

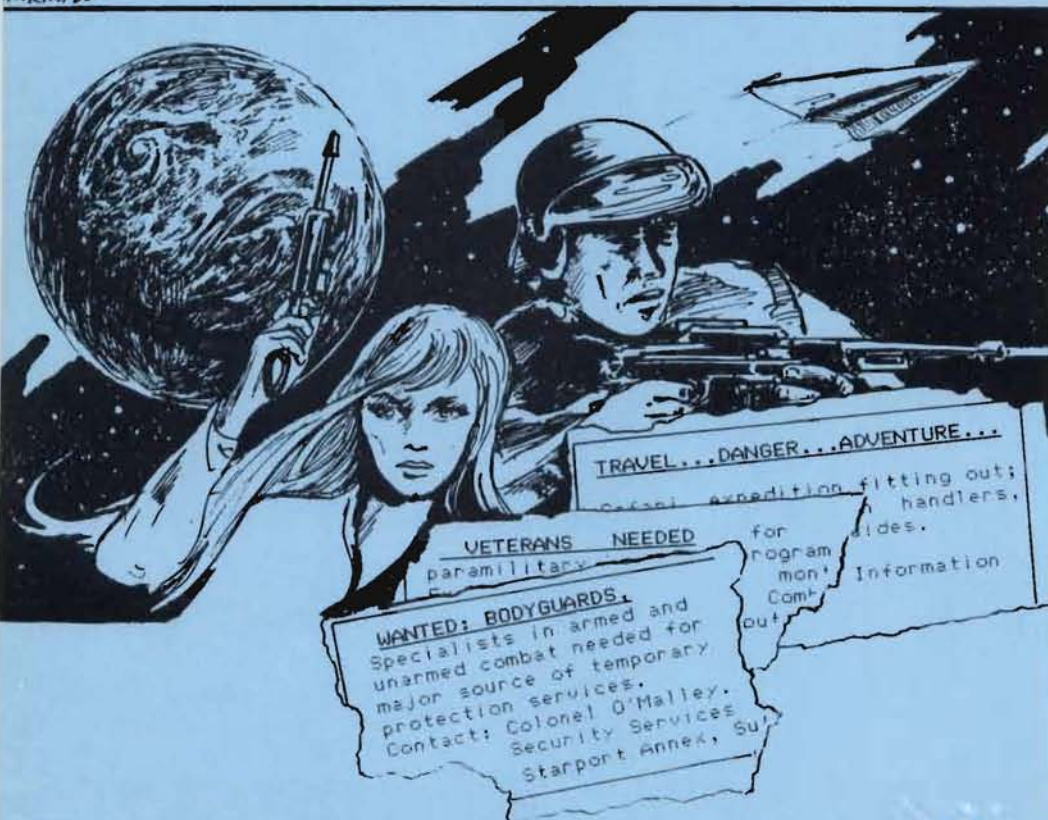
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TRAVELLER®

WANTED: ADVENTURERS

by John Marshal

H-K 83





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WANTED: ADVENTURERS

A Supplement for Traveller®

by

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Published by

Gamelords, Ltd.
18616 Grosbeak Terrace
Gaithersburg, MD 20879

Introduction

Wanted: Adventurers is a collection of short adventure situations for **Traveller**. In the course of any given on-going **Traveller** campaign, the referee frequently finds himself in need of a short adventure to bridge the gap between major, planned situations. While the use of ordinary patron encounters can be used frequently to fill this need, referees often find the patron encounter process difficult to implement.

No patron encounter (or adventure, for that matter) will work for a referee if the players are not particularly interested in a given situation. The usual frequency of patron encounters in **Traveller**, and the need to spin out the details of the job before the players can say yes or no to the deal makes it slow going with a group unwilling to respond to just any adventure opportunity. This frequently leads to an unfortunate syndrome: the Referee Ultimatum ("Okay, fine, since you don't want to do the job, game's over for this week — I'll work out something new for next session.")



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Wanted: Adventurers is one way around this problem. Presented as the "Want Ads" of a starport news service, **Wanted: Adventurers** contains 20 short adventure situations. Characters between jobs and looking for work need only look as far as the Want Ads, where they'll see 20 different possibilities to choose from. From the referee's point of view, this has an important benefit — at least one of the situations will probably look interesting to the group, and they can single this out and look into it further without having to go through any number of other encounter situations first.

REQUIRED MATERIALS

A set of basic **Traveller** rules (Books 1, 2, and 3, **The Traveller Book**, or **Starter Traveller**) is essential to allow play of these adventure situations. One of the ads (#6) requires Book 4, **Mercenary**, and/or **Striker** miniatures rules.

Several of the situations make reference to skills from booklets other than the basic rules, such as Books 4 and 5, supplement 4, or Special Supplement 1. However, these are always provided in addition to skills from basic **Traveller**. If an unfamiliar skill appears, ignore it, and concentrate on those of which you do have knowledge.

Other GDW **Traveller** booklets which may be of some interest for use conjunction with **Wanted: Adventurers** include: Supplement 1, **1001 Characters** (good for quickly supplying characteristics of individuals encountered in this booklet); Supplement 2, **Animal Encounters** (especially for situations 4 and 13); Supplement 3, **The Spinward Marches** (as a possible setting for these adventures); Supplement 4, **Citizens of the Imperium** (for additional character types and skills not found in the basic rules); Supplement 6, **76 Patrons** (providing Patron Encounters which can be interspersed with or converted into Want Ads); Supplement 7, **Traders and Gunboats** (especially for situations 7, 10, and 12); Supplement 10, **The Solomani Rim** (another potential setting); and Adventure 6, **Expedition to Zhodane** (which also uses the Want Ads concept).

Most other GDW and Gamelords adventures can also be used in conjunction with **Wanted: Adventurers**, especially if the referee choosed to write additional want ads. Also of potential value are issues of **The Journal of the Travellers' Aid Society**, the **Amber Zone** adventures and **Casual Encounter** situations of which being excellent sources for further Want Ad material.

Also required for play of these situations are the usual assortments of pencils, paper, square-grid graph paper, calculators, and 6-sided dice always important to the resolution of **Traveller** games.

USING THIS BOOKLET

Wanted: Adventurers is intended as a handy resource for referees. When a situation comes up where no planned adventure exists, the adventurers can be directed to the local starport News and Information Terminal (or the morning newspaper, the trideo news channel, or the

bulletin board at the local equivalent of the YMCA — whatever suits their needs and your campaign best). Want Ads are displayed on a regular basis; depicted in this booklet are the ones most likely to appeal to the adventuring group. Cooks, waitresses, clerks, and other jobs of a less generally active or interesting nature are not included among those ads shown here.

The referee may show the group the page of ads, permitting them to look through and discover those which seem most interesting. If there are some ads on the page which have already been used on previous adventures, or which the referee prefers not to get involved in, the players can be told to ignore that ad, as it has just been cancelled. Or, if the referee wants specifically to hold a particular ad open, but doesn't want to play through that one right away, characters can be permitted to apply there and then be informed that applications have been temporarily held up, but will resume at a given time. Applications might even be filled out and left there; the referee could then have the characters 'contacted' at some later time to start off the adventure situation.

Four of these situations — numbers 5,10,15, and 20 — are not want ads, but rather other classified advertisements which may prove just as interesting in sparking adventures.

Settings: The locations of the individual adventures have been kept deliberately vague. This is done to allow the referee to freely use these adventures in any campaign, whether it is set in The Spinward Marches, the Solomani Rim, Reavers' Deep, or a totally different **Traveller** 'universe' of the referee's devising. The referee should be sure to delete any ad that involves some impossibility (the yacht voyage in ad #1 requires another world within jump-1 of the point of origin, for instance); other items can be changed, if necessary to meet specific continuity needs. Most ads should involve work either on the original world, or starting there. However, the ad calling for a safari might lead the players to other worlds in the system, if a safari just isn't practical on that world; it could even lead to a near-by system. Individual adventures can be changed very readily, and should be, if the referee feels there is the slightest need for such a change.

WRITING WANT ADS

Referees should feel free to draw upon these ads as sources of inspiration for other adventure situations. These can be more closely tailored to particular groups (more mercenary-type ads for a military-oriented group, etc.); moreover, they can include items designed to lead into a specific adventure or campaign, as in GDW's **Expedition to Zhodane**. If the referee is making use of Gamelords products such as **The Undersea Environment** or **The Mountain Environment** in the campaign, ads can be developed requiring the special skills presented in these booklets.

This book was designed to appeal to the broadest possible cross-section of **Traveller** players... but individual referees need not be bound by these considerations, and should feel free to focus on the areas that will work best for them, and for their players, at all times.

Want Ads

Wanted:

BODYGUARDS

Specialists in armed and unarmed combat needed for major source of temporary protection services.

Contact: Colonel O'Malley
Security Services Unlimited
Starport Annex, Suite 9715

Security Personnel

needed for short-term employment. Good pay, chance for permanent position for the right people.

Applications will be taken at:
Suite 1724
Grand Promenade Hotel
Grand Promenade

Veterans Needed

for paramilitary training program. Excellent pay; 6-month contract required. Combat experience helpful, but not essential.

Apply In Person: Bureau of Militia Affairs
Capital Building
Room 8001-A

Travel .. Danger .. Adventure ..

can be Yours! Safari expedition fitting out; needs skilled gun handlers, guards, bearers, guides.

Contact: Box 796d
Starport Information Center

The Engine Wasn't Made that I can't fix.

Fully qualified engineer (certified in Jump, Maneuver, Power-plant, Mechanical, Electronic, Gravitic systems) seeks position.

Llewelyn Spencer
Box 96-c, TAS

Do YOU Have What It Takes To Be A MERC?

Molitor's Madmen need trained combat soldiers and officers. Ticket pending. Top pay and benefits. Apply at:

Mercenary Guild Hall
Starport Avenue
Startown

Repo Work Available

Individuals needed to locate and repossess stolen starship. Expenses plus 5% ship value; success only; permanent employment possible.

Contact: Bank and Trust of Alpharez
Planetary Offices
Starport Admin Complex

INVESTIGATORS NEEDED

by Insurance underwriters. Cr1000/wk + exp per person. Immediate assignments available.

