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Special Supplement 4 One Crowded Hour

Traveller HERO

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TRAVELLER

Science-Fiction Adventurer in the Far Future

SPECIAL SUPPLEMENT 4: ONE CROWDED HOUR

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

Special Supplement 4: One Crowded Hour is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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About This Book

This book contains a fully detailed adventure for *Traveller Hero*. It follows the general style of the original 'Little Black Books' (or LBBs) published as part of the *Classic Traveller* product line and contains sufficient general and specific background to allow it to be used without reference to any other setting or adventure book. The adventure is presented in the standard 'EPIC' format developed by Marc Miller, creator of the Traveller game. It can be played straight out of the book or adapted to fit into an ongoing campaign.

This adventure is designed to be dropped into any *Traveller Hero* game or to be played as a one-off scenario. It would be equally at home in the 1110 or 993 eras, or even 1248, Milieu 0 or whatever setting is being played. Indeed, with very little tweaking this adventure could be used with any SF game setting.

Stats are given for NPCs and creatures using both Traveller Hero rules and CT (Classic Traveller). Conversion to other Traveller rulesets is a left to the referee.

What You Need To Play

Please note that this is not a standalone game. It requires that you have access to a set of Traveller rules. The adventure is for use with the Traveller Hero and Hero System 5th Edition rules system, or the original Classic Traveller rules, but can be converted to other rules systems.

The EPIC Adventure System

This adventure uses the EPIC adventure system created by Marc Miller. The EPIC system is a way around one of the commonest problems with many RPG adventures; the fact that they are very 'linear' in design. In far too many adventures, encounter one typically leads to encounter two, which inevitably leads to encounter three, ad-nauseum. This has several problems. Firstly, the players may not notice a critical fact and thus be left in limbo with no clue how to find the next plot element. Railroading them is sometimes the only solution, and in general railroading is a common feature of this kind of linear adventure. This can lead to player frustration, since there is little worse than not being captain of your own fate.

Reducing the amount of leading-by-the-nose is fine until one of those gaming groups comes along, who insist on doing everything in the wrong order and generally do violence to the plot of an otherwise great adventure. The Epic Adventure System provides a way to design and organize adventures, that incorporates enough flexibility that the player characters have the 'freedom to roam' without causing the

Referee nightmares. Asides, delays and additional adventures can easily be slotted into an Epic Adventure.

An Epic Adventure is broken down into 6 parts:

The Cast of Characters – A description of major characters encountered in the course of the adventure, possibly including pregenerated player-characters.

The Background – The background provides the Referee with the information needed to prepare himself, and lays the groundwork for introducing this adventure to the players.

Minor incidents and encounters – Referred to as Minor Scenes or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Critical Plot Elements – Referred to as Plot Keys, Key Scenes or simply Keys, make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Keys, but all of the Plot Keys should eventually be completed in their proper order.

Chapters – A Chapter or Act is made up of one or more Plot Keys. They outline the plot to the Referee, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed, and played in order to successfully run the adventure. Due to the 'cinematic' nature of an EPIC adventure, it is easy for the Referee to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When you are ready to return the player characters back to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist – The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the player characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed the Referee may begin the first Scene in the next Chapter.

Character Types And Skills

It is not the practice of Avenger Enterprises to detail the skills a team of travellers will need in order to complete any given adventure (though skills required to get hired for the job might be listed). This is because Traveller is an open-ended game, and there are a great many possible paths to success. Almost any group, of any level, with any set of skills, can complete this or any other Traveller adventure if they are able to think creatively and maximize their strengths. There are no encounters or challenges in this adventure aimed at any type or class of character. Different characters will use different approaches and may struggle in some circumstances, but adventuring is not about having the right weapons, skills or equipment to deal with any given challenge; it is about meeting what the universe throws at you with what you have and finding a way to win – or at least survive.

This adventure makes use of vac suits and some technical and medical skills. Weapons skills and Brawling may also be useful, though this is not a combat-heavy adventure. Interpersonal skills are likely to see the most use during this adventure. Note that characters will not have access to most of their personal equipment since the adventure starts suddenly in a manner likely to deprive them of these items. It will be up to the players to come up with inventive ways to make the best of what they have available.

Referee's Information

The following information is intended for the Referee's use in running the adventure. How much of it is made available to the players, and in what format, is for the Referee to decide. Much of this information is commonly available through any library terminal aboard a ship or in an installation, and indeed much is common knowledge. Characters whose background indicates that they would know about such things (e.g. an ex-merchant would know about merchant lines) should have full access to the relevant information.

Overview

This adventure takes place over the course of one hour of game time. It begins with the emergence from Jump of the Subsidized Liner *Duchess Selene* and the discovery that an error by the Captain has placed the ship on a collision course with a gas giant planet. With the drive dead and the ship depressurizing, the Travellers have one hour to save themselves and the ship.

Background

This adventure is assumed to take place in a quiet 'backwater' star system. Since it does not involve the mainworld of the system, which is several hours or even days away, it can be dropped into almost any region. Since some assumptions are necessary, we will assume that the adventure takes place within the territory of the human-dominated Third Imperium.

The Third Imperium is an empire of some 1111,000 star systems. It is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

The lack of faster-than-light communications and relatively slow speed of intrasystem movement in the Traveller universe means that whatever is going on at the mainworld of the system, vessels in that vicinity will not be able to offer assistance for at least a few days. This is an important factor in this adventure.

Belter Communities

'Belters' are prospectors, miners and the people who support their communities. Although the term refers to people who live and work in planetoid belts, Belters will go

wherever there are valuable minerals to be found. They can be encountered at planetoid clusters, on outsystem planets and on moons throughout Charted Space. Belter groups range from itinerant prospectors working alone from a small starship to quite large populations with permanent settlements. They are not usually considered to be part of a system population, even if they are permanent residents of a region in the system.

Even in a permanent community, individuals come and go as their quest for fortune takes them elsewhere. News gets about on a grapevine of prospectors coming in for a little downtime or maintenance, and an individual from one community will normally be welcome anywhere, so long as the grapevine does not bring news of misdeeds elsewhere.

Belters are a tough bunch, with a hard and dangerous life. Some strike it rich and become very wealthy; most eke out a tenuous existence as best they can. Generally speaking, Belters have little regard for those who do not share their lifestyle, though this is more likely to take the form of avoiding contact than actual hostility. Some Belters are criminals, and engage in smuggling or even piracy whenever the opportunity arises. Most are honest enough, however.

Many Belters are prospectors, who survey for likely sites and take samples, then register the claim and sell the mining rights to a corporation or private mining outfit. Some are miners rather than prospectors, and spend years in one place working a claim they have found or bought from a prospector.

The average Belter is tough, resourceful and hardworking, with more than a little condescension for 'soft' planet-dwellers or 'snooty' naval or merchant ship operators. Their gear is old and much-repaired but reliable enough – they stake their lives on that daily – and if their methods are rough and ready, they do get results. Since being claim-jumped is frequently fatal, most Belters develop a healthy paranoia and have a weapon or two handy, just in case.

Shipping Lines

Many shipping lines exist in the Imperium and throughout Charted Space. Some are single-ship outfits owned and operated by the vessel's crew, whilst some are vast Megacorporations that own other assets such as ports, shipyards and unrelated business assets like publishing houses. Somewhere in between are the midsized lines, which own and operate a few small to medium sized freighters, liners and freightliners along fixed routes. These lines often serve less populous regions where it is not profitable to operate the vast corporate freighters.

Except in the most civilized (and well-patrolled) regions, merchant vessels are frequently armed for self-defense.

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This does not enable them to take on a real warship, but an armed liner should be able to see off the typical corsair vessel or at least put up such a stiff fight that the pirates would lose their profit in repairs to their vessel – self-defense by mutually assured destruction.

The ships of the reputable shipping lines are usually smart and well-maintained, crewed by experienced professional spacers and captained by competent people. However, even in the best-run vessel, sometimes things can go wrong.

MAXOS SHIPPING

A fairly typical 'Interface' shipping line, Maxos operates a handful of small courier vessels, two Subsidized Merchants and four six hundred displacement ton Subsidized Liners. The larger vessels are all assigned to regular runs, hauling passengers, mail and cargo between fixed destination points. Personnel are often recruited from among ex-Navy spacers or those who have left the larger shipping lines. Typically, Maxos' captains are ex-corporate First Officers who have left the big shipping lines to take up their command much sooner than they otherwise would. This does not mean they are incompetent; far from it. Maxos only recruits the best personnel available, headhunting high fliers and giving them an opportunity to show what they can do.

Maxos also maintains a strict command review policy, whereby captains are rotated into 'shore' administrative posts to allow regular retraining. As an officer gets older, he or she can expect a promotion to 'Line Commodore' and a few years in an administrative job before departing for a very comfortable retirement. As rotation time comes up, competition can be fierce as each captain tries to ensure that he or she gets another command. This has led to some undignified internal politics at times, but Maxos' policies are strictly honest and based on a rigorous and fair evaluation – the best officers get to keep their jobs. Everyone else goes into admin or retraining until they once again qualify as one of the best.

DUCHESS SELENE

The *Duchess Selene* is one of Maxos' liners. A standard 600dt Type M design, she is by no means new but is in excellent condition. Her fittings are as smart as the uniforms of her crew and her cuisine has received very favorable reviews in all the appropriate journals. In short, traveling on the *Duchess Selene* is a pleasure and a privilege.

The nominal crew of a liner of this type is eight; a pilot and an astrogator, two engineers, a medical officer and three stewards. However, *Duchess Selene* also carries three gunners to operate her weapons (and fill in as extra technicians and stewards), plus the captain. Normally the captain takes either the pilot or astrogator slot, but not aboard Maxos ships! Here the captain is available to ensure the safety and comfort of all passengers, and will not be distracted with mundane duties best left to a dedicated crew member. The crew mostly share staterooms, with only the captain and the first officer (the

astrogator) having a cabin to themselves. Thus the crew takes up seven of the ship's 21 staterooms.

The liner mounts three dual turrets, one equipped with a pair of missile racks, one with beam lasers and one with a pair of sandcasters. This is more than enough armament to see off an opportunist pirate, and since the ship operates on a regular run with naval patrols, nothing more is needed. The threat of hijack is taken seriously, however, and suitable precautions are taken.

First, all passengers and luggage coming aboard are thoroughly screened for weapons, and all weaponry is stowed in the ship's locker until planetfall. Heavy bulkheads are secured by a sophisticated anti-hijack program run by the ship's central computer, restricting access to sensitive areas of the ship. The crew do have weapons available in case of a serious incident. These include snub pistols and batons for the most part and are located in the ship's locker, the bridge and engineering. No weapons are stored in the passenger sections.

Maxos has never lost a ship or a cargo to piracy, privateering or hijack, and intends to keep things that way. Thus while the crew are friendly and accommodating, they are always watchful and never compromise the safety of the ship.

Locating The Adventure

This adventure can take place virtually anywhere. Since it begins as the liner emerges from a Misjump, and the destination is not a mainworld, the Referee is free to locate the adventure as necessary. The outsystem of any world with a Class C, D or E port would be acceptable, though somewhere off the main shipping lanes is better. The adventure assumes that SV-2802 is a moon of a gas giant, so obviously a system with gas giants makes sense.

Involving the Characters

How the characters come to be traveling aboard the *Duchess Selene* does not much matter to the adventure. They may be recently mustered-out personnel traveling home on a High or Middle Passage ticket, mercenaries being repatriated on Low berths (though in this case they will miss some of the opening scenes), troubleshooters being sent to deal with a problem somewhere and traveling in comfort... anyone with a reason to go somewhere might be aboard a liner like this one. Perhaps each character has a different reason for being aboard, which would make this adventure an ideal way for an adventurer group to meet up.

The passenger manifest has sufficient gaps to allow an adventurer group to be aboard the liner. If additional staterooms are needed, the Referee can drop one or more of the NPCs from the adventure.

WORLD DATA: SV-2802

The rocky body designated SV-2802 is a moon of the small gas giant Thensall. Thensall has several largish moons and a collection of smaller bodies, some of them in highly eccentric orbits. It has an extensive ring system, making navigation in the local region somewhat problematical. Thensall is also prone to bursts of radio-frequency static, which can block radio communications or greatly reduce their range.

SV-2802 itself is large enough to be a planet in its own right, and even has a tiny envelope of atmospheric gas. This trace atmosphere is not enough for humans to breathe, but it does mean that a suit puncture is unlikely to be immediately fatal. The moon receives a little warmth from Thensall, in the form of radioactivity, but not enough to allow liquid water. The result is a frozen wasteland of twisted rock bathed in radiation. The radioactivity is sufficient to make the place unhealthy for humans, though limited exposure in a suit should not be hazardous. As if that were not enough, SV-2802 has been disturbed in its orbit at some point and is spiraling into a new orbit. This is causing considerable tidal stresses which in turn result in some impressive 'moonquakes'.

The moon has been the site of occasional mining claims, mostly of short duration and limited profits, but is currently listed as uninhabited.

UWP Data: SV-2802: X110000-0

Referee's Overview

The opening scenes of this adventure involve emergence from a dramatic Misjump and the chaos that ensues when the panicked passengers are caught in a holed compartment. How the characters react to this crisis will determine their relationship with the crew, but over the course of the adventure the Travellers are likely to find themselves working alongside the crew to try to save the ship.

At first this seems feasible but eventually it becomes apparent that the *Duchess Selene* is doomed and the only hope is to try to save as many of the people aboard as possible. The Travellers find themselves up against difficult passengers and tensions between crewmembers as they deal with fires, medical emergencies and technical challenges, plus a dangerous mission outside the ship to rescue injured crewmembers.

Finally, the characters assist the Captain in crashlanding the liner on a desolate rockball, risking death in a variety of unpleasant ways to do so.

Playing Out The Adventure

This adventure can be plot-driven, character-driven or a mix of both. It is up to the Referee whether to focus on the interplay between the characters or to deliver a fast-moving 'disaster movie' story. Perhaps the ideal style lies somewhere in

between these two extremes. In any case, the Referee should play for tension and drama as things start off bad and get rapidly worse. In particular, lengthy debates about what to do for the best should be cut short by events; either scripted ones from the plot or additional problems ranging from a fire through injured passengers and lost babies to confrontations between characters desperately seeking a way off the ship.

The characters are going to have to get moving and think on their feet rather than stand around trying to come up with the perfect solution. They have, after all, one hour of game time (though the adventure will likely take longer to play out than this) to save themselves.

One interesting variant might be to have the players take on the roles of the passengers and crew detailed here, and play out the adventure from that perspective. The motivations of the various people aboard are different enough to make for some interesting role-playing.

PUSH, PULL, ENIGMA AND GIMMICK

Four elements of the typical adventure story are push, pull, enigma and gimmick. One Crowded Hour contains all four:

Push: The characters are 'pushed' to move on from their present location by impending disaster; if they stand still they will die.

Pull: The main pull in this adventure is survival, though the characters may be 'pulled' by curiosity about why this is all happening, or by a desire to save a friend or lover (or to heroically win someone over by saving their life).

Enigma: The big question is: why did this happen? Other enigmas might present themselves, such as: where is the ship now? Why are certain characters aboard acting as they are?

Gimmick: A gimmick is something special the characters get out of the adventure. In the last Act, the characters will make contact with a Belter community and may make friends (to whom they owe a big favor) who may feature in later adventures. There is also the potential to be associated with a spacers' tale: "the wreck of the *Duchess Selene*? Oh yes, I was there..." Characters may be able to dine out on the story for months to come...

Act 1: Travelling In Style

The characters get used to their pleasant surroundings.

Scene 1: Six Days Out (Key Scene)

Six days out of port, the Maxos Shipping Liner *Duchess Selene* coasts through Jumpspace. She has made this run many times before, but every time is different. Different passengers, different crewmembers; there is always something to make each voyage special and memorable.

The Travellers have been aboard for six days and have got to know the crew and their fellow passengers at least vaguely:

THE CREW

- **Captain John Warner:** Gray-bearded and charming, the Captain wears Imperial Navy insignia alongside his Merchant ones. He runs his ship efficiently but quietly and seems to genuinely care about the welfare of his passengers.

- **First Officer Andrea Tarkei:** a rather matronly 40-something, the First Officer looks more like a head chef than a merchant officer but seems very efficient. She also serves as Astrogator and holds a full Master's ticket. She and the captain have served together for a while now and make a very good team.

- **Chief Engineer Karghazz Sezrhk:** Despite his Vargr name, Karghazz is a late-20s human. He fills the Second Officer slot as well as running the drives. He can be a little arrogant with the junior ranks but seems to get along well with the Captain. He seems overly concerned with what the Captain would or wouldn't like.

- **Gunnery Officer Bar Gurlphen:** A late-30s human woman who walks with a limp and occasionally swears like a trooper, Bar serves as Third Officer and head of security. She works out regularly in the ship's gym and will do personal-trainer work with passengers who request it.

- **Chief Pilot Paul Vauban-Tanderholtz:** In his early 30s, Paul just has to be an ex-Scout. Even his formal dress rig looks a bit scruffy on him. He seems to be obsessed with shutting, dogging-down or otherwise securing anything that can be opened, and has some odd eating habits.

- **Medical Officer Hargz Enver:** Hargz is a middle-aged, rather tubby Vargr who comes over as more than a little lazy. He is quite likable but prefers not to explain where he got his scars, including an obvious gunshot wound on his upper arm.

- **Chief Steward Kim Feldermann:** An extremely attractive young woman in her mid 20s, Kim serves as the ship's purser and chief steward. She has been serving aboard the

ship since leaving Merchant Academy, and seems to think she owns it. There is obvious tension between Kim and Karghazz.

- **Assistant Engineer Eugenie Midraasciaa:** A very young 20-something, Eugenie has little contact with the passengers. She seems to be very much in Karghazz' shadow.

- **Head Chef Janice Collins:** A very attractive redhead in her late 30s, Janice is a talented chef who apparently worked in some very prodigious hotels before signing with Maxos shipping. She seems very well-read, especially in the field of politics. This is sometimes overlooked since she tends to flirt with all the male passengers, distracting them from her intellectual qualities.

- **Steward Ohtorm Taisuui:** In his late 30s, Ohtorm is a chef and Shumgili (i.e. a master of traditional Vilani cooking), but has yet to be awarded a position as head chef aboard a ship. He obviously thinks he is ready and tends to argue with Janice when he thinks nobody is listening. He is a little arrogant even with the passengers.

- **Gunner Simon Tasker:** The ship's defensive gunner, Simon operates the sandcasters at need and spends the rest of the time acting as Cargomaster and an additional steward. He is about 25 and seems to get along with everyone, though his well-meaning assistance sometimes just gets in the way.

- **Gunner Silven Uutami:** In her early 20s, Silven is a bundle of energy who just can't sit still. In addition to operating the main armament, she acts as the Captain's body-guard and escort at need. She volunteers for everything that requires physical effort and tends to wear people out just by being nearby.

THE HIGH PASSENGERS

- **Granzh Jen'Gourrh:** Some kind of corporate buyer or clerk with an impressive title, Granzh is full of tales of how to succeed in business and is either pally or condescending depending on his view of the individual's status. He is also inordinately proud of his wife and cubs.

- **Linvargh Jen'Gourrh:** Granzh's gorgeous young Vargr wife is obviously devoted to him and their twin cubs. She doesn't say much, even when Granzh quietly nitpicks her manners or speech habits. It may be that she was not born to such polite society but is doing her best to fit in.

