparing a booby-trap, e.g. turning on the household gas supply, or spraying inflammable liquid (e.g. petrol) around. Whatever the players' answers, the S.I.D. agents will soon leave, chucking a flaming rag behind them. For petrol, the blaze will start immediately but will take time to engulf the house, giving the players time to escape or be rescued by colleagues outside. For gas, there will be an equivalent delay before the vapours encounter the flame... WHOOMP! Use whichever method gives you most gratification.

Naturally, the players must be given an opportunity to escape by cutting their bonds on a sharp bit of metal, hidden knife, broken glass, etc. They should not be able to stop the fire but the house should not explode until a few seconds after they've escaped.

When and if contacted, Gambacci will say he was detained in an unexpected meeting with Hanover (true except Gambacci deliberately initiated the meeting as a cover story). If possible he will try to set up another opportunity for S.I.D. to assassinate the players (e.g. during Section [31.] the S.I.D. agents could plant a bomb or lie in wait for the players).

Section [31.] - SEARCHED!

If the players gave their residential number to Gambacci in Section [29.], the S.I.D. agents will spend the next half hour searching their belongings and taking any computer equipment, datcards, documents, investigation notes, evidence, etc. If the party left Kohl's datcard here without hiding a copy elsewhere then they had better return in time to stop the agents!

Section [32.] - EQUIPMENT, DISGUISES, ETC.

If the players cannot easily obtain weapons or armour or wish to buy bugging equipment or vice skills, these can be found in the back-streets of Karashun.

To locate a source of illegal equipment:

Difficult, Streetwise, Bribery, 2 hours.

Once found, the NPC will be cautious and suspicious. Prepayment is required and prices are high. Implications of government involvement will raise prices further!

An example:

the 'Old Ways' book shop.

Those in the know ask the store-keeper for books on antique weaponry (using the book type, size, cost, etc. as a coded method for indicating the desired weapons, ammunition type and amounts). A huge sum is paid and the keeper tells them when and where the 'books' will be delivered. Weapons will still be limited and rare items may take a few days to arrange.

Role-play this encounter carefully: the players should leave the shop with no idea whether they have bought guns, or if they will receive antique books! As long as they do nothing to worry the 'suppliers', a package containing their order will appear at the given time and place.

Jack Ryan can help - he will say in his business he needs 'underworld' contacts.

Section [33.] - THE DATCARD

Kohl Hunter's datcard has 150 files on it. A careful analysis reveals almost all are games except for a few text files, of which all but one are lecture notes. This odd-one-out contains the following:

■ 8723-128974-AUG	50,000	6523-87SHC73-YTAG-02
■ 3784-128376-BYG	150,000	7623-76GHDRT-LKWD
■ 7452-987464-TTR	100,000	6523-87SHC73-YTAG-02
■ 8367-837742-BUY	75,000	6524-988UUUI-P896-732
■ etc.	etc.	etc.

The left side contains 50 company account numbers. The centre column is the transfer value in credits. The right side has the personal accounts receiving the money.

To identify the codes as bank accounts:

Difficult, Intelligence, Broker, Legal, Admin or Computer.

The total value of the transactions is CR5,000,000. There are only 3 receiving accounts: 6523-87SHC73-YTAG-02, 7623-76GHDRT-LKWD and 6524-988UUUI-P896-732 (see Section [8.]).

Enquiring about the company accounts:

Banks Formidable, 2 hours

Banks are unwilling to reveal information but may let slip that most of the accounts are with on-world banks. By clever subterfuge, the players should be able to get the company name of one of the accounts.

Enquiring about a company

(once its name is known):

Holding company (as Bank) Formidable, 2 hours; City library
Difficult, 1 hour

Any investigation will quickly reveal they are just holding companies, each with a tiny office or postal address, unmanned and with a comms-answering unit. It should be clear these are merely a money laundering operation although this would be difficult to prove in court.

Continued investigation of the accounts or companies will arouse suspicion (the answering units record the caller's comm code and are regularly checked by S.I.D.). The players may receive a call from a 'company official' to check what their interest is. A meeting may be arranged using the claim of 'useful classified information' as bait for a S.I.D. ambush.

Enquiring about a receiving account:

Banks Difficult, 1 hour

The banks are slightly more open and will say these are off-world accounts - thus beyond the banks' jurisdiction. If persuaded they will say which worlds the accounts are on and the banks (National Instar Bank, Romul Traders Society, Credit and Commerce Interstellar). Travelling to these planets to investigate further will mean the rest of the adventure is over before they return!

Section [34.] - TIME TO GO

At some point Gambacci or S.I.D. will realise the players are getting too close - it's time to get out! If Kohl has not already been rescued from the Institute, he will now be transported to Gambacci's villa. The players can determine this as follows:

- ➔ (1) At the Institute the cruiser is prepared for a journey late in the evening (unusual).
- ➔ (2) If a bug was planted in the Institute it will hear a late-night conversation between Rimmer and Meadows about a 'troublesome patient' (they never use "patient" to describe a paying client). Meadows says at least they're getting rid of the fool that evening - no more of his whining under the effects of the drugs.
- ➔ (3) The cruiser will leave (with Kohl on board) at 11pm (see Section [35.]).

If Kohl has been rescued by breaking into the Institute, (1) will occur, in (2) the discussion will be of the doctors' escape from the 'compromised' Institute. Rimmer is reluctant since the Institute is a valuable investment. In (3) the cruiser will be carrying Rimmer, Meadows, Asagi and Elarn rather than Kohl.

Section [35.] - THE BOAT TRIP

The cruiser will travel from the Institute to Gambacci's villa under cover of darkness, starting at 11pm - unlit and guided by the high tech navigation system. Whatever its other passengers, the cruiser will have 2 S.I.D. agents (Brach and Lyre from the Institute if they are alive) in full combat kit. They will use heavy automatic fire against any attempt to stop the boat - their orders are to get to Gambacci's villa at all costs - no surrender! If cornered with Kohl, they will kill him then fight to the death. If Rimmer et al. are aboard they will all fight as none of them wants to face treason charges. If Kohl is rescued see Section [24.].

Section [36.] - RUNNING SCARED

If the players have missed the clues in Section [34.] they may still notice:

- ➔ (1) Gambacci leaving work very late (10pm). He (plus bodyguard) will drive straight to his villa. If the players can initiate a search of the offices (tell security a bomb is in Gambacci's office, persuade Harold Robbins to check, etc.) a short search will reveal that a large section of computer archives have been wiped (Gambacci's transfers and other personal data).
- ➔ (2) At his villa, there has been a fair amount of activity all day as his guards pack.

Section [37.] - THE PICK-UP

Gambacci will arrive at 11pm. The villa will go quiet and the guards will be alert and vigilant. The cruiser will arrive at 11.30pm and if Rimmer et al are onboard they will join Gambacci for a last swig of expensive liquor in the villa lounge. It is clear that the group is waiting for something...

If the villa is attacked during this time Gambacci et al will attempt to hold the villa at all costs, using delaying tactics (possibly pretending to surrender). The S.I.D. agents are fanatics (as is Gambacci's bodyguard) - willing to martyr themselves for the Shardi cause. One might 'surrender' with grenades hidden on him - as he approaches the attackers... BOOM!

Gambacci is waiting for an S.I.D. scout ship (standard design) which will land at 1am to pick up any survivors and carry them off to collect Gambacci's money from his off-world bank accounts.

It should be noted that at this point Gambacci carries nothing incriminating (having destroyed it all) except for the false identities required to access his 3 accounts. If all is lost he will try to destroy even these -he would still be convicted (Hanover doesn't take chances with traitors) but getting these IDs before he can destroy them would be an extra feather in the players' cap.

The ship will attempt to land even in a gunfight, unless it is in serious danger of being damaged. If any trouble is apparent, 2 heavily armed S.I.D. agents will sprint out to provide covering fire while Gambacci et al embark. If all is quiet they will be cautious but carry only holstered side-arms. The scout will not take off without its passengers unless it is clear they are dead or the 'law' is on its way, in which case as it takes off the scout will use its turret laser to 'erase' the opposition (and hopefully the evidence!)

Unless Jack Ryan has somehow been kept in the dark (an unlikely event), he will be with the players or will turn up as things start going badly for them. At the latest he will appear just after the scout lands.

At an appropriate point the area will be deluged with grav vehicles (with flashing blue lights) and battledress troopers with big guns. Ryan (as Jallion) has called in the local SWAT teams! To maintain his cover, the SWAT men do not know his real identity and will arrest him with the players until the police have worked out what's going on.

At the referee's discretion the scout can take off (if the players have managed to board it, there will be 3 S.I.D. agents onboard -pilot, co-pilot and weapons man). However, Ryan has also called in a Systems Defence Boat to stop the scout before it can jump.

SCOUT/COURIER CREW

Pilot Philip Archer

(ex-Scout, age 30)

Str:8 Dex:7 End:8 Int:6 Edu:8 Soc:4 Chr:6 Combat Rifleman-2, Leader-2, Mechanical-1, Medical-2, Pilot-2, Vacc Suit-1, Wheeled Vehicle-0

Agent Harriet Metalle

(ex-Scout, age 26)

Str:7 Dex:9 End:8 Int:7 Edu:8 Soc:6 Chr:7 Navigation-1, Pilot-1, Shotgun-2, Small Blade-1, Tactics-1, Wheeled Vehicle-1

Agent Hans Leiherman

(ex-Army, age 23)

Str:6 Dex:C End:B Int:8 Edu:7 Soc:7 Chr:9 Brawling-1, Bribery-1, Combat rifleman-1, Computer-0, Electronics-2, SMG-1, Tactics-1, Wheeled Vehicle-0

Armour and weapons should be determined to give the players a good fight!