Contact: Planetary Premiums, Inc.
Division of Hortalez et Cie, LLC
No. 3 Emperor's Court Blvd.
Suite 7802

Wanted

T R A V E L L E R S

to represent art collector in the acquisition of new pieces. Commission work; extra money without extra effort.

Interested? Write to:
Box 8878-Z, TAS

F O R S A L E

Modified Type A2 Far Trader; 20 years old. Assume payments; pay just MCr5.5. Good condition; full software, weapons, extras.

Box 693, TAS

Amalgamated Traders needs YOU!

Now recruiting staff for trading station on new market world. If you want to make money, this is the job for you!

Apply In person: Amalgamated Traders
Starport Office
Main Concourse
Section Alpha-Three

Partnership In the chance of a lifetime!

Great opportunity — certain return on investment. Ship and/or crew needed to share in the work — and the profits — for deep-space salvage mission.

Contact: S. Maxton
901-606-Alpha

Specimens Needed

for extraplanet wing of city zoo. Flat payment per specimen, or ongoing contract. Please enquire for further details at:

Office of the Administrator
Zoological Study Center
991-ZSC-Beta (Extension 73A)

Openings Now Available

for Qualified Personnel. Offplanet Search & Rescue work. Needed: ship crew, rescue teams. Excellent pay and benefits. Interviews to be held at:

Starport Admin Center Alpha
Room 752

0800-1700 hrs local

Looking for Cargo? Special priority shipment, top dollar paid for rapid delivery.

Inquire at: Calavan and Son
Brokerage
96 Stargate Way
Startown District

Wanted:

STARSHIP CREW

for Yacht **Wonderland**. All crew positions open, extra personnel possible. Standard salaries + 15%, free room and board included. See the subsector and earn money too!

Apply in person: Docking Bay 7
Starport Orbital facility

Wanted

SMALL TEAM OF COMBAT SPECIALISTS

Needed as escort for cross-country expedition. Good pay + hazard bonus, equipment supplied.

Interviews for next three days at:
Colonial Minerals
Colonial Minerals Building
Emperor's Court Blvd.

TAKE A CRUISE . . . ON US!

Starlines, Ltd., Interstellar Cruises needs undercover security operatives. High Passage tickets for entire cruise circuit plus Cr5,000 expense money.

Contact: Starlines Ltd.
Starport Main Office
Starport Promenade #7

Help Me Find My Brother!... before it's too late. Money no object.

Box 1998-1, TAS

HAVE A SKILL?

NEED A SKILL?

Planetary Learning Exchange puts people and skills — together.

Call 605-PLEX for details.

Bodyguards

PLAYERS' INFORMATION

Security Systems Unlimited is a company specializing in all manner of services related to personal and corporate security; their chartered bodyguards (derisively known as "Rent-a-cops") are only one aspect of the business, albeit an interesting one.

Bodyguards are hired out for a cool Cr5000 per week to visiting executives, dignitaries, nobles, and other individuals with a real or imagined need of protection. Each bodyguard receives a salary of Cr1000 per week; there is always the chance, in addition, that bodyguards will receive tips or bonuses for good service from their temporary patrons.

Colonel O'Malley, a tough ex-Marine who heads the company's bodyguard service, will hire an individual who has Gun Combat-2+, Blade Combat-2+, or Brawling-2+; adventuring groups will often be kept together for use in larger operations, and a character in such a group without the required combat expertise might still be hired if he or she has Tactics, Leader, Steward, Vehicle, Recon, or other similar useful skills.

REFEREE'S NOTES

Once hired, adventurers will receive their salary regularly, no matter how they are employed. Actual assignment to a temporary patron occurs on a roll of 6+, made once a week.

The referee should create the patron, possibly using a patron encounter table. Obviously, some results are more appropriate than others (an arsonist hiring a bodyguard is probably not a good idea). Inappropriate patrons can be thrown out, and a more believable one substituted. Something of the patron's business and the possibilities of an adventure involving the individual will come from this process of selecting the patron.

Once this is established, determine the patron's basic Reaction to the adventurers. An 'attack' result will indicate a major personality clash; the patron will probably request new guards in such a case. Other results should be noted to serve as an overall guideline of the individual's behavior.

Roll 2D for each patron and consult the table below to determine what sort of adventure is possible with that individual.

2-3 Patron is somewhat paranoid, but there are no actual threats. The week passes smoothly.

4-5 Same as above, except the patron does not believe the adventurers are doing their utmost to protect him. Roll Reaction or less to avoid a complaint, which would result in being fired or suspended (referee's choice).

6-8 Patron likes character's performance. Roll Reaction or less for bonuses. Roll Reaction or less for the patron to offer a temporary or permanent job to the group.

9-12 **Incident.** The referee should set up an attack on the patron, and play it through. If the patron survives, roll Reaction or less for the patron to give a bonus to the player-characters, Reaction or less again for a commendation to the company which results in a company bonus of Cr1000 each. Then roll Reaction or less for a job offer.

Exact setup and resolution of assassination attempts are up to the referee. These may be as simple, or as complex, as may be desired.

This is, essentially, a very straightforward situation, but it does have its uses. Adventurers can pick up income, contacts, and possible future employment all at the same time. Most of the complications to the basic situation involve personal interactions; for instance, the patron's son or daughter might seek help from the characters to escape his/her father's influence; character involvement could get them into deep trouble. Factors of this sort can be tossed in anytime the referee feels the need.



Security Personnel

PLAYERS' INFORMATION

Application at the hotel will bring the party into contact with Nashu Gakidun, a hiring agent for Planetary Chemical Products, Ltd. This company is a division of SuSAG, the giant megacorporation well known both for its pharmaceutical and its chemical production and research. SuSAG has a very bad name in many areas due to some unfortunate instances involving its chemical production and testing facilities (and, generally, due to public distrust of work with dangerous chemicals by any company). The megacorporation often makes use of subsidiaries and divisions in areas where prejudice against the SuSAG name is strong, to at least diffuse the criticism somewhat.

Gakidun will explain that a PDPL plant is being constructed on the planet, not far from the starport (and, hence the capital city, too). An environmentalist group has threatened action — everything from lawsuits to on-site protests to out-and-out sabotage — to block the completion of the plant. The company, therefore, is hiring security personnel to beef up their existing staff. This job will be certain for the next 30 weeks — the estimated time before completion of the plant — but could be longer, if trouble continues after the plant opens. There is also the chance that individuals who perform well could be placed with the permanent security staff, or even recommended for employment with the SuSAG security force.

REFEREE'S NOTES

The company is looking for individuals with skills such as Gun Combat, Leader, Electronics (to maintain electronic surveillance systems), Recon, Interrogation, and similar skills of potential value in security situations. Characters with military or mercenary backgrounds are of particular value. Payment is Cr2000 per person per week; military and mercenary veterans receive a Cr250 per week bonus and positions of greater responsibility, and any veteran with Internal Security or Intelligence School background (see Book 4, **Mercenary**, or Book 5, **High Guard**) will earn 10% more, due to this experience. Hiring will be automatic if a Reaction Throw of 7+ is made by Gakidun — one throw covers the entire group.

The actual security work involves four shifts, two daytime, two at night. Daytime shifts deal primarily with the problems of controlling crowds of protesters attempting to interfere with construction. Local authorities are under a great deal of pressure to reject the company, and planetary police are largely ineffectual. If, however, corporate security personnel should kill or severely injure a protester, the police would be eager enough to intervene **against** the company. Thus protesters must be controlled as gently as possible.

The adventurers will probably be assigned as a unit to some particular stretch of the plant perimeter; subsequent activities are up to the referee. Protesters may attempt to penetrate the perimeter to deface completed structures, to chain themselves to construction equipment, or just to attack anyone associated with the company (such as security personnel . . .). They will have no compunctions about violence. Generally, there should be about 10 incidents of this sort each day.

Two weeks of daytime duty is followed by one week of night security. The principal difficulty here is guarding against sabotage. The referee should prepare a map of the site; the adventurers will be responsible for setting up perimeter patrols and spot checks to make sure nothing is damaged by saboteurs.

Again, the referee can regulate actual encounters. A break-in attempt will be made on any night on which a 10+ is thrown. Targets for sabotage would include the construction vehicles, the already-completed admin center and power generator, or the communications tower that links the plant to the outside world. Once again, the death of a trespasser could have unfortunate legal complications with unsympathetic locals.

Another encounter which might take place could involve a rather famous (or notorious, depending on your point of view) environmental crusader known only as "The Night Caller". This individual is a daring, inventive raider who has penetrated several similarly controversial projects, evading all manner of security precautions, to leave behind 'messages' for the management — usually in the form of stinkbombs, garbage, or spray-painted protest notes on building walls. He is something of a popular folk hero, with an unknown identity and a reputation as a master of disguise and evasion.

The Night Caller, unlike some of his fellow environmentalists, is non-violent — he merely enjoys making company men look like fools. He may adopt any of a number of ploys (disguising himself as another guard or company man, staging a one-man commando raid, or just about anything else that might come to mind) to get in; once in, he will leave his 'message' and then attempt a rapid getaway.

If caught by the adventurers, the Night Caller will make them very popular with their employers — he is a long-festering sore in their local operation — but very unwelcome on the planet. Media interviews with the people who finally brought the Night Caller to bay will make the group well-known . . . and his supporters will make life unpleasant for them wherever they go.

The environmentalist is a smooth and likable sort of fellow, and adventurers might be sympathetic enough to him and his cause (for PCPL does have quite a few safety and environmental problems on its records) to let him go if they should catch him. In this case, they will likely be fired . . . but will avoid many of the problems catching the man would raise.

Veterans Needed

PLAYERS' INFORMATION

The party is interviewed by Rene Kaalgashiiru, a bureau undersecretary responsible for defense (though they haven't been employed in combat in 75 years ... and that was only the suppression of unarmed rioters protesting a government land reform bill). In addition, the militia handles civil engineering projects, provides backup to police forces in need of support, organizes relief from natural disasters, and is employed to operate and maintain various weather and communications stations around the globe.

This latter duty is rather important. The planet is dependent upon the network of signal and relay stations, which (with the help of orbiting satellites) link the world together. These stations are the core of the planet's unity, and an obvious target to anyone who wishes to strike a blow against the planetary government.