- **Gargh and Jazgh:** These twin Vargr cubs are adorable. They can be a bit of a nuisance: they can crawl pretty fast, chew things and howl when they're hungry. Their parents have big plans for them: businessmen perhaps, or a career in the diplomatic corps...

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• **Orlando Iovine:** A very, very overweight young man who works in real estate, Orlando is a friendly sort who gets along with everyone except Granzh, who treats him like an underling. Orlando has said some rather pointed things to Granzh at times, mainly to the effect that Granzh is a champion brown-noser who owes his position to weaseling rather than talent.

• **Chrysa Endinelli:** Chrysa has just left the merchant service and clearly keeps wanting to pitch in and help out the crew. She is a bit of a tech-nerd with little interesting to say.

• **Kaspar Handro:** An old man who has been through the mill –probably more than once. He is troubled by old injuries and failing health, and seems determined to enjoy every remaining breath. He flirts with all the women aboard – of all species – and makes witty, if rather sarcastic, observations about everything and everyone.

• **May Cambra Slein:** This young woman has spent most of the trip in her cabin and is sullen on the occasions she ventures out. She might be quite attractive if she smiled occasionally, but there is little chance of finding out.

• **Renee Philip:** Another recluse, Renee is a mousy 18-year-old on her way to take up a university scholarship. She has gained enough confidence to talk to people this past day or so, but she is clearly uncomfortable at being away from home.

• **Keven Umali-Dupree:** Keven is slightly famous as an entertainer. His act is a crass mix of offensive racist jokes and blatant sexuality, or a hilarious parody of Imperial life delivered by a very attractive young man, depending on your perspective. He has spent a lot of time in the gym this trip and probably did not sleep in his own cabin every night.

succeed, however, and discovery will sour relations with the crew – perhaps to the point that the character in question has been put in a Low berth for the trip and only just awakened for the Last Meal!

REFEREE NOTES

The voyage so far has been absolutely first-class. The cuisine is excellent and the crew are very professional, even if there are tensions between some of them. Jump Emergence is scheduled for about 12-16 hours' time, so tonight will be the traditional 'last meal' aboard the ship. Given the excellence of the cuisine so far, this special meal is likely to be quite memorable. By tradition, everyone is expected to attend (other than crewmembers with jobs elsewhere), so this may be the first and last time the passengers are assembled in one place.

However, the Last Meal is still a few hours off, so the characters have a last opportunity to enjoy the ship and her facilities.

Let the characters have a few hours to do as they please, and to familiarize themselves with any or all of their fellow-travellers. It has been assumed that the characters complied with the ship's weapons policy, i.e. that all guns, blades and so forth are stowed in the ship's locker. Checks were pretty thorough but if a player states at this point that they want weapons, they should be allowed to explain how they tried to get weaponry aboard. Chances are slim that they would

Act 2: In The Unlikely Event Of Emergency...

The characters' pleasant voyage is rudely interrupted by a disaster.

Scene 1: In the Lap of Luxury (Key Scene)

It is dinner time, and most of the High passengers are assembled in the liner's dining room; a young Vargr couple with their new cubs, a retired merchant officer, a battered old guy determined to enjoy his remaining years... each of the passengers has a story. Most are rather mundane, certainly more so than the tales the characters could tell about their adventures, but there is still a lot to learn about one another. Over the soft music and clink of wine glasses, the passengers chat as they share what will probably be their last dinner together. The Last Dinner is always a time for slight sadness, since most of those present will never meet again. To most of the passengers this is nothing, but for some brief friendships have blossomed during the journey, and in such a huge universe the chances of staying in touch are slim at best.

As always the Captain is present at dinner, presiding over the top table with a host of anecdotes about life as a spacer yet encouraging others to speak as they wish to. Immaculately-uniformed stewards move among the tables serving excellent food and fine wine. The meal goes on as each before it has; polite, civilized, a world away from the rough adventuring life most of the characters are used to.

REFEREE NOTES

Play out the meal and general chat for as long as seems appropriate. There is absolutely no indication that anything is wrong. Even the Captain, who knows how tight his plot was and also has worries about his next evaluation, shows no sign that anything is amiss.

Obviously, characters who are in Low berths or other parts of the ship for some reason will miss the meal. They will be about their normal business (or oblivious to events in their Low berths) until the disaster strikes.

Scene 2: Please Remain Calm (Key Scene)

Suddenly, the convivial atmosphere is shattered by one of the passengers being violently sick. There is no warning, and for a moment everyone is stunned as thoughts of food poisoning or even murder by poison flash through the minds of those present. Some guests sit frozen, some look embarrassed, and some half-stand as if to offer assistance.

Then, suddenly, others begin to feel queasy or to actually vomit. In some cases this is accompanied by a blinding headache. The cubs are suddenly distressed for no reason anyone can explain, and then every spacer in the room instinctively knows the reason. The ship is about to precipitate out of Jumpspace, and it is going to be a very bad emergence. The more paranoid or experienced among the spacers present already know the truth; *Duchess Selene* has Misjumped!

Captain Warner stands, supporting himself on the table, and struggles to speak. He asks the passengers to please remain calm and to make their way to their quarters. His crew will deal with the situation, he says. Stewards move to assist the more distressed passengers, though some of them show visible signs of Jump Sickness too. Warner goes Forward, headed for the bridge, as the ship begins to shudder and a siren somewhere starts to emit a ghastly wail. Any spacer knows that sound; it is a decompression alarm. For a ship to suddenly suffer decompression in Jumpspace can mean only one thing; the Jump field is failing and Jumpspace is intruding into the ship. Things could not, it seems, be much worse.

The headache and sickness grows steadily worse. Referees may wish to ask characters trying to act to make a CON Roll (**CT**: throw 8+, DM +1 if END 8+, +2 if END B+). Otherwise they spend the next few minutes projectile vomiting and/or rolling around the floor in a fetal position.

Then, just as suddenly as it began, the feeling is gone. A moment of light-headed relief blinds everyone to what is happening as the *Duchess Selene* precipitates out of Jump and more damage alarms begin to wail. The lights flicker and go out for a moment, then come back on, albeit with the odd sudden dimming. Spacers will know that Emergence is completed. Although there does seem to still be a problem, at least they aren't going to die in Jumpspace...

The crew want to implement emergency measures, which amounts to getting the passengers in their staterooms and wearing emergency softsuits or at least inside rescue balls. They will also don their own suits as quickly as possible. Clearly the situation is very serious but there is no more information available at this point.

Characters who want to help will find themselves ushered towards their staterooms by harassed crewmembers, who really want to get the passengers squared away and don their own suits. Convincing a crewmember to allow the characters to do something other than comply with the standard emergency drills will require some hurried persuasion, intimidation or perhaps even violence. Note that emergency procedures allow for crewmembers to arm themselves and even use weapons to subdue difficult passengers. This is

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most likely to be the threat of a baton or snub pistol, or a snub pistol Tranq round, but it could turn nasty.

While the 'deck' crew are running around dealing with the passengers, the flight and engineering personnel are trying to establish what is happening. In the first few minutes after emergence, the crew are able to establish some very frightening facts. These are not made known to the passengers immediately, but will gradually 'leak' to any characters involved in helping the crew. Other passengers are simply (and repeatedly) told that the ship has suffered an accident and the crew are taking care of the situation. Everything will be all right if everyone just keeps calm.

Unfortunately, that is very far from the truth.

REFEREE NOTES

The characters will no doubt want information, but their demands will largely just get in the way of the people trying to obtain that information! They will be ushered towards the staterooms by increasingly agitated crewmembers. The other passengers (and indeed, the crew) will respond according to their personality. The scene should be as chaotic as possible with lights flickering, the ship vibrating and people running around in a panic. The characters can be most helpful by helping get the other passengers to their rooms and under control, though this may mean evading or convincing the crew to let them.

It may be that some characters do not follow the emergency drills. If so, they will end up somewhere else in the ship, perhaps trying to help the crew or other misplaced passengers. The crew will keep trying to get the passengers to their cabins however.

Scene 3: Follow Emergency Procedures As Directed...

The drill is fairly simple: all passengers are expected to return to their staterooms and don softsuits or enter rescue balls, then await further instructions from the crew. However, this is easier said than done. The ship is lurching alarmingly, vibrating and suffering intermittent power loss. On top of that there are alarms wailing everywhere, with passengers and babies adding to the general noise.

As the gaggle of passengers moves towards the staterooms, Karghazz (the chief engineer) comes racing the other way, half in and half out of his vac suit, clutching an emergency equipment case that any experienced spacers recognize as a hull patch/weld kit. Thrusting his way into the mob he dives to the floor and begins ripping paneling up. The penny drops after a second – Karghazz is trying to access an area of the hull that he can't get to from elsewhere... there must be a breach somewhere nearby!

The passengers begin to panic, beyond the ability of the stewards to control. Some run blindly away, some cower,

some demand to know why this is happening. The more sensible ones dive into the nearest stateroom and shut the door. Stateroom doors are not permanently airtight, but they will protect against depressurization for at least a couple of minutes – long enough to get a suit on or enter a rescue ball. Of course, this requires that the door can be shut against the press of others trying to get in, that there are enough suits in the room, and that they can be donned while others fight for them.

The characters have good reason to suspect an imminent hull breach in their area. They have several options, and the Referee should demand an instant statement of intentions – what are you doing in the next five seconds?

Nothing At All: A player who ums and ahs, or cannot clearly explain an instant action, is in effect saying that their character is hesitating and wondering what to do, or freezing in panic. They do not act immediately but can resume their actions after the initial hesitation.

Dive Into A Nearby Stateroom: Staterooms have one softsuit per occupant, plus one rescue ball per occupant. With everyone fighting to get into the nearest staterooms, there simply will not be enough for everyone. Characters will have to fight their way through the press and will literally have to force the door shut in the face of others equally desperate.

To gain access to a room and get the door shut requires a STR versus STR Roll with a 15 STR door (**CT:** roll 9+, DM +1 if STR 9+). The Referee should roll 1d3+1 for the number of other occupants, and decide who it is or determine randomly. A character who wishes to be the sole occupant of a room will have to prevent others gaining entry, requiring a STR versus STR Roll, with a 20 STR for the door and others trying to open the door (**CT:** roll 11+), and a failed check will result in a fight in the doorway if the other party is equally desperate. The Referee should resolve combat normally.

Characters who resort to cowardly survival measures like this will be hated and resented by others afterward, assuming anyone else survives. It is possible that some of the other passengers may scabble in this manner, but most are not desperate enough yet. They don't know about how bad depressurization is, for one thing, though they are VERY scared.

Push Someone Else Into A Nearby Stateroom: A far more heroic option sees the characters bundling passengers into the nearest safe rooms, grabbing children and flinging them after their parents, and generally behaving in a self-sacrificial manner. This is still a struggle, but any character who wishes to be a hero at this time will succeed in saving one passenger automatically. If they try for more, a STR versus STR Roll (15 STR for the door) is needed for the second (**CT:** roll 9+, DM +1 if STR 9+), increasing by +5 STR for each subsequent door (**CT:** DM –2 on the dice per additional passenger) until a check is failed.

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Head For A More Distant Room, Or Drag Others Towards One: Anyone who keeps their head can find a state-room that isn't already full by making a PER Roll (CT: roll 7+, DM+1 if INT 8+), and can direct another person there. This will likely be a matter of dragging, shoving, pointing and pushing a terrified individual in the right direction. The Referee may ask for *Persuasion*, *Oratory*, (CT: Leader) or other similar checks to get the message through to the victim.

As They Say In The Scout Service, 'Give It Legs': A character who just runs out of the endangered area can make it to the other side of a bulkhead quite quickly – there are others doing the same! However, the iris valves will begun to close as soon as decompression is detected. To get through in time, make a DEX Roll; or make a DEX Roll at a +2 penalty per other person the character wants to drag to safety. (CT: roll 8+ to get through in time, DM+1 if DEX 6+, DM-1 per other person saved). Success indicates that the character has passed the valve before it closed.

Of course, there is no guarantee that the new area is any safer, and the suits are back in the passenger area.

Help Karghazz: This is very risky; the hull could fail at any second. Karghazz doesn't even look up to see who's come to help; he just starts giving instructions. He needs to get into the crawlspace and get a patch on the damaged section of hull before it rips completely. As he pulls the panels off, air starts bleeding out into the punctured crawlspace. Not much at first but enough that within seconds the iris valves around the passenger compartment begin to auto-close... the area is slowly depressurizing, and nobody has a suit on. Even Karghazz has just his legs and one arm in his, with the torso section flapping behind him and no helmet in sight. Nevertheless, he wriggles into the crawlspace and starts looking for the hole...

Scene 4: In The Event Of Cabin Pressure Failure...

It has been just seconds. The area is decompressing. Not everyone has reached safety. Some characters (and passengers) may be milling about in the corridor. Karghazz is shouting out a litany of, "get out, get out, get out!" from the crawlspace but shows no sign of leaving himself.

In 1d3+2 turns (CT: rounds), air pressure will have dropped to the point where characters in the crawlspace start to take damage from decompression. 1d6 turns (CT: rounds) after that, characters in the passenger area who are not in suits or staterooms start to take decompression damage. 2d6 turns (CT: rounds) after that, the hull segment blows out if it is not patched in time. The passenger section will explosively decompress seconds later, and stateroom doors will only hold for a couple of minutes against vacuum. Anyone not in a suit or a ball at that point will die horribly.

Characters still in the passenger area might run out – the iris valves are closing but it may be possible to make it through them (make a DEX Roll at a -2 Penalty) (CT: Roll 12+) – or try to get into a room now that the crush has subsided. There will still be odd passengers milling around who will need to be directed to safety. If a suit can be found, i.e. in a cabin not occupied by others, it will take characters 2d6 turns (CT: rounds) to properly don it. Rescue balls take 1d6 turns (CT: rounds) to enter. Doors, if closed, will hold out for 10+2d6 turns (CT: rounds) after full decompression, then fail on a straight 8- roll on 3D6. (CT: doors fail on a roll of 9+ per round, no modifiers).

Alternatively, heroes might enter the crawlspace with no suit, or stay there helping Karghazz. If anyone follows him into the crawlspace, Karghazz looks up and snaps, "Idiot!" but accepts their help. He needs to get a patch on the section and weld it down, but it's a difficult job and the air is going fast.

Karghazz will not stop trying to patch the hole, not even to fasten his suit, until he loses consciousness or dies. He can be very stubborn at times and right now he's the only chance for the passengers and he knows it. He needs to get a light plastic patch over the hole, fix it and brace it with bits of the access panel welded over it to prevent vibration from ripping it loose. This is a tough job with air rushing out. There are three distinct tasks: find the hole, patch the hole, brace the patch. If all three are not completed, the whole thing will fail and the panel will blow out. Anyone in the crawlspace will get a good close look at nearby space before they die.

FINDING THE HOLE

To find the hole, a character should make a Perception Roll at -5 to find the hole, with bonuses for taking extra time, and a +1 bonus for each other person helping search.

CT: Make a single check for everyone in the crawlspace, but add +2 per additional person searching, and +2 per round after the first. (Roll 9+ to find the hole, +1 per person, +1 per round).

PATCHING THE HOLE

To patch the hole, make a *Mechanics* skill roll at -2 to get the patch in place. The character may make a STR Roll or DEX Roll (but not both) as a complimentary skill roll. Each additional person adds a +1 bonus to the roll (2 maximum additional others).

CT: Make a Mechanical check at -1 to get the patch into place. Helpers may add their Strength or Dexterity bonus (or a minimum of +1 per person) to the roll. Attempts can be made each round.

Use Karghazz' skill for this check unless he is incapacitated.

BRACING THE PATCH

This requires a STR versus STR Roll (15 STR) to hold the brace in place (STR 10 if someone other than the welder holds the brace) and a successful *Mechanics* skill roll in the same turn that the STR versus STR Roll is successful. (CT: Roll 9+, DM +1 if Str 7+, DM +2 if Str A+ to hold the patch and 8+ DM Mechanical skill) to weld the brace.

If the patch is emplaced in time, it will hold, more or less, for the foreseeable future. Karghazz sits down heavily and breathes deep of the thin but nonetheless wonderful air, then emits a horrific howl that anyone familiar with Vargr should recognize as a celebration of victory over imminent death. It sounds pretty weird coming from a human throat but it's easy to see where Karghazz is coming from. He bestows hugs on anyone who helped him, then scrambles out of the crawlspace to get on with his other urgent tasks. From here on, anyone who helped Karghazz is a close friend of his, to be respected and looked out for.

Scene 5: Taking Stock

With the immediate crisis in the passenger area dealt with and everyone in rescue balls or (presumably, in the case of characters), softsuits, there is an opportunity to figure out what is going on.

The situation aboard the *Duchess Selene* is dire. She has suffered a Jumpspace Intrusion, which has caused a couple of minor hull breaches and more importantly damaged some power pathways. Most power systems are erratic, and her drives are totally dead. She is also on a high-speed course almost directly into the atmosphere of a gas giant (Thensall). Unless she can regain power to her drives, *Duchess Selene* will dive right into the methane soup and be destroyed.

Captain Warner makes some quick decisions and comes up with the best plan he can under the circumstances. Although he suspects that the Misjump is his fault, his vast professional pride (arrogance, some might call it) prevents him from believing that he can have made any mistake. He does know that his is the sole responsibility for the safety of the ship and everyone aboard; he will not shirk this duty.

Things are about as bad as they can get, and desperate measures are required. A summary of the situation is available to the captain and will eventually reach the characters in some form.

REFEREE

The situation is as follows: The ship has emerged from Jumpspace in the vicinity of the gas giant Thensall and has serious hull and systems damage due to Jumpspace intrusion and secondary systems failures.

There are certain specific problems.

The ship is headed directly into a gas giant at high speed: The approach vector is oblique, not quite aimed at the planet. However, the *Duchess Selene* will dive into the atmosphere and be destroyed even if she misses the planet itself. Matters are made worse by the vast amounts of debris – dust, rocks, ice and the odd moon – in the region.

A distress signal has been sent, but it is unlikely that it will be received. The gas giant Thensall gives out a lot of radio-frequency interference which is effectively jamming the *Duchess Selene's* GK signal. Only a ship close by would pick up the signal, and it is unlikely that there will be one so far outsystem.

The ship is not answering the helm: In fact, the drive is completely inert. It appears that some important power control circuits, or perhaps the conduits themselves, have been disrupted. There is no power to the drive, and without it the ship is doomed.

There are some minor hull breaches: As yet, these are not very serious and have in places already been patched by the engineers. However, collisions with debris and a general weakening of the ship's structure may lead to more serious damage.

The Low Berths are failing: Unless the Low passengers are crash-woken immediately they will die. Sparing personnel to look after them is a tough decision, but the captain decides to do it.

There is little chance that *Duchess Selene* can survive this situation, but her captain and crew will give it all they have. A quick glance through the passenger manifest shows that some of the passengers may have skills that can help. Reluctantly, Captain Warner orders his first officer to speak to the characters and ask them for help, though he does not want to give out too many details just yet for fear of causing a panic.

Act 3: Save The Ship!

The characters join the battle to save the ship and her passengers.