SWAT SQUADS

Str:10 Dex:10 End:10 Int:8 Edu:6 Soc:6 Chr:6 Combat rifleman-2, Handguns-2, Tactics-1

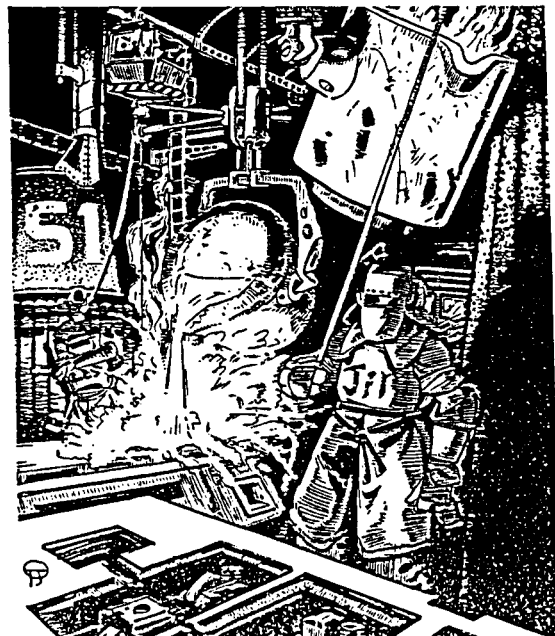
Heavily armed and armoured. 6 squads of 10 men ought to be able to stomp the bad guys out of existence.

Section [38.] - RED HERRING

The Amluamii trade meeting (mentioned in Section [9.]) is a major event in the near future which might be linked to the Hunter deaths as a red herring for the players. The trade delegation will arrive in 4 weeks time at Karashun and there are some rumours that the Shardi are trying to bring political pressure to bear on Amluamii to reduce the prices of its processed foodstuffs. This is irrelevant to the adventure but Gambacci's leaking of trade secrets could be used as a link to a further adventure involving the trade delegation.

Section [39.] - MEDALS

When Hanover discovers Gambacci's treachery he will reward the players appropriately - with medals and publicity. Ryan will sign them up for an exclusive story at Cr25,000 each - a means for Hanover to ensure the 'correct' story gets reported without bribing them directly. Ryan will deny any connection with the government or police but may hint that the arrival of the marines at the villa was due to asking a big favour of his 'underworld' contacts.



Section [40.] - THE HARRIDGE INSTITUTE

To the outside world, the Institute is a small, privately-run clinic for treating stress and depression for rich people. It is run by Dr. Arnold Rimmer, an athletic 41-year old mentored by Arthur Walsh, brilliant ex-Head (deceased) of Psychology at Tulip University. Rimmer is genuinely brilliant (with a long list of qualifications) his treatments are very good (although expensive) while the Institute provides a secure and luxurious residence for its V.I.P. guests (the word 'patient' is never used). Treatments range from herbal therapies to high-tech medications. Rimmer started the Institute 10 years ago with a large endowment (rumoured to be from Walsh) although the clinic is profitable in its own right. Rimmer is a recluse who lives at the Institute with several full-time staff.

Dr. Rimmer, assistant Dr. Anne Meadows, and nurses Vorg Elarn and Churan Asagi have rooms in the clinic. The 'guests' get their attention during the day but at night (when the other staff have returned to Karashun) this select team deal with their S.I.D. 'patients', including plastic surgery to give agents new identities, medical care for wounded agents and an interrogation suite. Two S.I.D. agents reside in the secret level (currently Plinny Brach and Varc Lyre) only coming out at night.

The other staff have no idea of what goes on while they are absent from the Institute.

A map of the Institute is given in Figure 2 with a brief description below (see Section [25.] for daily activities).

PERIMETER

The Institute has a ring of ground sensors about 2km out. These will detect anyone moving on the ground or hovering below 10 metres. The sensors could be detected by trained personnel with a suitable electronic equipment. Higher flying objects of bird size or greater are detected by the Institute's radar system (range 30km) except where hidden by hills. A separate radar system watches the sea for shipping.

GROUNDS

The finely cultivated grounds are surrounded by 2 fences separated by a 10' gap. The outer fence is 15' high razor wire (to keep out intruders), the inner a 10' ornately-patterned wire fence (to prevent guests injuring themselves). The area between the fences has ground sensors as per PERIMETER above.

The approach road enters the compound through a heavy gate (difficult to ram open) topped with razor wire and with cameras on 30' posts either side. If guests are expected, a nurse will be here to greet them.

Cameras are discretely positioned around the grounds (marked on the map with asterisks) watched from the Institute security rooms (4, 26). All cameras have both visual and thermal-imaging capability.

The grounds are tended by an elderly gardener and young helper who visit discretely twice a week. They are well known to staff and never enter the Institute itself, although Alenzo the chef gives them left-overs at the service entrance (13).

THE BUILDINGS

Doors:

Normal doors are activated by proximity detectors in the floor. Locked doors have palm-print locks which respond only to staff. Doors on the secret level are all palm-locks responding only to Rimmer, Meadows, Asagi, Elarn and the 2 S.I.D. agents. Any door in the building can be locked using a keycard (carried by Rimmer and Meadows) which can also over-ride even a locked door provided Rimmer or Meadows applies their palm to the palm-lock. The status of all doors is constantly monitored by the secret computer network. Unusual activity will be noted by the guards in 26.

Entertainment Consoles:

Provide access to videos, games, news, etc. Referred to within the Institute as EntCents.

Computer Terminals:

There are three computer networks. The first connects all non-secret computers (3-5, 12, 14, 16, 20-25) and handles administration and medical records. Network 2 controls the EntCents (7-10, 17, 18). The main computers for both these networks are in 4. The third network contains S.I.D. medical details (including interrogations) of current and past patients, administration and all Institute security functions, with terminals in 6 and the main computer in 26. The 3 networks are totally separate. S.I.D. medical data required temporarily in the operating theatre (23) is transferred by datcard from the computer in 26. All terminals except EntCents have password-controlled access. The secret network data can be wiped instantly by entering a complicated password known only to Rimmer.

Panic Buttons:

All computer terminals have a panic button which sounds an alarm in every room. The alarm location will be displayed on all terminals except EntCents. Normal staff will evacuate guests from the building while Rimmer and the S.I.D. staff deal with the problem. If the secret level has to be evacuated, Elarn and Asagi will help Lyre and Brach to smuggle any S.I.D. patients down to the cruiser dock (via 26, 25, 23, 22 and 19).

Sensors:

The entire building has fire detectors in every room with an automatic foam 'sprinkler' system, flooding a room in 10 seconds, smothering any fire while retaining sufficient trapped oxygen for any caught in it to breath for up to 1 minute.

Cameras:

All cameras (internal and external) are watched from the security room (26).

GROUND FLOOR

The ground level has the huge dome as its centrepiece. It is transparent from inside, allowing sunlight in while appearing opaque to the outside for privacy. It is bullet-proof and can be opaqued in sectors to shade areas or cut out the outside world if the weather is unpleasant.

All windows are made of the same material as the dome, are totally sealed (the Institute is fully air-conditioned) and have alarms on them to detect intrusion.

1. Hallway.

Transparent wall allows reception (2) to see visitors. A camera is hidden high in the central pillar.

2. Reception area.

Visitors wait in the plush seating bay by the entrance. A counter separates this from 3.

3. Reception desk.

Jane Amilio works here during the day (at her computer handling staff salaries, accounts, etc.).

4. Staff living area/rest room.

1-3 off-duty doctors/nurses will be here during the day. In the evening, this is a lounge for the live-in staff. There is a terminal in one corner and an EntCent in the other. A wall unit dispenses drinks. The lift buttons are for ground and sub level 1. Access to the secret level is by a palm-lock concealed above the controls.

5. Dr. Rimmer's Study.

Huge antique desk with terminal. Much paperwork including a current medical paper

being written by Rimmer. Nothing incriminating here. Rimmer works here during the day when not dealing with guests. The walls have bookshelves of medical texts and plaques awarded to Rimmer. A small wall safe contains spare cash (CR35,000) and letters from satisfied patients (some in a very 'friendly' manner; Rimmer believes in the 'personal' touch).

6. Dr. Rimmer's Bedroom.

Large double bed, wardrobes with fine clothing, dressing table, etc. At night, if not doing S.I.D. work, Rimmer will be found here, often with Asagi. If not asleep, he uses the computer terminal which appears and acts as an EntCent until a special sequence of keystrokes brings up a prompt for a password which then gives access to the secret computer network.

7. Staff Bedroom.

Fairly plush. Single bed, wardrobe, dressing table, table and chairs. Dr. Meadow's room.

8. Staff Bedroom.

As (7). Churan Asagi.

9. Staff Bedroom.

As (7). Vorg Elarn.

10. Lounge.

Seating areas arranged in groups with sound-proofing chest-height divisions covered in plants. EntCents are spread around with sun-beds and exercise equipment to one side. During the day 1-6 guests relax here with 1-6 visitors. In early morning and evening some staff use the exercise equipment. At night this area is unused.