Recent political tension and local agitation has been a cause for concern. The sudden appearance of an anti-government faction, one which apparently has been stockpiling armaments for a coup, suggests that the safety of the various stations is threatened. The new training program is designed to prepare militia personnel to defend effectively against the possible uprising.

The adventurers, as military veterans, would make excellent officers for the new program, particularly if any of them have instruction skill. A salary of Cr500 per week will be paid for a 26-week tour of duty drilling a specific militia company into something approaching an effective state of preparedness.

REFEREE'S NOTES

This seems a rather simple, straightforward, and somewhat dull adventure. There are, however, complications which make it more than a simple instructional job.

First off, the adventurers draw an unfortunate station for their training tour — a weather station north of the world's Arctic circle. Conditions at this station are cold and unpleasant; drilling the militia involves training in Arctic Combat techniques.

The second problem stems from the first; the militia are not at all happy with their duty station. In fact, the unit was assigned here in this remote, obscure corner of the planet because many of its members are deemed politically unreliable ... it was reasoned that they could do little harm this far from the other stations and from civilization. But this was a case where bad treatment has turned unreliability into outright

disaffection, and the militia company is a tinderbox about to be ignited. Orders to engage in combat training exercises in severe weather are enough to trigger a thorough-going mutiny.

The adventurers, plus a handful of unit officers, will be on one side; 175 cold, angry, and dangerous summertime soldiers make up the other. Luckily, one of the officers discovered the plot from his orderly, who was sympathetic to his superior and tipped him off before the troops could strike. The defenders can take refuge in a partially fortified bunker that makes up part of the station; from here, a siege situation begins.

The course of the adventure from this point is left largely to the players and to the referee. Possibilities to consider include attempting to sway the mob and take control of the mutiny, giving the adventurers a chance to spearhead a coup d'etat. Another possibility would be to attempt to slip past the surrounding militiamen, stealing a speeder or snowmobile from the station garage and attempting to travel cross country to alert the authorities. Many other options can be explored, as well.

The referee, of course, will need to map out the station and the area around it, providing animal encounter and event tables, descriptions of the militia unit in terms of personnel, weaponry and equipment, and any other information that could prove useful to the party.

This adventure would also make an excellent backdrop to the play of *Striker* miniatures battles, as long as allowance was made for the effects of severe weather. All in all, it possesses many different options to be explored.



Safari Expedition

PLAYERS' INFORMATION

A written application to this address will yield, in 1D days, a call for a personal interview. This will be with a professional hunter, Danby Halliers, a tight-lipped, highly competent man who specializes in leading high-priced safaris for rich patrons.

Halliers has a safari coming up soon of great importance — a retired Imperial Army Colonel, a prominent local politician, and a party of three others will be embarking with Halliers. The safari was arranged by the politician, and has certain political overtones, for the Colonel is in a position to influence certain Imperial authorities to grant important economic and commercial concessions to the politician's planet. The politician has informed Halliers that he wants a "good show" for the Colonel, and Halliers is determined to give it.

The hunter is seeking individuals with Hunting, Recon, Gun Combat, Jack-of-all-Trades, Gunnery, and Steward skill; in addition, he may consider individuals with useful starship-oriented skills, and vehicle drivers. The object of the hunt is to bring back prime trophies of Spencer's pseudophant, a huge grazing beast vaguely reminiscent of the Terrestrial elephant.

The adventurers will be hired if they have the requisite skills, and if Halliers makes a single Reaction roll of 6+. Halliers will provide weapons, accomodations, and necessary supplies and equipment for the expedition, and pay at the rate of Cr2000 per week for each person in the party; length of the expedition will be variable, and largely up to the referee.



REFEREE'S NOTES

It is deliberately kept vague whether the safari is being conducted on planet or off-world. If off-world, the adventurers will accompany Halliers and the shooting party aboard his safari ship, *Diana's Bow*. On-planet safaris make use of G-carriers. The decision should rest on how many adventurers there are (don't exceed the capacity of a single safari ship with the whole shooting party), and the particular planet on which the adventure is taking place — a small, very crowded, high-tech world, or an asteroid belt or airless worldlet, are obviously not good places to stage wilderness safaris.

Some specific problems that might be expected to be encountered on the expedition include the normal difficulties of a safari (animal encounters, primarily), plus special obstacles raised by the relationships within the party.

The politician, Minister of State Eneri Kaagir, is a furtive and cautious man who is changable in attitude according to whatever seems most advantageous to his political and personal future. Right now, this involves keeping the Colonel happy and in a receptive frame of mind. Unfortunately, this is not necessarily an easy task to carry out.

Colonel Jason Foley, Imperial Army (ret.), is a gruff, short-tempered, peppery military man with an over-inflated opinion of himself and his abilities, and a complete disregard for the wants and needs of others. He fancies himself an expert on firearms and a great hunter; in fact he is neither. He is, instead, the sort of man who will use an autorifle (on full automatic) to bring down his quarry . . . when he doesn't miss entirely by being overeager.

Foley's wife, a woman over ten years his junior, is also on the hunt; unfortunately, Foley tends towards jealousy, and Andrea Foley seems to go out of her way to invite it. During the course of the hunt, she is likely to latch on to one of the adventurers, causing considerable problems for all concerned. Foley is easily goaded into rash actions, up to and including taking pot shots at Andrea and her chosen companion, if the opportunity presents itself.

Because of the hair-trigger nature of Foley, and the desire of Kaagir to keep on his good side (not to mention Halliers' wish to keep the paying customers happy), this job could turn out to be considerably more complicated than advertised. If the adventurers can overcome these obstacles and help make the safari a success, they might be offered other jobs by Halliers. Should things get out of hand, they could earn powerful enemies (Foley, Kaagir, and Halliers) . . . but Andrea Foley, who is independently wealthy in her own right, might easily offer money to the adventurers to help her escape her unpleasant husband. This could lead to further adventures down the line.

This ad, incidentally, could also be used to lead into other safari situations, including that described in the GDW adventure, *Safari Ship*.

Engineer Available

PLAYERS' INFORMATION

Should the need arise for competent, specialist personnel, the adventurers may have to turn to hirelings to supplement their own skills. This ad provides a potential engineer, especially useful to groups operating their own starships.

Llewelyn Spencer is a large, untidy man who seems to be perpetually clad in a work-grade coverall stained with grease and grime. When first interviewed, he comes across as taciturn but highly competent, the kind of born mechanic who can fix anything better than it was when it was brand new.

REFEREE'S NOTES

Llewelyn Spencer

Ex-Merchant Second Officer	A8B783	Age 42 7 terms	Cr1,000
Engineering-4, Mechanical-2, Jack of All Trades-1,			Shotgun
Electronic-1, Shotgun-1, Brawling-1, Vacc Suit-1			

Spencer is, indeed, a top-notch engineer, but isn't without his problems and frailties. His rise through the ranks of the merchant service was slow, and it was, in fact, only due to his superb qualities as an engineer that kept him employed at all. Spencer, unfortunately, is something of an anti-social individual; he has trouble relating to and getting along with others. This isn't helped by a short temper and a powerful physique; Spencer was once suspended from duty, while on the liner *Asgard*, for ripping open a passenger's cabin door when the occupant was slow to answer, and then nearly killing the steward's mate sent to place him in confinement.

Spencer's behavior has earned him the nickname of "Beast" Spencer. He has been blacklisted on most of the major shipping lines. Actually, he isn't a bad sort; he just doesn't like to take unwelcome orders, and can make this attitude stick when he loses his temper.

Spencer's other main problem is the fact that he regards the engine room as his personal domain, and ship's bridge officers as button-pushers who are mostly along for the ride. The engineer has a habit of stripping down the drives for unscheduled repairs without getting permission or informing anyone; this can be an embarrassment to adventurers who develop an urgent desire to leave a suddenly unhealthy clime. It is attempts to enforce regulations and orders against this difficulty which usually triggers the engineer's foul temper.



Spencer should always take a DM-2 on Reaction rolls. In addition, Leader skill (or Liason, if in use) won't serve as a modifier on such rolls. Attempts to order the engineer about don't work; it is necessary to approach him with patience, respect, and no hint of superiority in order to deal with him successfully.

If the adventurers check on his background, they will learn the general opinion circulating on the man (a fine engineer, but crazy and meaner than a Crested Jabberwock with an empty stomach) on a roll of 7+. Otherwise, they're unlikely to find out about him until they're already in space, as he makes a good enough first impression.

Spencer can be a problem, but he can also be an asset, and a group which needs a crackerjack engineer would do well to put up with his faults and make use of his many talents.

Mercenary Openings

PLAYERS' INFORMATION

Service with a mercenary unit is an excellent way for military veterans to earn a living. Mercenary Guild Halls — centers for recruitment, employment, informational exchange, and social activities for mercenaries between tickets — are fairly common throughout Imperial space. After a mission, Merc units run ads like the one above, to attract trained personnel as replacements for combat casualties.

Molitor's Madmen are a Regimental Combat Team under the command of Colonel Jason "Mad Dog" Molitor, an ex-Marine with an impressive record and a reputation for unorthodox methods. The team was formed around remnants of his Marine regiment, demobilized after a budget cutback several years ago. It is a tough unit with a fine record of service on a wide variety of tickets.

Molitor is most interested in officers to fill vacant slots in the RCT's first (assault) company. In addition to army and marine veterans, he will consider applications by ex-navy or ex-scout personnel to serve as boat crew for the team's three assault module cutters. Molitor has a strong prejudice against merchant characters, and is unlikely to hire an individual with a merchant background, no matter how skilled in useful areas.

REFEREE'S NOTES

The RCT is scheduled to embark within a matter of days to undertake a commando mission on behalf of a corporation which has entered into a tradewar against a rival. The target world is a small, airless body on which the opposition maintains a number of manufacturing facilities guarded by an understrength brigade of tech 10 corporate security troops reinforced by a tech 13 battalion. The Madmen, at tech 12, will be at a disadvantage, but Molitor intends to use speed, surprise, and numbers to offset the tech superiority of the foe.

The assault company has the task of opening the attack with a strike against the central administrative center on the worldlet. This must be taken and held long enough (2Dx2 hours) to divert enemy attention from Molitor's *real* objective — one of the manufacturing facilities.

Play of this adventure should involve Book 4, **Mercenary**, or the miniatures rules in **Striker**. The referee will be responsible for setting up the situation in detail, and resolving the flow of events once the assault company begins its attack.