Scene 1: Into The Fray (Key Scene)

First Officer Andrea Taskaii asks to speak privately with the characters, away from the other passengers. She will include Chrysa in the discussion since the ex-Merchant has relevant experience. Andrea's explanation is short and to the point, covering some of the details mentioned in Act 2/Scene 5 above. She will avoid saying too much about just how bad things are if she can get away with it.

Andrea's potted version is as follows:

- The *Duchess Selene* has suffered a very bad Emergence from Jumpspace, with some hull and systems damage.
- If pressed, she admits that the ship has Misjumped and has yet to adequately establish its position (this is a half-truth and evasion in one...)
- The crew are working to control the hull damage and prevent further decompression, but it'll take a while to get properly under control.
- Additionally, there has been some damage to the Low berths. Some have failed entirely and the rest are going. The Low passengers need to be awakened immediately.

Andrea asks for medical or first-aid trained characters to help with the crash-wake process, while anyone with technical skills can join a damage-control party and try to deal with the hull damage. The characters will be provided with a vac suit from the ship's stores. This will be a proper suit, not an emergency softsuit. Or they could use their own suits.

Andrea has little time to argue with anyone; either they agree to help or she'll leave them in their cabins with the other passengers. Anyone quibbling about refunds and compensation will get to experience Andrea's bite as she loses her patience.

Astute characters may notice that Andrea is controlling herself well but is very, very worried about something. What she has outlined is surely enough to account for that, but the characters may wonder what else is going on.

Andrea will not agree to release weapons to the characters at this point.

NPC ACTIVITIES

Andrea is with the characters of course. Once she has directed them to their tasks, she will report back to the Bridge.

At this point, the Captain and Paul (the Pilot) are on the Bridge, which is sealed up, trying to get the drives to respond and to punch a GK signal through the radiation-induced

interference in the region. The Bridge doors are guarded by Bar, dressed in a Combat Environment Suit and armed with two snub revolvers. One contains a blank 'warning shot' round and five Tranq rounds, the other with six rounds of highly lethal HEAP ammunition. She also has a cutlass, mainly for intimidation value. Bar will not allow anyone access to the bridge (other than crew), and will use whatever level of force seems appropriate at the time to prevent a forced entry.

Karghazz is in Engineering, which has some quite serious damage. He is trying to restore power to the drives, assisted by Simon (the gunner).

Eugenie is single-handedly trying to repair hull breaches while Silven scrambles about looking for more holes and making an assessment of damage. She can be encountered anywhere in the ship, usually emerging from a tight space somewhere and disappearing into an inspection hatch across the corridor from it.

Hargz is in the Low Berth room, struggling to get his equipment to work so he can crash-wake the two surviving Low passengers.

The stewards (Kim, Janice and Ohtorm) are assigned to the passenger accommodation and are trying to keep the passengers calm, or may be roaming the ship looking for passengers who ran off and are hiding somewhere. Their task is to calm the passengers, keep them out of the way and get them into suits. They are harassed but thus far remaining professional.

The passengers are mostly in their cabins, though some may have wandered off. The more self-important (especially Granzh) are giving the stewards a hard time, others are bickering in that way that only really frightened, out of their depth people can manage. The cubs are howling, people are demanding information... in short, the passenger accommodation is bedlam. Volunteering to help might be a good way to get clear of the madness.

Scene 2: Waking The Dead

Characters who volunteered to help Hargz are sent or escorted to the Low Berths room. It is a mess; a power surge has damaged much of the equipment and disabled the rest. Three Low berths show solid red telltale panels – the sign of a dead occupant – while the others are amber. The three 'dead' berths are open. The bodies of the occupants are still within two of them. The other is on the floor connected to a makeshift emergency kit. Hargz has clearly tried to resuscitate the young man, without success.

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Bits of equipment lie partially dismantled about the floor as the Vargr medical officer tries to cobble together what he needs to salvage the other Low berths. He seems calm, detached, and is clearly not disturbed by the corpse he has to keep stepping over. This is not the fat, lazy and good-natured Hargz who can't even be bothered to reach for a clean spoon at dessert...

Hargz glances at the characters and says, "Help or get out. Techies, I need to know if these berths can be saved or if we need to crash-wake. Medicos, prepare me somewhere to work. And somebody fix this!" He shoves the dismantled innards of several instruments across the floor at the nearest character before adding, "And get on with it! It's just a corpse for all the gods' sake!"

Without waiting to see what anyone does, Hargz goes back to trying to fix his equipment.

THE LOW BERTHS

A character with both *Electronics* and *Paramedic* skill who takes a minute or so can determine the status of each Low berth. It's not good; both are running on backups and will fail very soon. Characters with only one of those skills can come to the same conclusion but take longer. It is obvious that the occupants need to be woken immediately.

FIXING EQUIPMENT

A character with *Electronics* skill can probably salvage enough bits and pieces to assemble the diagnostic and life-support equipment Hargz needs. There is little time, however, so it is a matter of what can be brought into play in time.

To determine what equipment is available:

Make an *Electronics* skill roll for the character doing the work, with the following modifiers:

Modifier	Effect
<i>Paramedic</i> or <i>SS: Medicine</i>	Complementary Skill Roll
For Hargz' assistance	+5
Assistance of other characters possessing <i>Paramedic</i> or <i>SS: Medicine</i>	Acts as Complementary skill roll
Assistance of other characters possessing <i>Electronics</i>	Acts as Complementary skill roll

Based on the result of the character's roll:

5-	Almost a full set of equipment is available
6-8	Adequate equipment
9-11	Basic equipment
12-13	Minimal equipment
14+	No equipment can be salvaged

CT: Roll 2d6, DM Electronics skill, with the following modifiers:

Modifier	Effect
If the character also has Medical skill at any level	+1
For Hargz' assistance	+3
Per character who assists, with either T/Medical or T/Electronics skill	+1
Per character who assists, with both T/Medical or T/Electronics skill	+1

CT Result:

5-	No equipment can be salvaged
6-8	Minimal equipment
9-11	Basic equipment
12-14	Adequate equipment
15+	Almost a full set of equipment is available

PREPARING A WORKING AREA

This is an important but fairly simple job; mainly a matter of clearing some bench space and moving equipment over to the area. It's important but can be done by anyone.

CRASH-WAKE PROCEDURE

There is nothing for it; the two surviving Low berth occupants need to be revived immediately. Since their berths are malfunctioning, they have to be unhooked, moved to the bench and the process carried out manually. This involves chemicals flushed through the bloodstream, defibrillation and other messy and rather disturbing procedures. The Referee might want to ask for CON Rolls (**CT: END** rolls) to avoid losing lunch whilst witnessing the work.

Both berths are failing at once, so the procedure becomes a mad scramble to save both occupants. Hargz can only work on one at a time (though he can shout instructions and flit back and forth). A character must perform at least some of the wake-up procedures. To save each Low berth occupant, the following procedure must be performed:

Chemical flush and warm blood: Attaching the appropriate tubes and needles is simple enough for anyone with *Paramedic* or *SS: Medicine* skill (**CT: Medical** skill) or training. Otherwise the Referee should ask for DEX-based rolls to avoid screwing up with potentially fatal consequences. If no medically trained person is available, the process is slowed and a penalty applies to all attempts from here on.

The chemical flush/blood warming process takes just a couple of minutes, during which time the patients are still in hibernation. However, once it has started the process must not be interrupted or the patient will die.

Wake-up: The patient's nervous system must be stimulated to restore normal respiratory and heart functions. This

is normally done automatically by the berth itself but can be done manually, even with makeshift equipment.

The Referee should roll 1d6 (1D) for each patient. This is the number of attempts that can be made to get the nervous system working on its own. It takes 2 successes to actually complete the process. If the patient runs out of ‘attempts’ and the process is incomplete, there is one last chance to save them – see below. If no successes have been made, there is no hope and the patient will soon die as brain functions have not been properly restored.

To determine success in each stage of the process: Make a *Paramedic* skill roll at a -3 penalty (**CT**: Roll 9+, DM Medical skill) to carry out this procedure, with the following modifiers:

Process	TH	CT
Flush process delayed	-3	-2
No equipment	-8	-5
Minimal equipment	-4	-3
Basic equipment	-2	-1
Adequate equipment	+0	+0
Full equipment	+2	+1
Hargz advising*	+3	+2
* Hargz can advise others (two at once if necessary) OR work on one patient himself		

LAST CHANCE

If brain functions have been restored but the organs don't want to comply (i.e. one success has been made when time runs out) then Hargz knows (as any low-berth trained medic does) that the heart can be manually restarted by a combination of physical massage, direct introduction of drugs and electrical stimulus of the requisite nerve bundles. This means artificially ventilating the patient while someone cuts into the chest, opens the rib cage and engages in desperate open-heart surgery. The prospects are not good.

Make a successful *Paramedic* skill roll (**CT**: roll 7+, DM medical skill) to ventilate the patient.

Hargz (or whoever does the surgery) needs to make a *SS: Medicine* – or preferably *SS: Surgery* – skill roll at -8 penalty (**CT**: Roll 15+, DM Medical skill, +1 if DEX A+) to save the patient.

Even if all goes well the Low berth occupants will be semi-conscious for some hours. Anyone undergoing major emergency surgery like this will probably succumb to shock or die of other causes but might just survive if properly looked after. The casualties will have to be moved to the sick bay and constantly monitored from here on.

Scene 3: Damage Control

While others are trying to save lives in the Low berth room, characters with appropriate skills (*Mechanics*, *Electronics*, *SS: Engineering*), are assigned to damage control. Their task is to assess the damage, report location and severity of problems, and to tackle those problems in order of danger to the ship. Silven has already compiled a partial list of problems, but there are plenty to go around. The characters are likely to end up scattered all over the ship since there are several things needing immediate attention. One problem is that the ship's intercom is not working very well, and personal comms are never much use inside a big metal box like a starship. Information may be slow to get around.

Tools, vac suits and so on are issued to anyone who needs them, though there are not infinite supplies. No weapons will be issued, though of course large wrenches and lengths of pipe can be obtained.

Damage-control duties are assigned by Andrea, who then heads back to the Bridge for a short while. She says she will come back with an update as soon as she's reported to the Captain. Meantime there are several tasks to attend to.

The Referee should assign tasks according to skills where possible, but in a pinch anyone will do. The characters should ideally be split up. Tasks include:

- **Power Relay Repair:** Check out the power relays in an awkward corner of the ship: They turn out to be burned out but repairable in a couple of hours, providing spares are available (they are). Karghazz or Andrea insists that the character get to it as a matter of urgency. Characters making a successful *SS: Engineering* skill will realize that these are drive-control power routes; if enough of them are dead then the ship cannot maneuver.

- **Firefighting:** There are minor fires all over the place due to power systems damage. The auto-suppression equipment is malfunctioning, so manual measures need to be taken. Anyone can fight a fire, though a routine extinguisher job may become more difficult if some of the passengers are on the loose and trapped or panicked by the flames.

- **Depressurization Readings:** Check out the status of a depressurized (holed) area of the ship: The Captain and engineer need to know if the area's bulkheads are sound, which means taking measurements with strain gauges and multi-spectrum goggles. Anyone with *Systems Operation: Sensors* skill can do this.

- **Hull Check:** This is a dangerous assignment. It will be necessary to enter the various crawlspaces and check the integrity of the hull (as above) if they are not depressurized. If an area has been breached, the hole must be found and checked to see if it is spreading.

- **Shoring of existing hull patches:** Much in the manner of Karghazz' first repair, it is necessary to weld panels over the temporary patches scattered around the ship, since vibrations are shaking some of them loose and enlarging the holes.

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- Control pathway tests: the characters are asked to faultfind along a series of control pathways, opening up access panels as they go. Some of the pathways are dead and will need repair.

- Check out the ship's launch and ensure it is ready for flight (see below)

While all this is going on, characters may wonder why the chief engineer is not out and about dealing with these matters. What is so urgent that he has to stay in engineering?

While the characters are split up and busy, various events occur. The Referee should assign them randomly or decide who gets to deal with what on the basis of sadism and making characters suffer...

A HIDEOUS CRUNCH

A character working near the hull hears something collide with the ship, sending shockwaves through the vessel. The hull plate nearby is visibly buckled. What has just hit the ship? Is it under attack?

PANIC!

A passenger rushes up (or tries to climb into the crawlspace, or whatever), wide-eyed and terrified. He or she clutches at the character, demanding information, salvation or just an explanation of why this is happening. The panicked passenger (maybe May or Keven) will not go away. A harassed steward or another passenger may eventually show up to try to round up the stray, but it will be a tough job to get them back to the passenger quarters.

MEDICAL EMERGENCY!

One of the passengers or crew has been hurt nearby, perhaps trying to fight fires or on a jagged hull repair, or even by live cables in an open access way. With the medical officer busy, assistance must be rendered by anyone handy.

CONSPIRACY

A fellow-traveler (Granzh, Kaspar or Ohtorm), sidles up to the character and suggests that there is something sinister going on here. The crew aren't telling the passengers everything and it's obvious that the ship is in big trouble. They suggest that it might be worth checking out the ship's launch in case it has to be used as a lifeboat.

AT THE LAUNCH

The characters or characters assigned to the launch find that it is intact, though powered down as is normal in flight. It will take just a few minutes to preflight it, and the character has the codes. However, the launch bay doors seem to be jammed. They are buckled as if something has collided with them (which is true). Fanciful characters might get the idea that something was trying to get in through the doors.

The character preflighting the launch receives a personal visit from Andrea, who asks for a situation update and conducts a check of the launch's stores, especially its life

support gear. She tries to avoid answering questions, just saying that the Captain wants to be sure the launch can fly, just in case a transfer to a rescue ship is necessary.

However, before Andrea finishes her checks and the character preflights the launch, other events intervene (see Scene 5, below).

Scene 4: Information At Last! (Key Scene)

About 20 minutes have passed since Jump emergence, but events have become sufficiently serious that the Captain decides to level with the crew and passengers. He asks everyone to assemble in the dining hall and, flanked by Bar and Silven (who are now holding shotguns), he explains the situation.

The short version is that the ship is not answering the helm and is crashing through the ring system of a gas giant world at some speed. The vibration and collisions are small fragments of ice and rock striking the hull. A GK (distress) signal has been sent but radio interference is strong in the area. Captain Warner thinks a reply was received but it was too broken up to make any sense of.

The real problem is that the ship will skim the atmosphere of the gas giant on its present course, which will lead to destruction. The only chance is to change vector, but the ship is not answering the helm. The engineer thinks that the main control pathways for the drive have been severed and access to the backups is blocked by a warped bulkhead. There isn't time (nor equipment) to repair it, so the only answer is to send a crew out on the hull to gain access that way. This is extremely risky, but Karghazz has already volunteered. Captain Warner has requested Silven and Eugenie to go with him, despite the risk to the ship's entire engineering crew inherent in the plan.

As a backup in case power cannot be restored, the Captain wants to try to free the launch bay doors so that at least some of the passengers can escape. Since not everyone can get into the launch, the Captain feels it only fair to warn the passengers that the crew will be armed from now, and will shoot if they must. He will not permit a mad scramble for the boat to destroy their remaining chance for salvation.

If everyone remains calm, there is still a chance – however desperate.

Scene 5: Preparations (Key Scene)

At this point, anyone who has helped so far is more or less assumed to be part of the crew, though weapons are not issued to anyone but the original crew members.

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Bar and Simon are detailed to guard the launch. Both are armed with shotguns, and Bar has a cutlass. Their orders are to prevent anyone from stealing it. The launch will not carry everyone aboard and Captain Warner (rightly) suspects that some of the passengers or even crew may panic and try to escape before it is necessary, depriving the others of any chance to escape.

Captain Warner and Paul (both now sporting the snub revolvers that Bar previously carried) will preflight the launch then return to the bridge to do what they can, whilst Andrea (also with a Snub pistol) readies the engineering team.

Hargz is busy with the Low berth patients. Kim, Ohtorm and Janice (unarmed) are keeping an eye on the passengers and striving to keep them calm. The passengers themselves are becoming increasingly difficult. Some of them want to leave their quarters, go to the launch ready for escape, and so forth. At present the stewards are keeping the lid on, but it is becoming difficult.

The travellers and Chrysa have earned the trust of the crew; there are still many jobs to be done aboard ship, starting with the jammed launch bay door. Chrysa volunteers and hints that the others should too if they want to get out of this alive.

As the characters head up to the launch bay, Karghazz appears for a moment from where he was tooling up for his mission outside. He has assembled a selection of engineering tools for the characters to use 'just in case something happens' and passes it over to whichever character has most impressed him before disappearing back into his sickbay. Hidden in the bottom of the bag is the only other weapon aboard, a snub revolver – there were four snub pistols and two shotguns – which he was issued as Second Officer. He feels that others may need it more. It holds six rounds of HEAP and no reloads.

REFEREE

If the travellers want to do something else, there is no real reason not to assist Hargz in sickbay or do other important work. They may even decide to accompany the engineers outside the hull, in which case they will witness the disaster outside at first hand.

However, it is most likely that they will be involved in the freeing of the launch bay doors, which is a tough job. They are buckled, which has in turn damaged the opening mechanism. Freeing them involves a lot of hard labor directed by someone with at least marginal *Mechanics* (CT: Mechanical) skill; there is plenty here to keep everyone busy.

Act 4: Heroic Measures

Despite the best efforts of the travellers and the crew, everything goes wrong.

Scene 1: An Almighty Crash (Key Scene)

While the travellers are fighting with the launch bay doors, everything goes wrong with the Captain's plan. The characters will have to help deal with some or all of the crises as they develop. The trouble begins when the *Duchess Selene* clips a fair-sized fragment of ice, which impacts close to the Bridge.

The first the Travellers know about this is when the ship lurches sickeningly and begins to spin. The spin is not fast but it is in three dimensions, and there is no sign that the pilot or the ship's automatic alignment system is counteracting the movement. The deck gravity plates more or less compensate for the forces involved, but there is still enough corkscrewing movement to make people queasy and unsteady on their feet.

The launch bay doors still need to be freed, but there is also a requirement to find out what is happening in the rest of the ship. Things are bad, and just how dire will become apparent as a series of crises break.

Even if the characters elect not to investigate, Andrea will rush into the launch bay with news a minute or two after the collision. She has guessed that the ship has hit something but at this point knows only the information presented below:

- There is a garbled distress call from the Engineers out on the hull
- The Bridge intercom has gone down completely and the impact seemed to have occurred forward – in the vicinity of the Bridge
- Kim is calling for help from the passenger area.

Andrea has some tough decisions to make. The only people likely to be any use are in this room. She will listen to any quick plans the characters can come up with, but the only option is to split up and deal with the various crises whilst leaving someone to free the doors.

Andrea would ideally like Chrysa to work on the doors with Simon to help and guard her. That leaves Bar and the Travellers, plus Andrea, to play out the following scenes. These occur simultaneously, so individual characters will be present at one but not the others; some scenes may be played out by NPCs only, in which case the Referee should decide on an outcome and allow the characters to find out what happened later.

Scene 2: The Bridge

Approaching the Bridge, it is obvious that the ship has taken a nearly head-on impact. There is some crumpling in the lesser structural members, though behind the Bridge bulkhead, hull integrity has not been severely threatened. According to the iris valve readouts, the Bridge area is depressurized.

It will be necessary to fix an emergency airlock to the valve before forcing it open, to avoid depressurizing the next segment of the ship. To repair the emergency airlock requires a successful *Mechanics* skill roll and 2d6 minutes.