11. Guest lift

To guest rooms on sub level.

12. Bar.

Serves food and drinks. The chef is either serving here or working in the kitchen (he will appear if the bell on the counter is rung).

13. Service Entrance.

Large double doors allow access to delivery vans (concealed from the lounge by bushes). Goods go into the food store (15) or down to the store (19).

14. Kitchen.

Extensively equipped with labour-saving devices allowing chef Alenzo to cook for the entire Institute.

15. Food store.

Extensive stocks, high class cuisine.

16. Garage.

Large up-and-over doors (electrically

operated). Small refuelling pump. During the day there are 2-3 staff cars here with Rimmer's expensive grav speeder. Rosens may be here, tinkering with a vehicle.

SUB LEVEL

The dome extends down to provide windows for the guest rooms. Each room can dim/opaque its window. There are 3-8 guests in residence, from playboys to diplomats. The doors dividing these rooms from staff areas are locked except when guests are using the auditorium (21).

17. Executive Guest rooms.

Fabulously plush. Double bed, usual furniture. En-suite bathroom. Small wall safe for guest's valuables.

18. Guest rooms.

As per (17) but with little or no exterior view.

19. Store.

General stores (spares, tools, laundry). Winding stairwell down to the cruiser dock.

20. Engineering.

Some spillage from store room. Power, water, air and waste systems with pipes, cylinders, control panels and a back-up generator. The only clear path is from the lift to the store door with narrow pathways to the rest of the room. Disruption of any systems will not affect the S.I.D. level which has its own power supply.

21. Auditorium.

Can project holovideos or be used for live entertainment or medical briefings.

22. Operation prep' room.

Ranging from a tranquilliser or hypnosis to full anaesthetic. 5% chance at any time (day or night) of 1-2 nurses preparing a patient here.

23. Operating theatre.

Flexible design allows this to be used for minor consultations up to full operation (medical equipment stores behind wall panels when not in use). 5% chance (day or night) that the room is in use (from 1 doctor and guest up to 1-2 doctors with 1-2 nurses for an operation). Night operations will be healing injured S.I.D. agents or interrogating Kohl Hunter!

24. Medical store.

Complete stock of operation and neurological drugs as well as herbal preparations.

25. Staff prep' room.

Basins, showers, clean uniforms, theatre clothing. For lift, see (4).

SECRET LEVEL

Kohl Hunter will be kept in (28). Other patient rooms may contain injured S.I.D. agents (perhaps ones who encountered the players) or prisoners (perhaps leads into other adventures). One S.I.D. agent is always on guard in (26) unless both guards are required elsewhere (e.g. to subdue a patient).

26. Guard room.

A large computer console with screens showing camera views of the grounds and interior, door and alarm status displays. Interrogation equipment is kept in cabinets. One end has a lounge area (with EntCent) where S.I.D. staff can rest while watching the screens. An extensive automated food/drink dispenser is restocked once per week when Asagi makes a personal shopping trip to Karashun. Brach and Lyre are always armed. A wall cabinet contains the full armoury: 10 each of: CE suit, auto-pistol +2 clips, auto-shotgun +2 clips, sufficient demolition charges to enable Lyre to set up a self-destruct system for the Institute.

27. Agent rooms.

Pleasant fittings, single bed, EntCent. 25% chance of a guard being asleep in one room at any time. 28. Patient rooms. Pleasant fittings, stretcher-bed (with restraining straps) on wheels. All other furniture is wall-mounted cabinets which can be locked if the 'patient' is a prisoner. Wall connections for portable medical equipment.

THE STAFF

Dr. Arnold Rimmer

(Male Doctor, age 41)

Str:7 Dex:9 End:8 Int:9 Edu:A Soc:A Chr:9 Admin-1, Biology-2, Bribery-2, Computer-1, Genetics-2, Grav Vehicle-0, Handguns-2, Interrogation-2, Medical-5, Small Water craft-1

Attractive and athletic (S.I.D.-supplied anagathics keep his apparent age at 34 - he claims his youthfulness is due to his herbal remedies). Enamoured of Asagi.

Dr. Anne Meadows

(Female Doctor, age 35)

Str:9 Dex:8 End:7 Int:C Edu:B Soc:4 Chr:8 Computer-0, Electronics-1, Handguns-1, Interrogation-2, Intrusion-1, Medical-4, Physics-1, Streetwise-1, Wheeled Vehicle-0

Intelligent but from a poor background, she hates the wealthy clients - a major factor in persuading her to work for S.I.D. She runs the clinic when Rimmer is away.

Dr. Pietro Rosens

(Male Doctor, age 34)

Str:9 Dex:9 End:7 Int:5 Edu:D Soc:7 Chr: 8 Admin-1, Brawling-2, Communications-1, Electronics-1, Genetics-1, Mechanical-1, Linguistics-1, Medical-3, Wheeled Vehicle-0

Rosens is least senior but feels it is a great honour to work for Rimmer. He enjoys tinkering with devices and fixes minor faults on most of the clinic's systems.

Nurse Churan Asagi

(Female Doctor, age 31)

Str:A Dex:7 End:8 Int:5 Edu:5 Soc:7 Chr:B Computer-1, Grav Vehicle-1, Intrusion-1, Medical-2, Unarmed Combat-3

Highly attractive - Rimmer's lover. A S.I.D. agent sent to the Institute 2 years ago to keep a check on Rimmer. No one (including Rimmer) knows how deadly she is at unarmed combat.

Nurse Vorg Elarn

(Male Nurse, age 26)

Str:9 Dex:6 End:9 Int:7 Edu:9 Soc:6 Chr:7 Computer-1, Forgery-1, Medical-3, Small Water craft-1

A very highly trained Nurse who would rather have his own practice except that he is paid a huge salary to deal with S.I.D. patients.

Nurse Richard Evans

(Male Nurse, age 23, 1 term)

Str:8 Dex:5 End:6 Int:8 Edu:5 Soc:6 Chr:5 Brawling-1, Medical-2, Wheeled Vehicle-0, Small Water craft-1

Nurse Sally Varny

(Female Nurse, age 22, 1 term)

Str:7 Dex:9 End:3 Int:A Edu:9 Soc:5 Chr:7 Biology-1, Medical-1, Wheeled Vehicle-0

Nurse Maria Gerund

(Female Nurse, age 26)

Str:8 Dex:5 End:6 Int:8 Edu:5 Soc:6 Chr:5 Computer-1, Medical-2, Wheeled Vehicle-0

Secretary Jane Amilio

(Female, age 22)

Str:5 Dex:9 End:6 Int:7 Edu:9 Soc:8 Chr:B Admin-2, Computer-1

Competent but hired mainly for her attractive appearance.

Chef Alenzo Carrotti

(Male, age 54)

Admin-1, Cooking-4, Wheeled Vehicle-0

S.I.D. Agent Plinny "Fingers" Brach

(Rogue, age 26)

Str:8 Dex:8 End:D Int:6 Edu:7 Soc:8 Chr:4 Intrusion-1, IOT-1, Small Blade-1, Streetwise-2, SMG-2, Wheeled Vehicle-0

Recruited by S.I.D. after being badly injured in a failed bank robbery, hence his facial and bodily scarring.

S.I.D. Agent Varc Lyre

(Army, age 30)

Str:C Dex:6 End:B Int:9 Edu:B Soc:9 Chr:5 Combat Rifleman-1, Computer-0, Demolitions-1, Handguns-2, Heavy Weapons-1, Mechanic-1, Small Blade-1, Small Water craft-1, SMG-1, Tactics-1, Wheeled Vehicle-1

Ex-captain, turned mercenary. He works for the money but secretly thinks the Shardi are nuts. He repairs the 'sensitive' systems which Rosens doesn't know about.

Section [41.] - GAMBACCI'S VILLA

A map of the villa and surrounding grounds is shown in Figure 3. A description follows:

GROUNDNS

Gambacci owns the land for 2-3km in all directions. The perimeter security fence is 15' high razor-wire with ground sensors 5' outside it (as per the Institute - see Section [40.]), extending onto the beach and a short distance into the water. The grounds are mostly surrounded by trees, with hidden cameras linked to the security room (2). A line of sonar sensors strung between the ends of the fences (underwater) act like the ground sensors. They often give false alarms in bad weather. The villa is on a slight rise with steps down to a patio and swimming pool to seaward. The boathouse has a small cruiser which Gambacci uses for entertaining friends and business associates.

During the day a maintenance droid tends the grounds and another sweeps the villa. The droids are simple and cheap - 2 small arms on a 30cm diameter sphere with camera 'eyes' on top and caterpillar tracks. Of an evening, Gambacci may entertain a woman friend, and/or 1 or more business or social guests - possibly even a large house party!

THE VILLA

The villa is plush but casual (to make guests feel at home). Doors and windows are constructed, secured and alarmed as per the Institute (see Section [40.]): locked doors can be opened by Gambacci, his bodyguard or house-keeper; alarms and cameras are linked to (2).

1. Entrance hall.

2. Security room.

Screens show camera views and alarm status. Wall cabinet: 2 Gauss pistols, 2 SMGs, 3 clips ammo each. A radio link to a remote carried by the house-keeper alerts him (giving exact details of the alarm) if he is not on station here. He will always check an alarm but will not hesitate to call the police (and Gambacci): a police grav car with 4 armed officers will arrive within 15 minutes.