In terms of ordinary **Traveller** adventuring, interesting offshoots of the Mercenary action can develop as a result of the larger military situation. For example, referees might wish to explore such options as a small force (including all the adventurers) pinned down in an isolated position, or the problems that arise when an assault craft crashlands off target behind enemy lines. These, and similar situations, can make for interesting adventures even if the group has no desire to get involved in **Mercenary/Striker**.

After the first raid, adventurers may wish to stay with the Madmen. Book 4 contains information on how to run a mercenary-oriented campaign — including recruiting, training, morale, large-scale combat results, and information on new equipment. Supplement 6, **76 Patrons**, provides additional mercenary tickets as well.



Repossessions

PLAYERS' INFORMATION

Repossession work on stolen starships can be a dangerous, but lucrative, task. Most stolen vessels are lost when a captain/owner chooses to 'skip' to avoid bank payments; when this happens, the owning bank or other lending institution must attempt to repossess the ship in question in order to protect their investment. Many banks maintain a permanent staff of repo employees; there are also independents, who make their living doing repo work on a strictly free-lance basis. Now and then a deal somewhere in between is offered, as in the ad above.

The Bank and Trust of Alpharez frequently finances the construction of starships. When the adventurers contact the office in search of the repo job, the background of the specific problem at hand will be explained.

Captain Richard Torres, after a spectacular payoff from an asteroid strike four years ago, commissioned the local shipyard to build an 800-ton cruiser of the Broadword class; Torres and his partners had decided to set up a small mercenary operation built around the new ship. The bank financed the ship on the basis of the asteroid strike, unaware of the fact that Torres had lied on his loan application. 75% of the value of the strike turned out to be committed to past debts, other backers, and the like. Unfortunately, this didn't come out until the captain and his people took delivery on the ship and set out to fill their first mercenary contract on a nearby world.

That planet, unfortunately, is in the middle of a major war between the various balkanized nations of the world. Torres is employed by a national government which has established relations with the Imperium,



but which is touchy about matters of legal process and internal autonomy. Torres, after suffering a defeat that left most of his infant mercenary unit dead or otherwise out of the picture, decided to barter for escape from a worsening situation by offering to sell his ship to the government. Already in default on his payments, Torres has been dodging bank-employed repo men for months. The government intends to nationalize the ship; Torres will be able to disappear, and the bank will have no effective means of getting their investment back (save through ponderous — and by no means sure — legal apparatus).

The national government has already taken possession of the ship, pending final arrangements; a repo team employed by the bank was politely but firmly ordered to leave the planet, as they were meddling in internal affairs. Further direct action on the part of the bank at this point would not be advisable, since the government is being backed by Imperial diplomats eager to see them win the current conflict.

Into this complicated set of affairs come the adventurers. If the missing cruiser were to be repossessed by bank employees, the government could make quite a bit of trouble through the Diplomatic Corps, and the ultimate result would be a bad effect on the stockholders. But if the cruiser were taken by an independent . . .

The bank, therefore, wants to set up a highly secret deal with the adventurers. They are informed that the bank will pay 5% plus expenses for recovery of the lost cruiser. However, they are not being **officially** hired by the bank to repossess it . . . and the bank will disavow any claim to the contrary. But if some independents expressed an interest in the ship, the bank **would** be happy to provide background information on the planet and the situation. And, while the bank couldn't offer an advance to independents, a **loan** might be arranged to enable those independents to set up their new business.

REFEREE'S NOTES

Aside from the convoluted situation, this is a fairly straightforward adventure. The referee should establish an appropriate nearby world as the setting, and then develop all the necessary background on the planet, the military situation, the security precautions the players must overcome, etc.

In addition to the recovery of the ship itself, the adventurers could earn a reward of Cr25,000 if they can return Richard Torres to face charges of fraud, non-payment of debts, conspiracy, and other charges relating to a series of scams similar to the one he pulled on the bank during establishment of his mercenary operation.

On the other hand, Torres now has Cr5,000,000, payment from the national government for the ship, part of which he would probably offer as a bribe to the characters to allow him to vanish quietly.

Referees and players interested in repo work should also consult "Giving the Bank a Fighting Chance", by Jolly R. Blackburn, an article in *The Journal of the Travellers' Aid Society* #16.

Insurance Investigations

PLAYERS' INFORMATION

Hortalez et Cie, LIC, is a megacorporation involved in numerous fiscal dealing throughout the Imperium, and is one of the largest underwriters of insurance in human space. Divisions and subsidiaries such as Planetary Premiums, Inc. are maintained on many worlds in and out of Imperial space.

When the adventurers apply at the address given in the ad, they are interviewed by Edwin Jurgess, a company vice-president. Jurgess is interested in acquiring the services, either temporarily or permanently, of any individuals with the skill and talent needed to check out insurance claims and look for fraudulent claim filings. Skills such as Streetwise, Bribery, Forgery, Interrogation, Liason, and Carousing would be useful for the investigative end of the business, but investigators should also be capable of protecting themselves; many other skills could be quite useful as well. Sufficiently good intelligence and education is often enough to make a character a good investigator.

If the adventurers are sufficiently interested in the job, Jurgess will propose a trial period. A particularly worrisome claim has just been filed; the company wants to discreetly but thoroughly check it out before paying off. Should the adventurers do a satisfactory job on this first assignment, others will follow.

The assignment involves investigating a claim filled by one Gilenkur Kashguraan, a wealthy, reclusive industrialist. Kashguraan's personal yacht, a modified 600-ton liner was recently lost; according to the claim it was destroyed when a feeder valve in the fuel scoop system jammed during wilderness refueling, and sparks from the defective mechanism ignited the hydrogen and blew the tanks. The ship was a total loss; the report was based upon a stack of evidence — maintenance logs, comm reports, etc. — produced by Kashguraan's administrative staff.

Ordinarily, the company wouldn't question the word of so eminent a figure as Kashguraan. However, the loss of this yacht was the fourth major claim filed with the company for the destruction of a starship in as many months . . . and one of the other incidents involved a Type 5 scout owned by Kashguraan's holding company, Gilurco Ltd. While this could be a pure coincidence, the company feels the need to make an extra effort on this newest investigation.

REFEREE'S NOTES

Under most circumstances, insurance investigation is unlikely to be the most spectacular of employment opportunities for a band of

adventurers. This particular assignment, however, has many complications which make it intriguing.

Investigatory work will require a thorough look at records and examination of witnesses; strangely, the various sworn depositions that accompany the claim filed by Kashguraan on his big yacht do not have any witnesses to back them up anymore. Two company employees have been transferred out-system; one starport communications operative resigned rather suddenly and took passage off-planet (and strangely, bank records show that he deposited a large amount of cash, then withdrew everything, shortly before his departure); a maintenance tech died in a startown brawl. Their sworn depositions are legally admissible for the claim... but the lack of available cross-checking looks more than a little suspicious.

Should the adventurers begin checking into the background of the other two ship losses, they will prove to be very interesting. Registry of the other two ships not directly connected with Kashguraan turns out to lie in companies which are owned, through a chain of subsidiaries, by Gilurco... which makes the whole thing look doubly suspicious.

During their investigation, the adventurers will also turn up the fact that a factory facility on the planet's moon belonging to a Gilurco subsidiary was recently listed as lost in a fire; the insurance company (not Planetary Premiums, in this case) paid out on the loss. The factory was a remote installation, accessible by a small corporate starport facility. The owning company made the decision not to rebuild.

The whole chain of events may lead the adventurers to the correct conclusion that the industrialist has been systematically defrauding several insurance companies. In fact, Kashguraan has managed through his series of fake accidents to set up a small fleet of ships, a base at an airless, remote site, and money (from the insurance payoffs) to finance a major undertaking. What will start as simple piracy is probably ultimately intended to lead to bigger and better things, perhaps a coup brought off in the face of the understaffed planetary navy.

The exact course of investigations including additional complications and the gathering of sufficient proof to expose the plot, is up to the referee and the ways in which players interact with the flow of the game.

Collector's Representatives

PLAYERS' INFORMATION

Lushar haut-Kiinur is a wealthy nobleman with an extensive collection of art and antiquities. If characters respond to the ad, he will contact them after 2D days, and arrange a meeting at his estate.

During this interview, haut-Kiinur proves to have quite a bit of information on the group's past exploits on this planet, and on nearby worlds. He may mention a few of the less reputable incidents, making it obvious that he admires their boldness in applying for a job which would make them his financial agents in the acquisition of art for his collection. If the group has no bad record, he will remark upon that, happy to find such trustworthy travellers to carry out his needs.

haut-Kiinur's job is undemanding and simple. As the group travels, they are to keep an eye out for pieces of artwork that appeal to him — he'll give them a list of specific pieces, or types of pieces, that he wants to add to the collection. They will be given a letter of authorization and credit which will permit them to bid on artwork and pay for it from haut-Kiinur's account; it is set up so that a bank official must also approve it, and take possession of the art piece after it is purchased to ship it back to haut-Kiinur. Out of the letter of credit, the bank will also pay a 10% commission to the adventurers.



If the group has a shady background, the nobleman's offer is slightly different. He offers 20% of the appraised value for any of the pieces in which he is interested, "should you happen to acquire them". This is an open invitation to the group to become his own personal band of roving art thieves.

The offer is open-ended and ongoing, in either case. Since it doesn't require the adventurers to actually go anywhere or do anything out of their ordinary wanderings, it is ideal for a group which is engaged in some venture already (merchant work, or a long-running quest of some kind), as a way of picking up extra money.

REFEREE'S NOTES

Legitimate Activities: haut-Kiinur's letter of credit is good for Cr100; once art worth that amount has been purchased (over a period of time, or in one lump sum), the letter must be replaced by another visit to haut-Kiinur. Commissions count as part of the purchase price.

If the characters decide to carry through with their end of the bargain, they will locate pieces of art on the nobleman's list on any particular world on a roll of 10+. The value of the piece is set by rolling $(2D+2)/2$, as a power of 10 ($10^2 = \text{Cr}100$, to $10^7 = \text{Cr}10,000,000$), then using a multiplier from 1 to 9 (entirely up to the referee).