On the bridge, the sight that greets the characters is terrifying. A chunk of ice and rock has clipped the bridge section and smashed in the front of the ship. Paul died instantly, crushed at his post. He had the panels off his console and was apparently faultfinding at the time of the impact. The controls are wrecked; the ship will never be conned from this room again.

Captain Warner is alive, though he has a couple of broken ribs and was badly stunned by the impact. He was under the Astrogator's console at the time of impact and was partially protected. He is unconscious at the time the characters arrive but revives as they investigate. This is the first moment when Captain Warner begins to consider that he is to blame for the disaster. It will be difficult to see his reactions through his vac suit. Both officers were suited and the Captain apparently remained conscious long enough to close his helmet.

Through the ripped front bulkhead of the liner, the gas giant and its deadly ring system can be seen. It is very big and very close.

REFEREE

Captain Warner can be patched up by Hargz or another medic, at least well enough to try to salvage something from the situation.

Scene 3: Crisis In The Dining Hall

Whichever characters go to Kim's assistance find an ugly scene in the passenger quarters. Led by Granzh, May and Keven, the passengers are becoming difficult to control. It is possible that violence may be necessary, but a good leader who can present a strong case for cooperation might be able to head off the problem. Such a character will find

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an ally in Orlando, who urges calm and cooperation despite Granzh pouring scorn on everything he says.

It is obvious that there are deep divisions among the passengers now. Some are scared but cooperative, some want to help the crew but don't know how, and some are mutinous. Matters are not helped by the fact that the passengers keep arguing among themselves as well as blustering, threatening, harassing and making demands of the increasingly frightened stewards.

During the chaos, Kaspar tries to slip away. He has made a deal with some of the others to try to get to the launch and set it up for an escape, and will make his way there as stealthily as his age and infirmity allows. If intercepted, he may even try to fight, creating a sordid scene where characters are forced to subdue an old man.

REFEREE

This scene can play out in many ways. No 'solution' will keep the passengers pacified for long. Even something as clever as giving them jobs to do may backfire. Accusations fly that favorite passengers are being taken to the launch under the guise of assisting, while the less scrupulous passengers will attempt to do just that; sneaking off as soon as they are out of sight.

There are no good solutions, but a workable one based on reason, emotive leadership, force, or a combination of all three, will allow the stewards to control the passengers for a little longer.

Scene 4: A Short Walk And A Long Fall

The Engineers were faced with a tough job. They had to crawl across the hull and enter a breach in order to reconnect the damaged power circuits. With debris from the ship and a lot more in the form of ice and rock fragments flying around, even the transit was a risky business. Nobody should have been surprised when it went wrong...

Karghazz, Silven and Eugenie had made some good progress before the collision. In fact, if the bridge were not smashed, it would now be possible to con the ship. However, there is a more immediate problem. Karghazz was struck in the back of the head by a fragment of debris, all but decapitating him. As his body fell free from the hull, Eugenie made a suicidal jump to grab it (maybe she didn't know he was already dead), and was dragged the length of the hull before coming to rest (still clutching the engineer's dead body) against the aft stabilizers. Silven was hit by a fragment but despite a suit breach and shattered right arm has managed to reach a working communicator point and call for assistance. She is still at the site of the damaged power conduits, wired into a hull communication circuit. Once she detaches, contact will be lost.

Anyone reaching the airlock can talk to Silven, who thinks she can make it in under her own power and is even willing to try to rescue Eugenie if there is nobody else available. This would be ridiculously dangerous in her condition, but it is entirely in character for her.

There are two Rescue Suits in the airlock locker. These are heavy-duty suits (too bulky to do engineering work in) with a range of rescue tools, line attachments and other emergency equipment. They offer the best chance to reach and rescue the engineering crew.

If no-one is willing to go outside and try to bring in the engineering crew in, Silven makes a brave try, actually reaching Eugenie before her strength gives out. Both young women cling to the hull for a while before falling away to their deaths.

ON THE HULL

Anyone who goes outside is taking a huge chance. Fragments of rock and ice are becoming ever more common, and there is a real risk of being knocked off the hull or injured by a penetrating fragment.

In order to get anywhere it is necessary to crawl across the hull, running the risk of being hit by debris. This requires great care, which can become very tiring.

Crawling across the deck reduces the character's speed to 1/3 of normal movement (6" running becomes 2" running) but at normal END Cost. In addition, characters must use STR to keep their balance and avoid hazards each phase while on deck (minimum of 5 STR = 1 END per phase). Characters who reach 0 END must stop to recover. Characters who stop to Recover cannot use STR while recovering (not counting Post-12 Recovery) and must make a DEX Roll to avoid being thrown around (or into something). A failed DEX Roll mean the character takes 3d6 Normal damage, and does not Recover.

From	To	Turns of Crawling
Airlock	Repair Site	3
Airlock	Aft	6
Repair Site	Aft	5

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CT: In order to make any progress it is necessary to make a check (**CT:** Roll 7+, DM +1 if DEX 7+, Vac suit skill) each round of movement. The following number of successes are required:

Airlock to Repair Site: 3

Airlock to Aft: 6

Repair Site to Aft: 5

After every 4 checks, the DC increases by 3 unless the character makes a DC15 Fortitude save to avoid tiring. (**CT:** every 4th check, apply a DM of -1 to all rolls thereafter unless the character can avoid fatigue. Determine this by rolling 9+, DM +2 if END 9+). A character whose fatigue is so great that they cannot make any further progress is stuck and must be rescued in turn.

The same number of checks will be required to get back again. Each check represents about 30 seconds of activity. Each time a check is made, roll 1d6 (1D). If a 6 comes up, the character has encountered a hazard of some kind – roll on the Hazard table below to determine what has happened.

THE REPAIR SITE

Silven is here, her suit patched and cradling an obviously broken arm. She needs assistance back to the airlock but will go willingly enough with anyone who comes to help. She can inform the characters that she thinks the repair was sufficiently completed to allow power to the drives.

TH: To make it back to the airlock while supporting Silven requires using a minimum of 5 STR to support Silven in addition to the 5 STR to support the character, or 2 END per phase of movement (in addition to the END Cost of movement).

CT: In order to make any progress back towards the airlock whilst supporting Silven, the base DC of each Reflex check is raised to 15. (**CT:** roll is now 9+).

AFT

Eugenie is clinging to an antenna near the aft stabilizers. Her other arm is wrapped around Karghazz' corpse in a death-grip. She is frightened, exhausted and in shock, and her strength is giving out. Referee should roll 1d6+6 (1D+6) for the number of 30-second periods that remain before Eugenie starts to risk slipping and falling away. After this time, roll 1d6 (1D) every round. On a 5 or 6, Eugenie is lost forever along with the corpse of the Chief Engineer.

Having reached Eugenie, it will be necessary to persuade her to let go of Karghazz' corpse and make her way to the airlock. Coaxing, intimidation or force might be used. In the latter case, moving becomes a matter of physical power as the character must physically drag Eugenie along with him.

TH: Dragging Eugenie requires 15 STR (5 STR for self, 10 STR to pull Eugenie), adding to the per phase END Cost of moving. If a character does not possess the full 15 STR, he

will have to push his STR (further increasing the END Cost). Eugenie will not move independently.

CT: A Strength check replaces the Reflex check at this point. (**CT:** Roll 8+, DM +2 if STR 9+, Vac suit skill). Otherwise, Reflex checks are as normal but for the mounting exhaustion penalty. Eugenie can be coaxed along every time the character makes a successful check of their own. She will not move independently.

HAZARDS

Roll on this table to determine the nature of any hazard that befalls a character outside the ship (2d6).

- 2 **Grisly Debris:** The character encounters about half of Kharghazz' head floating close to the ship. This can only happen once
- 3 **Suit Tear:** A ragged section of hull threatens to tear the character's suit. Roll 1d6 (1D). On a 4-6 (5-6 if the suit is a rescue suit) the suit has been torn and must be patched. (TH: This takes 1 turn per attempt, and decompression damage applies until the suit is patched. 1/2d6 NND Normal damage and 1/2d6 DEX Drain; apply damage per segment for large tears, per turn for tiny holes. (**CT:** This takes 30 seconds per attempt. Roll 7+, DM Vac suit skill. Every round the character has an unpatched suit, decompression damage is taken.
- 4 **Penetrating Impact:** The character is struck by a small piece of fast-moving debris, which is treated as a Body Pistol hit. If any damage gets through the suit, it is punctured as *Suit Tear*.
- 5 **Large Debris:** A large piece of debris skims close to the hull. To avoid being hit, make a DEX Roll at -1 (treat as *Dive For Cover* maneuver. (**CT:** Roll 9+. DM +1 if DEX 8+). If the character is hit, treat as a shotgun hit but no chance of puncturing the suit. In addition, a character who is struck might be torn free of the hull. Make a STR Roll to avoid being torn free of the hull (**CT:** Roll 7+, DM +1 if STR 8+). If torn free, see *Slip!* below.
- 6 **Slip!:** The character slips and starts to fall away from the hull. Make a DEX Roll to grab something (**CT:** Roll 9+, DM +2 is DEX 8+). Another character can grab the loose traveler and pull him back to the ship. This requires a successful *Grab* maneuver (**CT:** takes 1 30-second period to accomplish; roll 9+, DM +2 of Str 9+).
- 7-8 **Close Call**
- 9 **Non-penetrating Impact:** The character is struck by a small piece of fairly slow-moving debris, which causes no damage but may scare the character.
- 10 **Suit Tear:** A ragged section of hull threatens to tear the character's suit. Roll 1d6 (1D). On a 4-6 (5-6 if the suit is a rescue suit) the suit has been torn and must be

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patched. (TH: This takes 1 turn per attempt, and decompression damage applies until the suit is patched. 1/2d6 NND Normal damage and 1/2d6 DEX Drain; apply damage per segment for large tears, per turn for tiny holes. (CT: This takes 30 seconds per attempt. Roll 7+, DM Vac suit skill. Every round the character has an unpatched suit, decompression damage is taken.

- 11 **Penetrating Impact (major):** The character is struck by a piece of fast-moving debris, which is treated as an Autopistol hit. If any damage gets through the suit, it is punctured as *Suit Tear*.
- 12 **Collision:** The ship collides with another piece of large debris. Anyone on the hull may be shaken off. Make a DC15 Reflex save (CT: Roll 9+, DM +2 if DEX 8+, Vac suit skill) to avoid falling away from the hull. Characters detached from the hull may try to grab something as per Slip!, above.

GETTING BACK IN

Other, more inventive, solutions to the problem of getting back in might be tried. The most obvious is to use a winch attached to the rescue suit's cable clips. This is very hazardous since it will cause the character to scrape along the hull or to fly about on the end of a cable in a debris field. The Referee should determine how long it takes to winch a character in (say 1d6 rounds) and roll for a hazard each round, applying one on a 5-6 rather than the usual 6.

Once inside (however they get there, medical treatment is available as Captain Warner explains what he wants to do next.

Scene 5: Revelations (Key scene)

Captain Warner, though rather pale and weary due to the medication he has been given, still has a plan that might work. The ship can be conned from the emergency position in Engineering. This is not an ideal way to do it, but it should suffice. With Paul dead, any pilots among the travellers would be very useful if they will agree to help the Captain. Engineers would be useful too.

The Captain leads the way to Engineering and begins to configure an emergency helm setup. Just minutes later the ship's tumble begins to correct; then comes the familiar tug of powered maneuver. There is an anxious moment as something strikes the hull, causing it to ring like a colossal and very misshapen bell, but the engines do not falter. Cheering breaks out and a crewmember rushes off to inform the others.

But through it all the terrible truth becomes apparent from the astrogational displays; *Duchess Selene* has too high a vector, and too little power available. She cannot miss the edge of the atmosphere and in her present state diving into the methane soup up ahead will be like running into a wall.

There is no chance to save the ship after all, and the launch will not hold everyone.

As the chilly revelation sinks in, Captain Warner finally confronts the truth: he has caused this disaster through his pride and desperation. He shaved the odds just a little too close and now everyone aboard is going to pay for his folly. He quickly explains why this has come to pass and why he's going to have to ask his crew to volunteer to stay behind while someone gets the passengers away in the launch. There's simply no other way.

Unless...

CAPTAIN WARNER'S IDEA

The innermost moon of Thensall, SV-2802 according to the charts, might just be within reach. Perhaps it might be possible to put the *Duchess Selene* down on SV-2802. It will require a high-speed powered approach and a crash-landing, and it'll take more engine power than is currently available, but it's a chance.

Captain Warner asks Andrea to select randomly among the passengers and crew to see who gets the launch berths – it can carry 10 passengers and 2 crew – suggesting that the rest take their chances. He wants any engineers among the travellers to disconnect the safety systems on the ship's drives and give him as much power as they can, whatever the risk. He'll con the ship down in person; he's a pretty good pilot. Everyone else can find themselves a suitable place and brace for the crash. It's better than nothing...

REFEREE

Eugenie is virtually useless from here on. She is in deep shock at the death of Karghazz. She can be coaxed into activity for a few half-hearted minutes but soon lapses into crying or just listlessly staring into space. Silven is also quite badly hurt and limited in what she can achieve.

Act 5: The Wreck Of The Duchess Selene

Desperate measures have failed; but there is a chance to save some of the passengers

Scene 1: Sauve Qui Peut! (Key Scene)

The time has come to launch the lifeboat. The launch can carry 2 crew and 10 passengers; it could manage more but that would require the cargo area to be unloaded. There is simply not the time to empty the cargo area in the middle of the present crisis.

Exactly who is chosen to go aboard the launch, and how they are to be chosen, is up to the Referee. It is likely that the Low berth casualties will be given a place and Hargz sent to care for them. Silven and Eugenie, wounded in body and mind respectively, are good candidates, as are the cubs and their mother, Linvargh. This makes 6 adults. The 4 remaining places (and two crew posts) can be allocated at random or selected.

However, before an orderly evacuation can be carried out, mutiny erupts!

THE MUTINY

Some of the passengers have figured out that things are very bad indeed. Under the leadership of Granzh and Kaspar, they have decided to take the launch and escape. Kaspar is a good pilot, but additional flight personnel (coming along voluntarily or under duress) might be useful. It is possible that one or more crewmembers might have joined the mutineers. This is at the Referee's discretion; these are desperate times and people sometimes behave in unexpected ways when they are in a tight corner.

There are no guns available to the mutineers unless a crewmember has thrown in his or her lot with them, but the passengers have managed to arm themselves with makeshift clubs. Their main asset is Ohtorm, who has decided to join them and broken into the kitchen to grab a couple of cleavers.

The ringleaders of the escape plan (Granzh, Kaspar and Ohtorm) are desperate enough to fight anyone who gets in the way. They have been joined by others (Linvargh, the cubs, Renee and Keven). May would have gone with them but was not party to the secretive discussions. Orlando tried to dissuade them and was bundled aside, as was Janice who tried to help him. The mutineers are headed for the launch.

The characters may hear of the mutiny in several ways, perhaps when a breathless crewmember comes racing up the corridor, bringing a warning that becomes superfluous as the mutineers enter the corridor behind him or her. Alternatively they might find themselves suddenly under attack, or con-

fronted with the mob whilst preparing the boat for launch. They might be approached with a proposition – help steal the boat and get a place on it. Or, it may be the travellers who decide to steal the boat and escape, in which case they will be confronted by the crew and armed passengers.

However it plays out, this scene is likely to present some interesting problems.

DEALING WITH THE MUTINY

There are no weapons as such in the launch, but characters may be able to improvise something. They may even be able to talk the mutineers down, but that is unlikely. They are not even dissuaded by things like a jammed bay door – they are desperate and will threaten anyone who gets in the way. Tensions may escalate into violence and that in turn may lead to more lethal force being used.

This scene may be a standoff or a brawl. The mutineers may in fact gain control of the launch, though they will not be able to deploy it. If violence has been used, this will present a new problem for the crew to deal with – what to do with the survivors of a mutiny? Do they still get a place on the lifeboat?

REFEREE

Unless the players initiate violence, tension will build steadily during the standoff. The arrival of reinforcements, possibly armed, may defuse the situation before anything serious happens, though already two people have been (mildly) assaulted. Alternatively, dealing violently with one of the mutineers may dissuade the others from trying anything.

Scene 2: Never Say Die (Key Scene)

Having dealt with the mutiny and loaded the lifeboat up, it is now possible to launch it. This is not by any means a safe procedure, since the boat must exit into a debris field. Anyone aboard the boat may have to deal with piloting emergencies, collisions with debris and panic among the passengers, but at least they are clear of the liner and now have a chance to escape.

For those aboard, things are pretty grim. All that it is possible to do is to try to milk the powerplant and the jury-rigged drives for all the power they can deliver and try to change vector enough to crashland on SV-2802. There is no reason to be anywhere other than engineering at this point, unless there are still casualties aboard in which case some

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characters may be tending to them elsewhere (probably sick bay).

The Referee should ask for *Combat Piloting* and *SS: Engineering* skill rolls from the characters handling these tasks, but the result will be much the same in either case. There is still not enough thrust; either the *Duchess Selene* will race past SV-2802 and fall into Thensall's atmosphere, or else she will plow straight into the moon at a speed nobody can survive. The pilot has that choice but no others – unless yet more power can be found.

It would be possible to rip out all the safety cutouts and let the drive run wild, but that is virtually certain to blow the drive coolant pipes, sending killing-hot vapor howling through the engineering spaces and probably much of the rest of the ship. However, there is no other way. Someone will have to remain in Engineering and con the ship, though they are unlikely to survive long enough to make a landing.

Captain Warner has already decided to do this. He asks any engineers or technical people left aboard to rig the drive then get to some other part of the ship. If an engineer or another pilot insists on staying to help, the Captain warns them that they probably won't survive but allows them to remain. He will not permit anyone to remove him from engineering; this is his ship and he will do what he can to save it, no matter what.

RIGGING THE DRIVE

This is a simple enough task, being a matter of disconnecting all the normal safety interlocks. Any character with *SS: Engineering* skill can do it, though the moon just minutes away now adds a new urgency to the task. An engineer can tell that if someone remains on station, it might be possible to nurse the drives a little longer before the coolant blows its pipes, but it is an insane risk.

MAKING THE LANDING

The ship is now just four minutes from impact with SV-2082. Each minute, the pilot must make a *Combat Piloting* skill roll; each success reduces the severity of the crash by one level. If more than one pilot is present, skills may be combined. Each minute, there is a chance that the coolant pipes blow unless the engineer (if any) manages to prevent it.

The coolant pipes will not necessarily burst if the engineer fails to control the flow, but it is increasingly likely. In the round that the pipes crack, superheated drive coolant starts to spray about the room. Anyone not in a sealed suit will be killed instantly. Suited characters take 3d6 NND Normal (does BODY) damage per minute (CT: 2D damage). Armor does not protect against this damage.

Each minute after the pipes go, the Referee should roll to see if a second failure occurs. If this is the case then the system fails catastrophically. The room is filled with coolant vapor, killing everyone inside. If the iris valve is open, the rest of the ship may also be flooded with vapor. If the second

failure does not occur, the pilot may keep on trying to fly the ship but the engineer is now redundant and should probably flee – Captain Warner will certainly urge them to! Characters with Engineering skill will know that they have to get out NOW, since the pipes are about to go completely.