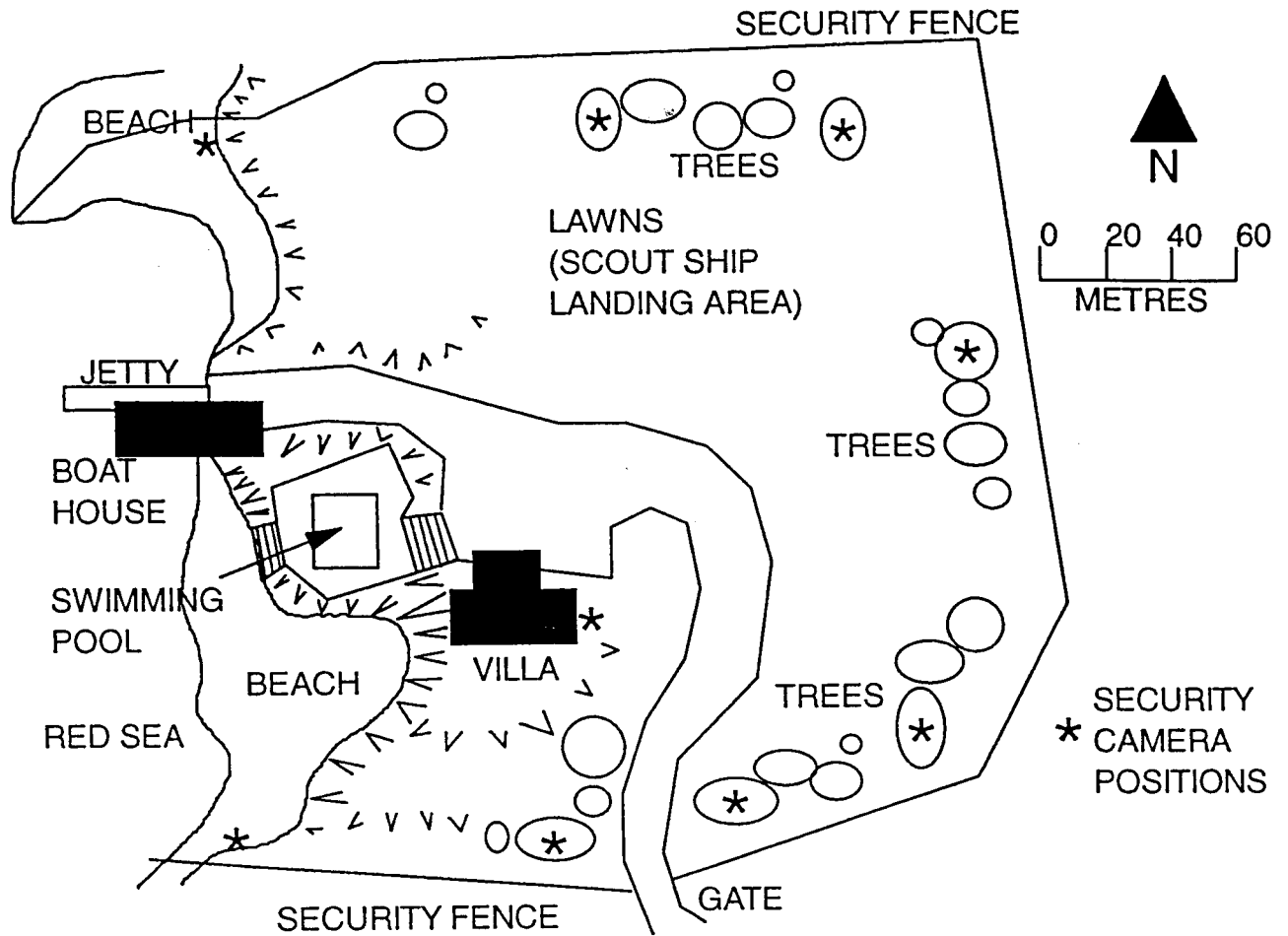
3. Droid room.

Storage/recharging.

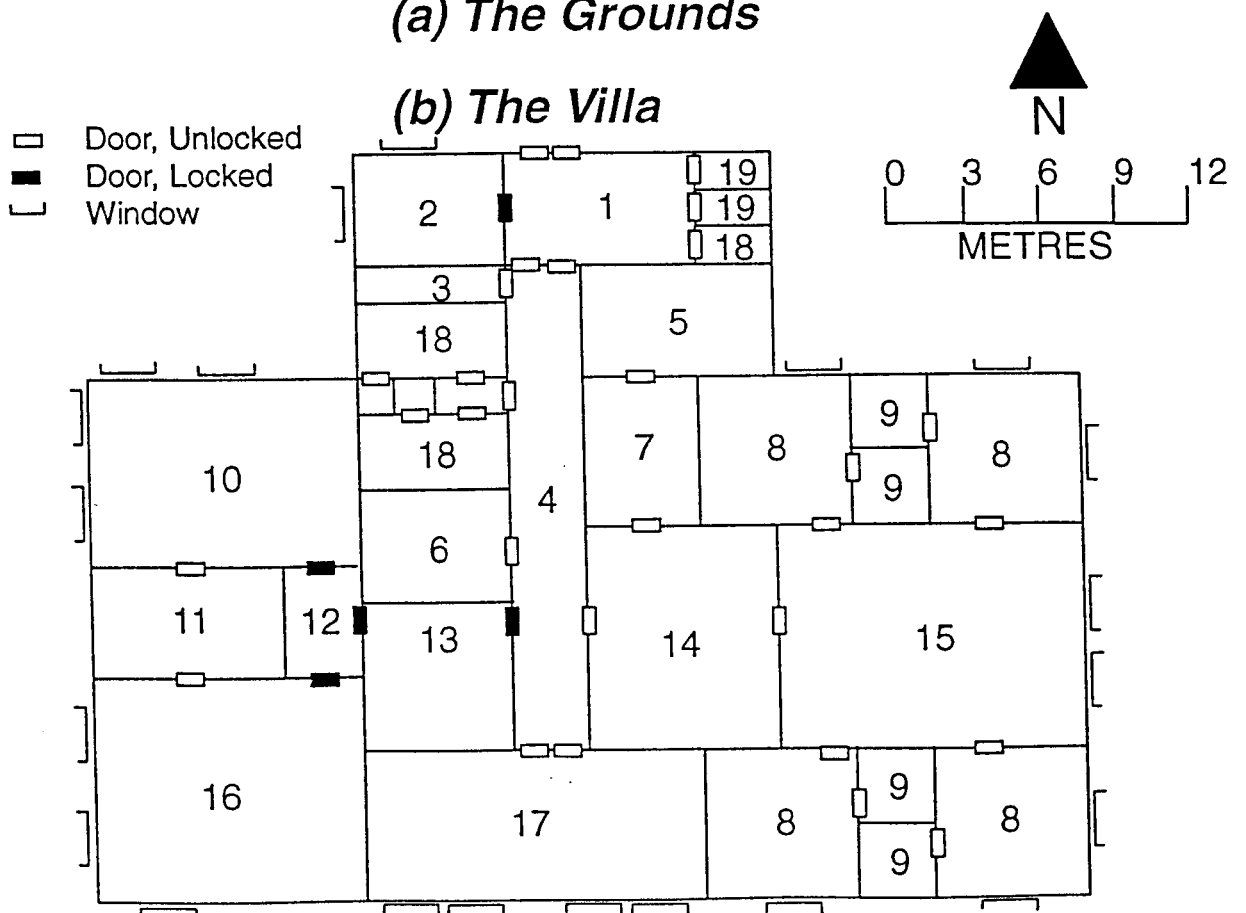
4. Hallway.

Wall holograms: Gambacci's graduation, diplomatic appointments, with famous people, etc.

FIGURE 3 GAMBACCI'S VILLA AND GROUNDS



(a) The Grounds



(b) The Villa

5. Food store.

Restocked once a week by a supply company (vetted by the Economic Bureau).

6. Games room.

Large multi-purpose games table, reconfigurable at the touch of a button. Animal head trophies from hunting trips.

7. Kitchen.

House-keeper prepares Gambacci's breakfast and evening meal here.

8. Guest rooms.

Very plush with entertainment suite.

9. En-suite bathrooms

For guest rooms.

10. Gambacci's study.

Some papers strewn about (nothing important), wall holograms of past achievements.

11. Bathroom.

Luxurious.

12. Ante-room.13. Meeting room.

Large polished table with 10 chairs. Wall portraits of past Imperial emperors.

14. Dining Room.

Large polished table (expands to seat 4-20). Expensive wall paintings.

15. Visitors' Lounge.

Extensive entertainment suite. Usually exclusive to guests but can be opened to all for a large party.

16. Gambacci's bedroom.

Huge double bed, silk sheets. Expensive wood furniture, topped with objet d'art and mementoes of previous assignments. Personal diary - mainly social meetings (of all kinds!) - compromising but not incriminating! Mirrored ceiling (ooh, er!). Floor safe (well concealed) containing personal documents and CR25,000 in cash.

17. Private lounge.

As 15. Used by Gambacci when on his own.

18. Staff rooms.

Similar to guest rooms with en-suite facilities.