The purchase of art is conducted according to Reaction rules; a reaction of 8+ will result in a sale; a reaction of 5- in outright refusal. On a 6 or 7, the sale costs double the given value. If this happens, the bank, which must appraise the value of the painting, will pay only the normal commission, not an inflated one based on the sale price, according to the terms of the letter.

On each transaction, there is a chance that the bank official involved will attempt a swindle (roll 12 exactly). If this happens, subsequent events are up to the referee; the players will be caught between an angry nobleman and a suddenly wealthy crooked bank official . . . with some interesting possibilities for further adventures.

Illegal Activities: If the group is indulging in art theft at their patron's behest, individual adventures can be set up around the acquisition of particular pieces, with the referee determining security arrangements and resolving the thefts, swindles, or other methods used by the adventurers.

Opportunists in an adventuring group might see other ways of making money. First, they could attempt to suborn a bank official and split the Cr100,000,000; this would involve locating and convincing such an official to cooperate — using Streetwise, Bribery, etc.

Secondly, the characters might steal the art from its rightful owners, then turn around and 'sell' it to haut-Kiinur. By assuming false identities and working a convincing scam on the bank representative, the adventurers earn not only their commission, but the value of the painting as well. Of course, if this is ever discovered . . . but that's another set of adventures entirely.

For Sale-Spaceship

PLAYERS' INFORMATION

The basic type A2 Far Trader is a 200-ton variant of the Free Trader, capable of longer range. The ship description of a typical Far Trader is given below:

Far Trader (Type A2): Using the type 200 hull, the Far Trader is capable of 1-G acceleration and jump-2. Fuel tankage is 50 tons, and the ship incorporates fuel scoops for wilderness refueling. The bridge is standard and has a computer Model/1bis installed. Two tons of fire control support the ship's two turrets. The ship has ten staterooms (three for the crew, seven for passengers) and four low berths. A single air/raft is carried for various ship duties. The ship itself is streamlined for atmospheric landings. Cargo capacity is 61 tons.

The Far Trader costs MCr66.175 to construct. This includes architect's fees and design plan costs, but does not include weaponry to be added later.

If the adventurers are interested in purchasing the ship, a 20-year-old Far Trader for only MCr5.5 plus payments is a good investment. The full price of the ship, counting the payments yet to be made, is Cr71,674,960; this is far less than it would cost to finance a new vessel. And, in addition, this ship has, apparently, worthwhile additions such as weaponry, extra software, and unspecified modifications.

Should they be interested, the vessel's owner will show them the ship, and give further information. Weaponry includes two triple turrets (one triple beam laser, one triple missile); the software package is worth MCr2 all by itself. The modifications are . . . intriguing.

The ship has operated on both sides of the law for some time now. Smuggling has been a regular employment. The ship includes 5 tons of cargo area completely concealed by hidden panels in passenger and crew cabins; no one would suspect these hidden areas unless accurate measurements of inside and outside dimensions were taken and compared. These hidden cargo areas are large enough to hide several people, or a full 5 tons displacement of cargo.

The ship also includes a specially modified transponder. Ordinarily a tamper-proof "black box" that transmits coded registry information, the transponder on this ship can be changed to one of several different preprogrammed registries. The ship can, in effect, completely change its identity with the touch of a button (though external markings would require more time and effort to change). Complete ship's papers for each registry are included as well.

REFEREE'S NOTES

If asked his reasons for selling such a versatile ship (and it is in excellent condition, as any inspection by skilled individuals will quickly testify), the owner will admit that he has got himself in over his head. The MCr5.5 is enough to buy him an identity change (down to plastic surgery to change his very appearance) and a ticket outsystem, which he badly needs to avoid the underworld figure for whom he did much of his work.

If the players can pay (from the proceeds of a previous adventure, or by raising a loan, or whatever), and are interested in the deal, the owner will be glad to sell out. Checks into registry (the official registry, that is) show that the ship is legitimate even if its work frequently is not, and there seems absolutely nothing to worry about.

Appearances can, however, be deceiving. There is one major thing to worry about concerning the ship — his name is Frederick Vanderhagen.

Vanderhagen is the underworld leader the ship's owner is running from. It seems that Vanderhagen advanced much of the money used to modify the ship, and provided the special equipment, such as the transponder. Since the owner is now out of his reach, Vanderhagen feels that the adventurers are now responsible for making things right.

By this, Vanderhagen means the party has a choice: they can give him the ship (he'll pay MCr1 for the title). They can pay him MCr10 for the modifications. They can provide sport for Vanderhagen's team of four rather large, rather short-tempered bodyguards. Or they can make a deal with the mobster.

Vanderhagen will allow them to keep the ship, their money, and all their bones intact on the condition that they continue where their predecessor left off in the smuggling racket. Vanderhagen will credit them with Cr100,000 for each run they make; only 100 runs will work off the debt entirely, and they'll be free to go on their way.

Whatever their final decision is, this simple starship purchase can lead the group further into an interesting series of possible adventures. It simultaneously can be used to provide the 'gimmick' (the transponder and smuggling buys) and the 'push' or 'pull' (the wrath of the mob boss) to any campaign.

A plan of the Type A2 Far Trader is available in Supplement 7, **Traders and Gunboats**.

Trading Post

PLAYERS' INFORMATION

Amalgamated Traders is a small but growing firm, made up primarily of former independents who have pooled their resources to compete more effectively with some of the larger corporations in this region of space.

When the adventurers apply at the Amalgamated office, they will be interviewed, and given a brief description of what the company needs. The firm has established relations with the principal government of a nearby world (it isn't specified — and, if the adventurers try to push for the name, they are told that Amalgamated doesn't want the information made public just yet). Now they need to set up a factor — an agent of the company on the planet — along with a staff and some warehouse facilities. Amalgamated is still small in numbers, and so the decision was made to recruit new talent to fill the openings at this new post.

The company is looking for individuals with a merchant background to fill the position of factor — preferably with skills such as Admin, Bribery, Jack-of-All-Trades, Liason, Broker, and/or Trader. Other personnel — up to ten people could be assigned — would have a broad range of skills, including Gun Combat, Vehicle, Mechanical, Electronics, Jack-of-All-Trades, and Steward, plus almost any other skill which might be useful on a small post off the beaten track.

The company will set up the facilities near the planetary starport, providing living quarters, equipment, and food; a six-month tour at the post will be required. The factor receives a salary of Cr4000 per month, plus a 10% commission on all products sold on the planet by Amalgamated. Other personnel receive Cr3000 per month and a 5% commission to be split among them.

REFEREE'S NOTES

Amalgamated's representative left out two or three points in his recruiting pitch, which, if known, might cause the adventurers to think twice about what first appears to be a pretty good deal.

The world in question is posted as an Amber Zone by the Travellers' Aid Society; the population tends to be more than a little bit xenophobic, and off-worlders find it dangerous to move about in society. The government has reluctantly agreed to the presence of an Amalgamated office and warehouse in the capital city, but probably won't do much to protect it should the populace cause trouble there.

A starship will arrive from the company every three weeks, usually a Far Trader or a Fat Trader (400-ton subsidized merchant) . . . The referee should create the cargo using the trade and speculation rules.



This will be off-loaded and stored at the warehouse; the adventurers (particularly the factor) will be responsible for finding a buyer according to the usual procedures. The adventurers cannot hire a broker (that is, in effect, what the **factor** is supposed to be). Commissions are paid as a percentage of the calculated Actual Value of each cargo sold. Only 3 different lots of cargo can be sold in a week; the rest remains in the warehouse until sold.

Dangers to the group come, first, from the populace; an anti-off-worlder riot will break out on a roll of 9+ in any particular week. Rioters will attempt to break into the warehouse, and loot and destroy the cargo stored there; their success or failure depends on how referee and players interact. If cargo is destroyed, the company will charge the value of the lost merchandise (full base value) against the salaries and commissions of the adventurers, until it is paid back.

The second problem is the outbreak of a full tradewar situation between Amalgamated and one of its established competitors. Tradewar is a no-holds-barred extension of normal business competition between rival companies that can involve major outbreaks of violence — sabotage, raids, destruction of property, etc.

If the referee decides that a tradewar has indeed broken out, a DM+2 is added to the chance of mob violence (enemies infiltrate the planetary population and begin inciting riots). There is also a 8+ chance that a scheduled ship will not arrive, and a 10+ chance once a week that the enemy corporation will mount a raid bent upon burning down the warehouse and its contents, and destroying the administrative offices on the planet. If cargo is lost to tradewar, it is **not** charged to the the adventurers; however, a successful raid would leave the party (those that survived) without a secure place to stay — and thus at the mercy of the xenophobic populace.

Partnership

PLAYERS' INFORMATION

If the adventurers use the given commcode number, they will be answered by a woman. She sets up an appointment to discuss the job offer in depth at a starport lounge later that afternoon.

Sharik Maxton wears the shipboard uniform of a purser from a major shipping line, but with the rank insignia removed to indicate that she is no longer on active service. She is in her early thirties, by appearance, and strikes the group as level-headed, cool, and self-possessed.

In a highly confidential manner, Maxton explains her proposition. The liner **Evening Star**, which was owned and operated by the line she used to work for, was lost while transiting this system's asteroid belt several months ago. It was never revealed just what happened to the ship, and no one ever found it after that fateful voyage.

Sharik Maxton has discovered the answers. The Chief Navigator of the liner was her lover before the last voyage — indeed, she had almost transferred to the liner to be with him, but was ill and unable to do so that trip. But he had been showing her some of the secrets of his trade, using the coming voyage of **Evening Star** as an example. Sharik has a complete flight plan for the liner in her possession.

The liner's disappearance had never been fully investigated, and some research by Sharik had revealed the reason why. Highly secret company records disclosed that the liner had flunked a pre-flight safety inspection — the check had revealed a fault in the air recycling system — but the company official on the spot had brashly decided that the Chief Engineer could handle the problem until the ship made it to her next scheduled port. There was a valuable cargo of rare metals aboard, with a shipping deadline and heavy penalties for late delivery, and the official did not want to hold back sailing on what he considered a minor problem.

Both the captain and the Chief Engineer had protested the decision, but were overruled. **Evening Star** had made one final transmission, never made public, over the company's scrambled communications channel — and that transmission confirmed that it was a life support failure that struck the ship. The captain's last act was to alter trajectory into a solar orbit within the asteroid belt; his last transmission trailed off in midsentence, and it was assumed that he, and all others on board, were dead. The company faced a major crisis, and clamped a lid of secrecy on the whole affair; even now they are attempting to organize a secret recovery mission. They are worried that the public might get hold of the story of just how the liner came to be lost, and have been proceeding slowly, cautiously, and furtively.