Note that a stage 1 failure automatically happens in the last minute before landing; if the pipes have not already cracked then travellers in the engineering space may survive, but if the pipes are already leaking it is certain death for everyone!

In any case, when the pipes go in round 4, Captain Warner takes a full blast and is killed. He will probably be at the emergency conning position to the end, trying to line up his dying ship for a landing. Such is his determination that he is permitted to make the last Pilot roll even if he is dying, and sentimental Referees may decide that this Pilot check is an automatic success. In that case it is as if the ship has forgiven him and seems to level herself out, for surely no pilot could be alive in that cloud of metallic steam...

It may be that, even if the pipes went early the ship seems to be under control right to the end. The Referee may allow an extra Pilot check to be counted as made, perhaps creating a spooky legend of a ghost Captain still trying to save his ship and earn a measure of redemption for his earlier folly.

Whatever happens, *Duchess Selene* goes into the ground, and hard!

Scene 3: With His Hand On The Throttle...

The severity of the crash depends upon how many successful *Combat Piloting* (CT: Pilot) skill rolls were made:

NUMBER OF CHECKS CRASH SEVERITY

- | | |
|---|--|
| 0 | Catastrophic Impact: Everyone aboard is killed; the ship is nothing more than a scattering of debris around SV-2802's newest crater. |
| 1 | Devastating: The ship goes in at a steep angle and crumples like a discarded drinks can. Survival is highly unlikely. Everyone aboard takes 6d6K (CT: 10D damage) |
| 2 | Severe: The ship goes in flat, skips a couple of times, and wraps herself around a rock outcrop. Everyone aboard takes 4d6K (CT: 7D) |
| 3 | Serious: The ship slams down hard and fetches up against a crater wall. Everyone aboard takes 2d6K damage (CT: 4D) |
| 4 | Crashlanding: Amazingly, the ship skids in almost under control. She is a structural write-off but actually has some sound compartments capable of holding air. All occupants take 1d6K damage (CT: 2D) |

ON THE GROUND

The *Duchess Selene* comes to rest just 1 hour, 2 minutes and 23 seconds after Jump emergence. The characters have truly lived through ‘one crowded hour of glorious life’.

The situation they find themselves in is not at all good. The ship is down on an inhospitable moon, and is badly wrecked (at best). Everyone aboard is injured, and it is likely that several characters are dead or in a critical condition. The survivors will have to find a way to survive and send a distress signal; not an easy task given how smashed-up the ship is.

However, at least some of them are alive, which is more than can be said for Captain John Warner. Characters checking out the remains of the engineering area find him dead in his suit, killed by the escaping coolant vapor as he lined the ship up for landing. He probably was killed well before the crash, yet the ship seemed to be under control right to the end. There is no sensible explanation for this.

However, the travellers have some urgent problems to deal with rather than ponder this, such as the need for power, air and water. Soon after the crash, the launch comes in to land since it has nowhere else to go; it does not have the endurance to reach the system’s Mainworld.

Now all the travellers have to do is to survive until help arrives, if it ever does.

Epilogue: The Charity Of Strangers

The survivors are rescued by members of a local belter community.

Scene 1: Rescue!

Mere hours after the crash, a ship arrives overhead. It is a battered old Type J Seeker belonging to prospectors working this system. They picked up the GK signal but their reply was not received. Following them is an ore shuttle that has been hurriedly dumped out and sent off to the rescue.

The Belters land nearby and cautiously approach the wreck. Getting inside, removing casualties and similar tasks might present something of a problem if the Referee feels that the characters have not suffered enough already!

The Belters have a very rough-and-ready settlement just a few hours' flight away, and will take the survivors there. Depending on where the Referee decides to locate the adventure, this may be the only settlement in the system, or there may be a bustling major port just a few days' transit away, with rescue tugs already en route.

Alternatively, the *Duchess Selene* may have Misjumped much further than anyone suspected. She might be very far from familiar space, or have spent weeks, months, even years in Jump without her crew realizing. Perhaps this adventure might lead to a long voyage homeward or an attempt to make a new life far from Imperial space (in which case the Belters are likely to be aliens of some kind). Perhaps the ship took a one-way trip into the future, so to speak. If so, this adventure could be a gateway to adventures in an entirely different era.

What happens next is very much another story....

Epic Adventure Checklist

Item	Key Scene
ACT 1: TRAVELLING IN STYLE	
Scene 1: Six Days out	Y
ACT 2: IN THE UNLIKELY EVENT OF EMERGENCY...	
Scene 1: In the Lap of Luxury	Y
Scene 2: Please Remain Calm	Y
Scene 3: Follow emergency procedures as directed...	
Scene 4: in the event of cabin pressure failure...	
Scene 5: Taking Stock	
ACT 3: SAVE THE SHIP!	
Scene 1: Into The Fray	Y
Scene 2: Waking the Dead	
Scene 3: Damage Control	
Scene 4: Information at Last!	Y
Scene 5: Preparations	Y
ACT 4: HEROIC MEASURES	
Scene 1: An Almighty Crash	Y
Scene 2: The Bridge	
Scene 3: Crisis In The Dining Hall	
Scene 4: A Short Walk And A Long Fall	
Scene 5: Revelations	Y
ACT 5: THE WRECK OF THE DUCHESS SELENE	
Scene 1: Sauve Qui Peut!	Y
Scene 2: Never Say Die	Y
Scene 3: With His Hand On The Throttle...	
EPILOGUE: THE CHARITY OF STRANGERS	
Scene 1: Rescue!	

The Cast Of Characters

THE CREW OF THE DUCHESS SELENE

CAPTAIN JOHN WARNER

TH: Captain John Warner

8 STR	9 DEX	9 CON	10 BODY	13 INT
11 EGO	15 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	18 END	19 STUN	

Abilities: Fringe Benefit: Captain, Starship License; Well-Connected; 1) ContaCT: GM Choice #01 (2 Active Points) 11-; 2) ContaCT: GM Choice #02 (2 Active Points) 11-; 3) ContaCT: GM Choice #03 (2 Active Points) 11-; 4) ContaCT: GM Choice #04 (2 Active Points) 11-; 5) ContaCT: GM Choice #05 (2 Active Points) 11-; 6) ContaCT: GM Choice #06 (2 Active Points) 11-; 7) ContaCT: GM Choice #07 (2 Active Points) 11-; 8) ContaCT: GM Choice #08 (2 Active Points) 11-; 9) ContaCT: GM Choice #09 (2 Active Points) 11-; 10) ContaCT: GM Choice #10 (2 Active Points) 11-; 11) ContaCT: GM Choice #11 (2 Active Points) 11-; Money: Well Off; Skill Master (+3 with all Skills based on PRE); Environmental Movement (No Penalties in Zero G); Bureaucratics 13-; Combat Piloting 12-; Computer Programming 12-; Electronics 12-; Jack of All Trades; 1) PS: Naval Officer (ex) (2 Active Points) 11-; 2) PS: Starship Captain (8 Active Points) 15-; 3) PS: Vac Suit (3 Active Points) 11-; 4) PS: Zero G Combat (3 Active Points) 11-; Mechanics 12-; Navigation (Air, Hyperspace, Space) 14-; Oratory 13-; Persuasion 13-; Scholar; 1) KS: Fleet Tactics (3 Active Points) 12-; 2) KS: Imperial Navy (2 Active Points) 11-; 3) KS: Imperial Space (2 Active Points) 11-; 4) KS: Interstellar Law (4 Active Points) 13-; 5) KS: Recruiting (2 Active Points) 11-; SS: Astronomy 11-; SS: Physics 11-; Streetwise 13-; Systems Operation (Communications Systems, Sensors) 12-; Tactics 12-; TF: Grav Vehicles/Hovercraft; TF: Personal Use Spacecraft, Commercial Use Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft; WF: Handguns, Laser Pistols, Laser Rifles, Shotguns

75+ Disadvantages: Age: 60+; Psychological Limitation: Scared Of Being Put Out To Pasture Due To His Age (Common, Total); Psychological Limitation: Sense Of Duty To His Ship And Crew (Common, Total); Rivalry: Professional (Alice Rohaii, Courier Captain; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)

CT: John Warner 566788 Human age 62 11 terms Admin-2, Navigation-3, Leader-2, Pilot-2, Recruiting-2, Computer-2, Liaison-2, Mechanical-1, Electronics-1, Vac Suit-1, Grav Vehicle-1, Ship Tactics-1, Laser Weapons-1, Pistol-1, Shotgun-1, Carousing-1, Fleet Tactics-1, Zero-G Combat-1, Streetwise-2.

The captain of the *Duchess Selene* is well known as an efficient and skillful ship's master. After a 20-year career in the Imperial Navy, he left with the rank of Commander and more than one decoration for valor, and hired on with Tukera Lines. A few years later he was headhunted by Maxos and offered command of a subsidized merchant. Since then he has held a series of commands, most of them prestigious liners. Warner has never served an administrative stint, though he has been through the usual transfer-of-command period of retraining several times. He usually has taught others rather than been taught himself during these periods, and is very highly respected.

Warner is the model of a seasoned merchant captain. At 62, he is tall and slim, with a ready smile and a word of encouragement to the crew. His gray hair and beard are always neatly trimmed and his uniform would pass any naval inspection. Warner drinks the odd social glass of wine with the passengers, and exchanges amusing stories of his adventures on the spaceways with them, but never quite loses his polite reserve. Even when enthusiastically denouncing the antics of an old shipmate or a particularly idiotic free trader captain, there is always a part of captain Warner that is elsewhere, watching over his precious ship and her crew.

Referee: Warner is everything he seems to be: charming, competent and caring. However, he has a problem. He knows that a personnel review is coming up and that most captains of his age are already flying desks or living comfortably as retired Line Commodores. The severance deal and pension that Warner will receive is enormous, but the thought of accepting it frightens him to his soul. He knows that sooner or later he will lose his command, and that he will not get another one, not with so many talented young officers – some of whom he trained and mentored – coming through the system. If he loses his command he will be on the slippery slope to retirement and oblivion. Thus Walker is desperate to pass this evaluation with higher marks than everyone else, so that Maxos cannot possibly beach him. He would, quite literally, die rather than relinquish this ship. This has led to some rather questionable decisions.

Captain Warner has a reputation for getting his ship from place to place with greater speed and efficiency than anyone else. Anyone, that is, except captain Alice Rohaii of the courier Tonnere. Rohaii has been knocking hours and even days off her run times for the past few months, and Warner knows she is bucking for command of a liner. He is afraid that she will get his.

As it happened, Tonnere left the *Duchess Selene's* last port of call just ahead of her, carrying mail on the same run.

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Despite his better judgment, Warner could not resist the challenge. He would show the Personnel Board what he was still capable of by making up time on the courier. She might be faster out to the Jump point, but there are ways to shave hours off a transit. Risky ways, true, but after forty years aboard starships, John Warner knows his business.

And so, unknown to the passengers, their ship is involved in a deadly race, and the captain has taken one risk too many. Over-ruling the astrogator, he plotted the Jump himself. It is a masterpiece that will shave hours off the transit. After clearing the Jump Limit by the barest margin, and at full acceleration, the *Duchess Selene* entered Jump on a vector that will bring her out equally close to her destination, with a perfect least-time approach vector set up. All that remains to do is to decelerate and dock – and accept the grudging admiration of Warner's rivals.

The Jump plot was every bit as tight as Warner thought, and it was almost as perfect as he wanted. However, he missed something. In an effort to shave a few minutes off the port-to-Jump leg, *Duchess Selene* redlined her drives all the way. There was only a slight risk in doing so, and in the event nothing went wrong. Nothing, that is, except for a tiny fluctuation in the ship's powerplant output as the maneuver drive was cut at the last possible second and the Jump drive activated.

Normally, the power dip would have no effect. It was barely enough to register on instruments, let alone be felt by the crew. But it was just enough to disturb the abnormally tight Jump Plot by a tiny amount. With no margin for error whatsoever, the slightest error could have only one outcome.

Duchess Selene has Misjumped – ever so slightly, but with disastrous results.

FIRST OFFICER ANDREA TASKAII

TH: First Officer Andrea Taskaii

11 STR	11 DEX	11 CON	11 BODY	13 INT
11 EGO	13 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	23 STUN	

Abilities: Well-Connected; 1) ContaCT: GM Choice #1 (2 Active Points) 11-; 2) ContaCT: GM Choice #2 (2 Active Points) 11-; 3) ContaCT: GM Choice #3 (2 Active Points) 11-; 4) ContaCT: GM Choice #4 (2 Active Points) 11-; 5) ContaCT: GM Choice #5 (2 Active Points) 11-; 6) ContaCT: GM Choice #6 (2 Active Points) 11-; Environmental Movement (no penalties in Zero G); Bureaucratics 13-; Combat Piloting 12-; Computer Programming 13-; High Society 12-; Jack of All Trades; 1) PS: Carousing (4 Active Points) 13-; 2) PS: Liaison (4 Active Points) 13-; 3) PS: Vac Suit (4 Active Points) 12-; 4) PS: Zero G Combat (3 Active Points) 11-; KS: Interstellar Law 13-; KS: Service Area 11-; Navigation (Air, Hyperspace, Space) 14-; SS: Astronomy 11-; SS: Physics 11-; Streetwise 13-; Systems Operation (Communications Systems, Sensors) 12-; Tactics 12-; TF: Grav Vehicles/Hovercraft; TF: Personal Use Spacecraft, Commercial Use Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft; WF: Handguns, Shotguns

75+ Disadvantages: Age: 40+; Psychological Limitation: Hero Worship of Captain Warner (Common, Strong); Psychological Limitation: Devotion To Her 2 Sons (Common, Strong); Social Limitation: In The Midst Of A Messy Divorce (Frequently, Major)

CT: Andrea Taskaii 777887 Human age 41 6 terms Pilot-2, Navigation-3, Computer-2, Admin-2, Carousing-2, Liaison-2, Vac Suit-1, Pistol-0, Shotgun-0, Grav Vehicle-1, Ship Tactics-1, Zero-G Combat-0, Streetwise-2.

A career merchant-service officer with a full master's ticket, Andrea serves as astrogator and first officer. She has not yet commanded a vessel but is overdue for a captain's slot. Aged 41, she is a rather matronly looking woman who might be mistaken for a cheerful ship's head chef at first glance. However, Andrea has 20 years' experience as a merchant officer, some of it aboard freighters serving roughneck frontier outposts. She prefers to lead with quiet words and clear instructions, but if that fails, she can bite.

It is an open secret that Andrea is at the top of a very short list to be the next commander of the *Duchess Selene*. Indeed, Captain Warner has recommended her for a command three years running. Despite his own worries about not getting another ship, he is a fair man who recognizes talent and has always tried to further the career of skilled subordinates. This is one reason why Andrea, who knows the captain about as well as anyone else, thinks so highly of him.

Referee: Andrea's respect for the captain goes a little too deep; almost to the point of hero-worship. She disagreed with some of his decisions on the run out, but could not bring herself to protest his extremely tight Jump plot. This was partly because she did not want to admit that her mentor

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could possibly be flawed in his judgment and partly because she wanted to let him show what he could do; she wants Captain Warner to get another command as much as he does.

Andrea has another problem too. Her career has finally placed too much strain on her marriage, resulting in a messy divorce and estrangement from her two young-teenage children. This distraction may have been a factor in her misjudgment of Warner's' decisions, though in fairness the whole arrangement was within safety margins – just – and the Misjump was simply a matter of bad luck.

CHIEF ENGINEER KARGHAZZ SEZRHK

TH: Chief Engineer Karghazz Sezrhk

11 STR	11 DEX	11 CON	11 BODY	11 INT
10 EGO	11 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	23 STUN	

Abilities: Well-Connected; 1) ContaCT: GM Choice #1 (2 Active Points) 11-; 2) ContaCT: GM Choice #2 (2 Active Points) 11-; 3) ContaCT: GM Choice #3 (2 Active Points) 11-; Environmental Movement (no penalties in Zero G); Combat Piloting 11-; Computer Programming 12-; Electronics 13-; KS: Emergency Damage Control 11-; Mechanics 13-; Navigation (Air, Hyperspace, Space) 11-; PS: Vac Suit 11-; SS: Gravitics 11-; SS: Physics 11-; SS: Astronomy 8-; SS: Starship Engineering 12-; SS: Naval Architecture 11-; Security Systems 11-; Systems Operation (Communications Systems, Sensors) 11-; TF: Personal Use Spacecraft, Commercial Use Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft; TF: Grav Vehicles/ Hovercraft; WF: Handguns, Shotguns

75+ Disadvantages: Psychological Limitation: Arrogant (Common, Strong); Psychological Limitation: Show Off (Common, Strong); Social Limitation: Treats His Underlings Very Poorly (Frequently, Major)

CT: Karghazz Sezrhk 777787 Human age 28 3 terms Engineering-2, Mechanical-3, Electronics-3, Gravitics-2, Computer-2, Navigation-1, Pilot-1, Vac Suit-1, Pistol-0, Shotgun-0, Grav Vehicle-0, Zero-G Combat-0.

Despite the obviously Vargr name, Karghazz is a human from a thoroughly intermixed human-vargr society. At 28 he is rather young for his post, especially since he also fills the Second Officer slot aboard *Duchess Selene*. He is, however, well qualified and thus far has lived up to his impressive references. Karghazz is extremely ambitious, planning to make First Officer by 30 and Captain within 5 years after that. Judging by his career so far, he might indeed manage it.

Karghazz takes care to appear the model merchant officer, deliberately styling himself after the captain. His oft-repeated phrase 'the Captain wouldn't like that' is sometimes parodied by other crewmembers, since when trying to ape the grave dignity of a 40-year merchant officer he sometimes comes over as a little hysterical.

Karghazz is not that well liked aboard *Duchess Selene*. This is his first cruise and he has made several pointless changes just to show who's boss in his department. He also

tends to lord it over the 'lower orders' (the gunners) and to be a little mean to the deck personnel (stewards and medic) since they are just glorified restaurateurs, not real spacers.

Despite his arrogance and a measure of overconfidence, Karghazz is actually very good at what he does. The captain rather likes him, and is quietly trying to show the young engineer a better way to behave towards his peers without the embarrassment of a good talking-to. Of course, the captain doesn't have to work with him every day... those who do find themselves wishing Karghazz would be summoned to the captain's office for a thunderbolt on a pretty regular basis.

Referee: Karghazz is pretty much as presented here. He was not the least bit dismayed at the captain's decisions; he relished the chance to show what he could do and will not hear a word of criticism about what happened directed at himself or the captain. The pilot may be at fault, or the astrogator, but nobody else...