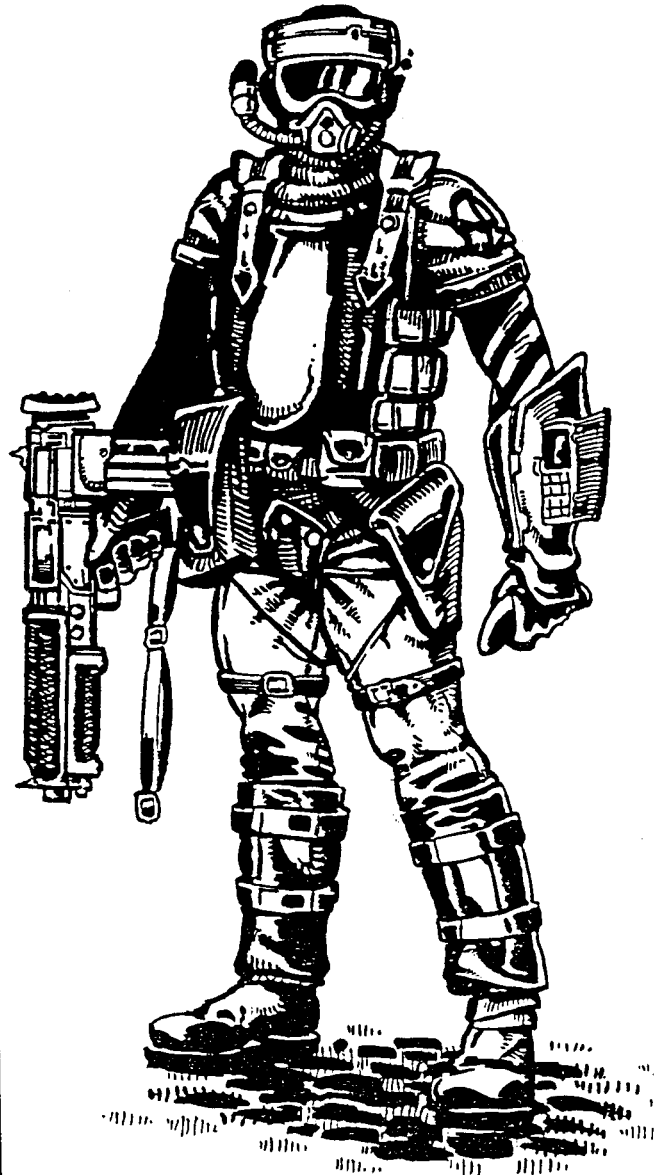
There is nothing here to incriminate Gambacci for his espionage or the Hunter affair - he knows it is the first place the authorities would search.

Andrew Simmons

(House-Keeper, ex-Army, age 40)

Str:8 Dex:7 End:7 Int:9 Edu:8 Soc:9 Chr:8 Admin-2, Combat rifleman-1, Computer-1, Cooking-2, Electronics-1, Grav vehicle-2, Handguns-2, Mechanical-2, Unarmed combat-1, Wheeled vehicle-1

House-keeper, home security and butler. He will defend the house but is not as dedicated as the bodyguard Stielberg, preferring to rely on police aid.



Corporate Brief: DagMet

Introduction - a brief history

Dagudashaag Metals and Mining Company, to give DagMet its full name, was formed out of the merger in 322 between the Sylean Entek Spinward Industrial Ventures and the Terran Independent Miners Co-operative. Both these original companies had histories of nearly a thousand years between them. Both grew out of the resurgence of trade and industry that followed in the close wake of the build up to and inception of the Third Imperium.

The Independent Miners Co-operative was initially financed through a prospectors' collective who pooled their resources. These funds helped to improve exploration and the surveying of new mineral sources in the coreward regions of Diaspora sector. The Entek Spinward Industrial Ventures owed their origin to grants and franchises offered by the emerging Sylean Federation in the expansion out of Core sector. Shortly after the founding of the Third Imperium, the two companies were beginning to compete in the same areas. Entek and the Independent Miners had moved most of their business to the core sectors of Dagudashaag and Gushemege. As the new Imperium moved on and expanded, both companies suffered commercially at the hands of the re-emerging Vilani megacorporations, Sternmetal and Delgado Trading. There was competition from other, 'indigenous' mining concerns such as Camrii-La Paz Pan-American Industrial Consortium (who have been based on Bolivar for nearly two thousand years). A chance meeting on a cruise liner, in 317, between the CEOs of the two companies (Petr Radalescu and Sadek Hinuur'Arl) set the course for the merger. Five years later their plans for a larger industrial combine bore fruit with the formation of DagMet.

Reorganisation, consolidation and new investment through new share issues led to a solid, but unspectacular recovery. Virtually all their business was now centred in Dagudashaag, as is the majority still. After the first twenty years, DagMet was quickly able to pick up a larger share of the mining sector of the regional economy. Cut price deals with the Imperial Navy on lanthanum contracts was a turning point for the company's fortunes and led to further lucrative contracts.

By 420 DagMet had become the single largest-mining concern in the sector, with a greater turnover in this area than Sternmetal. It was during this period of growth, predominately at Sternmetal's expense, that a long-running feud between the two companies began.

DagMet then went through a period of stagnation with little investment and close horizons. To further the company and add new vitality, the DagMet board took on a new CEO in Jan Hassler-Finch. Hassler-Finch had done superb work in rebuilding the Pukh Chemical Company (which later formed the heart of Zadush-DagChem LIC - ZDC). His acquisition by DagMet led to further tensions with ZDC, a habit of antagonising other corporations that DagMet maintains to this day. Hassler-Finch led the buyout of a number of other small- and medium-sized companies to further expand DagMet's portfolio.

Main Products and Business

DagMet's primary business is still associated directly with the mining and ore processing industry, with sixty-five per cent of the company's investment and revenue coming from this area. Other related industries include chemical extraction and processing, fabrication and manufacture of mining equipment - these make up twenty per cent. The remaining portions of DagMet's holdings are a mixed bag and represent the probable future for the company. Businesses wholly owned by DagMet include: *Zithorl Holdings* (starport administration and maintenance), *Banskan Agricultural Investments* (agricultural production and processing), *Future Promises Enterprises* (cold berth and medical facilities) and *Freight Systems* of Ushra (bulk cargo transport). Mining companies owned by DagMet, but operate under their own names are *Astex LIC* (of Sapphyre) and *Inir-Hantekh* (of Khandi). DagMet also has partial ownership of a number of other companies. It owns eight per cent of *Camrii-La Paz Pan-American Consortium*, five per cent of *Arkayne LIC* and three per cent of *Communit*. These latter holdings are not public knowledge, held by a number of dummy companies.

The design and production of mining gear are important areas for DagMet, with a great deal of resources put into the continued development of industrial machinery for the company's own use and for general sale. Many of DagMet's offices have showrooms displaying their wares.

Intent and Aims

The Acquisitions Department of DagMet, fondly known as the 'AyDee Sharks', is continually on the lookout for new opportunities. DagMet avowed aim is to become the largest company in Dagudashaag.

Market Strategy

In tune with its aims, DagMet is not afraid to use all its resources to this end. Hostile take-overs tend to be its favourite method of eliminating a troublesome opponent. It has on occasion extended the bounds of legality. DagMet has a large cadre of industrial and commercial analysts who have the task of monitoring competitors and take-over targets. It also has a large number of security operatives who have been used, or so it is claimed, to plan and implement strikes against competitors. There is a strong implication that DagMet destroyed the GenMett facility on Drogheda (2304 Arnakhish) There is no evidence as yet that conclusively ties the company to the incident, but with that worlds internal strife it is equally likely that the facility was levelled by the local resistance forces.

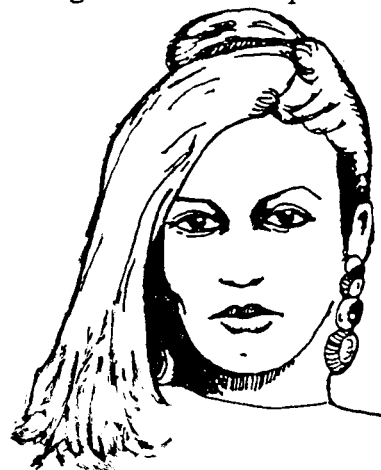
Key People



The current CEO is Augustus Johannssen, a pure solomani hailing from the Scandinavian region of Terra. A graduate in Business Administration from Malmo University, he took his doctorate at the London School of Economics before taking up a lectureship at Harvard University.

Specialising in the Management and Economics of Manufacturing Industries, Johannssen quickly became a highly respected figure in the business community, and landed paid consultancy work for a small number of Terra-based conglomerates and the Central European Stock market in Bonn, Germany.

In 1103 he was 'head-hunted' by DagMet after presenting a paper on 'Tactics for Commercial Diversification' at the Medurman Business Conference the previous year while on a sabbatical. Johannssen has been the primary force behind DagMet's recent expansion.



Delinna Tuukhraan is currently the second-in-command at DagMet, being the company's president. She was brought into DagMet by Johannssen shortly after his appointment in early 1104. Tuukhraan has a track record as equally as impressive as Johannssen's but growing up in an around Vland sector she has a more orthodox vilani business background. DagMet's vice-president is Cleon Irukka-Watts, a native of Deneb/Deneb with a racially-mixed heritage.

- The Board Of Directors

There is a board of directors comprising of the CEO, the President, vice-president and twelve other members (each of which are heads of the various sections of DagMet). Amongst them are two aslan females, *Yehstahaiu* & *Esouearsatre*, heads of the Finance and Administration divisions respectively. Both have demonstrated to Johannssen a remarkable business acumen and are amongst his prized business assets. They are completely loyal to Johannssen, but free-spirited and honourable and thus he has complete trust and respect in them (much to the disgust of some other members of the board). *Yehstahaiu* and *Esouearsatre* will always give Johannssen an honest answer, they can in no way be described as 'yes-people'.