Sharik was discovered in the process of accessing some of these secret files, but managed to convince the company that she had not actually been successful. They suspended her immediately. Now she is a free agent, with full details on the fate of the liner.

Under interstellar law, ships discovered derelict in space can be salvaged by their discoverers; the ship and everything on board becomes the property of the salvaging party. The liner and her cargo were both extremely valuable... and Sharik has all the information needed to mount a salvage expedition. What she lacks, however, is a ship and crew; these she wants to hire, for a percentage of the profits.

If the adventurers have a ship, they are ideal for her purpose. If they don't, Sharik will still hire them if they care to invest in chartering a ship (she does not have much in the way of financial resources to draw upon — only the discovery of the liner will enable her to pay much of anything). She offers a 50/50 split, half for herself, half to be divided among the adventurers. This is a firm demand, and will not be negotiated.

REFEREE'S NOTES

Locating the missing liner is no major problem; the technical aspects of the mission are not difficult. The ship is a 600-ton subsidized liner; she is completely intact, but the ship's air plant has been turning out breathing air heavily contaminated by carbon monoxide. No one on board had enough warning to break out vacc suits or escape in the ship's lifeboat.

Complications to the adventure can come from the company, which sends a ship at about the same time as the adventurers make their voyage. The company team is under orders to cover this thing up, at any cost — and won't hesitate to carry out those orders to the letter.

Stemming from this situation are other possible adventures and opportunities, such as the blackmail of company officials or ongoing company opposition to the adventurers and their actions.

Plans of the 600-ton liner can be found in the GDW adventure, Signal GK.

Zoo Hunters

PLAYERS' INFORMATION

Animal life from exotic worlds is an interesting part of any zoo in the 57th century: when the local zoo decided to expand its facilities recently, it was an obvious choice to include the addition of an extra-planetary wing.

Adventurers who are interested in this offer can choose between two alternatives. First is to go on a sort of "free-lance" basis. The zoo pays, generally, Cr100 per kilogram for interesting alien life forms. No creatures smaller than 12 kilograms, or larger than 800kg, will be considered. If at all possible, several of any particular species should be delivered . . . at least enough to allow the animals to breed in captivity (which can be a variable number, depending on the species and its life cycle).

The other possibility is to accept a contract from the zoo to locate and bring in specific specimens. The contract pays Cr3000 per person per month, plus necessary expenses, and includes the use of a zoo-owned Safari ship. Unfortunately, this work tends to be somewhat more hazardous, since the zoo frequently assigns the capture of more dangerous animals to teams on contract (free-lancers usually stick with easy collections).



All in all, either job offers a good source of income and the opportunity to continue moving fairly freely (very useful if the adventurers are involved in an ongoing campaign that requires travel).

REFEREE'S NOTES

The zoo, of course, needs live, undamaged specimens, which tends to put a damper on the average adventurer's solution to an animal encounter (i.e., shoot until it stops coming). Traps or tranquilizer guns will be necessary to make live captures. The operation of traps is fairly simple; allow a trap to work on a roll of 9+, with DMs for Jack-of-All-Trades and Hunting skills, one roll per trap per day. Traps tend to be indiscriminating; unless the adventurers take measures to secure a specific animal type (by driving a herd through the trapped area, or baiting it a certain way, or similar approaches), the animal caught by a trap should be randomly rolled on an appropriate animal encounter table.

Tranquilizers must be prepared to deal with specific body chemistries, and in specific doses. A tranq round for a standard rifle or cabine can be prepared to render a specific number of 'hits' — these are temporary — against the target animal. If the number of hits is greater than the number needed to put the animal out of action, the tranq round has served its purpose. If hits sufficient to kill are inflicted, an overdose has been administered and the animal will die. Tranq rounds cost twice as much as the usual ammo prices.

Locating animals can follow the usual animal encounter procedures; whole adventures can be built around a particular 'safari'. A group will have to do more than just hunt, however, for it will be necessary to keep the animals alive and transport them back to the zoo's planet.

Animals can be placed in low berth; there are a variety of such berths available, ranging in size from 50kg to 2000kg, and costing Cr100 per kilogram. A low berth can contain an animal of up to 1/2 the displacement of the berth (the remainder is taken up by machinery and the like). Animal berths can be purchased at any class B+ starport, or from the zoo.

The **same risks** as humans run with low berths are applied to animals. Attendent medical personnel apply the usual decreases to skill for xenomedicine situations. The risk of losing a valuable and hard-won specimen may cause characters to consider transporting the animals live, in cages.

If this is done, cages can be purchased or fabricated; price depends on source, reliability, and size. Animals must be fed and cared for; costs will be in the neighborhood of Cr1-6 per kilogram per week.

There is a chance (roll 10+, once per week) that a captured animal will become ill, requiring medical treatment; this can be a hazardous proposition in some instances. Other potential problems, such as animal escapes, local hunting restrictions, run-in with environmentalist organizations that protest the confinement of animals in zoos, and other obstacles to the success of the party may be thrown in by the referee, as desired.

Search and Rescue

PLAYERS' INFORMATION

This government-sponsored search and rescue program (available only on worlds of tech level 9+) is intended as a pilot operation for a system-wide network of emergency-response ships and stations to improve safety in space.

The program is in need of a variety of individuals, including those with Pilot, Engineering, Mechanical, Electronic, Gravities, Medical, Steward, Jack-of-All-Trades, and other similar skills. A premium is set on characters with Vacc Suit or Zero-G experience. Any group of characters with a number of the requisite skills will be hired upon application.

The government furnishes all equipment (including ships), and pays Cr1500 per person per week, plus a bonus of Cr10,000 to be divided among crews which perform a successful rescue. All room and board is provided; characters receive a month's leave for every nine months on the job.

REFEREE'S NOTES

This job is a good one for a party of adventurers down on their luck. It provides a good, solid income; for most of the time, it can be rather boring, but characters can use their free time to plan, study, train one another in new skills (see Book 4, *Mercenary*), and otherwise take care of things that need to be cared for in this 'breathing space' between adventures.

Nor is the search and rescue duty completely without action. Characters are assigned to a small ship — usually a converted Type S Scout — and given a sector to patrol for periods of three months at a time. Sectors are usually high-traffic areas — the orbit of a gas giant, the region around the main planet, etc.

Once each week, a referee roll of 9+ indicates that there is an emergency call. The referee should choose the type of ship making the call (a standard Ship Encounter Table is a good source for determining this), and can create the nature of the emergency. The adventurers are called upon to locate the ship in distress, match vectors, and render all aid possible.

Location of the ship calling for help is fairly easy, unless the distress signal goes off the air. If this happens, the adventurers will have only a general location plot, and must use sensors and a careful search pattern to narrow it down. In operations of this kind, roll 10+ once per hour to locate the target exactly; positive DMs for Navigation

and Ship Tactics skill are allowed. Once located, matching vectors is not overly difficult; see the rules on Space Combat in basic Traveller, or use GDW's **Mayday** as an easy method of resolving ship maneuvers.

Once the ships are side by side, rescue operations can be carried out. Rescue work can involve emergency repairs to ship systems, treatment of casualties, and/or rescue of survivors from a badly damaged vessel. Each of these tasks can demand a different set of skills. Some rescue work will be very simple, others extremely complex and dangerous (referees are encouraged to consult the GDW **Traveller** adventure **Signal GK**, which covers many aspects of rescue and repair work in deep space). The exact nature of each rescue mission will be up to the referee.

In addition to ordinary pay and bonuses, the adventurers may occasionally come across a derelict ship, in which crew and passengers have died or abandoned ship before rescue. Derelicts can be claimed and salvaged by whoever finds them. Claim is established by leaving a marker beacon and filing claim with the starport administration office. Salvage involves bringing the ship to the starport where the claim is filed; the adventurers cannot do this while on duty, but must wait until they are on leave (or have quit the job) to perform the salvage operation.

This is a good method of allowing a group to acquire an intact starship of their own (albeit, perhaps, in need of some extensive repairs which can trigger further adventures), or of gaining money from the sale of a hulk to finance later missions and activities. Obviously, it is the sort of payoff that should be offered only rarely.

The referee should note that the converted scouts used by the search and rescue program have been stripped of jump drives (fuel tankage remains normal, to give the ship a large reserve and sufficient fuel to transfer to a rescued vessel at need). The space saved is used for storage of spare parts for a variety of crucial shipboard systems. The cargo bay is converted to a cramped but serviceable medical ward for casualty treatment. All these conversions mean that the adventurers will **not** be in a position to steal a starship from the government search and rescue program (they might, of course, hijack some trusting ship in distress, if they're really determined to be anti-social).

Brokered Cargos

PLAYERS' INFORMATION

Groups more interested in finding a cargo than in finding a job should have their attention drawn to this ad.

An inquiry with the brokerage of Calavan and Sons could be more than a bit disconcerting, since the office is located in the sleaziest part of Startown. The head of the firm, Edouard Calavan, proves to be a genial and, to all appearances, competent enough fellow, however; he will be businesslike, but plainly grateful to see someone responding to his ad.

Calavan explains that a very important client needs to ship some "highly perishable" merchandise to a system four jumps away; the trouble is, he needs it there in no more than 6 weeks. This wouldn't be impossible, even for a jump-1 ship (assuming wilderness refueling or the use of extra tankage), but Calavan hasn't had much luck, so far, in finding ships heading that way.

Calavan is plainly anxious to see the adventurers take this job. He'll offer three times the going rate on cargo transport per jump, payable by the recipient on delivery. If the group presses him even a little for better terms, he'll pay half of the sum up front, with the balance due on the delivery of the cargo.

Background checks on Calavan will reveal him to be the sort of free-wheeling entrepreneur perenially on the edge of ruin, but never quite down and out entirely. He is honest, but has a reputation for being tight with a credit and no brighter than he absolutely has to be to survive.