GUNNERY OFFICER BAR GURLPHEN

TH: Gunnery Officer Bar Gurlphen

12 STR	13 DEX	12 CON	12 BODY	11 INT
11 EGO	13 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	24 END	24 STUN	

Abilities: *Brawling Skill:* (Total: 20 Active Cost, 17 Real Cost) +2 with HTH Combat (Real Cost: 10) plus Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 7); Fringe Benefit: Sergeant; Well-Connected; 1) ContaCT: GM Choice #1 (2 Active Points) 11-; 2) ContaCT: GM Choice #2 (2 Active Points) 11-; 3) ContaCT: GM Choice #3 (2 Active Points) 11-; 4) ContaCT: GM Choice #4 (2 Active Points) 11-; 5) ContaCT: GM Choice #5 (2 Active Points) 11-; Environmental Movement (no penalties in Zero G); Breakfall 12-; Combat Driving 12-; +1 with Ranged Combat; +2 with All Combat; Demolitions 11-; Jack of All Trades; 1) PS: Battledress (3 Active Points) 12-; 2) PS: Forward Observer (3 Active Points) 11-; 3) PS: Marine (3 Active Points) 11-; 4) PS: Vac Suit (2 Active Points) 11-; 5) PS: Zero G Combat (3 Active Points) 12-; KS: Imperial Marines 11-; KS: Emergency Damage Control 11-; KS: Military World 11-; Stealth 12-; Systems Operation (Communications Systems) 11-; Tactics 11-; KS: Boarding Actions 11-; KS: Imperial Navy Customs and Protocols 11-; Survival (Desert) 11-; TF: Grav Vehicles/ Hovercraft; WF: Vehicle Weapons - High Energy Weapons, Vehicle Weapons - Lasers, Vehicle Weapons - Meson Guns, Vehicle Weapons - Missiles, Vehicle Weapons - PAW; WF: Small Arms, Laser Pistols, Laser Rifles; WF: Blades

75+ Disadvantages: Social Limitation: Subject to Orders (Frequently, Major); Psychological Limitation: Hatred Of Karghazz And The Way He Treats His Subordinates (Common, Strong)

CT: Bar Gurlphen 888777 Human age 38 5 terms Gunnery-2, Demolitions-1, Forward Observer-1, Survival-1, Pilot-0, Vac Suit-1, Pistol-2, Combat Rifleman-2, Cutlass-2, Brawling-1, Zero-G Combat-1, Grav Vehicle-1.

An ex-Imperial Marine sergeant aged 38, Bar is acutely embarrassed that her first name is actually 'Barbie'; she

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never admits to this unless she has to. Bar served with some distinction for 16 years in the Imperial Marine Corps before mustering-out just ahead of an investigation into an inappropriate relationship with one of her section leaders, to whom she is now married. Injured in action on more than one occasion, Bar walks with a slight limp and sometimes explodes into soldierly swearing if she catches her left ankle on something. This is just one of several tender or damaged spots that she bears as badges or honor.

As well as gunnery officer, Bar is responsible for shipboard security in her capacity as Third Officer. She, the Captain and the First Officer have access keys to all weapons lockers aboard ship, and to the ship's locker. Bar takes her duties seriously but enjoys life aboard ship to the full. She works out hard to avoid putting on weight thanks to the excellent cuisine, and is developing quite a palate for fine wine. She disapproves of Karghazz but tolerates him as best she can.

Referee: Whilst Bar is willing to put up with abuse directed at herself, she does not like Karghazz picking on her subordinates. Several 'quiet words' have failed to sort this problem out and, chain of command or no, she secretly wants to teach him some respect, Marine Corps style. If Karghazz pushes matters too far, Bar will lose her temper with him sooner or later and beat him to a bloody pulp.

CHIEF PILOT PAUL VAUBAN-TANDERHOLTZ

TH: Chief Pilot Paul Vauben-Tanderholtz

11 STR	13 DEX	11 CON	11 BODY	11 INT
11 EGO	11 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	23 STUN	

Abilities: *Brawling Skill:* (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3); Well-Connected; 1) **ContaCT:** GM Choice #1 (2 Active Points) 11-; 2) **ContaCT:** GM Choice #2 (2 Active Points) 11-; 3) **ContaCT:** GM Choice #3 (2 Active Points) 11-; 4) **ContaCT:** GM Choice #4 (2 Active Points) 11-; Environmental Movement (no penalties in Zero G); AK: Imperial Space 11-; Combat Piloting 14-; +1 with Ranged Combat; Computer Programming 11-; Electronics 11-; Navigation (Hyperspace, Space) 11-; PS: Vac Suit 11-; PS: Zero G Combat 12-; PS: Imperial Scout (ex) 11-; Scholar; 1) KS: Electronic Warfare Systems (2 Active Points) 11-; 2) KS: Imperial Navy Customs and Protocols (2 Active Points) 11-; 3) KS: Imperial Scout Service Customs and Protocols (2 Active Points) 11-; 4) KS: Linguistics (2 Active Points) 11-; +1 Overall (10 Active Points); Custom Modifier (only to negate skill level penalties; -1); Survival 11-; Systems Operation (Communications Systems, Sensors) 12-; TF: Personal Use Spacecraft, Commercial Use Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft; WF: Vehicle Weapons-High Energy Weapons, Vehicle Weapons-Lasers, Vehicle Weapons-Meson Guns, Vehicle Weapons-Missiles, Vehicle Weapons-PAW; WF: Handguns, Shotguns

75+ Disadvantages: Social Limitation: Rarely Changes Socks And Picks His Nose In Public (Frequently, Major); Psychological Limitation: Always Sleeps With The Light On, Cannot Stand An Open Door (Uncommon, Total)

CT: Paul Vauban-Tanderholtz 787777 Human age 35 4 terms Pilot-3, Commo-2, Gunnery-1, Survival-1, Vac Suit-1, Pistol-1, Shotgun-1, Grav- Vehicle-1, Brawling-1, Jot-1, Zero-G Combat-0.

Despite his rather impressive name, Paul hails from a poor family and has done well for himself in finding such a prestigious career. He learned his trade as a pilot in the Scout Service, serving 12 years with Communications Branch. Paul did his share of stints as an Xboat pilot and acquired some habits he has never shaken. Some are unpleasantly personal, such as rarely changing his socks and picking his nose in public, so the captain generally tries to keep Paul away from passengers. Despite five years in service to Maxos, Paul has never quite got the hang of formal uniform. He manages to make even his dress uniform look a bit scruffy, and constantly loses his hat.

Paul cannot stand an open door. Or jar, or closet, or anything else that can be shut, secured or dogged down. His obsession with closing things can be annoying. He also insists on eating all the food of one type on his plate before moving on to the next; for example, peas then meat, potatoes then broccoli. He sleeps with the light on, too, but will not explain why.

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Despite all this Paul is a very fine pilot with an excellent record, and is well respected among the crew.

Referee: Paul spent a little too much time alone in Jumpspace with an over-active imagination. He suffers from nightmares from time to time and is seriously afraid of the dark, though the black of space does not bother him. By no means a 'flake', Paul is just an ordinary individual with a few little quirks.

MEDICAL OFFICER HARGZ ENVER

TH: Medical Officer Hargz Enver

9 STR	13 DEX	11 CON	10 BODY	13 INT
10 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	21 STUN	

Abilities: Vargr Racial Abilities; 1) +1 PER with all Sense Groups; 2) +3 PER with Smell/Taste Group; 3) Tracking with Smell/Taste Group; 4) *Vargr Claws:* Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR); 5) Ultrasonic Perception (Hearing Group); 6) +3 PER with Hearing Group; 7) Running +3" (9" total); Well-Connected; 1) **ContaCT:** GM Choice #1 (2 Active Points) 11-; 2) **ContaCT:** GM Choice #2 (2 Active Points) 11-; 3) **ContaCT:** GM Choice #3 (2 Active Points) 11-; 4) **ContaCT:** GM Choice #4 (2 Active Points) 11-; Fringe Benefit: License to practice Medicine; AK: Imperial Space 11-; Bureaucratics 12-; Computer Programming 13-; Language: Vargr (idiomatic) (4 Active Points); Language: Galangic (completely fluent); Paramedics 14-; PS: Liaison 12-; PS: Vac Suit 12-; PS: Free Trader 11-; Scholar; 1) KS: Disaster Relief (3 Active Points) 12-; 2) KS: Medical Administration (3 Active Points) 12-; 3) KS: Triage (6 Active Points) 14-; SS: Medicine 14-; SS: Surgery 13-; SS: Pharmacology 13-; Systems Operation (Communications Systems, Medical Systems) 12-; TF: Common Motorized Ground Vehicles, Grav Vehicles/ Hovercraft; WF: Blades, Handguns, Shotguns

75+ Disadvantages: Physical Limitation: Night Blindness (Infrequently, Slightly Impairing); Psychological Limitation: Pack Mentality (Common, Moderate); Vulnerability: 1 1/2 x Effect Interaction skills and presence attacks (Common); Reputation: Champion Goldbrick, 11- (Known Only To A Small Group)

CT: Hargz Enver 777787 Vargr age 35 4 terms Medical-3, Admin-2, Computer-2, Liaison-2, Vac Suit-0, Cutlass-0, Pistol-0, Shotgun-0, Wheeled Vehicle-0, Grav Vehicle-0

Hargz is a Vargr with a complex and convoluted career history. After a stint in the corporate sector as an administrator, he attended University and obtained a degree in Medical Administration, which led first to a job in a hospital and later to volunteer work with an aid agency. Five years in the refugee camps and disaster-rescue trauma centers were enough for him, so he took a series of jobs aboard free traders, leading eventually to better berths aboard vessels like *Duchess Selene*. As a result Hargz, who has no place in the chain of command, is the member of the crew best suited to dealing with a disaster like the one going on around them.

Hargz is approaching middle age rather rapidly. Along with the graying muzzle and a few obvious old injuries (including one time when he was accidentally shot), he is rather tubby and normally appears a bit slow to get going. That changes as the crisis deepens, but by nature Hargz is easygoing and extremely laid back. He is also a champion gold-bricker when nothing serious is going on, and tends to try to get others to do his work for him. This will go against him when he issues orders.

Referee: Hargz is as presented; a middle-aged, lazy but good-natured Vargr whose long experience as a trauma medic will gradually come to the surface as the situation goes on. Hargz may be destined for a hero's role if anyone can be persuaded to take him seriously.

CHIEF STEWARD/PURSER KIM FELDERMANN

TH: Chief Steward Kim Felderman

9 STR	11 DEX	11 CON	10 BODY	13 INT
11 EGO	13 PRE	14 COM	2 PD	2 ED
2 SPD	4 REC	22 END	21 STUN	

Abilities: Well-Connected; 1) **ContaCT:** GM Choice #1 (2 Active Points) 11-; 2) **ContaCT:** GM Choice #2 (2 Active Points) 11-; Bribery 13-; Bureaucratics 12-; Conversation 14-; Jack of All Trades; 1) PS: Carousing (3 Active Points) 12-; 2) PS: Steward (3 Active Points) 12-; 3) PS: Vac Suit (3 Active Points) 11-; Streetwise 13-; Systems Operation (Communications Systems, Computers) 12-; TF: Grav Vehicles/Hovercraft; WF: Handguns, Shotguns

75+ Disadvantages: Psychological Limitation: Very Possessive of her ship (Common, Strong); Psychological Limitation: Hates Khargazz with a passion (Common, Strong); Social Limitation: Sense of Duty to ship and passengers (Very Frequently, Major)

CT: Kim Feldermann 677877 Human age 27 2 terms Streetwise-2, Steward-2, Bribery-2, Computer-1, Admin-1, Vac Suit-0, Pistol-0, Shotgun-0, Carousing-1, Grav Vehicle-0.

Kim Feldermann is a 27-year-old career steward. She is one of the best, though some people assume that she was hired for her looks. She has been aboard the *Duchess Selene* longer than any other crewmember; 6 years in total, having come aboard virtually out of merchant academy. This can lead to a rather possessive attitude towards 'her' ship. She can also be rather fussy about disruptions and mess, but is realistic enough to go along with whatever is necessary to preserve the safety of the passengers and the ship.

Kim hates Karghazz with a passion, though she is just about able to remain professional in his presence.

Referee: Kim is scared as hell; this kind of thing doesn't happen aboard nice ships like *Duchess Selene*. However, she knows her duty is to the passengers and will do her best for them. Although she knows what to do, she is no leader and will probably not be much use in keeping people calm or getting them to do whatever is necessary. She may become angry or frustrated when a passenger cannot manage Rescue

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Ball Drill, even though she taught them it properly, right out of the manual. Kim's increasingly determined efforts to help will probably be a nuisance to those who actually know what to do, but her heart is in the right place.

If Kim discovers that the captain endangered the crew and passengers by his actions, she will become insanely angry and may even attack him.

ASSISTANT ENGINEER EUGENIE MIDRAASCIAA

TH: Assistant Engineer Eugenie Midraasciaa

9 STR	11 DEX	11 CON	10 BODY	13 INT
11 EGO	11 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	21 STUN	

Abilities: Contact #1 11-; Computer Programming 12-; Electronics 13-; Gambling 12-; KS: Emergency Damage Control 11-; KS: Jump Drives 11-; KS: Starship Maneuver Drives 11-; KS: Starship Power Plants 11-; Mechanics 13-; PS: Starship Engineer 11-; PS: Vac Suit 11-; SS: Gravitics 11-; SS: Physics 11-; SS: Starship Engineering 12-; TF: Commercial Starships; TF: Grav Vehicles/Hovercraft; WF: Handguns, Shotguns

75+ Disadvantages: Psychological Limitation: Massive Crush on Chief Engineer (Common, Strong); Social Limitation: Always Does Her Job By The Book (Very Frequently, Major, Not Limiting In Some Cultures)

CT: Eugenie Midraasciaa 677787 Human age 22 1 term Engineering-1, Mechanical-2, Electronics-2, Computer-1, Gambling-1, Vac Suit-0, Grav Vehicle-0, Pistol-0, Shotgun-0.

Eugenie is a recent Maxos hiring. She is 22, just out of university with a shiny new degree in Starship Engineering and Applied Gravitics, and is painfully aware of her lack of experience. She is a good theoretical engineer but has yet to develop the almost reflexive habits of an experienced officer; she can get the job done but in a by-the-book, unsure-of-herself sort of way. Karghazz has not helped this much, spending more time showing her how clever he is than actually helping her become good at the job. Despite this, or perhaps because of it, Eugenie has a crush on her superior and follows his lead with complete faith.

Referee: Eugenie is skilled and dedicated, but young and easily led. She will do her best at all times and, if she can be persuaded to see the sense of what someone is saying, may even go against Khargaz' opinion.

HEAD CHEF JANICE COLLINS

TH: Head Chef Janice Collins

11 STR	11 DEX	11 CON	10 BODY	13 INT
11 EGO	15 PRE	14 COM	2 PD	2 ED
2 SPD	4 REC	22 END	22 STUN	

Abilities: Well-Connected; 1) Conta**CT:** GM Choice #1 (2 Active Points) 11-; 2) Conta**CT:** GM Choice #2 (2 Active Points) 11-; 3) Conta**CT:** GM Choice #3 (2 Active Points) 11-; 4) Conta**CT:** GM Choice #4 (2 Active Points) 11-; 5) Conta**CT:** GM Choice #5 (2 Active Points) 11-; Streetwise 12-; TF: Grav Vehicles/Hovercraft; Combat Driving 11-; WF: Handguns, Shotguns; Scholar; 1) KS: Cooking (6 Active Points) 14-; 2) KS: Dietician (3 Active Points) 12-; 3) KS: Dukh Imperial Hotels (3 Active Points) 12-; 4) KS: Gourmet Cuisine (6 Active Points) 14-; 5) KS: Imperial Politics (3 Active Points) 12-; Instructor 13-; Seduction 12-; Jack of All Trades; 1) PS: Carousing (3 Active Points) 12-; 2) PS: Head Chef (3 Active Points) 12-; 3) PS: Liaison (4 Active Points) 13-; 4) PS: Steward (4 Active Points) 13-

75+ Disadvantages: Psychological Limitation: Easily Bored (Common, Strong); Psychological Limitation: Goes Through A Lot Of Romantic Partners (Common, Strong)

CT: Janice Collins Human age 39 5 terms Liaison-2, Steward-2, Streetwise-1, Grav Vehicle-1, Carousing-2, Pistol-0, Shotgun-0.

Janice Collins was once a senior chef at the Dukh Imperial Hotel, but moved on after becoming rather bored with the post. She found the life of a liner chef much more to her liking, and now commands a top salary as the main reason Maxos Shipping has such a good reputation for cuisine. Most stewards serve a period aboard whichever ship she is assigned to as part of their ongoing training.

One of Janice's talents is the ability to make healthy food and even special diet items taste like little slices of heaven. Perhaps this is how she manages to remain slim despite eating her own food in fairly large quantities. An extremely attractive redhead of 39, she mingles with the passengers and either flirts politely or discusses Imperial Politics, a personal interest of hers.

Referee: Janice left her old job after the end of an affair with one of the hotel's senior managers; the fallout made things awkward. She likes the liner life for many reasons, not least because it allows her to have a series of no-strings liaisons then move on without messing up her life again. She would not consider an affair with another crewmember, having had her fingers burned before, but passengers are fair game.

Janice does not really like Ohtorm very much, but respects his abilities enough to learn from him even as she teaches him her skills.

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STEWARD OHTORM TAISUUI

TH: Steward Ohtorm Tatsuui

9 STR	11 DEX	11 CON	10 BODY	11 INT
11 EGO	11 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	21 STUN	

Abilities: Well-Connected; 1) Conta**CT:** GM Choice #1 (2 Active Points) 11-; 2) Conta**CT:** GM Choice #2 (2 Active Points) 11-; 3) Conta**CT:** GM Choice #3 (2 Active Points) 11-; 4) Conta**CT:** GM Choice #4 (2 Active Points) 11-; Fringe Benefit: License to practice a profession; Gambling 11-; Language: Galangic (idiomatic) (4 Active Points); Language: Vilani (completely fluent); Paramedics 11-; PS: Steward 12-; Research 11-; Scholar; 1) KS: Cooking (7 Active Points) 14-; 2) KS: Vilani Cuisine (7 Active Points) 14-; 3) KS: Vilani History (3 Active Points) 11-; Streetwise 11-; TF: Grav Vehicles/ Hovercraft; WF: Handguns, Shotguns

75+ Disadvantages: Rivalry: Professional (Janice Collins; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry); Psychological Limitation: Legend In His Own Mind (Common, Strong)

CT: Ohtorm Taisuui 677777 Human age 33 4 terms Steward-2, Gambling-1, Streetwise-1, Medical-1, Grav Vehicle-0, Pistol-0, Shotgun-0.

Ohtorm is actually rather old to be a 'mere' steward. He is a fully qualified Shumgili (Traditional Vilani chef) with 15 years of experience. His next assignment, assuming he receives a favorable report from Janice, will probably be as a head chef in his own right. He is adept at cooking conventional as well as traditional Vilani dishes, and while he has learned a lot from Janice he is still rather too sure that the cruise was a formality and that the senior job is his by right. His arrogance is not much appreciated by Janice nor by Karghazz, who sees him as a jumped-up plate-passer.

Referee: Ohtorm is not a bad sort really, but he is a bit too impressed with his Shumgili qualifications. He has no real idea what to do in a crisis and will look after his own safety first.