Key Facilities

Aiaiyal (1821 Pact) is the registered site of DagMet's headquarters and holds the core administrative and research facilities for the company. The DagMet site is located fifty kilometres from the capital Viis'tas, in the satellite town of Hariin. There are actually two DagMet locations in the area, the office complex in the town itself and the research/testing station on the outskirts.

The town centre site is an forty storey corporate block in the business district. It is almost a self-contained town complete with offices, conference rooms, research labs, testing areas, apartments, shops, a couple of bars, recreational areas, a cinema, a small but high-tech infirmary, vehicle parks and an air-raft landing pad. There is also an underground firing range. Some eight thousand humans and aslan work here with a small number of the more senior executives living in the corporate residences within the block. This corporate complex houses the bulk of DagMet's administrative and business activities: strategic planning, corporate finances, personnel dealings, etc.

Security is provided by the company's own guards. There are sixty discretely-armed personnel on duty during 'office hours' throughout the building, with an equal number available off-duty and on-site available in emergencies (each shift runs eight standard hours with thirty security operatives patrolling during the evening and night/early-morning shifts). Additional forces, up to 200, can be called from the Juno testing ground if something serious crops up at the HQ, which will take ten minutes by air-raft.

The research and testing station at Juno on the edge of Hariin is a eighty-square kilometre area used for development and evaluation of new DagMet equipment, products and mining/manufacturing processes. It also serves as a training ground for DagMet security operatives.

The camp is surrounded by a razor wire topped, chain-link fence. It is constantly patrolled day and night by two teams of three guards who move in opposite directions in small electric ATVs. There is a single entrance/exit with a security station on the inside armed by four guards. All guards are on a four-hour rotating shift. In all there are two hundred security men and women at the site. In addition to the guards there are various motion sensors and surveillance cameras along the fence perimeter, and a satellite in geosynchronous

orbit providing overhead surveillance. There is a lot of valuable equipment, much of it experimental and expensive, on the site as well as millions of credits worth of information. Both the hardware and the data is subject to possible corporate theft and espionage.

Within the confines of the camp there can be found two large hangers, a barracks for the security operatives, a small apartment block, an administration building, a recreational complex, a medical centre and various research labs. A small runway and air-raft landing pads complete the layout of the central section. There are a number of 'test' mines and quarries within the perimeter that are the test sites for much of the mining equipment. There is also a small refinery and chemical processing plant on the northern edge of the camp, next to a river that passes through the site. A security training ground is located in the south-west corner. Vehicle 'evaluation routes' can be found criss-crossing the whole station.

Regional sites tend to be less grand affairs, found on all worlds with class A and B starports, those with high populations and those that have DagMet (or a subsidiary) operating within the system. Those systems that have more than one of the above criteria generally have larger offices, but do not approach the Aiaiyal set-up in scale. The bigger offices tend to have small apartment sections, discount corporate shops and medical centres. All have a detachment of on-site security, and all but the smallest offices will use DagMet's own forces. Most regional offices have showrooms displaying the range of services and wares, again the bigger the site the larger in general the display. There will be at least one sales representative and one public relations officer at each branch.

Resources/Stock

DagMet is nominally a publicly owned company quoted on the Medurman Stock Exchange. As of 1114 they were recorded to have a gross value of 16 trillion credits (Mcr. 16,000,000), although many analysts believe their total assets approach five times this figure. The company's value comes in the form of equipment, expertise, land, buildings, credits, contracts, cash and mineral reserves, holdings in other companies, and a whole host of other areas. DagMet's reserves are known to be significant but exactly how much is held has never been revealed. The reserves include large quantities of precious minerals and

metals including lanthanum, other rare-earths, platinum, gold and zuchai crystals. Hard cash in all the major currencies is rumoured to be held. DagMet also has a sizeable investment in manufactured goods, of their own and others make. The inventory includes 'essential' supplies and equipment.

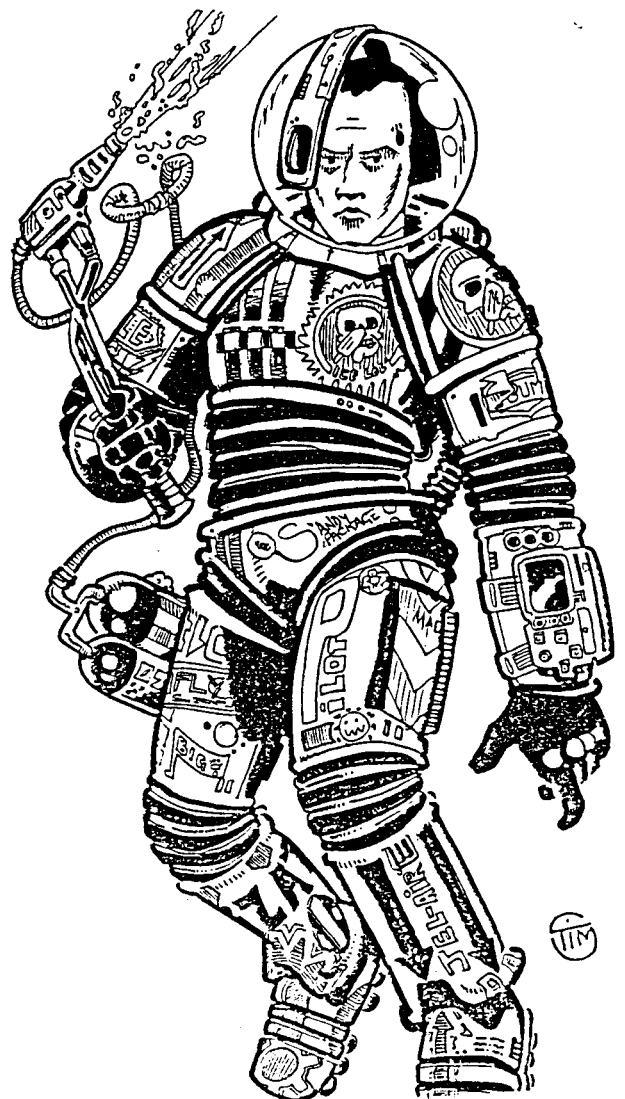
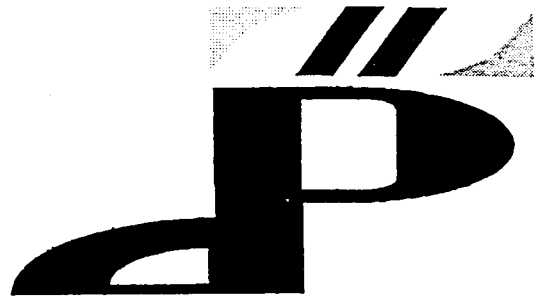
Augustus Johannssen has recently become the largest single individual owner of shares amounting to 2.4 per cent, with other board members owning a total of 4.9 per cent between them.

Shares amongst company employees accounts for another 4.3 per cent - small numbers of shares are given to employees as bonuses or rewards if they are not already included as part of their pay scheme - a good way to keep the shares within the corporate fold.

The remaining stocks and shares are spread amongst a host of banks, businesses and individuals - many of which DagMet has a controlling interest. The Imperial and sector Ducal households also own small parts of DagMet, 1.2% and 0.8% respectively. Continual wining and dining by senior executives of DagMet of the minor members and officials of these households keeps them sweet when it comes to shareholder meetings and voting.

There have been two official investigations into DagMet's dealings on the stock market and share issues, by the sector Commercial Affairs Bureau. One was the acquisition of Taschmer-Lenx Vidaak, a small engineering firm on Diishalum (0715 Shallows), in 879, and the second that the company artificially inflated its share prices during rumours of a Sternmetal buyout. Both investigations came to naught. There has been further scandal since when the renowned INDISS investigative journalist Siobhan Eckhardt was reported missing while looking into DagMet. Eckhardt had been gathering evidence that DagMet had been illegally buying the voting rights from shareholders to maintain the management's control over the companies plans and aspirations, some of which were very controversial. A partially complete holo-vid documentary was broadcast on a number of the major channels following her disappearance. The broadcasters were clear in their affirmation that there was no evidence in implicating DagMet in any wrongdoing for fear of legal action, but most who watched the transmissions could read between the lines. All official investigations have drawn a blank.

Her whereabouts has not been established despite numerous and persistent rumours that DagMet were involved in her disappearance. It was not the first time that Eckhardt had been investigating DagMet. DagMet have declined, on many occasions, to comment.



GATECRASHING:

Industrial Espionage

A rival of DagMet (Referee can decide which) needs someone to retrieve some vital information on a new DagMet mining process that offers a 5% productivity bonus. The information is held at one of DagMet's larger regional offices (exact location left up to Referee). The patron is offering Cr.100,000 on receipt of the correct material.

The PCs can either -

- ➔ 1) Get into the DagMet office and steal a hard or electronic copy of the information.
- ➔ 2) Hack into the DagMet computer system and pull out an the correct file.

The first option is probably the most difficult. During the day, there will be six armed DagMet guards on duty: two on the ground floor front reception desk, two in the first floor security office and two on patrol within and without the building. At night there are four guards, all inside: one on the front desk, one in the office and two on independent patrol in the building. Details of a typical DagMet guard can be found in the following box.