REFEREE'S NOTES

Should the adventurers decide to take the cargo, Calavan will produce a standard contract (common to all forms of cargo transport) and ask them to sign. He will be generally evasive about the nature of the cargo, finally admitting that the client never told him — but he will **not** question the client at this late date (this is a chance for a really big score, and Calavan has no desire to wreck it by hassling the man behind the deal). If pressed, he will flare up, showing more backbone than anyone would have given him credit for: "Look, you guys are getting more for this job than your cargo space is worth. Either you want the job or you don't! Stop asking me stupid questions — if you want the money, sign, if you don't, get lost . . . and don't think I won't let the other brokers know how uncooperative you've been, either. You might not be able to lift a kilogram off this planet!" (this is an empty threat, but should sound credible enough to worry the group).

The contract contains all the usual provisions — the crew assumes liability for damages incurred in transit, and pays a stiff penalty for non-completion, but the contract is void if the cargo should prove to be illegal, or if failure to deliver should occur as a result of an error on the part of the shipper or his agent. The terms should be sufficient to put to rest any concerns about this being a shady deal (it is, in fact, totally honest and legal).

If the adventurers do sign, the cargo will be delivered early the next day. It consists of 20 50-kilogram low berth units (2 tons of cargo, total), each containing a number of a rare, extremely valuable, and highly poisonous variety of omnivore hunter known as the Leapsnake. Leapsnakes are worth Cr1000 apiece, primarily to research facilities and hospitals as a source for a broad-spectrum anti-venom of some value in combatting a number of dangerous animal poisons. They are, of course, perfectly safe as long as they remain in low berth conditions.

During the course of the flight, however, an accident may occur (at the discretion of the referee). An equipment explosion or meteoroid impact could jolt the ship badly enough to jar some of the cargo loose. If extra precautions were taken with the low berths, adjacent cargo might still fall on one of the cases; or debris could be thrown into the side of the low berth unit. Whatever the specific cause, the low berth will prove to have been of rather shoddy construction (Calavan's firm provided it) . . . the damage opens a hole in the casing, and knocks the power out that maintains the low temperature inside.

The Leapsnakes, being cold-blooded, require no drugs to keep them in hibernation; lack of cooling will revive them within a short while . . . and they will begin to move around, seeking shelter and food elsewhere on the ship. This poses a very real danger to the crew. Of the 10 Leapsnakes in the damaged container, most will escape, first into the cargo bay; later, through conduits and ventilators, they can find their way all over the ship.

Leapsnakes get their name from their ability to jump, by a powerful thrust of their muscles, over distances of several meters. Otherwise, they are rather slow, and resemble Terrestrial snakes in most respects.

Leapsnake	1kg	4/ 6	none	1* teeth	A3F5S1†
* Damage equals 1 from bite, plus 5 per combat round from venom for 1D rounds.					
† Speed is normally 1, but a leap allows S3 for 1 round after 3 rounds preparation.					

This situation can range from a minor annoyance to a major threat, depending on the referee. Once the actual danger is over, further reverberations — in the form of legal claims and the like — can be the source for further adventures of many kinds.

A Starship Crew

PLAYERS' INFORMATION

The yacht **Wonderland** is a standard design 200-ton Type Y Yacht, owned by the Baron Michael hault-Chavrieul, a local noble of considerable wealth and influence. **Wonderland** has only recently been completed and delivered, hence his need for a complete crew.

hault-Chavrieul will interview the party when they apply at the docking bay in the orbital station of the planetary starport. He is specifically interested in individuals with Pilot, Navigation, Engineering, Medical, and Steward skills (to fill those five positions on board). He will also be interested in characters who have Gun Combat, or technical (Mechanical, Electronics, etc.) skills. He will not explain his interest in these skill areas during the interview, but merely runs through a list of these skills as he questions each applicant.

hault-Chavrieul's Reaction to each character must be noted; if he rolls a 5- for any character, that individual will be denied any opportunity to get the job. Characters with Leadership, Liason, Streetwise, or Bribery skill can take any one of these skills as a positive DM. Note that no bribes are involved; bribery skill merely assumes that the character knows how to present himself in an ingratiating manner.

REFEREE'S NOTES

The interview will conclude with a promise to contact the applicants soon. Within 1D days, hault-Chavrieul will make up his mind and make that contact.

The Reaction Roll made during the interview serves as the basic chance that the character will be hired. The player must roll that number or less on 2D to get the job. Applicable DMs: for the regular shipboard posts, -1 if skill in the position applied for is 3 or higher, and -1 for any level of each of the non-shipboard skills hault-Chavrieul was interested in, If the player-character admitted to having the skill. Characters in the running for non-shipboard positions get no die modifiers.

The referee should not split up a group if some adventurers fail their rolls. If most of the adventurers are successful, the whole group is hired; if most fail, none are hired. Should all of the rolls be successful, hault-Chavrieul will take the group into his confidence — otherwise, the player-characters are dupes.

hault-Chavrieul is, in fact, engaged in some extremely profitable smuggling activities among a chain of worlds linked by jump-1 routes. **Wonderland** is his third yacht to be engaged in this sort of work; the

first, **Marilyn**, was destroyed by a mysterious explosion (probably set by a rival smuggling operation or a disgruntled customer); the second, **Sapphire**, along with its crew, was siezed by authorities and impounded. No evidence was found implicating hault-Chavrieul himself, and he intends using **Wonderland** as his means of starting up the business once more.

A check into the nobleman's background would reveal news items on the explosion aboard **Marilyn** and the siezure of **Sapphire**, and could lead to characters deducing that all is not as it should be. hault-Chavrieul rarely travels aboard the yacht himself, but "business associates" frequently do, carrying small packets of dreamweed (a mild narcotic subject to high import tariffs on many worlds) in their cargo. If hault-Chavrieul takes the group into his cofidence, they will handle the cargoes themselves. In either event, hault-Chavrieul is well-known and well-respected, and his yachts usually escape close inspection by Customs and Revenues agents (the **Sapphire** incident was probably triggered by some kind of tip-off, possibly, again, from one of the nobleman's rivals or enemies).

Characters hired aboard **Wonderland** will find themselves making a series of trips to and from nearby worlds. The referee should feel free to impose any number of encounters and adventure situations on them, including close brushes with local Customs agents and the possibility that hault-Chavrieul's enemies will strike again. A great deal of latitude is left for the referee, so that a variety of situations may be developed.

Should the adventurers be caught smuggling, local planetary laws come into force — which means the referee can base the penalty on the severity of the law level, probably opting for imprisonment, fines, etc. (on some worlds, especially those with strict religious rules against mind-altering substances, smuggling such items can lead to life imprisonment or even capital punishment!). hault-Chavrieul takes excellent precautions against being connected directly; the only way to implicate him is to have some kind of hard evidence, and attempts to implicate him will leave the adventurers with an enemy of great wealth and influence.

Any crew positions not filled by the player-characters will be filled with NPCs, who are in hault-Chavrieul's confidence, and will tend to react badly to snoopers or stoolies.

Working for hault-Chavrieul, the player-characters can earn the promised salaries for as long as they care to stay on. If they cut loose, and know nothing of the operation, there is no problem . . . if they do know about the smuggling, it is likely there will be trouble unless they get out of the nobleman's reach rather quickly.

Players may wish to consider contacting Customs agents and offering to gather evidence, especially if they become suspicious of their employer and learned of other yachts. In this case, there is a reward of Cr5000 per person for successful completion of the undercover operation . . . but failure will land the group in great danger from the smugglers.

Combat Specialty Team

PLAYERS' INFORMATION

Colonial Minerals is a small but growing firm which operates a variety of mining and mineralogical research facilities in the systems in this region of space. The company is small, practicing a "lean and mean" policy regarding staff, and hiring support personnel on a per-job basis.

When the adventurers show up for an interview, they are given a sketchy description of the nature of the job coming up. A team is being sent to explore a little-known wilderness area up a wide, long river in a semi-tropical rainforest setting. Deposits of scarce and valuable minerals were detected by a recent orbital survey in sufficient quantities to attract the company's interest. The terrain is not suitable for a direct landing from space — bogs and marshes abound, and a mistake in pilot judgement could prove very costly indeed. Therefore, the expedition will use hovercraft to journey up the river in search of the deposits.

The adventurers are needed as the security team for the expedition. The rainforests are inhabited by savage animal life and occasional savage tribesmen, and the company is also somewhat concerned with the possibility of corporate espionage by a rival corporation. This is why the briefing is not particularly thorough — no mention of the planet name (or information that could easily identify it), and no mention of the exact parameters of the journey will be made.

The party will be paid Cr2500 per week apiece (including the hazard bonus) if they take the job, for it is a dangerous one. If they accept the job offer, they will not learn their destination until after the ship that carries them is nearly at the planet. An air of secrecy prevails over everything.

REFEREE'S NOTES

This is a large expedition — 10 individuals, plus the adventurers. The NPCs should include several geologists, a doctor, some skilled backwoodsmen (hunters, from Supplement 4, are good for this), and a couple of hovercraft operators. The characters can draw on equipment up to tech 10. The planet should be reasonably Terrestroid in nature (the best such available among the nearby worlds in the referee's campaign), so that there will be no need for really elaborate environmental gear.

The expedition itself can, of course, be a source of considerable action — animal encounters, brushes with the natives, events, etc. can all play a part. In addition, there are several complications which can be injected into the situation at the referee's option.

First, up to two of the expedition members may in fact be in the pay of a rival company. If there are two, one is unaware of the other; the first will create difficulties for the party through little acts of sabotage or misdirection, while the second lies low. The adventurers may discover the first, and think their problems are over, only to find a fresh outbreak of trouble from a new and unsuspected source. The industrial spies are hoping to weaken the expedition — primarily by removing members of the security team (i.e., the adventurers) — without actually halting its progress until the find has been detected, surveyed, and evaluated. Then they intend to eliminate the expedition and take the information back to their employers.

A second and more subtle complication is possible. One of the adventurers might be approached, after the interview but prior to the group's embarkation, by this same rival company. The adventurer is offered a very large sum of money (Cr500,000) to betray his employers and his friends by performing the sabotage and espionage described above.

This can be arranged by having a meeting with one of the players prior to the gaming session and explaining the situation in advance. Should the player decide to betray the others, the referee can work out ways to pass notes or arrange signals to implement various activities. The hunt for the saboteur can be actively foiled by the player character who will probably be trusted by the others implicitly.