GUNNER SIMON TASKER

TH: Gunner Simon Tasker

11 STR	11 DEX	11 CON	11 BODY	11 INT
11 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	22 END	23 STUN	

Abilities: Well-Connected; 1) Conta**CT:** GM Choice #1 (2 Active Points) 11-; 2) Conta**CT:** GM Choice #2 (2 Active Points) 11-; Environmental Movement (no penalties in Zero G); Bureaucratics 11-; +1 with Ranged Combat; Computer Programming 11-; ; Electronics 11-; Jack of All Trades; 1) PS: Forward Observer (3 Active Points) 11-; 2) PS: Imperial Navy (ex) (2 Active Points) 11-; 3) PS: Vac Suit (3 Active Points) 11-; 4) PS: Zero G Combat (3 Active Points) 11-; Mechanics 11-; Navigation (Hyperspace, Space) 11-; Scholar; 1) KS: Boarding Actions (2 Active Points) 11-; 2) KS: Emergency Damage Control (2 Active Points) 11-; 3) KS: Imperial Navy Customs and Protocols (2 Active Points) 11-; 4) KS: Ship Military Tactics (2 Active Points) 11-; 5) AK: Imperial Space 11-; SS: Astronomy 11-; SS: Physics 11-; TF: Grav Vehicles/ Hovercraft; WF: Vehicle Weapons-High Energy Weapons, Vehicle Weapons-Lasers, Vehicle Weapons-Meson Guns, Vehicle Weapons-Missiles, Vehicle Weapons-PAW; WF: Handguns, Shotguns

75+ Disadvantages: Psychological Limitation: Boisterous (Uncommon, Moderate); Psychological Limitation: Hates to Wait (Common, Moderate)

CT: Simon Tasker 777777 Human age 26 2 terms Gunnery-2, Forward Observer-1, Admin-1, Electronics-1, Liaison-1, Vac Suit-1, Pistol-0, Shotgun-0, Zero-G Combat-0, Grav Vehicle-0.

Simon is the ship's defensive gunner; an expert with sandcasters though he can operate other weapons too. He is 26, and signed on with Maxos after a 4-year term in the Imperial Navy. Simon's service was undistinguished, as that of a sandcaster gunner aboard a tanker is likely to be. However, he is competent and well liked by the captain. There are so many reasons there for Karghazz to hate Simon, but in fact of all the 'lower orders', Simon is the one with whom the chief engineer has the least friction.

Simon is a rather boisterous young man who tends to talk too fast and too loudly when he is excited about something, which is most of the time. He has difficulty sitting still, and the concept of having to wait and see about anything is sheer agony to him. In addition to his gunnery duties, Simon is the ship's designated Cargomaster. This means he is responsible for stowing and securing all cargo, and for supervising the loading 'bots in port.

Referee: Simon has no major secrets. He likes and respects the captain and is strongly attracted to both Janice and Kim, though it has been made fairly clear to him that he has no chance with either of them. In a crisis he tends to rush around a lot but achieve little unless he has clear orders from someone. He is probably the easiest of the crew to obtain cooperation from since he is grateful to have a clear task to perform.

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GUNNER SILVEN UUTAMI

TH: Gunner Silven Uutami

12 STR	13 DEX	12 CON	12 BODY	12 INT
13 EGO	15 PRE	12 COM	2 PD	2 ED
3 SPD	4 REC	24 END	24 STUN	

Abilities: *Brawling Skill:* (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3); Martial Block; Martial Disarm; **ContaCT:** GM Choice 11-; Environmental Movement (no penalties in Zero G); Breakfall 12-; +1 with Ranged Combat; Jack of All Trades; 1) PS: Liaison (3 Active Points) 12-; 2) PS: Ships Master at Arms (4 Active Points) 12-; 3) PS: Vac Suit (3 Active Points) 12-; 4) PS: Zero G Combat (3 Active Points) 12-; Scholar; 1) KS: Interstellar Law (4 Active Points) 12-; 2) KS: Personal Security (4 Active Points) 12-; 3) KS: Shipboard Security (4 Active Points) 12-; Survival 11-; WF: Vehicle Weapons - High Energy Weapons, Vehicle Weapons - Lasers, Vehicle Weapons - Meson Guns, Vehicle Weapons - Missiles, Vehicle Weapons - PAW; WF: Handguns, Shotguns

75+ Disadvantages: Psychological Limitation: Stubborn (Common, Strong); Psychological Limitation: Loves Physical Exercise (Common, Strong)

CT: Silven Uutami 898677 Human age 23 1 term Gunnery-1, Liaison-1, Survival-1, Vac Suit-0, Pistol-1, Shotgun-1, Brawling-1, Zero-G combat-1.

Silven is a human of almost totally pure Vilani blood, but culturally she is an Imperial citizen first and a Vilani second. She comes from a well-off but not noble family in Core sector, and joined the merchant service right out of school. Now, at 23 she is not only a gunner but also the ship's unofficial Master-at-Arms. This essentially means she gets to clean and look after the security weapons; not a great honor. However, Silven is also the captain's escort when necessary for security or just to impress people. She is also responsible for dealing with 'difficult' passengers using techniques ranging from restraint holds, Tranq rounds from a snub pistol and the application of a shock baton up to (in theory) lethal force if the safety of the ship is compromised.

Silven is 'determinedly athletic'. That is to say, on a ship like *Duchess Selene* it can be difficult to keep in shape so she not only makes time to work out in the ship's tiny gym but also finds ways to train during the day. If there is something heavy to be moved, Silven wants in. She will go over a cargo crate rather than round it, just for the extra physical effort. She is no longer permitted to climb the cargo-handling chains after a near-accident some months ago, but she will find every other excuse to climb, swing, scramble, lift and push everything in sight. The exercise is not only good for her; she loves it. To most observers she is a manic bundle of energy without much brain power; someone who finds hard ways to do easy things. Those that know her just accept that's how she is.

Referee: As a result of her willingness to volunteer for every job that requires scrambling into a high or awkward place, Silven knows all the little corners of the ship and can get in and out of even the most inaccessible corners of the ventilation and fuel-feed system. She does tend to take a head-on approach to problems unless redirected, assuming that muscle and guts can overcome any difficulty. She does not know the meaning of the words 'give up', 'hopeless', or 'take a breather'.

THE HIGH PASSENGERS

Duchess Selene is carrying passengers in seven state-rooms; six individuals and a couple with their young family. By the time of the Jump emergence, all the passengers will at least be vaguely familiar to one another.

The Jen'Gourrh Family

A young Vargr couple and their two new cubs, traveling to visit relatives before relocating to new jobs with a large corporation.

GRANZH JEN'GOURRH

TH: Passenger Granz Jengourrh

8 STR	13 DEX	9 CON	10 BODY	12 INT
12 EGO	13 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	18 END	19 STUN	

Abilities: Vargr Racial Abilities; 1) +1 PER with all Sense Groups; 2) +3 PER with Smell/Taste Group; 3) Tracking with Smell/Taste Group; 4) *Vargr Claws:* Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR); 5) Ultrasonic Perception (Hearing Group); 6) +3 PER with Hearing Group; 7) Running +3" (9" total); Well-Connected; 1) **ContaCT:** GM Choice #1 (2 Active Points) 11-; 2) **ContaCT:** GM Choice #2 (2 Active Points) 11-; 3) **ContaCT:** GM Choice #3 (2 Active Points) 11-; Bureaucratics 13-; Computer Programming 11-; High Society 12-; Systems Operation (Communications Systems) 11-; Language: Vargr (idiomatic) (4 Active Points); Language: Galangic (completely fluent); PS: Carousing 13-; Scholar; 1) KS: Corporate Culture (3 Active Points) 11-; 2) KS: Office Administration (3 Active Points) 11-; 3) KS: Sports Trivia (3 Active Points) 11-; TF: Grav Vehicles/Hovercraft; WF: Blades, Handguns

75+ Disadvantages: Physical Limitation: Night Blindness (Infrequently, Slightly Impairing); Psychological Limitation: Pack Mentality (Common, Moderate); Vulnerability: 1 1/2 x Effect Interaction skills and presence attacks (Common); Psychological Limitation: Corporate Weasel of the Worst Kind (Common, Strong); Psychological Limitation: Loves His Wife And Kids But Will Save Himself First (Common, Strong)

CT: Granz Jen'gourrh 596787 Vargr age 29 2.75 terms Admin-2, Carousing-2, Computer-1, Grav Vehicle-0, Blade-0, Pistol-0

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A 29-year-old Vargr, Granzh is a career penpusher with few aspirations beyond climbing the corporate ladder. He is rather too impressed with his own achievements, including his recent promotion, his beautiful young wife and their two gorgeous cubs. Granzh is all too willing to tell tales of his success at climbing the corporate ladder, knowing when to switch from Squash to Golf, and other anecdotes laced with advice on how to get ahead in the harsh world of office cubicles and cut-throat staff meetings.

Granzh is condescending towards the crew and respectful to the captain. The officers are treated as buddies and equals until Granzh can get one over on them. Fellow passengers are subject to the same categories; those that might be useful are cultivated as buddies, the rest are kept in their place.

Referee: Granzh is very much what he seems to be; a corporate weasel of the worst kind. If it came to it, he would put his own safety ahead even his family's. Once things start to happen he will re-evaluate who can be useful to him and latch onto them – until they make a mistake.

LINVARGH JEN'GOURRH

TH: Passenger Linvargh Jen'gourrh

8 STR	13 DEX	8 CON	10 BODY	11 INT
12 EGO	13 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	16 END	18 STUN	

Abilities: Vargr Racial Abilities; 1) +1 PER with all Sense Groups; 2) +3 PER with Smell/Taste Group; 3) Tracking with Smell/Taste Group; 4) *Vargr Claws:* Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR); 5) Ultrasonic Perception (Hearing Group); 6) +3 PER with Hearing Group; 7) Running +3" (9" total); Well-Connected; 1) Contact (2 Active Points) 11-; Computer Programming 11-; High Society 12-; Language: Vargr (idiomatic) (4 Active Points); Language: Galangic (completely fluent); Paramedics 11-; PS: Steward 12-; TF: Grav Vehicles/Hovercraft

75+ Disadvantages: Physical Limitation: Night Blindness (Infrequently, Slightly Impairing); Psychological Limitation: Pack Mentality (Common, Moderate); Vulnerability: 1 1/2 x Effect Interaction skills and presence attacks (Common); Dependent NPC: 2 young cubs 14- (Incompetent)

CT: Linvargh Jen'gourrh 595775 Vargr age 22 1 term Medical-1, Steward-2, Computer-0, Grav Vehicle-0

Linvargh is 22, and (to other Vargr at least), absolutely gorgeous. She comes from a fairly low-status family and knows how lucky she was to find an excellent match like Granzh – this has been made clear to her many times by her family and her new husband. She has bought into this – and is sufficiently impressed with Granzh – to the extent that she is constantly delighted at her good fortune, and is completely besotted with her husband.

Linvargh's two cubs are the final blessing as far as she is concerned; things couldn't be any better. She owes it all to her corporate knight, who took her from low status and

gave her this wonderful life. She will not believe a word said against him.

Referee: Linvargh is as presented. Her husband feels his status would suffer if people knew how lowly his wife's background actually was, so he is educating her in how to be a perfect 'society' wife. He is almost always gentle and considerate rather than critical in tone, giving her no reason to resent his constant corrections. She still has a long way to go, however, so Granzh discourages his wife from having too much contact with others.

Equipment: Personal Communicator, Several Expensive Dresses, Diaper Bag, Several Changes Of Clothing For Cubs.

GARGH AND JAZGH

A pair of adorable 11-month old cubs, Gargh and Jazgh are much like babies everywhere; they can crawl pretty fast and can sort of toddle a bit – just far enough to fall on something. They also tend to chew things, as might be expected.

Referee: Gargh and Jazgh are babies. Interactions with them will mainly be confined to clearing up vomit.

ORLANDO IOVINE

TH: Passenger Orlando Iovine

9 STR	11 DEX	9 CON	10 BODY	13 INT
11 EGO	13 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	18 END	20 STUN	

Abilities: Contact 11-; Contact 11-; Bureaucratics 13-; Computer Programming 8-; PS: Broker 13-; PS: Liaison 13-; PS: Vac Suit 8-; Scholar; 1) KS: Business Administration (4 Active Points) 13-; 2) KS: Construction Materials (6 Active Points) 14-; 3) KS: Marketing (3 Active Points) 12-; Trading 13-; TF: Grav Vehicles/Hovercraft; WF: Handguns

75+ Disadvantages: Psychological Limitation: Dislikes Passenger Granz (Common, Strong)

CT: Orlando Iovine 676899 Human age 26 2 terms Admin-2, Broker-2, Liaison-2, Computer-0, Grav Vehicle-0, Pistol-0, Vacc-0

Orlando is a seriously overweight young man who dresses in expensive and fashionable business suits. He says he works in real estate, which is half the truth. In fact he is a materials surveyor for an important local noble, whose family business is construction. Orlando is very well paid because he is extremely good at what he does; namely obtaining the best materials for any given job at cut-throat prices. He holds a Bachelor's degree in materials science and a Masters in business administration. More importantly, he knows his job.

Orlando is a likeable sort who feels no need to place himself above others – except in business negotiations. He dislikes Granzh as a symbol of everything that can go wrong with a person in his line of work, while Granzh thinks Orlando is a nobody to be despised and openly insults him.

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Orlando finds this secretly amusing, and sometimes even provokes the Vargr, just out of devilment.

Referee: Orlando is as he seems; quietly friendly and thoroughly professional, but an excellent negotiator. He is not a 'doer' by inclination and will try to stay out of the crew's way as best he can, but if he thinks he needs to he will try to assume command of the passengers. Orlando will do this only if he feels it is necessary to get their cooperation for whatever the crew is doing.

Equipment: Personal Communicator, Personal Hand Computer, Several Expensive Business Suits.

CHRYSA ENDINELLI

TH: Passenger Chrysa Endinelli

11 STR	12 DEX	11 CON	11 BODY	13 INT
11 EGO	13 PRE	14 COM	2 PD	2 ED
2 SPD	4 REC	22 END	23 STUN	

Abilities: Luck 1d6; Well-Connected; 1) ContaCT: GM Choice #1 (2 Active Points) 11-; 2) ContaCT: GM Choice #2 (2 Active Points) 11-; 3) ContaCT: GM Choice #3 (2 Active Points) 11-; 4) ContaCT: GM Choice #4 (2 Active Points) 11-; Electronics 13-; Mechanics 13-; PS: Starship Engineer 13-; PS: Broker 12-; PS: Vac Suit 8-; Scholar; 1) KS: Emergency Damage Control (4 Active Points) 13-; 2) KS: Interstellar Law (3 Active Points) 12-; 3) KS: Jump Drives (4 Active Points) 13-; 4) KS: Merchant Starship Operations (3 Active Points) 12-; 5) KS: Starship Maneuver Drives (4 Active Points) 13-; 6) KS: Starship Power Plants (3 Active Points) 12-; TF: Grav Vehicles/Hovercraft; WF: Handguns

75+ Disadvantages: None

CT: Chrysa Endinelli 787895 Human age 34 4 terms Electronics-2, Engineering-2, Mechanical-2, Broker-1, Computer-0, Grav Vehicle-0, Pistol-0, Vacc-0

Chrysa is a 34-year-old ex-Merchant heading home at the end of her hitch. Her skills are mainly light technical (computer, electronics and so forth) since she spent more time working on portside support crews than aboard actual starships. Nevertheless, she is familiar with shipboard operations and feels a little awkward allowing the crew to get on with their jobs without offering a hand.

Referee: Chrysa will probably want to dive right in to any problem the ship encounters, and she has the technical skills to be useful. However, she will probably not consider the big picture and may waste time fixing up a perfect control link to the drives before there is any power to run it. With suitable direction, she is probably the most useful of the passengers.

Equipment: Personal Communicator, Personal Hand Computer, Several Old Uniforms, Tailored Vac Suit TL-14.

KASPAR HANDRO

TH: Passenger Kaspar Handro

8 STR	11 DEX	8 CON	10 BODY	12 INT
11 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	16 END	18 STUN	

Abilities: *Brawling Skill:* (Total: 5 Active Cost, 3 Real Cost) Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3); Well-Connected; 1) ContaCT: GM Choice #1 (2 Active Points) 11-; 2) ContaCT: GM Choice #2 (2 Active Points) 11-; 3) ContaCT: GM Choice #3 (2 Active Points) 11-; 4) ContaCT: GM Choice #4 (2 Active Points) 11-; 5) ContaCT: GM Choice #5 (2 Active Points) 11-; 6) ContaCT: GM Choice #6 (2 Active Points) 11-; 7) ContaCT: GM Choice #7 (2 Active Points) 11-; 8) ContaCT: GM Choice #8 (2 Active Points) 11-; 9) ContaCT: GM Choice #9 (2 Active Points) 11-; Money: Wealthy; Environmental Movement (no penalties in Zero G); Bureaucratics 12-; Combat Piloting 13-; +1 with HTH Combat; Computer Programming 11-; Gambling 12-; Jack of All Trades; 1) PS: Belter (3 Active Points) 11-; 2) PS: Starship Engineer (2 Active Points) 11-; 3) PS: Vac Suit (3 Active Points) 11-; Mechanics 11-; Navigation 11-; Scholar; 1) KS: Jump Drives (2 Active Points) 11-; 2) KS: Law (4 Active Points) 12-; 3) KS: Prospecting (5 Active Points) 13-; 4) KS: Starship Maneuver Drives (2 Active Points) 11-; 5) KS: Starship Power Plants (2 Active Points) 11-; SS: Geology 11-; Trading 11-; TF: Commercial Spacecraft & Space Yachts, Grav Vehicles/Hovercraft, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft; WF: Blades, Handguns

75+ Disadvantages: Physical Limitation: Failing Eyesight (Frequently, Greatly Impairing); Psychological Limitation: Kleptomaniac (Common, Strong); Psychological Limitation: Incurable Flirt (Common, Strong)

CT: Kaspar Handro 575787 Human age 50 9 terms Admin-2, Brawl-1, Computer-1, Engineering-1, Gambling-2, Legal-2, Mechanical-1, Navigation-1, Pilot-3, Prospecting-3, Ship's Boat-3, Vacc-1, Blade-0, Grav Vehicle-0, Pistol-0

Kaspar is an elderly gentleman who has clearly had a rough life. In fact, he has been a Belter, a commercial pilot, and an independent courier at various times. He is too old for adventures now, and spends his lifetime's accrued savings (quite a bit) traveling around enjoying himself. Kaspar is an incorrigible flirt, and finds virtually everything amusing. In short, he is having a good time while he can.

Referee: Kaspar's eyesight is going, along with his health. He finds it increasingly difficult to get around these days, which adds a desperate streak to his enjoyment of life. He is also something of a thief, and will try to steal valuables even amid a crisis if he thinks he can get away with it. This is an old, old habit; Kaspar has no guilt or self-consciousness about his thievery, which by now has become quite normal to him.

Equipment: Personal Communicator, Lockpick Set, Several Changes Of Clothes, Several Empty Wallets And Credit Chips.

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MAY CAMBRA SLEIN

TH: Passenger May Cambra Slein

11 STR	13 DEX	12 CON	11 BODY	13 INT
10 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	24 END	23 STUN	

Abilities: Contact 11-; Breakfall 12-; Computer Programming 8-; PS: Ballet 13-; Scholar; 1) KS: Ballet (3 Active Points) 12-; 2) KS: Choreography (3 Active Points) 12-; 3) KS: Dance (3 Active Points) 12-; TF: Grav Vehicles/Hovercraft

75+ Disadvantages: Psychological Limitation: Mostly Useless Under Pressure (Common, Strong); Psychological Limitation: Deep Anger at Being Rejected (Common, Total)

CT: May Cambra Slein 798887 Human age 22 1 term Ballet-2, Computer-0, Grav Vehicle-0

May is 22, fairly attractive, and unapproachable at present. She is returning home after failing an audition with a prestigious ballet company. She was good enough for an expenses-paid trip both ways, but not quite up the standard to achieve her lifetime dream. Still somewhat numb with the disappointment of it all, she is very much just going through the motions and always seems distracted when talking to others.