All doors and windows are alarmed - there is the main street entrance, and a back vehicle entrance into the building. Locks are electro-mechanical. The main doorway has a weapon detection system built-in which is linked to the building-wide alarm circuit. The office will have its own emergency generator which will kick in after five seconds. There are security cameras looking out over the front and rear entrances, the roof and at regular intervals around the edge of the building. The outside facing cameras are monitored from the reception security desk, the inside cameras from the security office.

Once in the building the PCs will need to avoid internal cameras and guard patrols. There will be a camera every 15 to 20 metres within the corridors, and a patrol in the vicinity of the PCs every 15 minutes.

The information the PCs seek will be found in the Systems Research Office and the branch Director's office - this can be found out through either bribery, blackmail, threat, charm, or trial and error.

In the research office the information is in the form of a sketchy and incomplete journal. The contents are hard to follow but a mining engineer could easily fill the gaps. The details in the Director's office are found on a computer. Both rooms are locked and alarmed as the main building entrances although the guard in the security office will have a master pass keycard to all rooms.

Instead of breaking in the PCs can try to enter the building through arrangement of an appointment, persuasion or bribery. Good reasons and large amounts of cash are required. Once in this way it is going to take some good rolls to slip off the back of the group unnoticed by staff, patrols and cameras, etc. Visitors or stolen passes may help here. It is very likely that the two rooms in which the information lies will be occupied. The Referee can wing it from here.

Example Tasks: All these following tasks assume the PCs have the appropriate equipment and taken appropriate related action, e.g. computers, electronic and mechanical kits, etc. If the PCs do not have the right gear then the referee should feel free to increase the difficulty level of the tasks.

- To approach either of the main entrances head-on without being caught on camera,

Formidable: Stealth.

- To approach from the sides where camera cover is less complete.

Difficult: Stealth.

- To notice a camera,

Average: Observation.

- To avoid a camera or patrol,

Average: Observation.

(If a camera isn't spotted then the chance to avoid being seen is Formidable).

- To locate the door/window lock alarm systems,

Difficult: Intrusion.

- To disable the alarm system on the door/window/etc.,

Difficult: Electronics.

- To open a locked door/window,

Average: Intrusion or Difficult: Mechanical.

Failure to disable the alarms will activate them across the whole building if the disabling task fails catastrophically, or there is not outstanding success on the opening task when the alarm has not been disabled.

- To open the safe in the research office,

Average: Intrusion or Difficult: Mechanical.

- To locate and retrieve the computer files,

Difficult: Computer Ops (roll twice).

Failure on either will activate an alarm in the Branch Director's home. The referee can decide if he/she is at home and able to respond.

- To arrange an appointment (within 1d6 days),

Average: Liaison. - To persuade reception to let you in, Difficult: Persuasion. - To bribe you way in (multiple tasks may be needed), Formidable: Bribery.

To achieve the mission by taking the second of the two main options is physically easier and safer but tough in its own way.

There are computer terminals in the rooms of most decent hotels, on certain streets and within the local library which are linked to a global information system.

Standard charge is Cr.2 per minute. An *Average: Computer Ops* roll will lead the attempting PC to a DagMet electronic brochure. To get beyond this will require the PC's own machine (the public access terminals are fairly 'dumb' workstations). Once set up, to get into the DagMet computer system will take appropriate software and success on a *Difficult: Computer Ops* roll. Navigating the DagMet network will require some sort of stealth program to avoid triggering anti-intrusion systems.

- To locate the right area of the network,

Difficult: Computer Ops, one minute per attempt.

For each minute in the system a further Difficult: Computer Ops roll must be made to avoid being detected. If a stealth program isn't running then the avoidance task becomes Formidable.

When the correct location is found, a *Formidable: Computer Ops* roll is needed to gain access to the right file. The task takes one minute, any number of tries are allowed until the file is found or the alarm systems are activated. Once the file has been located a further *Difficult: Computer Ops* roll is necessary to exit without being 'noticed'. This will take two minutes.

If any alarms are activated a homing program will be initiated to try to track the intruding program and identify the source. Tracking tasks, as the avoidance tasks above, should be rolled by the referee for every minute or part that the PC remains in the system. The task asset for the DagMet computer/tracking program is 14. The task level can be changed depending upon the actions of the PC in his or her attempts to cover their tracks. Once the DagMet system has located the point of entry, a security team of six men will be activated and sent after the PCs.

If the PC attempting to get into the DagMet computers has psionic or empathic computer abilities and makes a Difficult roll, then further tasks should be lowered where appropriate. Conversely if a roll fails catastrophically then the referee should feel free to raise the difficulty levels of subsequent tasks. If the PC has obviously superior equipment at his or her disposal then this should also make the subsequent tasks easier. Again the opposite situation holds.

BAD PUBLICITY

The PCs are hired by DagMet to clear its name in the light of the continuing allegations following the disappearance of the INDISS journalist Siobhan Eckhardt. This scenario can take place on any world with a DagMet presence. There are many blanks in this scenario that the Referee will have to fit in.

Introduction While searching the local job ads or asking around for work, the PCs will be directed towards an advert requesting any person wishing to undertake some investigative work to contact a vid-phone number. On phoning the number the PCs will be invited to meet (later that day or the next whichever is appropriate) at a local DagMet office. There they will be interviewed by a senior Publicity Manager. He/she will ask the PCs if they are interested in the job offer (noted at the top).

DagMet want a group to investigate Eckhardt's disappearance and show that DagMet has had no involvement. On acceptance of the job the PCs will be instructed to start at Eckhardt's last known location (*Tiffany* 1913 D458520-A S Ag Ni), and given a list of her last movements and names of her known contacts and friends.

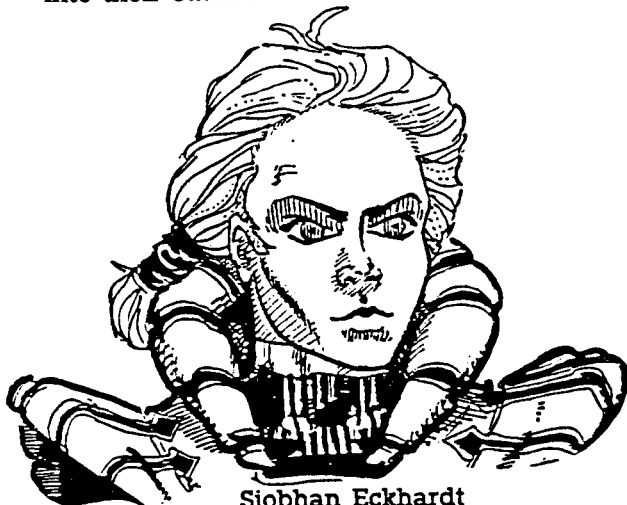
The publicist will be quite frank, Eckhardt was creating a lot of trouble for DagMet and her vanishing act was not unwelcome. But the continued rumour and innuendo has begun to cause the company a lot of damage both in its image and financially. The publicist will state categorically that DagMet has had no involvement in Eckhardt's disappearance.

He/she thinks that it is just a stunt by Eckhardt designed to damage DagMet. He/she will go on to state that Eckhardt is probably hiding somewhere, laughing.

The PCs will be paid as DagMet employees for a maximum of six months at Cr. 2,500 per month. A bonus of up to Cr. 50,000 in total will be offered if there is an 'acceptable' outcome. They will be paid a month in advance.

If the PCs have access to a starship DagMet will pay all reasonable, documented travelling expenses. Alternatively they will be offered a six-month travel-voucher (mid-passage) for use on one of their subsidiary companies (*Hallam Travel*).

The PCs will be required to file reports at the end of each month detailing their progress at a DagMet office at which point they will receive their wages - they will be given a smart-card which will have details of their contract that can only be read by senior DagMet employees who have access to a DagMet computer and the proper authorisation codes. When the office is satisfied with the report the PCs will be given their payment, cash or credit transfer into their bank accounts.



Siobhan Eckhardt

Eckhardt had been working for INDISS for eight years. She was a good reporter and steadily rose through the organisation's ranks to become one of their more senior journalists. Eckhardt's interest was strictly professional, always looking for a story to knock down the big Corps a peg or two.

Things changed in 1113 however when her brother, Francis Eckhardt, a mining engineer was killed in a mining accident on Irrii (1737 Sapphyre). He worked for Astex LIC, a subsidiary of DagMet. She believes DagMet orchestrated a cover-up, blaming her brother's incompetence rather than the more likely serious breaches of the mining safety regulations and laws.

Siobhan Eckhardt then became obsessive about bringing DagMet down.

After failing to get the investigation into her brother's death re-opened, she looked for other ways to rubbish DagMet. Her last assignment was getting quite close to seriously damaging DagMet's reputation

(see Corporate Brief: DagMet article).

The referee at this point has a number of options at his/her disposal; Eckhardt can still be alive or dead.

- ➔ 1. DagMet did hire someone to eliminate Eckhardt. A DagMet 'Black Ops' team have been charged with this task and lay a false trail to lead the PCs to the conclusion that someone else is responsible.

Outcomes: The PCs can be duped into fulfilling DagMet's needs, or they might discover the truth. Eckhardt might have got wind of her approaching death and gone into hiding or she may be held captive. In this latter case if the PCs find her the Black Ops team will now where to find their target. The PCs may need to be eliminated as well especially if they look like they are going to make trouble!