The opposition will have a secret backup or two in the party even if the player-character is bribed. These people are under orders to, first, let the character take the rap if there is a search for a saboteur, and, second, to eliminate the character when all is over and done with.

The player need not accept the bribe. He might flatly refuse . . . or could string the bad guys along and attempt a triple-cross to expose them (in hopes of still greater rewards). It is entirely up to the player to decide what, if anything, the rest of the group will be told.

All in all, this is an adventure which will combine the excitement of a straightforward action/adventure wilderness journey with sophisticated — and intricate — intrigue.

Cruise Security

PLAYERS' INFORMATION

Starlines, Ltd. is a major local shipping line that operates luxury cruises on a regular circuit of major worlds in this and adjoining subsectors. The ships used are fairly large — 30,000 to 50,000 tons displacement — and quite elegant in appointments and facilities. The service and luxury of Starlines is a byword among connoisseurs of ships and interstellar travel in the region.

When answering this advertisement, the adventurers will be interviewed by a team of line representatives, including a business agent, and the captain and security officer of the liner currently in port, the 40,000-ton *Ne Plus Ultra*. They are looking for trustworthy, experienced travellers to serve in a special capacity on board the liner during its upcoming cruise.

Starlines makes a habit of planting several 'passengers' on board who are in reality security personnel. These individuals can watch for cheating in the shipboard casinos, unobtrusively protect VIPs, watch valuable jewelry ostentatiously displayed by passengers with more money than sense, and so forth. They even serve as a check on the crew, for only a handful aboard know who the company agents are. Reports on the quality of service, the courtesy, and the conduct offered by crewmen are another major function of these agents.

Applicants will **probably** be refused if they have any kind of record of illicit activity . . . with one major exception. A first-rate gambler is



often hired just because of his reputation and skill, and given instructions to look for cheating in the course of his own gaming — from either passengers or the house.

The adventurers are warned that they **would** be under the scrutiny of some particularly trusted crewmen, just as a precaution. By and large, though, they are on their own, responsible for acting only if some flagrant or dangerous situation develops. The line pays their passage for a complete circuit of the liner, back to point of origin; Cr5,000 is given to each adventurer to spend as desired on the voyage. On returning, the line will then provide free passage to any destination serviced by Starlines as payment for the job.

REFEREE'S NOTES

This job in itself is probably not the gateway to any really unusual adventures. It would be possible to set up various general shipboard situations — a hijacking, for example — to lend spice to the activities, but this isn't the real goal of this job offer. Rather, it makes possible some interesting opportunities for the adventurers to exploit as they wish.

Aboard the liner, it is possible to approach wealthy patrons, earn money at gaming tables, even engage in elaborate con games and out-and-out theft. The referee can set up and guide the actual opportunities, keeping in mind the fact that the adventurers may themselves be under scrutiny.

In addition, the adventurers can use this job as an easy way to get passage elsewhere — either legitimately, by completing the circuit and then taking the line's passage payment deal, or by "jumping ship" at some port of call along the way and doing a fast fade so the company doesn't discover their actions. The passages they hold are specific to that ship, and can't be used elsewhere; however, a character with Streetwise skill can sell them on the street by making a unmodified roll on the Actual Value table. The result gives the percentage of the usual Cr10,000 high passage ticket price received.

The ship itself is very large. It can be designed, if desired, from the rules to **High Guard** (Book 5), but this isn't really necessary. Deck plans are not important either, though specific situations may call for a cabin layout or other small set of plans. Liners this size are veritable palaces in space; for an idea of what might be found on board, consult any book on the luxury liners that plied Earth's oceans in the 1930's . . . particularly ships like **Normandie** or **Queen Elizabeth**.

This is an adventure backdrop which calls for good manners and an eye to the main chance, rather than hardware and fast trigger fingers. Played properly, it puts the adventurers into the circles of the very rich for interesting and challenging situations that require more wits than guns.

Find My Brother

PLAYERS' INFORMATION

A response to this ad will lead to an appointment with one Nashu Kamshunir, a young, fashionably dressed, and obviously very concerned woman.

Her brother, Enli, is three years younger than she; they have always been close. Recently, both their parents were killed in a shipboard explosion on an interstellar voyage. Rather to their surprise, Nashu and Enli discovered that they were joint heirs to a surprisingly large estate, worth perhaps Cr200 million or more. They had always been well off, but never expected to inherit this much money.

Unfortunately, news of the inheritance got into the local media . . . and now Enli has been kidnapped. Nashu paid the MCr50 the kidnappers demanded, but, instead of her brother, received another ransom note. The kidnappers want the same amount again.



Nashu would gladly pay the price, but she no longer believes that the criminals have any intention of returning Enli alive. She offers the adventurers the Cr50 million if they will track down the kidnappers and free Enli unharmed. It is a success-only contract, obviously, but Nashu is willing to do anything in her power to help the party in their efforts.

REFEREE'S NOTES

There is a surprising twist to this adventure — Enli is not only alive and unharmed . . . he is behind the so-called kidnapping.

Enli Kamshunir was always his sister's confidant and beloved brother, but she has been away at school for the past two years, having returned home only after the death of their parents. During those two years, Enli went his own way — a way that led to gambling, riotous living, and increasing debt. In two years, he has become not a little bit ruthless and amoral, and no longer cares even for his sister.

Kamshunir's debts were large enough that payment would dent, if not actually break, his newfound wealth. Nor did he wish to expose the extent of those debts to his sister or the family business managers, who might take it into their heads to deny him access to the funds until his 25th birthday, the legal 'coming of age' date on this world. Therefore, he hit upon a unique scheme; dropping out of sight, he faked a kidnapping and ransom plot, collecting a cool Cr50 million and the chance, at least, of more. When Nashu finally gets wise and stops paying, Enli and his money vanish, supposedly killed by the ruthless kidnappers. Enli's creditors are left in the lurch, along with his sister, while Enli himself starts up again with a sizable little nest egg.

Discovering these facts would take quite a bit of digging by the adventurers. Since Nashu has no clue as to who might have done it, but does suspect that it might have been someone who knew Enli's habits and hang-outs, the group may be moved to start researching his life. This would lead them to his gambling debts and lifestyle; blind alleys (especially revolving around kidnapping by some disgruntled creditor) could well lead them astray.

A diligent enough search, making use of Streetwise, Bribery, etc., will eventually lead them to Enli's accomplice, the individual who has been his go-between in the plot. This, in turn, could lead to Enli.

Things won't be easy, though. Enli has money enough already to obscure his trail well — and to hire thugs to make sure it **stays** obscure. Nashu is unlikely to believe anything ill of her brother unless confronted with the truth in some undeniable fashion. And, until such proof is forthcoming, she will absolutely forbid calling in the authorities, convinced that such a move would result in Enli's death at the hands of the "kidnappers".

Within these general guidelines, the adventure can flow as the referee wills, and as the players react. It is an excursion into the seamier side of life in a typical city of the Imperium, and should be played with an air of mystery and suspense.

The Learning Exchange

PLAYERS' INFORMATION

The Planetary Learning Exchange offers a number of interesting prospects.

1. Employment: Characters with Instruction 2+ (or Jack-of-All-Trades-3+) will be paid Cr100 per week to instruct small groups of students (2D) in specific skills — usually whatever skill or skills the instructor is best in. Sessions take up to 3 nights a week, for a minimum of 6 months.
2. Instruction: Characters may receive instruction in most skills (anything but Forgery, Bribery, Carousing, Interrogation, or any weaponry skills more specialized than Gun Combat or Gunnery) by paying Cr25 per week, and spending 3 sessions per week, for six month courses.
3. Recruitment: The PLEX places individuals with various specialties in temporary or permanent jobs. For a 5% finder's fee on the first month's salary, a group could hire specialists with specific, needed skills.
4. Placement: For Cr10 per week, a character can sign up for the job placement program, looking for work relating to a specific skill (a separate listing for **each** desired skill placement, each costing Cr10, is necessary if the character is looking for several types of work at once).

REFEREE'S NOTES

1. Employment: This is a fairly routine job, but it does have one potential payoff to adventurers. Once each week, a student in a character's class will approach the character on a roll for 11+, and ask the character for special assistance. This becomes an **extra** patron encounter for the week. The referee should determine the nature of the patron and the patron's problem, as usual; this will probably be associated in some way with the skill being taught by the character.
2. Instruction: The rules for Instruction presented here come from Book 4, **Mercenary**. In that book, Instruction skill is introduced and used in the Instruction procedure. Jack of All Trades skill, at one level higher than stated required instruction skills, can be substituted instead, but only if the character does not have Instruction skill.

Single instructors may teach trainees specific skills. Each skill class must be taught by an instructor with instructional skills of 2 or greater, and with a skill of 2 or greater in each subject taught. Each such class takes six weeks, and at the end of the period, each student receives a level-1 skill in the subject taught on a die roll of 9+ on 2D. The following DMs are applied: student Intelligence of 8+ — +1; student Intelligence of 10+ — +2; +1 per level of instructional expertise above 2.



Each skill class consists of up to six students, normally, but may be increased beyond this at the cost of a decreased DM for successful completion. For each six students added to the class, apply a DM-1 to the completion die roll for each student in the course.

Students may be given additional instruction in the same skill to raise their skill above level-1, but no student may learn a skill higher than one less than the instructor's skill level in the subject taught, or one less than his Instructional skill. Thus, a character with Instruction-4 and Demolitions-4 could train students to the level of Demolitions-3.

3. Recruitment: If characters are in need of hirelings, students and instructors from the exchange may be sought out for the position. Each week, 1D exchange referrals will apply for the position; their reaction to the adventurers will receive a DM+2.

4. Placement: For each character signed up for job placement — and for each individual skill a character is signed up under — there is an 8+ chance of an extra patron encounter in any given week; again, the patron encounter will be for the specific skill listed. This is a good way to speed up the patron encounter process during a slack period.

An element of fine print in the contract for placement indicates that, while instructors and students can participate for the given Cr10 per listing per week, other individuals must pay a special registration fee of Cr100. The registration fee covers the character for as long as he or she remains continually signed up; if there is an interruption in the sign-up period, the character must reregister and pay another Cr100.

This ad is not, in itself, an adventure, but it serves the twin purposes of giving the characters access to unusual skills (either through training or hirelings), and opening the gate for extra patron encounters and hence, other adventure situations.

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