If May figures out that Renee is on a scholarship to university, she will take an instant dislike to Renee and take pains to antagonize her.

Referee: May is not all that good under pressure (one reason for the failed audition). Once it penetrates that she might die as a result of the disaster, panic sets in along with a deep anger at the unfairness of it all. May will then start looking for people to blame and generally get in the way demanding explanations rather than letting people do their jobs.

Equipment: Personal Communicator, Several Changes Of Clothes, A Tear-smeared Rejection Letter.

RENEE PHILIP

TH: Passenger Rene Philip

9 STR	11 DEX	8 CON	10 BODY	15 INT
11 EGO	11 PRE	14 COM	2 PD	2 ED
2 SPD	4 REC	16 END	19 STUN	

Abilities: Computer Programming 8-; Research 12-; Scholar; 1) KS: History (3 Active Points) 12-; 2) KS: Linguistics (3 Active Points) 12-; TF: Grav Vehicles/Hovercraft

75+ Disadvantages: Psychological Limitation: Useless in a crisis, wants somebody else to solve problems (Common, Strong)

CT: Renee Philip 675987 Human age 18 0 terms History-1, Linguistics-1, Computer-0, Grav Vehicle-0

Renee is the youngest passenger aboard, at 18. She is headed for one of the high-population worlds to take up a

scholarship at a prestigious university, studying history. This is her first time away from home and she is not very sure of herself at all. By the last couple of days of the voyage she has gained enough confidence to talk to people, but she really has no friends aboard and is becoming homesick.

Referee: Renee will be utterly useless in a crisis. All she wants to do is hide and wait for someone else to take care of the problem. Betting on whether Renee or May goes to pieces first would be good fun for gambling types.

Equipment: Personal Communicator, Several Changes Of Clothes, Holograms Of Family Back Home, Several Battered History Texts.

KEVEN UMALII-DUPREE

TH: Passenger Keven Umalii-Dupree

14 STR	15 DEX	14 CON	12 BODY	11 INT
12 EGO	15 PRE	12 COM	3 PD	3 ED
2 SPD	6 REC	28 END	26 STUN	

Abilities: Brawling Skill: (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3); Contact 11-; Contact 11-; Money: Well Off; Acrobatics 12-; Computer Programming 8-; Jack of All Trades; 1) PS: Carousing (4 Active Points) 13-; 2) PS: Singer (4 Active Points) 13-; 3) PS: Stand Up Comedy (4 Active Points) 13-; Scholar; 1) KS: General Athletics (3 Active Points) 11-; 2) KS: Stand up Comedy (4 Active Points) 12-; TF: Grav Vehicles/Hovercraft

75+ Disadvantages: Psychological Limitation: Wouldn't Know Good Taste In Comedy If It Bit Him On The Butt (Common, Strong); Psychological Limitation: Uses Other People As Often As Possible (Common, Strong)

CT: Keven Umalii-Dupree 9A9777 Human age 24 1.5 terms Athletics-1, Carousing-1, Performance-2, Computer-0, Grav Vehicle-0

Keven is a handsome, personable young man with a great physique, which he spends a lot of time working on in the ship's gym. He makes his living as an entertainer on the starport circuit with a mix of standup comedy, amusing parody songs and what amounts almost to stripping. His act is in extremely bad taste and would be considered deeply offensive by anyone not rolling in the aisles or goggling at his peccs. Keven has not been asked to perform on this trip, but would probably decline anyway.

Referee: Keven is a hard-nosed survivor, which has allowed him to claw his way up to a reasonable level of success. He is charming and friendly with everyone on the off chance they might be useful, but tries not to become attached to people once they have outlived their usefulness. However, he is not a bad sort at heart and sometimes feels bad about the people he climbed over to succeed. It is possible that one of his occasional moments of remorse might strike just after he has cynically abandoned a fellow passenger, driving Keven to stupid heroics in an effort to make amends.

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Equipment: Personal Communicator, Several Changes Of Clothes, Workout Attire, Various Props.

THE LOW PASSENGERS

There are five low passengers. Three are mercenary soldiers; two returning to their unit after a furlough and the third a new recruit. They have personal self-defense weapons in their baggage but no military weaponry. Two of these soldiers are killed by the disaster. The other two passengers are civilians. One is a student returning to college and the other gave no reason for his purchase of a low berth ticket beyond 'business'. He too dies in the disaster.

None of the Low passengers are likely to be a factor in this adventure as the time frame is too short for them to become active even if they are successfully awakened.

Rifleman-Recruit Ray Jarness: Age 19, just out of a Basic Training camp.

Talia Avange: Age 22, returning to University to study for a Masters Degree in Architecture

Corporal Alice Richeter, Marlowe's Rifles: Deceased

Rifleman Ymail Rurikaani, Marlowe's Rifles: Deceased

Mr. J.L. Loftmann: Deceased.

Age mid 40s, middle-class clothing, traveling on 'business' with little cash and just a single bag.

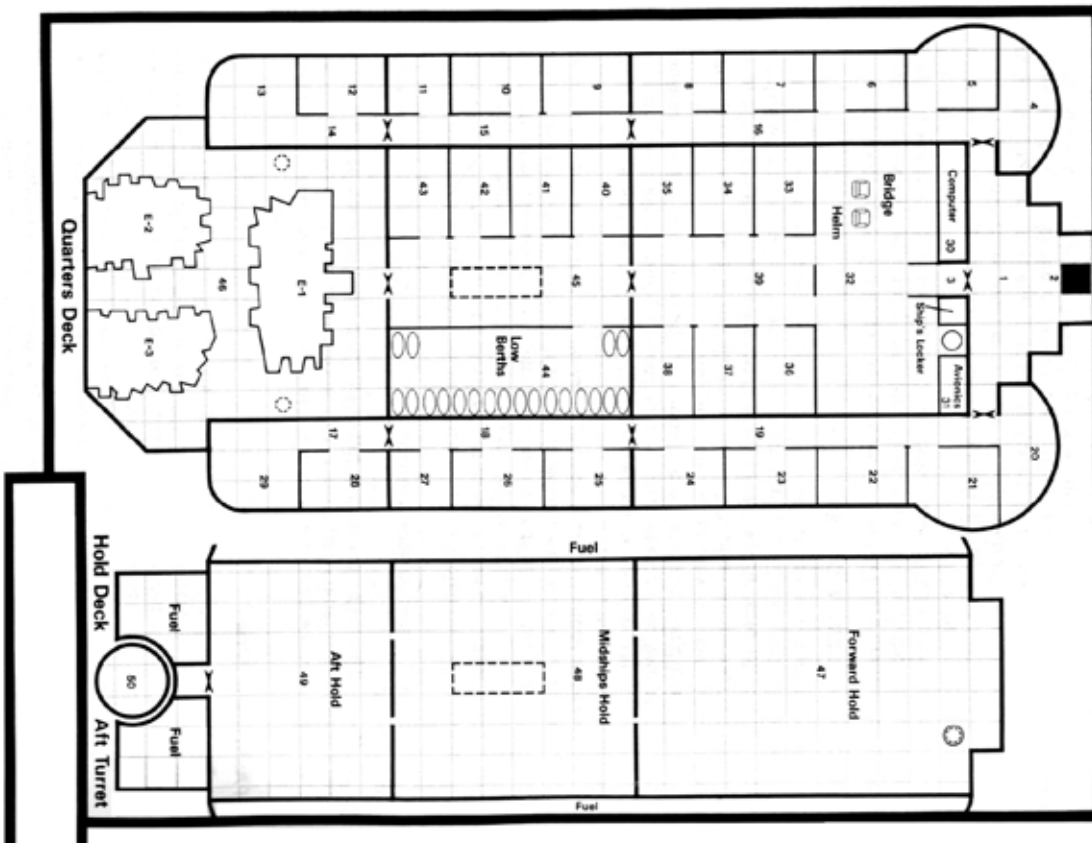
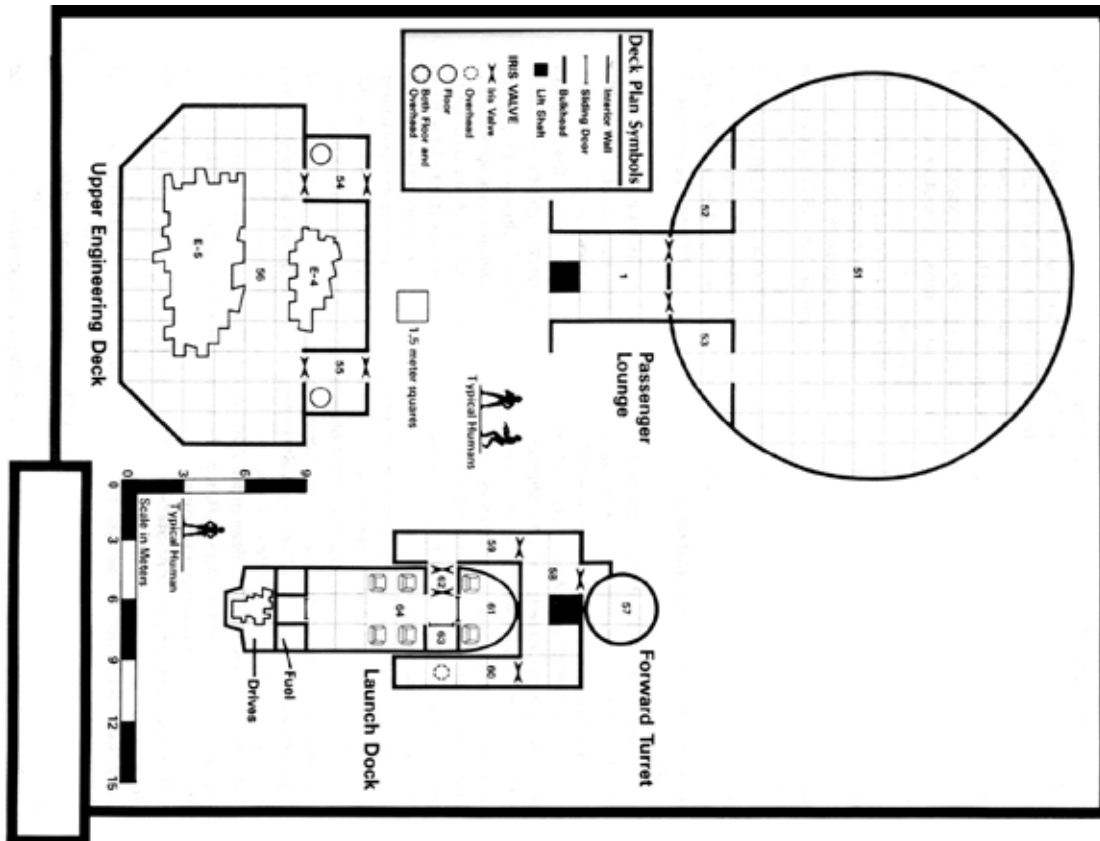
Mr. Loftmann's story is not relevant to this adventure, though he may serve as a plot hook for later on, or as a red herring in determining what has happened to the ship and shy. Perhaps he is merely looking for a job, perhaps leaving behind a messy divorce. Or perhaps the Referee will prefer to reveal a deeper secret that will lead to new adventures.

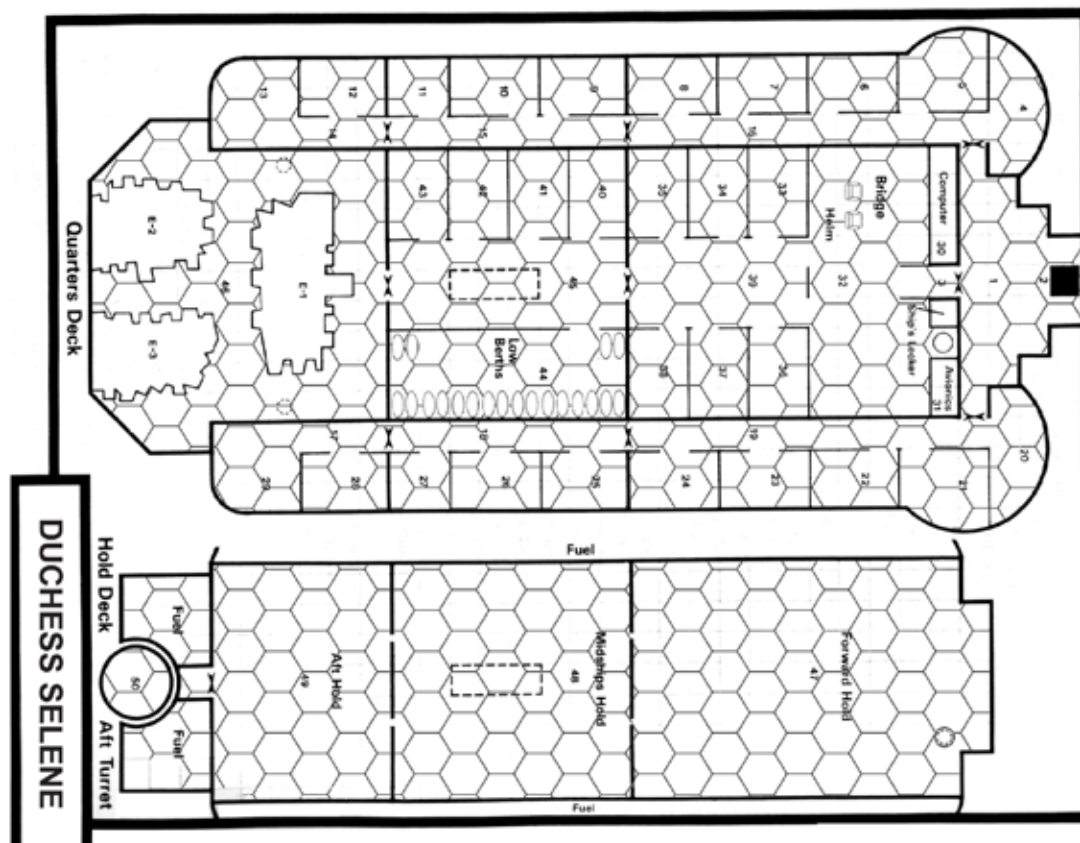
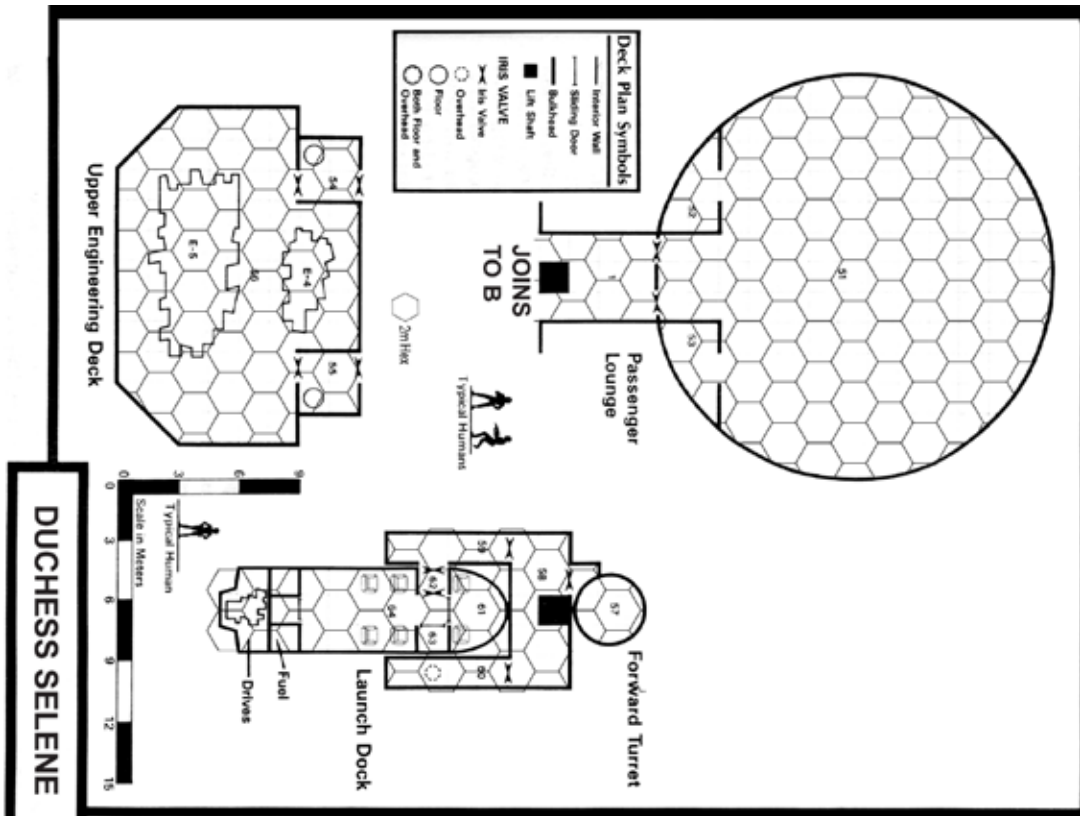
Maxos Shipping Liner Duchess Selene

KEY TO DECKPLAN

1 Reception Area	33 Crew Stateroom
2 Lift Shaft	34 Crew Stateroom
3 Ramp	35 Crew Stateroom
4 Luxury Stateroom (High Passage)	36 Crew Stateroom
5 Luxury Stateroom (High Passage)	37 Crew Stateroom
6 Passenger Stateroom	38 Crew Stateroom
7 Passenger Stateroom	39 Crew Lounge
8 Passenger Stateroom	40 Crew Stateroom
9 Passenger Stateroom	41 Crew Stateroom
10 Passenger Stateroom	42 Crew Stateroom
11 Passenger Stateroom	43 Passenger Stateroom
12 Passenger Stateroom	44 Low Berths
13 Luxury Stateroom (High Passage)	45 Common Area
14 Aft Port Passageway	46 Engineering Space - powerplant (E1) and maneuver drives (E2 and E3))
15 Mid Port Passageway	47 Forward Hold
16 Fore Port Passageway	48 Midships Hold
17 Aft Starboard Passageway	49 Aft Hold
18 Mid Starboard Passageway	50 Aft Turrets (Double Sand and Double Missile)
19 Fore Port Passageway	51 Lounge
20 Luxury Stateroom (High Passage)	52 Galley
21 Luxury Stateroom (High Passage)	53 Storage
22 Passenger Stateroom	54 Port Engineering Airlock
23 Passenger Stateroom	55 Starboard Engineering Airlock
24 Passenger Stateroom	56 Upper Engineering Space - Fuel Pre-processor (E4) and Jump Drive (E5)
25 Passenger Stateroom	57 Forward Turret (Double Beam laser)
26 Passenger Stateroom	58 Transfer Deck
27 Passenger Stateroom	59 Airlock
28 Passenger Stateroom	60 Maintenance Airlock
29 Luxury Stateroom (High Passage)	61 Launch Bridge
30 Model/3 Computer	62 Launch Airlock
31 Avionics	63 Launch Fresher
32 Bridge	64 Launch Passenger Compartment

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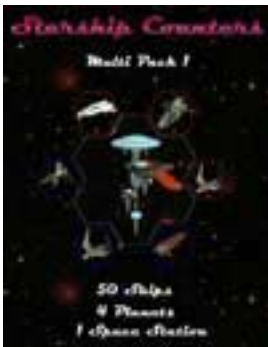
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