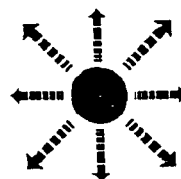
- ➔ 2. As above except that there is only one or a small group involved in her disappearance, i.e. an aggressive executive who has direct involvement in the vote-rigging allegations.

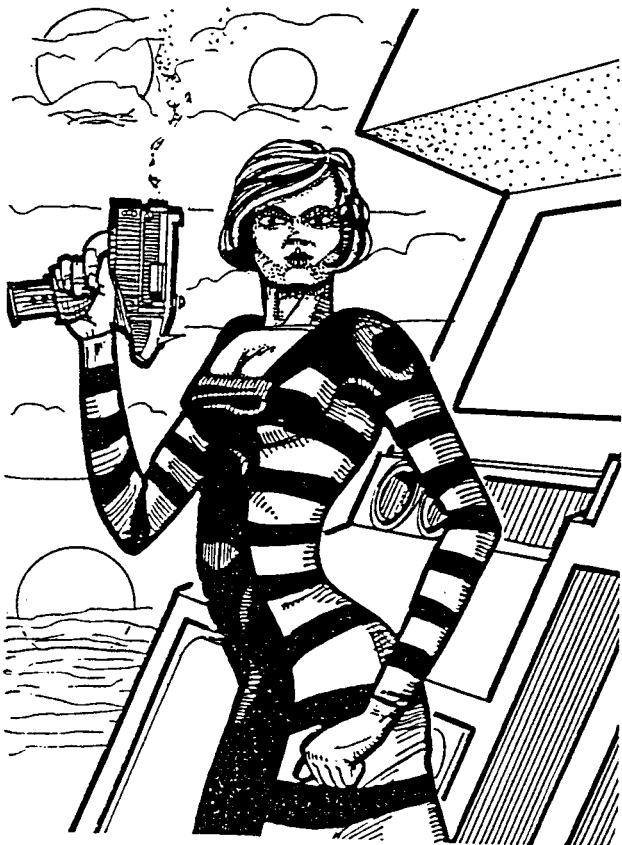
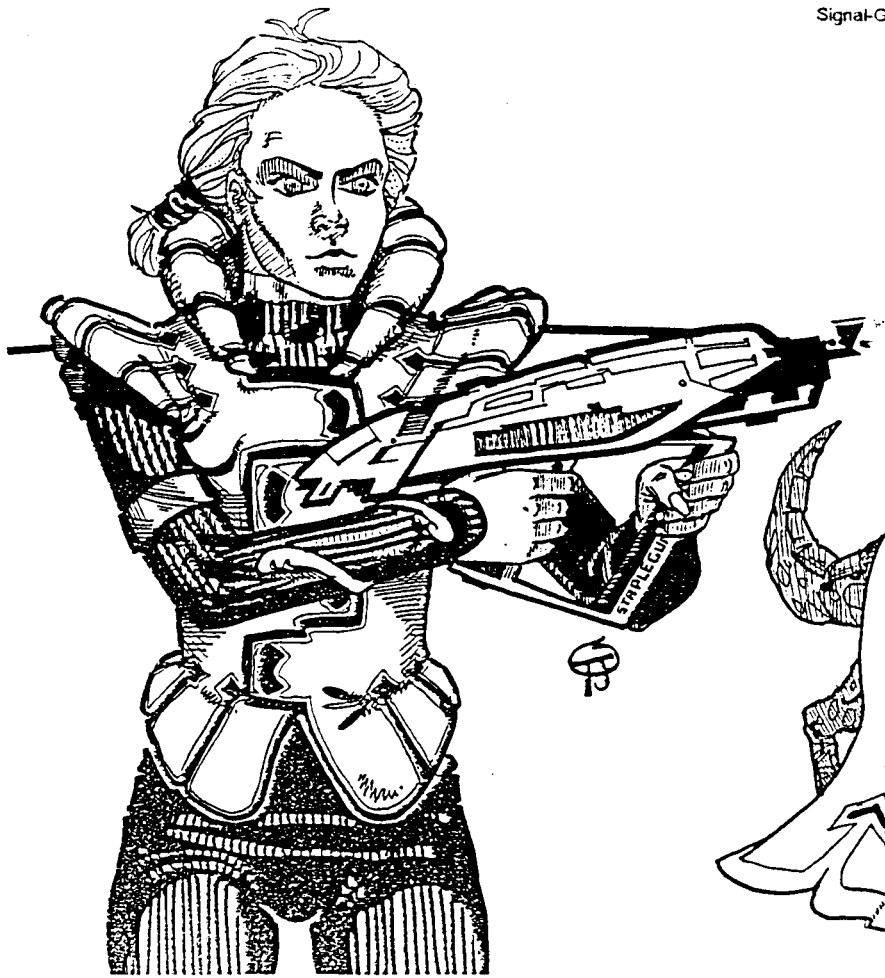
Outcomes: Similar to above. Ironically the best source of help in evading the Black Ops team might come from DagMet itself wishing to distance itself from renegade criminal elements within its organisation.

- ➔ 3. Eckhardt has gone over the edge. Her obsession has made her unstable liable to depression, paranoia or a host of other psychological disorders.

Outcomes: If still alive Eckhardt could be in hiding convinced that everyone is out to kill her to keep her quiet. She may be very elusive taking extremely elaborate precautions to hide her identity. If confronted she may become excessively violent.

These are only a few of the possible options, a combination of two or more themes could make a very interesting mini-campaign.

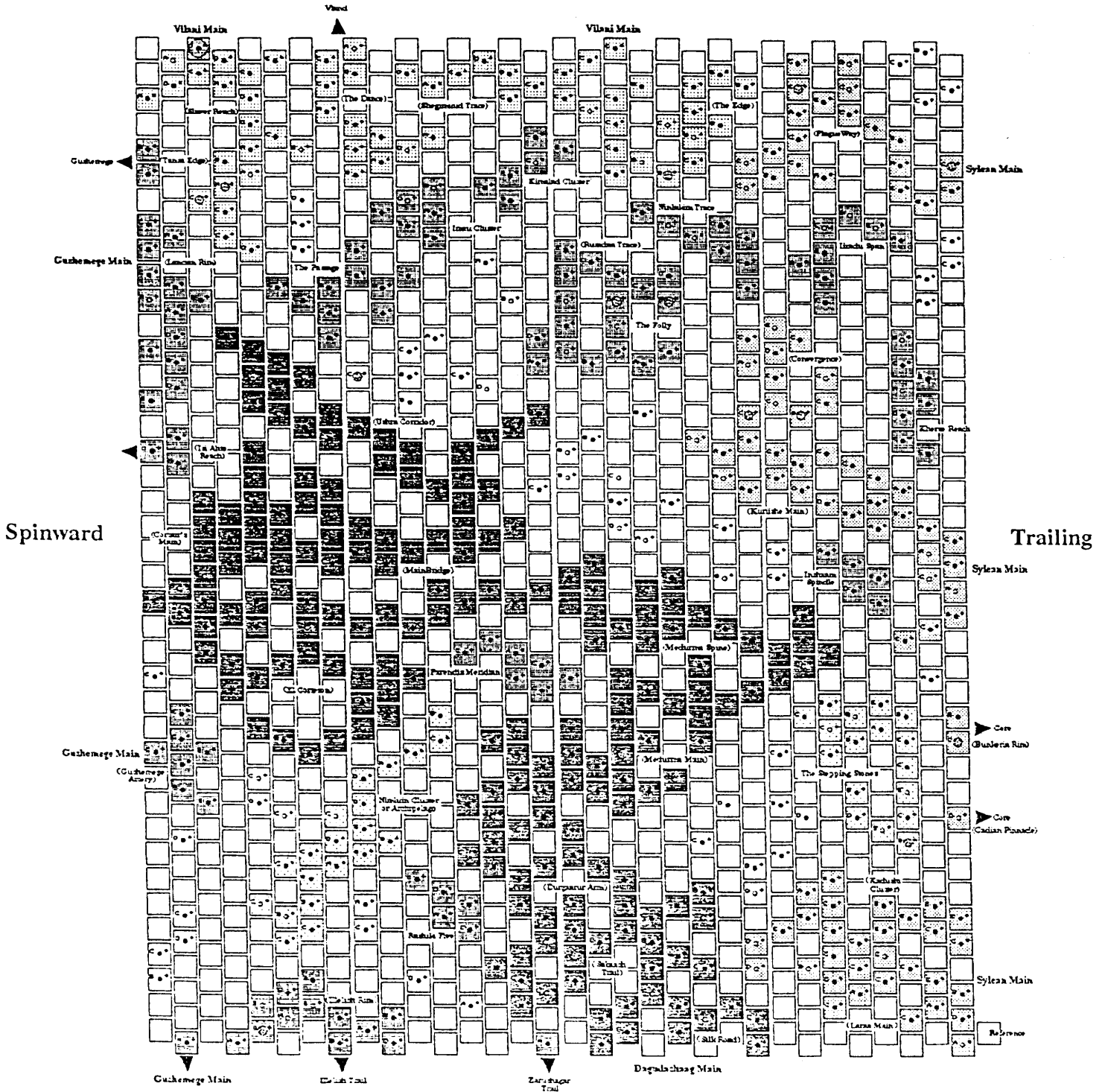




Dagudashaag

Main Jump 1 Clusters - shown with most common identifying titles

Coreward



Rimward